

SECOND EDITION

# PATHFINDER SOCIETY



## Year of Boundless Wonder

Scenario #4-06

Levels 7-10

## Signal from the Electric Laboratory

By Letterio Mammoliti



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# Signal from the Electric Laboratory

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## GM RESOURCES

Campaign Home Page: [pathfindersociety.club](http://pathfindersociety.club)

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 3*, *Pathfinder Guns & Gears*, and *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat: Haunted House* and *Pathfinder Flip-Mat: Dungeons Multi-Pack*

Online Resource: Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Guide to Organized Play: Pathfinder Society at <http://www.organizedplayfoundation.org/paizo/guides/>.

- ✓ **METAPLOT (BOUNDLESS WONDER)**
- ✓ **HORIZON HUNTERS**
- ✓ **RADIANT OATH**

## SUMMARY

A crystal key that recently made its way into the vaults of the Grand Lodge has been receiving a strange psychic signal, a possibly of alien origin. After tracking it to its source in a mysterious laboratory in the heart of Ustalav, the player characters investigate the site, make contact with an alien entity, and learn more about the group known as the Ardis Scholars. But before they can enter the laboratory, they're interrupted by an angry mob who wish to burn down the manor and everything in it!

## HOW TO PLAY



**PLAY TIME: 4–5 HOURS**



**LEVELS: 7–10**



**PLAYERS: 3–6**



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## ADVENTURE BACKGROUND

“To Learn, To Understand, To Embrace.”

So reads the motto of the Ardis Scholars, engraved upon a silver amulet discovered on the body of a deceased explorer in the Tomb Between Worlds.

After a vast trove of magical items landed in the vaults of the Pathfinder Society’s Grand Lodge, the Society turned their attention to learning the items’ mysteries and powers. One such item is a crystal and metal key, which acts as a receiver for a mysterious signal. The Society’s studies of the key have unearthed several surprising discoveries. First, neither the crystal nor the metal is from Golarion, and their planet of origin remains a mystery. Second, the signal is a chaotic, indiscernible, headache-inducing barrage of words, memories, and images which almost certainly originate from an alien mind. Finally, while the signal was steadily fading away, in recent days it surged with intensity. This sudden uptick in the signal’s strength allowed Grand Archivist **Zarta Dralneen** (LN female human archivist) and her staff at the Grand Lodge to determine that the signal comes from somewhere near Ardis, the former capital of the horror-filled nation of Ustalav.

Zarta immediately suspected this signal was no mere coincidence. During a recent Pathfinder Society mission to an ancient Osirian tomb caught between planes of reality (dubbed the Tomb Between Worlds), the Society learned of the Ardis Scholars, a secretive group of interplanar explorers. They also determined that the Scholars had fallen prey to the plots of one of the Society’s greatest foes, the night hag Aslynn. The Society’s attempts to contact or locate this group since that mission have failed, but now it appears the Scholars have reached out to the Society!

While Zarta is correct that the signal originates from the Scholars’ base of operations, in truth it is more than a simple greeting. Before Aslynn attacked the Tomb Between Worlds, she sent her daughter **Narcela** (CG female changeling human) to monitor the Ardis Scholars. During this time, Narcela developed a close bond with the researcher **Revecka Cioraru** (NG human female sage) by visiting her dreams. After discovering her mother’s actions in the Tomb Between Worlds, Narcela decided to turn against Aslynn to protect Revecka and the rest of the Ardis Scholars. Before Narcela could enact her betrayal, however, Aslynn launched a sudden raid on the laboratory and captured most of the scholars, planning to use their knowledge of rare technology and interplanar travel to further her schemes.

## WHERE ON GOLARION?

“Signal from the Electric Laboratory” takes place near the city of Ardis, the former capital of the Immortal Principality of Ustalav. More information on the nation of Ustalav can be found on page 45 of the *Pathfinder Lost Omens World Guide*.



Knowing that she was no match for her mother in a direct confrontation, Narcela fled the scene, pocketing a strange crystal key. The survivors left behind have been forced to fend for themselves, including an incorporeal being from another world named Lumna. Narcela knew that Lumna would likely evade Aslynn’s raid but couldn’t survive on Golarion long-term without specialized care, and that Lumna’s telepathic communications can traverse great distances using the crystal key as a beacon. Narcela snuck the key into the Pathfinder Society’s treasure hoard, hoping Lumna would eventually reach out for aid. If all went according to plan, the Pathfinder Society would arrive in time to save Lumna, learn what Aslynn had done to the Ardis Scholars, and rescue whoever had survived Aslynn’s plots, which Narcela hopes will include Revecka. She has been unable to reach Revecka’s dreams since the raid, and so fears her beloved to be dead or caught in the grasp of her mother’s power over nightmares.

# Signal from the Electric Laboratory

Several months after the raid, as their health deteriorated and they became convinced that all of the Scholars had perished, Lumna began sending a broad telepathic distress call. In the area around the Scholar's laboratory, this signal caused splitting headaches and unsettling dreams. For some, like **Kistur Radu** (N human male farmer), the headaches are turning slowly into waking hallucinations compelling them to seek the manor and the alien within. Unless the Society responds to this signal and resolves the situation soon, it's only a matter of time before the frightened people of Ustalav form a mob to storm the laboratory and destroy the signal's source!

## GETTING STARTED

The adventure begins as the PCs approach the Lodestar inn in the countryside near Ardis, former capital of the dread nation of Ustalav. They received instructions from Zarta Dralneen to carry an ornate box to their meeting with **Venture-Captain Evni Zongnoos** (NG female gnome fortune-teller). As the inn comes into view, give the players **Handout #1: Zarta's Instructions** (page 28).

Once the players have read the handout, read or paraphrase the following.

The Lodestar must have once been a popular and well-appointed establishment, but it's lost most of its splendor in the decades following the move of Ustalav's capital from Ardis to Caliphaz. The tables and chairs are made of sturdy oak, but bear the scuffs and stains of many years of heavy use. Once-vibrant tapestries hang on the walls, their hues muted by decades of lamp smoke, and the dusty shelves are laden with silver teapots, statuettes of unusual beasts, and other knickknacks. A small figure wearing flowing robes that glimmer like the night sky sips a large cup of tea as she chats with a slender half-orc in traveling gear and an older dwarf whose long red hair is streaked with gray.

Evni is talking with the Horizon Hunter **Ziri** (N male half-orc ranger) and **Kamenya** (LG female dwarf fighter) of the Radiant Oath. These two Pathfinders helped Evni narrow down the source of the signal to the lands surrounding the abandoned village of Ilev.

Once Evni notices the PCs, read or paraphrase the following.

Evni smiles widely. As she speaks up, her voice fills the somber room with brightness.

"You've arrived, and not a moment too soon! The situation might be getting out of hand, so I fear we don't have much time. Oh, by the way, this is Ziri, a Horizon Hunter, and Kamenya of the Radiant Oath. They helped narrow down the signal's origin point."

Ziri gives a nod before speaking. "It's somewhere near the village of Ilev. It should take you about a day if you take the Old Crown Road, unless you're adamant about taking a carriage down every old and overgrown path."

"Hey, a carriage is an excellent base of operations! Although I admit, I don't mind having a permanent base from time to time," protests Evni, folding her arms as Ziri chuckles before continuing.

"The village itself is abandoned, but there are still a few homesteads and farms nearby. The Ardis Scholars chose their headquarters well; folks around these parts know better than to go looking into anything unusual. I certainly hope we can find them. If Zarta's suspicions are true, it's possible they traveled farther than most! Can you imagine traveling to an entirely new planet?"

Kamenya pipes in, her voice smooth and level. "Ziri doesn't hesitate to walk the path least traveled. From the little we know about the Ardis Scholars, they share a similar outlook, and also act with compassion. Their motto is 'to learn, to understand, to embrace,' which doesn't fall far from the Radiant Oath's philosophy. I hope we can find these elusive scholars and welcome them as allies."

The battle-hardened dwarf sighs. "But most people fear what they don't understand, and I can tell you the people around Ilev are terrified. They started to suffer from frequent and debilitating headaches. Some have even reported finding themselves in places without recollection of how they got there. No one has been injured so far, but they're realizing something isn't right."

"And when they realize an alien or mysterious organization may be causing all of this, they won't hesitate to use torches and pitchforks to solve their problems," concludes Evni.

"But luckily, we have you! And the key in that box, of course. Zarta mentioned it should help us pinpoint the location of the source. What do you say, shall we take a look?"

While Evni is eager to open the box, she's more than happy to answer any questions the Pathfinders have.

**Who are the Ardis Scholars?** "To be honest, we're not completely sure. Pathfinders investigating the causes of an undead uprising in the Sothis Lodge encountered them in a place they called the Tomb Between Worlds. The Scholars were tricked by their mysterious benefactor and perished, leaving only a silver amulet with their motto engraved on it to speak of their intentions: 'To Learn, To Understand, To Embrace'."

**What do you know about the key?** "It's not of this world, it acts as a sort of receiver, and prolonged contact with it without protective shielding causes headaches, memory loss, and other disturbances. I hope we'll find out more once we open the box."



EVNI ZONGNOOS

# Signal from the Electric Laboratory

**How is the alien affecting people / I thought the key was needed to communicate with the alien?** “We think the key can focus the communication with the alien, acting as a receiver for their telepathic abilities. But that doesn’t stop them from just shouting to see who else or what else is out there. Without the key, their cries are unfocused and can’t reach very far, but it seems they can still influence people. Now that we’re so close to the source, the key might help us determine their location, but the psychic echoes may be stronger, so be ready.”

## SOCIETY OR LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 23 Society or DC 21 relevant Lore check to Recall Knowledge (such as Ardis Lore) might know more about Ardis. A failure grants no information, and a critical success grants the additional information in the critical success entry.

**Critical Success** The kingdom’s founder defeated the Kellid shaman-king Voagx of the Stormheart and brought the clan’s godstone back to the capital of Ardis, where it still sits. The stone’s top is wrapped in chains, but is said to be decorated with images of “a being made of storms and eyes” raining blessings upon its children.

**Success** Ardis was the traditional capital of Ustalav and the birthplace of Soividia Ustav, the Varisian hero that founded the kingdom and ushered in a golden age that lasted until the rise of the Whispering Tyrant. Prince Valislav Ordramti’s decision to move the capital to Caliphas in 4674 AR is still felt bitterly by the people of Ardis.

**Critical Failure** Ardis is home to a new generation of nobles seeking to claim their ancestral birthright, restore their holdings, and bring back the capital back to its original place. These actions have earned the sympathy of the local population who wish nothing more than to see the capital thrive once again.



CRYSTAL KEY

## OPENING THE BOX

The crystal key is inside a lacquered jewelry box about one foot long, six inches wide, and three inches tall. Anyone who handles the box after removing the key quickly realizes it’s too heavy to be made of wood alone; underneath its fabric lining hides a layer of lead, which keeps the effects of Lumna’s mind at bay and protects the key from attempts to find it with the *locate* spell.

When the PCs open the box, read or paraphrase the following.

The box opens with a subtle click, revealing a key made of smooth crystal and blue-tinged metal. Whispers and fragments of incomprehensible visions surround the unusual key, creating a telepathic cacophony of jumbled thoughts and emotions.

Making sense of the visions requires a conscious effort and direct contact with the key. A PC who succeeds at a DC 22 Occultism or Arcana check (DC 24 for levels 9–10) determines the active link is

psychically charged and that spells like mind reading, telepathy, or mind probe or telepathic abilities make the images and emotions easier to understand.

A PC who holds onto the key and attempts to sort through the alien’s emotions must succeed on a DC 23 Will save (DC 26 for levels 9–10). If they use one of the spells or listed abilities, use the result for one degree of success better than the result of the save.

A critical success grants the additional information in the critical success entry. If the PCs refuse to touch the key, Kamenya volunteers. In that case, provide them with the details included in the failure entry.

**Critical Success** The character identifies with the alien more deeply and discovers their chosen name: Lumna. They also feel Lumna’s emotions: guilt for having harmed Dr. Treju in their first encounter, fear for their own survival, and grief for the good doctor’s death.

**Success** The alien shares their second encounter with Dr. Adelana Treju. The character sees the inside of a dark room lit by flashes of electricity. A tall and kind woman in her fifties speaks in a tone as calming and caring as her gestures. She approaches the alien, carefully avoiding contact with the electrical current running through the metallic mesh surrounding its enclosure. At this distance, her thoughts become clear: she wants to help. She offers an empty glass syringe fitted with a short needle ending in a rounded tip. Tendrils of light ebb toward the syringe, filling it with a warm glow, while electricity discharges around her. The essence remains in the syringe, stable, and a smile appears on the doctor’s face. Before the link ends, the alien shows the character glimpses of the outside of the Ardis Scholars’ manor.

**Failure** The character sees the emaciated figure of Kistur Radu, the latest person to hear the alien’s call for aid. In the vision, Kistur is at a small farm with about a dozen head of cattle marked with the symbol of a broken crown. Without closing the gate behind him, he slowly ascends the hill, stumbling and disoriented, while the animals wander off to their enclosure. Just like Kistur, the character is overwhelmed by

the alien’s telepathy and is stupefied 1 for 24 hours.

**Critical Failure** As a failure, but the character is stupefied 2 for 24 hours.

After the vision ends, the key goes dormant, giving only one PC the chance to experience the vision.

## DISCUSSING THE VISION

At the end of the vision, Evni excitedly asks the PCs to share details about their experience.

**Vision of Doctor Treju:** The vision provides a few critical details that can help the characters free the alien. If a PC viewed the vision and they succeeded on their Will save to interpret it, they can attempt a DC 23 Recall Knowledge check (DC 26 for levels 9–10) with each of the skills listed to gain more information. They can describe what they saw to other PCs to allow the rest of the group to attempt this Recall Knowledge check at a –2 penalty.

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If the PCs come up with a more effective way to communicate the contents of this overwhelming vision, they may be able to reduce or negate this penalty. In general, such strategies should require a successful DC 20 skill check to reduce the penalty to -2 (DC 23 for levels 9–10), with the penalty being negated on a critical success. Possible skills include a Crafting check to draw out what they saw or a Performance check to convey the most important information clearly. Alternatively, the PCs could reduce or negate the penalty by using a spell or ability to reproduce the vision (such as *illusory object* to replicate a small part of the vision, or *illusory scene* to provide a complete picture).

**Arcana:** Rods with rounded or blunt tips like the syringe's needle help control the unpredictable discharge of energy. A needle with that shape would act as a lightning rod, protecting the wielder from significant harm.

**Crafting:** The regularity of the electrical sparking in the vision is likely due to a Stasian coil, a rare form of technology that can be used to create incredible but not fully understood effects. Utilizing magic near the apparatus may cause unpredictable effects.

**Society:** The manor resembles one of the many dilapidated buildings scattered across Ustalav. These manors usually have at least two stories along with a hidden basement in which to seek shelter. Helpful supplies are usually hidden near the entrance of the shelter to help people survive for long periods of time.

Describing the manor is enough for Ziri and Kamenya to direct the characters to the dilapidated building about one and a half days away that acts as the Scholars' headquarters. While neither of them recognizes Doctor Treju, they're extremely interested in what the characters felt or saw in their vision. If the PCs describe the care and interest the doctor showed in the welfare of the alien, Evni and Kamenya are thrilled, thankful that the Scholars seem to be living up to their motto.

**Vision of Kistur Radu:** If the character (or Kamenya) witnessed Kistur, they have little concrete information to go on. Mentioning the broken crown prompts Ziri to warn the PCs that the farm belongs to Kistur Radu, a reclusive man who only occasionally makes the trip to Ardis to buy provisions or sell meat. His farm is located about a day of travel north if the PCs follow the road leading away from the inn.

**Preparations:** After discussing the vision, Evni urges the characters to gather whatever supplies they need from Ardis before leaving. If they gained the manor's location, she encourages them to head straight for the manor rather than diverting to visit Kistur; the sooner they resolve the mystery, the sooner the locals will stop suffering the side effects of the signal.

## CHASING THE BROKEN CROWN

Kistur has recovered from the latest vision's side effects, but the frequent psychic calls left a mark on the farmer's mind. Convinced he's being called by an evil force he named "the Entity," Kistur has decided to take matters in his own hands. When the PCs arrive, he's in his shed sharpening his butcher's cleaver as he prepares to convince his neighbors to rise against this danger. Read or paraphrase the following.

A simple rectangular dwelling faces a small hill to the northwest. A fenced area attached to the home keeps in a few heads of cattle, each bearing a mark of a broken crown. The sound of a grindstone grating against metal comes from a small shed on the opposite side.

If the PCs approach Kistur, he spins quickly, cleaver in hand. His eyes dart fearfully from one character to the next for a few moments before he regains his composure with a deep breath and inquires why the PCs are trespassing.

Kistur becomes suspicious if the PCs mention the alien's call or the events of the vision, fearing they may be working with the Entity. A PC who succeeds at a DC 25 Diplomacy check (DC 28 for levels 9–10) can convince Kistur they mean no harm, in which case he provides them with information matching the details of the vision of Dr. Treju, although he adds that he believes the Entity was manipulating the woman. The PCs can glean additional information by talking to him about the

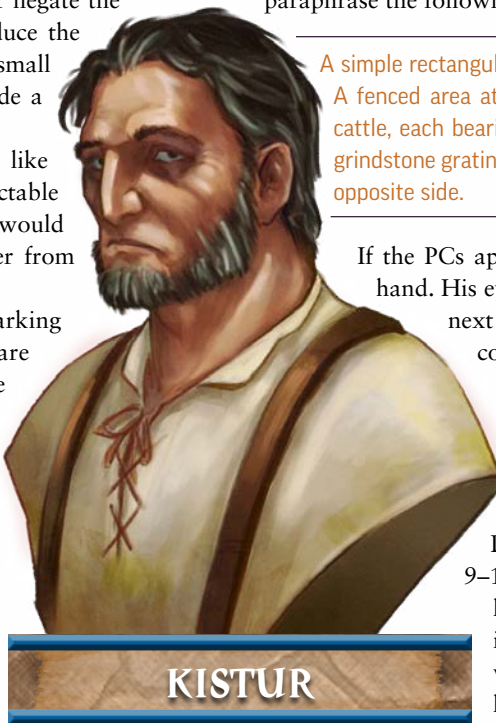
contents of the vision, taking the typical penalties for hearing the vision secondhand.

On a failed Diplomacy check, Kistur provides them with the directions to the manor, but keeps the details of the vision to himself. He figures he has a better chance to deal with these "followers of the Entity" by leading a mob to corner them within the manor.

## A. ARDIS MANOR (FIRST FLOOR)

Reaching the abandoned manor that serves as the Scholars' laboratory takes slightly more than a day if the characters leave directly from the Lodestar. If the PCs had to seek information and details from Kistur, the trip instead takes two full days. Once the PCs arrive at the manor, read or paraphrase the following.

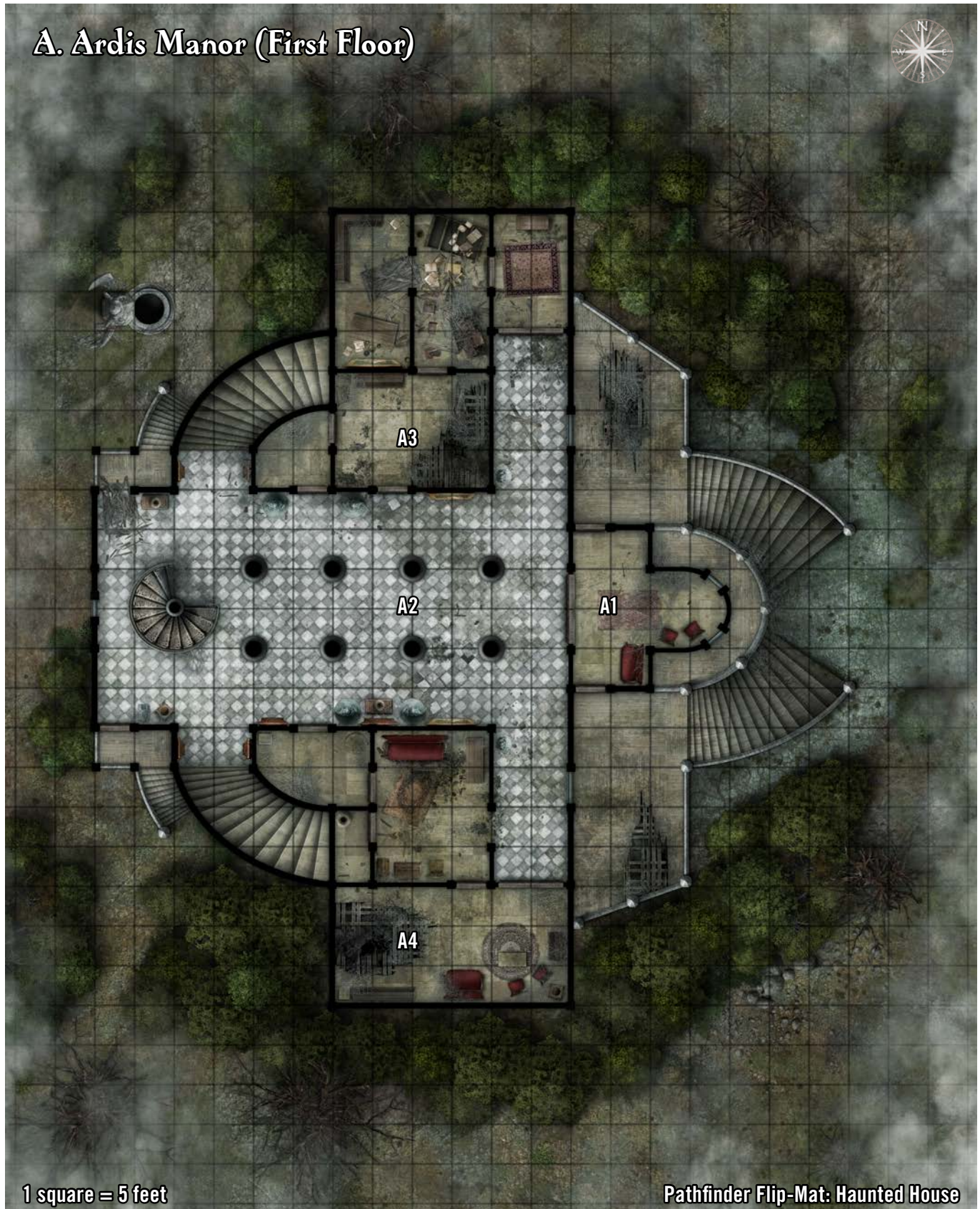
An overgrown path winds up the hillside, leading to an imposing manor that towers over the landscape. At the path's end, two curved staircases lead to a patio, gray with age and sagging with disrepair. Underneath the patio, a patchwork of wooden posts supports the structure's weakest points, preventing it from collapsing. Most of the windows are boarded up, but cold light flickers through the heavy curtains on the top floor.



KISTUR

# Signal from the Electric Laboratory

## A. Ardis Manor (First Floor)



1 square = 5 feet

Pathfinder Flip-Mat: Haunted House

# Signal from the Electric Laboratory

A PC who succeeds at a DC 23 Perception check to Seek (DC 26 for levels 9–10) notices that all door and window frames have steel rods embedded in the wood. These highly conductive metal rods can fill each opening with arcs of electricity meant to stun and deter assailants. Use the map on page 7 for these areas.

## A1. FOYER

The tapestry and upholstery are new and well made, filling the entrance with unexpectedly vibrant reds. An empty glass decanter sits on an elegant entry table nestled between the two south-facing windows. Three portraits painted by expert hands adorn the walls, each mounted below a plaque bearing a fragment of the Ardis Scholars' motto: "to learn, to understand, to embrace". The large door leading farther into the manor is sturdy and unblemished by the ravages of time.

The three paintings have no names, dates, or titles. If the PCs learned about Dr. Treju in the vision or through Kistur, they recognize her as the subject of the middle painting. A PC who succeeds at a DC 21 Perception check to Seek (DC 24 for levels 9–10) while inspecting the painting notices the signature of Silvu Cioraru in the corner of each portrait.

## A2. GREAT HALL

Most of the floor tiles have been painstakingly repaired and waxed in an attempt to recapture the great hall's lost splendor, although not its function. A few chairs neatly stacked in a corner next to a shattered blackboard covered in complex scripts and a portable lectern speak to the great hall having a more academic purpose.

Elegant marble columns support the ceiling, each fitted with six thin metal rods running through their entire height, and a massive spiral staircase leads to the upper floor.

**Shattered Blackboard:** As Aslynn's forces raided the place, they savored the opportunity to destroy the Scholars' research, starting with the notes scribbled on the blackboard. The notes detail complex formulas meant to predict planar interactions so they can be exploited for traveling, but they're difficult to decipher in their current state. A PC who succeeds at a DC 25 Arcana or Occultism check (DC 28 for levels 9–10) finds hints that the Scholars were predicting a weakening between the Shadow Plane and the Material Plane for the next two weeks in the area surrounding the manor. Casting mending on the blackboard allows the PC to repair one of the side panels containing the hypothesis and variables used in the calculations, reducing the DC of the check by 4.

**Stasian Pylons:** The thin metal rods are used to generate an electric field across the lower floor of the manor for experiments and for protection from Lumna's powerful telepathy. Revecka has rerouted all power to the top floor so she can continue to recharge her galvasphere. A PC who succeeds at a DC 23 Crafting check to Recall Knowledge (DC 26 for levels 9–10) recognizes

## LUMNA

Because Revecka recently rerouted the manor's electricity to the second floor, Lumna can extend their perception and sense the characters within the manor. Initially cautious, they spend a few minutes observing the PCs before revealing their presence, appearing within 10 feet of the PC holding the key. Lumna adopts the appearance of Dr. Treju (as seen on page 27) to make it easier to communicate. They share what they know and do their best to guide the PCs to the underground laboratory.

## WHAT DOES LUMNA KNOW?

**Inhabitants:** Lumna knows about the cu sith Gleam in the basement and is aware that Vilo the ghost roams the grounds. Despite Lumna's pleading, Vilo has refused to turn off the electricity since doing so will kill Revecka. Lumna can't communicate directly with Revecka due to the constant current running through her body and her immunity to mental effects.

**The Raid:** Lumna was unable to witness what happened during the raid due to the electrical barrier confining their telepathic abilities to the laboratory. Once the power was removed from the main floor, they couldn't feel any of the Scholars, which led to them assuming (incorrectly) that all of the Scholars except Revecka had perished. In desperation, they began broadcasting their plea for help across the countryside.

**The Manor:** Lumna knows the entrance to the laboratory is in **A4** and the door requires a password to open. They suspect that Revecka changed the password and may be the only one able to open the passage. They assume Revecka is on the top floor but can't confirm it.

**Dr. Treju and the Ardis Scholars:** Lumna is originally from Hallas, one of the moons of Liavara the Dreamer, the seventh planet in Golarion's star system. They stumbled upon the Scholars during one of their experiments and were inexplicably snared and wounded by the unpredictable Stasian technology. Weak and on a different world, they lashed out, entering the mind of Dr. Treju and finding nothing but a desire to understand and help. Their actions almost killed the doctor, putting her in a stupor for a few days. Despite this, the Scholars didn't harbor any ill will toward Lumna, although they took precautions to limit their ability to inflict unintentional harm. While the doctor recovered, the scholars devised an electric dampening field using the Stasian pylons in **A2** that would allow Lumna to safely communicate within the laboratory without having their psychic echo interfere with the work taking place on the upper floors. The doctor then attempted to heal Lumna's wounds, but without her help, they're at risk of dissipating. The doctor was working in the underground laboratory on a vessel to contain Lumna's essence, but they don't know if it's ready.

**The Key:** Lumna senses that the key is from Liavara, although it didn't come over here with them. It's a relic of an older time which can amplify dreams as well as telepathic powers.

# Signal from the Electric Laboratory

that the steel has been treated to conduct electricity, allowing the energy generated to flow freely through the building. Putting a hand close to the pylon is enough to realize that no current is flowing through the metal. If the pylons are reactivated from Revecka's office, Lumna loses their ability to communicate with people within the manor.

## A3. ALCHEMICAL LABORATORY MODERATE

The acrid smell of alchemical reagents fills the room. Most of the furniture lies in splinters, the wood covered in extensive burn marks and pitted by acid. A few shelves in the northern room are still filled with vials, alembics, and half-finished creations along with scattered journal pages.

**Alchemical Notes:** A few pages miraculously escaped the destruction caused by Aslynn's agents. They are the penned by **Anaton Lasca** (LG human male researcher), an Ardis Scholar originally from the chaotic nation of Galt. The notes detail his experiments to modify an ooze's acid to affect only diseased or necrotized flesh in the hope of creating something to fight undead. From the research notes, it is obvious that the research had only just begun. Instead of creating the intended effect, preliminary experiments created oozes that were "split-resistant, with a tendency to spit acid when agitated."

Anaton also writes about the feasibility of making a chemical battery to power a handheld harpy-detering device, noting that the local harpies have been growing bolder in their attacks and that the protections fitted around all openings in the manor won't help him on his many incognito trips to Ardis.

**Battery Components:** Revecka needs the components stored on the shelf here to create a long-lasting chemical battery that would allow her to leave the manor. If the PCs received clear instructions from Revecka or from Anaton's alchemical notes, they have no trouble identifying what they need. Without the instructions, a PC who succeeds at a DC 25 Crafting check to Recall Knowledge (DC 28 for levels 9–10) can accomplish the same task.

**Creatures:** When Aslynn's agents used their own magic to destroy the alchemical laboratory, the resulting magical explosions freed the ooze specimen that Anaton was studying and created a roiling incant. The specimen and the incant keep to themselves, but attack anything that enters the room. Their presence prevents Revecka from recovering the alchemical supplies she needs.

## LEVELS 7-8

### DEPLETED ROILING INCANT

Page 19, art on page 25

CREATURE 7

### STABILIZED OCHRE JELLIES (2)

Page 19

CREATURE 5

## LEVELS 9-10

### ROILING INCANT

Page 22, art on page 25

CREATURE 9

### STABILIZED BLACK PUDDINGS (2)

CREATURE 7

Page 22

**Rewards:** Anaton hid some of his equipment in an ooze-proof stone compartment. A PC who succeeds at a DC 23 Perception check (DC 26 and master proficiency required to detect for levels 9–10) to inspect the room locates the compartment. The compartment contains a few rare metals, a silvered quill worth 40 gp, and a *clandestine cloak* that allowed Anaton to often go into town without bringing attention to the manor. For levels 9–10, the

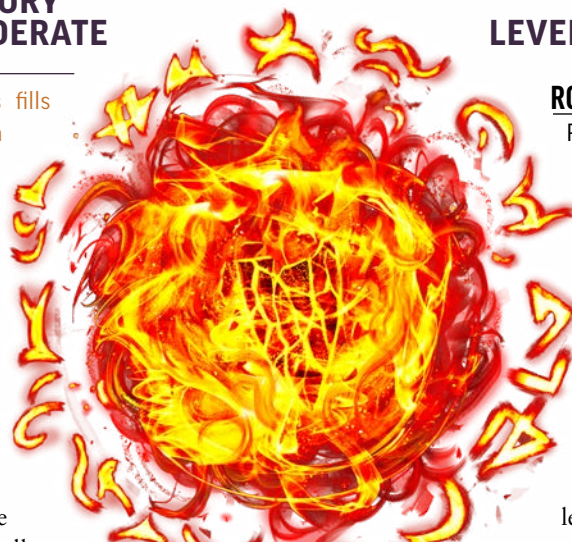
cloak is instead a *greater clandestine cloak*.

## A4. STUDY

The door to the great hall is missing, its shattered remains barely hanging from the twisted hinges while debris lies scattered everywhere. A door with deep gashes and marks survived the assault thanks to its metallic inner core, but no visible lock. A small brass ear horn covered in splinters but otherwise undamaged is attached to the door frame of the reinforced door, acting as a sort of listening device.

Revecka changed the password to open the door during the raid to prevent Aslynn's agents from finding their research (or Lumna), putting the laboratory in lockdown. The override sits in her office in **B4**, but she hasn't returned to the lab since her transformation.

**Accessing the Underground Laboratory:** The control panel is without power but hitting the control panel with electricity awakens it for a few seconds. This electricity could come from a brief zap from the battery in area **A3**, or from a spell or effect with the electricity trait. Once awakened, the control panel plays a message instructing the PCs that the laboratory is in lockdown mode by the authority of Revecka Cioraru. If the PCs speak the password before directing the power from area **B4** back to the



ROILING INCANT

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laboratory, the panel informs them the password can't be accepted because the laboratory is in lockdown mode. Directing power back to the laboratory automatically lifts the lockdown.

**Rewards:** The original owners of the manor built a secret compartment behind the door leading to the underground shelter. A PC who succeeds at a DC 25 Perception check (DC 28 and master proficiency required to detect for levels 9–10) locates the panel. If the PCs are already aware of the possibility of a panel as a result of discussing the vision reduce the DC by 4. In the panel, they find a set of expanded healer's tools along with a set of greater ablative armor plating (*Pathfinder Guns & Gears* 66). For levels 9–10, the compartment also contains a vial of oil of repulsion.

## B. ARDIS MANOR (UPPER FLOORS)

### B1. HALL OF LEARNING

The room is littered with scattered papers and dried bloodstains. A blackboard with a few notations covers most of the western wall, but little else remains on the few workstations pushed against the wall. The bookshelves are barren, filled only with a couple of tomes damaged beyond repair. In the corner, a large and unusual device emits a hum almost too low to properly hear. A large trail of blood leads out of the room and into the opposing bedroom.

The Ardis Scholars made their stand in this room, but they were quickly overwhelmed by Aslynn's forces. The blood trail was left by Revecka as she dragged herself to area B2 to grab Dr. Treju's new galvasphere prototype.

**The spirit-singer:** A PC who succeeds at a DC 25 Arcana, Crafting, Occultism or Performance check recognizes the device as a spirit-singer (*Pathfinder Guns & Gears* 83), a musical instrument that responds to the presence of haunts and spirits, and realizes that the device is likely reacting to the presence of an incorporeal ghost. If the PC carrying the key is in the room with the spirit-singer, the hum changes in pitch until a few words become audible.

The PCs are being observed by **Vilo** (CG human male ghost), a musician and close

friend of the Cioraru family who swore to protect Silvu's daughters after his disappearance. Vilo is wondering if he can trust the PCs to help Revecka when the key held by the PCs starts broadcasting his thoughts. Filled with surprise, he reveals his presence while trying to appear as harmless as possible. Usually, Vilo relies on the spirit-singer to communicate via distortions since he lost his voice after his death at the hand of an attic whisperer, but if the key is within 60 feet of the spirit-singer, he can broadcast his thoughts freely. Without the key's help, a character with the Read Lips feat, telepathy, or similar means can communicate with Vilo normally. He can give an account of what happened here that matches Revecka's (page 13), but his priority is to lead the PCs to her in B4 in the hope that they can help.

### B2. RANSACKED LIVING QUARTERS MODERATE

This beautiful bedroom is adorned with deep greens accentuated by a few golden decorations. The only surviving painting adorning the wall is made in typical Ustalavic style with dark colors and just a hint of light. A blood trail ends next to an open metal case containing medical gear near the bed.

Formerly the bedroom of Dr. Treju, this room has been largely left untouched since the raid when a mortally wounded Revecka grabbed the prototype of an improved galvasphere created by the brilliant doctor. With a tremendous show of will, she embedded the device in her chest, miraculously escaping death.

**Group Painting:** The large painting is a group portrait of the Ardis Scholars working under Dr. Treju. It captures the thin Anaton, explorer Silvu Cioraru posing with his daughters Rozla and Revecka, Dr. Treju, a still-living Vilo, and Viorel Fidatov, the Osirionologist who died in the Sothis Lodge, as they're sitting in a study during a summer day. Gleam, a small cu sith with a silver medallion, sits in front of the group. Just like before, the painting bears the signature of Silvu Cioraru along with the words "To Great Beginnings" engraved on a silver plaque.

**Vilo's Insights:** Vilo can easily name all the people in the group painting, explaining to the Pathfinders that Silvu and Adelana were childhood friends who both suffered greatly at the hand of the horrors of Ustalav. They wanted to make the world a better place, vowing to never give up on their land or its people. Vilo's grief is still raw from losing Silvu years ago in an expedition in the First



VILO

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World. He explains that he vowed to protect his daughters, bitterly admitting he was unable to follow Rozla and prevent her death in the Tomb Between Worlds.

**Creatures:** Harpies were a nuisance for the Ardis Scholars even before the attack. The ones in the room just discovered that the electric protections around the windows are no longer active and came in to find something of value. As the Pathfinders enter the room, they are busy looking around for anything of interest. The harpies can be bribed to leave by providing a remarkable trinket (like the rare metals from **A3**), but otherwise they fight for the right to obtain the medical box and anything in it. The harpies retreat from the fight if they are reduced to 15 HP or less.

## LEVELS 7-8

### HARPY FORAGER

### CREATURE 7

Page 20

### HARPIES (2)

### CREATURE 5

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## LEVELS 9-10

### HARPY WAILER

### CREATURE 9

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### HARPY FORAGERS (2)

### CREATURE 7

Page 23

**Rewards:** The medical box contains two *moderate healing potions*, a set of major clockwork goggles (*Pathfinder Guns & Gears* 68), and a *traveler's any-tool*. For levels 9–10, it also contains two greater antidotes. The box also contains a few letters thanking the Scholars for providing experimental cures, freeing a house from haunts, or creating medical devices.

## B3. REVECKA'S BEDROOM

This bedroom belongs to Revecka, although she hasn't been using it since her transformation makes her unable to sleep. She moved most of her books to **B4** to continue her research but left her personal effects here.

The room has little in terms of extravagant comforts, but everything is neatly organized. The bed is carefully made, although a thin layer of dust suggests that it has not been used in some time. A few sheets of paper covered in fresh ink rest on the scriptorium next to the door, along with a lovingly crafted silver amulet and a weathered leather-bound journal.

If Vilo is with the Pathfinders, he is somewhat uncomfortable with them looking through Revecka's belongings but understands that the PCs may need to know who they are dealing with. If the PCs have not encountered Vilo yet, he attempts to attract their attention by causing loud distortions in **B2** or by appearing to them here.

**Revecka's Prized Possessions:** If the PCs look at the notes on the scriptorium, they find Revecka's letter to Narcela and a journal detailing Silvu Cioraru's and Vilo's travels across Golarion. Give them the **Handout #2: Farewell** (page 28) and **Handout #3: A Father's Dedication** (page 29).

**Password:** Although the PCs don't have a way to know what Narcela and Revecka talked about in their first dream together, the dedication could provide enough of a direction if the Pathfinders are forced to guess that "Stormheart" is the password. Silvu's dedication mentions the Stormheart, Rozla's favorite story, and the comment about the irony of the word chosen could lead the PCs to think about Revecka's electric heart. A PC who succeeds at a DC 23 Society check (DC 26 for levels 9–10) could connect "what lies chained and hidden" with the chains hiding the top of the Blindstone in Ardis and its carving depicting rituals for the Stormheart clan. Reduce the DC by 5 if the PCs critically succeed at their skill check to Recall Knowledge about Ardis before they opened the box at the Lodestar.

**Vilo's Insights:** If the PCs have already contacted Vilo, he explains that Revecka's sister Rozla died in an expedition to Osirion (as per the events in *Pathfinder Society Scenario #3-14: The Tomb Between Worlds*). Her loss filled Revecka with grief and she has been unable to find closure since she doesn't even know what happened to her. If the PCs inquire about Narcela, Vilo says that he is unsure since she is not a member of the Ardis Scholars. He claims to not know what the password is, although he was present when Revecka changed it to "Stormheart."

**Rewards:** Revecka's silver amulet has the words "Ardis Scholars" on one side and the group's motto "To Learn, To Understand, To Embrace" on the other. It is worth 18 gp (or 36 gp for levels 9–10).

## B4. REVECKA'S OFFICE

Since the transformation brought on by the galvasphere, Revecka has barely left this room, hoping to make the most of her remaining time. She is so immersed in her thoughts that she doesn't hear the PCs arrive.

The study is filled to the brim with notes and journals along with the smell of ozone and the crackling of electricity arcing between Stasian coils. A large collection of books, most sporting elegant metal bookmarks, covers the desk. A single drawing showing a beautiful woman with differently colored eyes sits in a silver frame at the edge of the desk, her smile warm and filled with hope. A pallid woman stands at the desk, her movements slow and deliberate as she is jotting down a few notes.

A PC who succeeds at a DC 23 Medicine check (DC 26 for levels 9–10) can tell that Revecka is showing all signs of a failing metabolism, from slow movements to barely perceptible breathing, resembling someone rapidly approaching death. If they went straight to the Ardis Scholar's base without stopping at the farm, she will survive for another full day. If they had to stop at the farm, she will pass away in about 2 hours without further

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assistance. When she becomes aware of the PCs' presence, she is at first wary of them. Once they establish that they are not here to kill her, she explains her situation, giving the information from the questions "what happened here" and "how did you survive" even if the PCs don't ask. Revecka knows that she is in her final hours of life without a battery to power her galvasphere, and convincing her to share any other information before giving her either a constructed battery or the parts for it (Redirected Power, below) requires the PCs to improve her attitude to friendly. Her attitude begins at indifferent. A PC who succeeds on a DC 23 Diplomacy check to Make an Impression (DC 26 for levels 9–10) can improve her attitude by one step.

Any PC with a Chronicle Sheet for *Pathfinder Society Scenario #3-14: The Tomb Between Worlds* can increase her attitude by one step by telling Revecka about her sister's fate. Giving her the battery to power her heart also improves her attitude by one step.

**Redirected Power:** The Stasian coils in this room are using the redirected power from the laboratory to keep Revecka's artificial heart working. However, the energy supply has begun to falter, leading to occasional flickers that create corresponding stoppages in Revecka's heartbeat.

If the PCs approach the coils and attempt to redirect power to the laboratory, Revecka sharply warns them away from that course of action, explaining that the power remaining in this room is vital for her survival until she can secure an alternate power source for her heart.

If the PCs persist in interfering with the coils despite Revecka's warnings, they are easily able to overpower her and remove the power override, repowering the laboratory. However, doing so before retrieving the battery for Revecka kills her. In this case, Vilo is filled with rage, transforming into a specter and running to the laboratory to possess the vessel in C3.

Once Revecka's heart battery is in place, she redirects power back to the laboratory herself. After the harrowing events of the past month, she does not want to be surrounded by the hum of electricity for a moment longer.

**Opening the Laboratory:** Opening the way to the laboratory requires three steps: redirecting power to the laboratory (above), hitting the override switch in this room, and entering the password,

"Stormheart." If the PCs improve Revecka's attitude to helpful, she hits the override switch and shares the password. If they do not, she makes no attempt to stop them from hitting the override switch but does not share the password.

**The Key:** If the PCs show Revecka the key (or Vilo brings up the key as a means for him to communicate with the PCs) she mentions that she has seen something similar in her father's notes. He described it as a communication device he first encountered on one of the moons of Liavara meant to carry telepathic signals. Each fragment can be attuned to speak to other fragments belonging to the same original crystal, a process he later replicated with his spirit-transcriber. If Revecka's attitude is at least friendly, she can explain the process or jot down a few notes to help the PCs attune the crystal later.

**What happened here?** "We didn't have any warning; Bugbear marauders appeared out of nowhere. We realized something was wrong only when we heard Anaton's cries from downstairs. Adelana ordered me to come here and put the laboratory in lockdown. When I returned to join the fight, I was wounded and left for dead. After I stabilized my condition, I looked around for survivors, but I found no one, not even their bodies. It's possible they're still alive, but I have no way of knowing."

**How did you survive?** Revecka shows them the galvasphere embedded in her chest, along with a red, uneven scar next to it. "Dr. Treju's latest prototype: a galvasphere that can replace a failing heart. Sadly, she didn't have time to perfect the energy storage mechanism, meaning that it must rely on external power. I managed to survive thanks to the power from the laboratory, but that power has become too unstable to power something as delicate as a heart. Unless I can gather the reagents from Anaton's laboratory on the first floor, I won't survive much longer. With those I can make a battery that can last for a week or two, but in my condition, I can't fight the creatures roaming around. If you return the reagents, I can safely remove the lockdown and let you into the laboratory. Afterward, I hope to find help in Ardis."

**What about the alien?** "They were caught in an interplanetary jump and accidentally brought back here. Their



REVECKA

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powerful telepathy almost burned Dr. Treju's brain. It was unintentional, just the act of a scared entity feeling their essence dissipate. Dr. Treju felt responsible for what we did, so she worked day and night to create a way to give Lumna the means to survive here. Her prototype in the laboratory stabilizes Lumna's form via a Stasian coil, but I don't think it has been tested yet."

**Did you hear the alien's cries for help?** Revecka sounds surprised. "No? When? Ah, maybe my condition is preventing Lumna from making contact. Their powers are stunted by electricity and electricity is the only thing keeping me alive. I know Lumna spoke to Vilo, asking him to convince me to turn off the electricity, but doing so will help neither of us. Routing the power off to the door will spell my doom and indirectly Lumna's since no one would be able to open the passage to the underground laboratory."

**Who is Narcela?** Color returns to Revecka's cheeks as she smiles for a moment before picking up the painting on the desk. "You could say she is a dream come true. She's a changeling fearing her upcoming transformation into a hag. I know she wants to help, but I can't talk to her since I can't sleep or dream anymore, because of this." She taps the artificial heart with a sigh. "I have been hoping she would come here, but it is only a foolish hope. How would she even know where to find me?"

**What's in the underground lab?** "The results of years of research. There is a well-stocked animal pen, my father's spirit-transcriber, a few clockwork automatons that Dr. Treju was using as a base for their prototype and Lumna's electrified lodgings that help her maintain her form. The laboratory is in lockdown mode and has plenty of supplies, so everything should still be ok, but I can't be sure since I am bound to the upper floor."

## UNQUIET MOB

Shortly after the Pathfinders meet Revecka but before they descend into the underground level, they hear shouts and notice the flickers of torches outside the manor. Read or paraphrase the following.

A fearful mob gathered outside the manor holding torches, pitchforks, cleavers, and anything else the frightened people of Ilev could use as a weapon. They are led by a man in his forties wearing a silver butterfly medallion with images of stars, suns, and moons made with a bright blue enamel. A man with a haunted face is close behind holding a sharp cleaver with a sinister glint in his eyes.

If the PCs met him before, they recognize the haunted man as Kistur, the farmer that has been plagued by visions of "the Entity." The mob is led by the respected **Saban Procaru** (CG

human follower of Desna), who was able to find the manor with Kistur's help. The mob is convinced that the source of the psychic signal is a malevolent entity trying to lure people to their death in the manor. The frequent headaches, dreams and confusion that affected many in the countryside made many ready to believe Kistur's allegations.

To make matters more complicated, Lumna appears in their translucent form resembling Dr. Treju next to the PCs, believing that Adelana's compassion is a trait all humans share. Sadly for Lumna, the people in the mob are terrified by the sudden appearance.

The PCs can try different approaches to calm down the fearful mob so that they disperse. For instance, a PC who notices Saban's prominent symbol of Desna who succeeds at a Religion check can draw a parallel between Lumna or the Scholars and Desna as travelers. A PC who succeeds at an Arcana or Occultism check can try to come up with an explanation filled with technical jargon that confuses the mob, making them hesitate. Those with

Intimidation can inform the mob that the manor is filled with dangerous flammable reagents or paint a picture of untold dangers if they storm the manor. Each PC can attempt two skill checks. The DC of these skill checks is 23 (DC 26 for levels 9–10).

**Critical Success** Reduce the mob's Panic Points by 2.

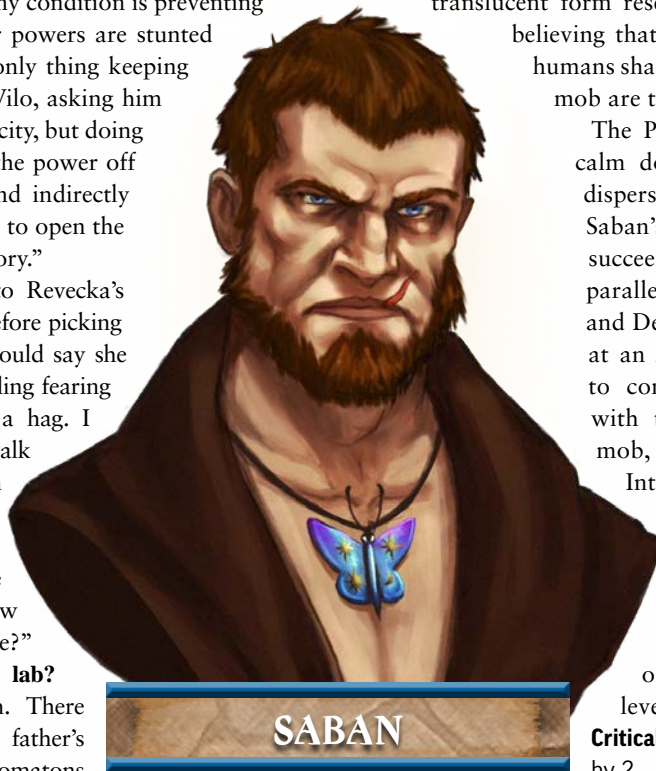
**Success** Reduce the mob's Panic Points by 1.

**Critical Failure** Increase the mob's Panic Points by 1.

The mob starts with a number of Panic Points equal to the number of PCs. If the mob reaches 0 Panic Points, they disperse peacefully.

If the PCs do not reduce the mob's panic Points to 0, Kistur leads the attack with his cleaver, focusing on Lumna's projection. This attack inspires either Revecka (or Lumna, if Revecka is dead) to call for the PCs to retreat inside while they put the building on lockdown. If Revecka is alive, she shouts at the PCs to get into the manor as she transfers all the remaining power to a defensive system envelops the manor with electricity, buying the PCs some time. If Revecka is dead, Lumna urges the PCs to get inside and activates the protocol instead. Upon throwing the switch, the electricity coursing through the main floor causes the alien to disappear, leaving the PCs on their own until they reach them in **C4**.

The mob is no match for the PCs in combat; should the PCs choose to engage in battle, the PCs easily win, but unless they take careful precautions, at least some of its members perish in the fight before the rest scatter. Killing members of the mob earns the PCs 1 Infamy.



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**The Broken Crown:** Kistur is firmly convinced that the Entity is evil and wishes nothing but harm. He points his shaking finger to Lumna and makes all negotiations more difficult. If the PCs visited Kistur to find out the manor's location, his efforts are particularly effective since he uses the Pathfinders' own words against them and accuses them to have fallen under the control of the Entity. Increase the DC of all checks to calm the mob by 2.

## C. UNDERGROUND LABORATORY

If the PCs speak the password "Stormheart" into the horn and the override has been removed, the door unlocks, revealing a small room with stairs leading deep below the manor. The air becomes cold and humid and carries an animalistic smell due to the animal pens located near the entrance. The sound of water is faintly audible in the distance. Use the map on page 16 for these encounters.

### C1. THE STASIAN SPIRIT-TRANSCRIBER

The room is dominated by a complex device fitted with two large coils and dozens of dials located on a raised platform. Its metallic shine has not faded over the years, although some of the engravings next to each panel have been worn out due to long-time use. The machine emits a steady and low hum.

**Vilo's True Voice:** Vilo was a talented musician in life. Having been robbed of his voice from an attic whisperer moments before his death, he found it natural to lean on music to communicate. Revecka's father, Silvu, created this machine specifically to allow Vilo to talk with other people by transforming the distortions into human-like sounds. When Vilo is in this room, he can communicate with a melodic albeit somewhat distorted voice by waving his hands across the air as if to direct an invisible orchestra.

**The Crystal Key:** With some effort the PCs can interface the key with the device. A PC who succeeds at a DC 23 Crafting check (DC 26 for levels 9–10) can create a stable connection with the key (reduce the DC by 2 if the PCs received instructions from Revecka or allow Vilo to assist) using a small opening on the machine. On a failure, the key still fits the device, but the connection lasts only for a few minutes as the machine short circuits. For people unfamiliar with its inner workings, making repairs is a lengthy process. The hum is replaced by a series of different high and low frequency sounds before it creates a connection with the closest fragment: Narcela's key. Suddenly stable, the PCs hear a feminine voice filled with trepidation asking "Revecka? Is that you?"

Narcela hesitates to trust the PCs at first and tries to gather as much information from them as possible. Once she realizes she is talking to Pathfinders, she asks questions about where they are and if they have found Revecka. If the PCs confirm that Revecka is alive, she becomes much more open and considers the PCs her allies, explaining everything she knows about what happened as detailed in the adventure background and reveals her desire to oppose Aslynn at every step.

If Revecka is dead, Narcela goes silent and asks the PCs to tell her what happened. If they admit to being responsible for her death, she swears revenge, falling back into the fold with her mother and working tirelessly to destroy the Society.

### C2. ANIMAL PENS

The Ardis Scholars studied many different beasts, hoping to find a way to either cure their afflictions or train them to help the Scholars with their mission.

The room is filled with spacious pens holding a few different animals. On one side, an albino ball python slithers in a terrarium adorned with Osirion inspired decor while a vampire bat sleeps lazily away from the light. On the opposite end, a large aquarium fitted with a spigot hosts a pair of bizarre fishlike creatures. An attentive and diminutive cu sith sits free in the middle of the room, wearing a polished silver collar with the word "Gleam" on it.

**Gleam** (NG cu sith) was the runt of his litter and survived thanks to the attentive care of Rozla, Revecka's sister. Gleam was instrumental in helping the Ardis Scholar locate the cu sith loyal to Count Ranalc that accompanied the Ardis Scholars to their expedition to the Tomb Between Worlds.

Gleam knows that something is wrong, and he has been hoping to attract someone's attention to warn them that a portal to the Shadow Plane briefly opened in C3, but no one has come down since the attack. Gleam has been trained by the Scholars to use his senses to identify where planar portals lead by indicating the destination through a predetermined number of taps with his paw. Upon spotting the PCs, he taps his paw three times on the floor and sits next to a chart explaining the meaning of the tapping, hoping for a reward. Consulting the chart reveals that three taps indicate a portal to the Shadow Plane.

Gleam was able to survive thanks to the large reserves of food contained in the room and the water produced by the grodairs in the tank. If the PCs find a way to talk to either Gleam or the grodairs (for instance by using *speak with animals* or talking in Aklo or Sylvan with the grodairs), the animals provide very little information. They speak about the noisy machine in C1 and that they are wondering when the Ardis Scholars will come to visit (they are particularly fond of Anaton who always brings good stories and treats from his trips to Ardis). Gleam is particularly worried about the portal to the Shadow Plane that opened in C3 since something may have slipped through.

### C3. POSSESSED CLOCKWORK MODERATE

The air feels stale and cold, as if something were draining this place of warmth. Scraps and spare parts lie scattered across the room, making it difficult to move without hitting a spring, coil or tube. Unfinished, humanlike constructs lean inert against the wall, most missing limbs or critical components. One slender construct, heavily modified by expert hands, is fitted with a large coil leading to a container filled with dark energy.

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**Creatures:** The portal to the Shadow Plane has allowed incorporeal creatures to enter the laboratory. Aided by Dr. Treju's modification, one of the creatures managed to take control of the vessel she created to safely preserve Lumna's essence, while the others are limited to animating the clockwork scraps that litter the ground. If Revecka is dead, Vilo is the one possessing the vessel. Consumed by his desire for revenge, he focuses on whoever he believes is most responsible for Revecka's death. If the death was the indirect result of Revecka activating the lockdown mode without having received the reagents, he blames the PCs and the mob equally, wishing the complete destruction of both.

## LEVELS 7-8

### INFESTED CLOCKWORK VESSEL CREATURE 8

Page 21, art on page 26

### INFESTED CLOCKWORK HEAP CREATURE 5

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## LEVELS 9-10

### POSSESSED CLOCKWORK VESSEL CREATURE 10

Page 24, art on page 26

### POSSESSED CLOCKWORK HEAP CREATURE 7

Page 24

**Rewards:** Among the many scattered parts, the PCs find a damaged galvasphere (*Pathfinder Guns & Gears* 82). While the galvasphere has no inherent power, it can be affixed to the essence-gatherer to help control the transfer and protect the person holding the gatherer.



# Signal from the Electric Laboratory

**Development:** Disabling the vessel leaves the essence-gatherer unaffected. The essence-gatherer has 1 Bulk and acts similarly to the syringe the PCs may have witnessed in the vision although it is missing a rounded tip. Without it, the essence-gatherer can still collect Lumna's essence but won't protect the wielder from the dangers of Lumna's enclosure.

## C4. THE SOURCE OF THE SIGNAL

The worked stone gives away to a more rugged and natural cavern overflowing with water from an underground stream. A fine metal mesh containing a slowly dissipating energy orb about 5 feet across is suspended in the center of the enclosure.

The electrified mesh serves two purposes: it protects the PCs from the alien's otherwise overwhelming telepathy, and it keeps Lumna's essence somewhat stable. Lumna communicates with the PCs as a glowing orb, but if the Pathfinders seem to be uneasy, they again adopt the visage of Dr. Treju.

**Lumna's Pleading:** If they have not already done so, Lumna explains the PCs the circumstances of their arrival to the PCs: their curiosity, the unpredictable planar jump resulting in their wounds, and their regretful actions that almost cost Dr. Treju's her life. They also explain that they were intrigued and moved by Adelana's kindness, something they are trying to learn from. They would have expected the Scholars to destroy them, instead they talked to them and tried their best to nurse them back to health. Adelana in particular spent a lot of time with Lumna, explaining the noble reason behind her work and her desire to help the people of Ustalav with their research.

**Lumna's Enclosure:** The enclosure is charged with electricity to keep Lumna's form stable. Made from Stasian technology, the mesh is highly reactive to magic. Lumna warns the PCs that the Scholars mentioned that using magic near the enclosure may be difficult, and even dangerous. If a spell is cast within 20 feet or a spell effect reaches within 20 feet of the enclosure, the mesh emits bursts of chaotic energy to counteract it. The counteract modifier is +13 and the counteract level is 4 (counteract +15 and level 5 for levels 9–10). On a success, an arc of electricity strikes the closest organic creature, inflicting 2d12 electricity damage.

**Freeing Lumna:** If the PCs have the essence-gatherer from C3, they have the means to extract Lumna from their cage and help them leave the manor. The essence-gatherer must be close enough to Lumna to work, requiring the PCs to become exposed to the currents arcing along the mesh. A PC who succeeds at a DC 23 Thievery check (DC 26 and master proficiency required to disable for levels 9–10) sabotages the enclosure, reducing the DC for the basic Reflex saving throw by 2. A PC who is touching the essence-gatherer at the moment of the transfer must succeed at a DC 23 basic Reflex saving throw or take 4d12 electricity damage (DC 26 and 5d12 electricity damage for levels 9–10). Affixing the galvasphere to the end of the coil makes the transfer easier increasing the degree of success on

the basic Reflex saving throw by one step. After a moment of silence, Lumna informs the PC that the transfer worked and that the large coil is creating a stabilizing field subtle enough to keep them from dispersing. She thanks the PCs and travels with them as they leave the manor.

**Development:** Once the PCs rescue Lumna, they can leave the manor behind and return to the Lodestar to talk to Evni. If the PCs successfully dispersed the mob, they can leave through the main entrance and return to the venture-captain without further incidents. If Revecka is alive, she meets them in the underground laboratory where she is looking for Gleam and Lumna. If the PCs mention that they spoke with Narcela, she asks for all the details and then goes to the spirit-transcriber in C1. Revecka can easily repair any damage the device may have received since she is intimately familiar with its construction. She spends a few moments talking to Narcela to reassure her she is okay and to set up a meeting at the Blindstone in Ardis. After the conversation, she travels with the Pathfinders and Gleam back to Evni.

If the PCs don't disperse the mob, the Scholars' manor and their research is consumed by flames, forcing the PCs to use one of the flooded passages in the underground laboratory to escape. The PCs can rescue Gleam, but Revecka's fate depends on her having the reagents for her battery. If the PCs provided the reagents, she makes her way to Ardis, where she tries to find a way to get in contact with Narcela. If she lacks the reagents, she escapes the fire, but her heart gives out before she can find help.

## CONCLUSION

Once the PCs leave the manor, they can return to the Lodestar to speak with Evni, Ziri and Kamenya. The three are eager to hear everything the PCs have to say. If Lumna is with the PCs, their eyes fill with curiosity and wonder, but they wait for the PCs to explain what happened at the manor before barraging them with questions: Ziri about Lumna's planet and Kamenya about their experience. Evni is also thrilled to talk to Revecka if she is with the PCs. She assures Revecka that the Pathfinder Society will provide the alchemical reagents needed to keep her heart beating, and the Society has numerous researchers who would be interested in collaborating with her.

## REPORTING NOTES

If the PCs returned to the Lodestar with Revecka, check box A on the reporting sheet. If the PCs dispersed the mob without violence, check box B on the reporting sheet. If the PCs befriended Narcela by saving Revecka, check box C on the reporting sheet. If the PCs caused Revecka's death and made an enemy of Narcela, check box D on the reporting sheet.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they free Lumna using the essence-gatherer. Doing so earns each PC 2 Reputation with their chosen faction.

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## SECONDARY OBJECTIVES

The PCs fulfill their secondary objectives if they fulfill at least two of the following goals: returning from the manor with Revecka, recovering Silvu's travel journal, and contacting Narcela using the key. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

Ziri would love to read about previous trips to other planes by a fellow explorer. If the Pathfinders bring Silvu Cioraru's journal back from the manor, each PC earns 2 additional Reputation with the Horizon Hunters faction. Meanwhile, Kamenya was hoping to contact the Scholars to understand their philosophy. If the PCs bring Revecka back, each PC earns 2 additional Reputation with the Radiant Oath faction.



LUMNA

# Signal from the Electric Laboratory

## APPENDIX 1: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 30 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely in the scaling sidebars).

### A3. ALCHEMICAL LABORATORY (LEVELS 7-8)

#### DEPLETED ROILING INCANT

#### CREATURE 7

RARE N LARGE ARCANE EVOCATION MINDLESS

Variant roiling incant (*Pathfinder Bestiary* 3 215)

**Perception** +12

**Skills** Acrobatics +16

**Str** +4, **Dex** +4, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

**AC** 22; **Fort** +16, **Ref** +14, **Will** +12

**HP** 115; **Immunities** bleed, death effects, disease, doomed, drained, evocation, fatigued, healing, mental, necromancy, negative, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Absorb Evocation** A roiling incant is made of evocation energy. Any time it would be affected by another creature’s non-cantrip evocation spell, after applying its immunity, it also regains 5 Hit Points.

**Speed** fly 40 feet

**Melee** ♦ arcane tendril +16 (arcane, evocation, magical, reach 10 feet), **Damage** 2d10+6 force

**Ranged** ♦ arcane bolt +16 (arcane, evocation, magical, range increment 30 feet), **Damage** 2d6+6 force

**Arcane Innate Spells** DC 25, attack +17; **3rd** *fireball* (at will; see Unstable Magic); **2nd** *flaming sphere* (at will; see Unstable Magic); **Cantrips (4th)** *produce flame*

**Engulf** ♦♦ DC 25, 2d6 force plus 3d4 fire, **Escape** DC 25, **Rupture** 15

**Unstable Magic** A roiling incant is as much a mass of unstable magic as it is a creature. It isn’t living or undead, nor is it even a construct. It can’t be healed or Repaired and is destroyed at 0 Hit Points, though it naturally recovers a number of Hit Points equal to its level × its Constitution modifier (42 for the depleted roiling incants) each day. Each time a roiling incant casts one of its non-cantrip spells, it drains its own magic to do so, taking 5 force damage.

## SCALING ENCOUNTER A3

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Add one stabilized ochre jelly to the encounter.

**12–13 Challenge Points:** Add one depleted roiling incant to the encounter.

**14–15 Challenge Points:** Add one stabilized ochre jelly and one depleted roiling incant to the encounter.

**16–18 Challenge Points (5+ players):** Add two depleted roiling incants to the encounter.



#### STABILIZED OCHRE JELLIES (2)

#### CREATURE 5

UNCOMMON N LARGE MINDLESS OOZE

Variant ochre jelly (*Pathfinder Bestiary* 255)

**Perception** +7; motion sense 60 feet, no vision

**Skills** Athletics +13

**Str** +4, **Dex** -5, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

**AC** 12; **Fort** +15, **Ref** +4, **Will** +7

**HP** 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

**Splorch** ⤵ **Trigger** An adjacent creature hits the ochre jelly with a Strike that would deal slashing or piercing damage; **Effect** A gout of acidic jelly shoots out at the attacker. The attacker must attempt a DC 22 Reflex save.

**Critical Success** The attacker is unaffected.

**Success** The attacker takes 1d6 acid damage.

**Failure** The attacker takes 2d6 acid damage.

**Critical Failure** The attacker takes 2d6 acid damage and 2 persistent acid damage.

**Speed** 15 feet, climb 10 feet

**Melee** ♦ pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab

**Constrict** ♦ 1d8+3 bludgeoning plus 1d4 acid, DC 23

**Ochre Acid** An ochre jelly’s acid damages only flesh—not bone, stone, wood, or other materials.

# Signal from the Electric Laboratory

## B2. RANSACKED LIVING QUARTER (LEVELS 7-8)

### HARPY FORAGER

### CREATURE 7

UNCOMMON CE MEDIUM HUMANOID

Variant harpy (*Pathfinder Bestiary* 204)

**Perception** +15; darkvision

**Languages** Common

**Skills** Acrobatics +16, Deception +17, Intimidation +15, Performance +17 (+19 singing)

**Items** spear

**Str** +2, **Dex** +5, **Con** +1, **Int** -1, **Wis** +2, **Cha** +5

**AC** 25; **Fort** +12, **Ref** +18, **Will** +15

**HP** 105

**Speed** 20 feet, fly 60 feet

**Melee** ✦ spear +15, **Damage** 1d6+6 piercing

**Melee** ✦ talon +18 (agile, finesse), **Damage** 2d6+6 slashing

**Ranged** ✦ spear +18 (thrown 20 feet), **Damage** 1d6+6 piercing

**Disorienting Shriek** ✦✦ (auditory, sonic) **Effect** The harpy forager emits a shrill screech. Each non-harpy creature within a 30-foot burst must attempt a DC 24 Fortitude save. Once a creature succeeds at any save against Disorienting Shriek, that creature is temporarily immune to Disorienting Shrieks for 24 hours.

**Critical Success** The creature is unaffected.

**Success** The creature is clumsy 1 for 1 round.

**Failure** The creature is clumsy 1 for 1 minute.

**Critical Failure** The creature is clumsy 2 for 1 minute.

**Captivating Song** ✦ (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 24 Will save to avoid becoming captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

**Critical Failure** As failure, but if attacked by the harpy, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the harpy's turn.

## SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one harpy to the encounter.

**12-13 Challenge Points:** Add one harpy forager to the encounter.

**14-15 Challenge Points:** Add one harpy and one harpy forager to the encounter.

**16-18 Challenge Points (5+ players):** Add two harpy foragers to the encounter.



### HARPIES (2)

### CREATURE 5

CE MEDIUM HUMANOID

*Pathfinder Bestiary* 204

**Perception** +12; darkvision

**Languages** Common

**Skills** Acrobatics +13, Deception +13, Intimidation +11, Performance +14 (+16 singing)

**Items** club

**Str** +1, **Dex** +4, **Con** +0, **Int** -1, **Wis** +1, **Cha** +4

**AC** 22; **Fort** +9, **Ref** +15, **Will** +12

**HP** 68

**Speed** 20 feet, fly 60 feet

**Melee** ✦ club +12, **Damage** 1d6+4 bludgeoning

**Melee** ✦ talon +15 (agile, finesse), **Damage** 2d6+4 slashing

**Ranged** ✦ club +15 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

**Captivating Song** ✦ (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 21 Will save to avoid becoming captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

**Critical Failure** As failure, but if attacked by the harpy, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the harpy's turn.

# Signal from the Electric Laboratory

## C3. POSSESSED CLOCKWORK (LEVELS 7–8)

### INFESTED CLOCKWORK VESSEL

### CREATURE 8

RARE N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

Variant clockwork soldier (*Pathfinder Bestiary* 3 49)

**Perception** +18; darkvision

**Skills** Athletics +18 (+20 to Disarm, Grapple, or avoid being Disarmed)

**Wind-Up** 24 hours, DC 23, standby

**Items** +1 halberd

**Str** +7, **Dex** +2, **Con** +4, **Int** –5, **Wis** +4, **Cha** –5

**AC** 27; **Fort** +18, **Ref** +16, **Will** +14

**HP** 115; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 5 (except adamantite or orichalcum); **Weaknesses** electricity 5, orichalcum 5

**Attack of Opportunity** ➤

**Speed** 25 feet

**Melee** ♦ *halberd* +21 (magical, reach 10 feet, versatile S), **Damage** 1d10+9 piercing plus 1d6 negative

**Melee** ♦ *fist* +19 (agile, unarmed), **Damage** 1d8+9 bludgeoning plus 1d6 negative and Grab

**Etheric Discharge** ♦♦ (divine, necromancy) The controlled clockwork vessel releases arcs of negative energy from the essence-gatherer on its back. Creatures within a 10-foot emanation take 9d6 negative damage (DC 23 basic Fortitude save). The vessel can't use Etheric Discharge for 1d4 rounds.

**Activate Defenses** ♦ One of the vessel's external plates extends on a mechanical actuator to defend the vessel or an adjacent creature of the soldier's choice. The creature gains a +2 circumstance bonus to AC until the start of the vessel's next turn, or until it is no longer adjacent to the vessel, whichever comes first. The vessel can have no more than one plate extended at a time.

## SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10+ Challenge Points:** For every 2 Challenge Points beyond 8, add one infested clockwork scrap heap to the encounter.



### INFESTED CLOCKWORK HEAP

### CREATURE 5

RARE CE MEDIUM CLOCKWORK CONSTRUCT

**Perception** +11; darkvision

**Skills** Athletics +13, Stealth +11

**Str** +4, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** +0

**AC** 22; **Fort** +15, **Ref** +11, **Will** +9

**HP** 55; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 5 (except adamantite or orichalcum); **Weaknesses** electricity 5, orichalcum 5

**Speed** 20 feet

**Melee** ♦ *infested touch* +15 (finesse, magical), **Damage** 2d10+4 negative

**Ranged** ♦ *wrathful toss* +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

**Scrap Tempest** ♦♦ (concentrate, evocation, occult) The infested clockwork heap unleashes a cloud of loosely connected debris that whirls around its body at incredible speed. Each creature within 30 feet takes 2d10 bludgeoning damage (DC 22 basic Fortitude save).

**Overburden** ♦♦ **Requirements** The infested clockwork heap's last action was a success with an infested touch Strike; **Effect** A fragment of the infesting spirit attaches to the target's clothing or armor, making the creature encumbered. The encumbered condition from Overburden disappears when the infested clockwork is destroyed or after 10 minutes, whichever comes first.

# Signal from the Electric Laboratory

## APPENDIX 2: LEVEL 9–10 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 9th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 30 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A3. ALCHEMICAL LABORATORY

(LEVELS 9–10)

#### ROILING INCANT

CREATURE 9

UNCOMMON N LARGE ARCANE EVOCATION MINDLESS

*Pathfinder Bestiary* 3 215

**Perception** +15

**Skills** Acrobatics +19

**Str** +4, **Dex** +4, **Con** +6, **Int** –5, **Wis** +0, **Cha** –5

**AC** 25; **Fort** +19, **Ref** +17, **Will** +15

**HP** 155; **Immunities** bleed, death effects, disease, doomed, drained, evocation, fatigued, healing, mental, necromancy, negative, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Absorb Evocation** A roiling incant is made of evocation energy. Any time it would be affected by another creature’s non-cantrip evocation spell, after applying its immunity, it also regains 5 Hit Points.

**Speed** fly 40 feet

**Melee** ♦ arcane tendril +19 (arcane, evocation, magical, reach 10 feet), **Damage** 2d10+10 force

**Ranged** ♦ arcane bolt +19 (arcane, evocation, range increment 30 feet), **Damage** 2d10+10 force

**Arcane Innate Spells** DC 30, **attack** +20; **4th** *wall of fire* (at will; see *Unstable Magic*); **3rd** *fireball* (at will; see *Unstable Magic*); **2nd** *flaming sphere* (at will; see *Unstable Magic*); **Cantrips (4th)** *produce flame*

**Engulf** ♦♦ DC 28, 2d8 force plus 4d4 fire, **Escape** DC 28, **Rupture** 20

**Unstable Magic** A roiling incant is as much a mass of unstable magic as it is a creature. It isn’t living or undead, nor is it even a construct. It can’t be healed or repaired and is destroyed at 0 Hit Points, though it naturally recovers a number of Hit Points equal to its level × its Constitution modifier (54 for most roiling incants) each day. Each time a roiling incant casts one of its non-cantrip spells, it drains its own magic to do so, taking 5 force damage.

#### STABILIZED BLACK PUDDING

CREATURE 7

UNCOMMON N HUGE MINDLESS OOZE

Variant black pudding (*Pathfinder Bestiary* 255)

**Perception** +9; motion sense 60 feet, no vision

**Skills** Athletics +18

**Str** +7, **Dex** –5, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5

## SCALING ENCOUNTER A3

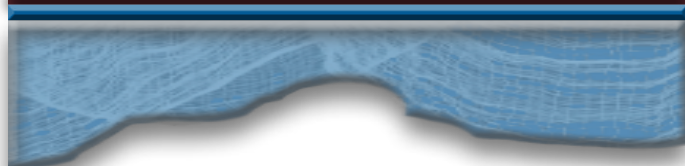
To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add one stabilized black pudding to the encounter.

**23–27 Challenge Points:** Add one roiling incant to the encounter.

**28–32 Challenge Points:** Add one stabilized black pudding and one roiling incant to the encounter.

**33+ Challenge Points:** Add two roiling incants to the encounter.



**AC** 14; **Fort** +18, **Ref** +6, **Will** +11

**HP** 165; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual

**Motion Sense** A black pudding can sense nearby motion through vibration and air movement.

**Splorch** ⤵ **Trigger** An adjacent creature hits the black pudding jelly with a Strike that would deal slashing or piercing damage; **Effect** A gout of acidic jelly shoots out at the attacker. The attacker must attempt a DC 25 Reflex save.

**Critical Success** The attacker is unaffected.

**Success** The attacker takes 1d8 acid damage.

**Failure** The attacker takes 2d8 acid damage.

**Critical Failure** The attacker takes 2d8 acid damage and 4 persistent acid damage.

**Corrosive Mass** A creature that hits the pudding with a metal or wooden weapon must succeed at a DC 22 Reflex save or the weapon takes 2d6 acid damage (after dealing damage to the black pudding as normal). Thrown weapons and ammunition take this damage automatically with no save.

**Speed** 20 feet, climb 20 feet; suction

**Melee** ♦ pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid, corrosive touch, and Grab

**Constrict** ♦ 1d8+7 bludgeoning plus 1d6 acid, DC 26

**Corrosive Touch** When the pudding hits a creature with its pseudopod, any acid damage is dealt to the creature’s armor or clothing as well as the creature.

**Suction** The pudding can climb on ceilings and other inverted surfaces, though such surfaces are difficult terrain for it.

# Signal from the Electric Laboratory

## B2. RANSACKED LIVING QUARTER (LEVELS 9–10)

### HARPY WAILER

### CREATURE 9

UNCOMMON CE MEDIUM HUMANOID

Variant harpy (*Pathfinder Bestiary* 204)

**Perception** +18; darkvision

**Languages** Common

**Skills** Acrobatics +21, Deception +21, Intimidation +19, Performance +21 (+23 singing)

**Items** +1 striking spear

**Str** +2, **Dex** +6, **Con** +2, **Int** +0, **Wis** +3, **Cha** +6

**AC** 28; **Fort** +15, **Ref** +21, **Will** +18

**HP** 140

**Speed** 20 feet, fly 60 feet

**Melee** ♦ spear +18, **Damage** 2d6+6 piercing

**Melee** ♦ talon +21 (agile, finesse), **Damage** 2d8+8 slashing

**Ranged** ♦ spear +22 (thrown 20 feet), **Damage** 2d6+6 piercing

**Sonic Screech** ♦♦ (auditory, sonic) The harpy wailer unleashes blast of sound that deals 10d6 sonic damage in a 60-foot line (DC 27 basic Reflex save). She can't use Sonic Screech again for 1d4 rounds.

**Captivating Song** ♦ (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 27 Will save to avoid becoming captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

**Critical Failure** As failure, but if attacked by the harpy, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the harpy's turn.

### HARPY FORAGERS (2)

### CREATURE 7

UNCOMMON CE MEDIUM HUMANOID

Variant harpy (*Pathfinder Bestiary* 204)

**Perception** +15; darkvision

**Languages** Common

**Skills** Acrobatics +16, Deception +17, Intimidation +15, Performance +17 (+19 singing)

**Items** spear

**Str** +2, **Dex** +5, **Con** +1, **Int** -1, **Wis** +2, **Cha** +5

**AC** 25; **Fort** +12, **Ref** +18, **Will** +15

**HP** 105

**Speed** 20 feet, fly 60 feet

**Melee** ♦ spear +15, **Damage** 1d6+6 piercing

**Melee** ♦ talon +18 (agile, finesse), **Damage** 2d6+6 slashing

## SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add one harpy forager to the encounter.

**23–27 Challenge Points:** Add one harpy wailer to the encounter.

**28–32 Challenge Points:** Add one harpy forager and one harpy wailer to the encounter.

**33+ Challenge Points:** Add two harpy foragers and one harpy wailer to the encounter.



**Ranged** ♦ spear +18 (thrown 20 feet), **Damage** 1d6+6 piercing

**Disorienting Shriek** ♦♦ (auditory, sonic) **Effect** The harpy forager emits a shrill screech. Each non-harpy creature within a 30-foot burst must attempt a DC 24 Fortitude save. Once a creature succeeds at any save against Disorienting Shriek, that creature is temporarily immune to Disorienting Shrieks for 24 hours.

**Critical Success** The creature is unaffected.

**Success** The creature is clumsy 1 for 1 round.

**Failure** The creature is clumsy 1 for 1 minute.

**Critical Failure** The creature is clumsy 2 for 1 minute.

**Captivating Song** ♦ (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 24 Will save to avoid becoming captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

**Critical Failure** As failure, but if attacked by the harpy, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the harpy's turn.

# Signal from the Electric Laboratory

## C3. POSSESSED CLOCKWORK (LEVELS 9–10)

### POSSESSED CLOCKWORK VESSEL

CREATURE 10

RARE N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

Variant clockwork soldier (*Pathfinder Bestiary* 3 49)

**Perception** +21; darkvision

**Skills** Athletics +22 (+24 to Disarm, Grapple, or avoid being Disarmed)

**Wind-Up** 24 hours, DC 26, standby

**Items** +1 striking halberd

**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +5, **Cha** -5

**AC** 30; **Fort** +21, **Ref** +19, **Will** +17

**HP** 150; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 7 (except adamantite or orichalcum); **Weaknesses** electricity 7, orichalcum 7

**Attack of Opportunity** ➤

**Speed** 25 feet

**Melee** ♦ *halberd* +23 (magical, reach 10 feet, versatile S), **Damage** 2d10+9 piercing plus 1d10 negative

**Melee** ♦ fist +22 (agile, unarmed), **Damage** 2d6+9 bludgeoning plus 1d6 negative plus Grab

**Etheric Discharge** ♦♦ (divine, necromancy) The possessed clockwork vessel releases arcs of negative energy from the essence-gatherer on its back. Creatures within a 10-foot emanation take 11d6 negative damage (DC 26 basic Fortitude save). The vessel can't use Etheric Discharge for 1d4 rounds.

**Activate Defenses** ♦ One of the vessel's external plates extends on a mechanical actuator to defend the vessel or an adjacent creature of the vessel's choice. The creature gains a +2 circumstance bonus to AC until the start of the vessel's next turn, or until it is no longer adjacent to the vessel, whichever comes first. The vessel can have no more than one plate extended at a time.

## SCALING ENCOUNTER C3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**20+ Challenge Points:** For every 4 Challenge Points beyond 16, add one infested clockwork heap.



### POSSESSED CLOCKWORK HEAP

CREATURE 7

RARE CE MEDIUM CLOCKWORK CONSTRUCT

**Perception** +14; darkvision

**Skills** Athletics +17, Stealth +15

**Str** +6, **Dex** +4, **Con** +5, **Int** -2, **Wis** +3, **Cha** +3

**AC** 25; **Fort** +18, **Ref** +15, **Will** +12

**HP** 95; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 5 (except adamantite or orichalcum); **Weaknesses** electricity 5, orichalcum 5

**Speed** 20 feet

**Melee** ♦ infested touch +18 (finesse, magical), **Damage** 2d12+6 negative

**Ranged** ♦ wrathful toss +16 (evocation, magical, occult, range increment 60 feet), **Damage** 3d8 bludgeoning, piercing, or slashing (depending on object)

**Scrap Tempest** ♦♦ (concentrate, evocation, occult) The possessed clockwork heap unleashes a cloud of loosely connected debris that whirls around its body at incredible speed. Each creature within 30 feet takes 3d8 bludgeoning damage (DC 25 basic Fortitude save).

**Overburden** ♦♦ **Requirement** The possessed clockwork heap's last action was a success with an infested touch Strike; **Effect** A fragment of the infesting spirit attaches to the target's clothing or armor, making the creature encumbered. The encumbered condition from Overburden disappears when the infested clockwork is destroyed or after 10 minutes, whichever comes first.

# Signal from the Electric Laboratory

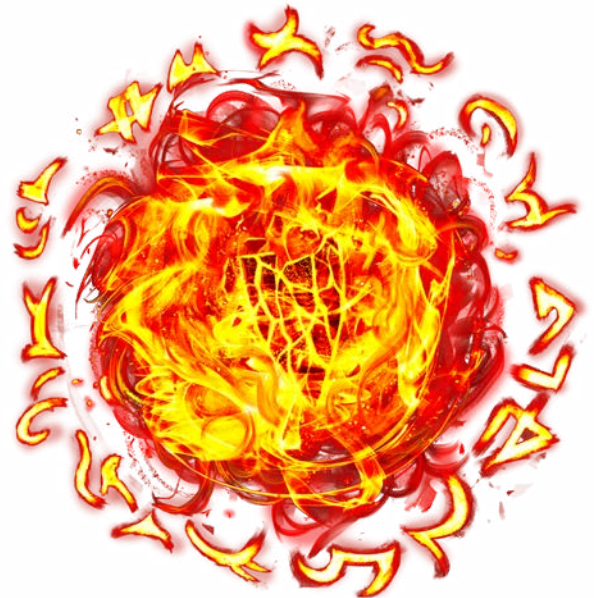
## APPENDIX 3: GAME AIDS



Evni Zongnoss  
Kistur



Crystal Key  
Roiling Incant



# Signal from the Electric Laboratory

## APPENDIX 3: GAME AIDS



Vilo

Saban



Revecka

Clockwork Vessel



# Signal from the Electric Laboratory

## APPENDIX 3: GAME AIDS



Lumna

# Signal from the Electric Laboratory

## HANDOUT #1: ZARTA'S INSTRUCTIONS

Field agents,

I have entrusted you with an unusual magic key that only recently came into our possession. From our studies, we determined that the metal and crystals composing this key are not from any known corner of Golarion. The key acts as a receiver or amplifier for the confounding thoughts of an alien mind.

We have located the source of the signal somewhere near Ardis, the former capital of Ustalav. Reducing the distance between the source and the key might be the only way to get a more accurate position.

We believe that the appearance of this key in our vaults may be an attempt by a group known as the Ardis Scholars to get in touch with the Society. The Society discovered the existence of this group of secretive planar explorers during a recent mission in Osirion, but we haven't been able to make contact.

We have entrusted the key to you and secured it in this sealed container. Don't open it until after you meet with Venture-Captain Evni Zongnoss. One of the researchers who handled the key found themselves walking in a field with no memory of how they ended up there, which could prove fatal in a place like Ustalav.

I have asked Evni to talk to her local contacts and locate any leads or rumors that could help you in your search for the source. She should be waiting for your arrival at the Lodestar inn.

—Grand Archivist Zarta Dralneen, Grand Lodge of Absalom

## HANDOUT #2: FAREWELL

Narcela dearest,

I have lost track of when I last saw you in my dreams. I may have earned a second chance at life, but I have transformed myself into nothing more than a prisoner. I can no longer sleep, and each day I find my ability to move around the manor hampered by the dwindling power. I fear I may not have much time left and that soon I will have to face the creatures in our alchemical lab. I hope that if I can get the right reagents from Anaton's lab I can create a battery powerful enough to allow me to seek help outside the manor.

If I fail, I hope beyond hope that you'll somehow find this letter. There are other creatures in the underground laboratory that deserve a chance to live. The grodairs should provide them with water and there is enough food to last a couple of months, although I doubt that the wounded alien Adelana was helping will survive that long.

In the most foolish of hopes that it is you who has found this letter, the password for the door speaks of the two greatest loves in my life: yourself and my late sister. It is the name of what lies chained and hidden atop the location of our first shared dream, just to make sure only you can open those doors. As I told you, that place was special to my family. Our father took us there any chance he could since it was my sister's favorite story growing up.

I wonder if fate was trying to warn me about my impending demise when I chose the password. There is something cruelly apt and ironic in it. Perhaps I should adopt it as my moniker? It would aptly describe what keeps me alive.

I am sorry I failed you. I know that each day you grow more worried about your own fate and I promise that I have continued my research on how to prevent your transformation. I am close to a breakthrough, but I feel I lack the required materials. Perhaps it is time to seek out allies and forego our vow of secrecy that has served us well for so long.

With all my love,

—Revecka

# Signal from the Electric Laboratory

## HANDOUT #3: FATHER'S DEDICATION

To my beloved daughters,

I hope these accounts fill you with the same wonder I experienced. I still remember your faces lighting up as I told you the stories of King Ustav fighting to create our great kingdom. It seems just yesterday that you were waving wooden swords, imagining yourselves fighting alongside our king as he defeated Spirit-King Voagx and dragged the Blindstone back to our lovely city. Rozla almost fell from the armoire while pretending to climb the Blindstone and fight the Stormheart itself with a wooden spoon! It's hard to believe that in just a blink of an eye, you two are already grown and accomplished scholars in your own right. You make me proud. I know your mother would be as well.

Just remember, you can only find wonder by leaving the traveled path and walking freely under the stars.

Your loving father,

—Silvu

# Signal from the Electric Laboratory

## ORGANIZED PLAY

### TREASURE TABLE

LEVEL	TREASURE BUNDLE
7	22 gp
8	30 gp
9	44 gp
10	60 gp

CP TOTAL	LEVEL RANGE
8-14	7-8
16-18 (5+ players)	7-8
16-18 (4 players)	9-10
19+	9-10

### TREASURE BUNDLES

□ □ Area **A3**, page 9: 2 Treasure Bundles for defeating the oozes and the roiling encant.

Area **B2**, page 10: 1 Treasure Bundle for defeating the harpies.

□ Area **B3**, page 12: 1 Treasure Bundle for retrieving Revecka's amulet and Silvu's journal.

□ □ □ Area **C3**, page 15: 3 Treasure Bundles for defeating the construct.

□ □ Conclusion, page 17: 2 Treasure Bundles for freeing Lumna and bringing them to meet Evni at the Lodestar.

□ Conclusion, page 17: 1 Treasure Bundle for saving Revecka and bringing her to meet Evni at the Lodestar.

### CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

7th-level PCs = 2 points each

8th-level PCs = 3 points each

9th-level PCs = 4 points each

10th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 7-8 encounters appear in Appendix 1, and level 9-10 encounters appear in Appendix 2.

# Signal from the Electric Laboratory



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

# Signal from the Electric Laboratory

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# Scenario #4-06: Signal from the Electric Laboratory

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

A mysterious and otherworldly signal led you to an old manor house in Ustalav's countryside, which a group of planar travelers and researchers known as the Ardis Scholars had used as their base of operations. The base was nearly deserted, with signs that someone had recently raided the location. There, you made telepathic contact with Lumna, an alien from Liavara's moon Hallas, and ☐ helped them stabilize their form, or ☐ were unable to save them from dissipating. You also met the ghostly musician Vilo and the cu sith Gleam, as well as the researcher Revecka, who was in a dire situation. ☐ You helped her recharge her artificial heart, or perhaps ☐ she did not escape the manor alive. As you explored the manor, you were attacked by roving oozes, harpy bandits, and possessed clockwork contraptions. Along the way, you discovered that the one who had raided the manor was none other than Aslynn, a night hag who has long been an enemy of the Pathfinder Society. But you weren't the only ones drawn to the signal. An angry mob of locals who had been experiencing unpleasant side effects from exposure to the signal stormed the manor to shut it down. You ☐ convinced them that you had the situation under control, or ☐ were ultimately unable to assuage their fears, and they burned down the manor.

## Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at [paizo.com](https://paizo.com) for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to [paizo.com/organizedPlay/myAccount](https://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](https://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

## Rewards

### Starting XP

### XP Gained

### Total XP

### Starting GP

### GP Gained

### GP Spent

### Total GP

Experience

Gold

## Items

## Notes

ablative armor plating, greater<sup>U</sup> (item 7, 70 gp;  
*Pathfinder Guns & Gears* 66)  
antidote, greater (item 10, 160 gp)  
*clandestine cloak*<sup>U</sup> (item 6, 230 gp)  
*clandestine cloak, greater*<sup>U</sup> (item 10, 900 gp)  
clockwork goggles, major<sup>U</sup> (item 8, 80 gp;  
*Pathfinder Guns & Gears* 68)  
*oil of repulsion* (item 11, 175 gp)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 4ZIH

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](https://pathfindersociety.club)