

SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-08

Levels 3-6

Battle for Star's Fate

By Alex Speidel



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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Battle for Star's Fate

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Tiles: Campsites and Starfinder Flip-Mat: Desert World*

Online Resource: Pathfinder Reference Document at 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)



VIGILANT SEAL

SUMMARY

Venture-Captain Eando Kline summons the PCs to the desert nation of Thuvia to inform them of the connection between Star, an ancient Jistkan automaton war machine, and the *calamitous dagger*, a mystical artifact the Pathfinder Society recently acquired. As Star has recently begun speaking with other parties, the PCs must travel out to their dig site to speak with them and the other possible influences, all hoping to guide the automaton's decision for their future course. However, a hedge-wizard intent on controlling Star interrupts the discussions, and a more sinister enemy of the Society lies in wait for when the PCs least expect her!

Battle for Star's Fate

By Alex Speidel

ADVENTURE BACKGROUND

The Pathfinder Society recently came into possession of a vast trove of magical relics, and they've turned their attention to learning the mysteries and powers of these items. The stakes are high, as an enemy of the Society, the night hag merchant Aslynn, has sent her changeling children to seize the items and learn their secrets for her nefarious purposes.

One such item is a magical blade etched with glowing blue runes, the *calamitous dagger*. The Pathfinder Society investigated the dagger and learned it was linked to an a war machine buried the southwestern deserts of Thuvia. They also discovered that the dagger had a twin, which Aslynn's forces were using to launch their own search. In *Pathfinder Society Scenario #4-04: To Seek the Heart of Calamity*, a team of agents armed with the dagger set out from an ancient site in Thuvia's deserts known as the Inspiring Wellspring. After searching for many days and fighting off numerous dangers, the agents finally discovered an automaton shaped like an enormous snapping turtle. This automaton named themselves Star, as all they had been able to do for many centuries was gaze at the stars and wait. The Society faced off against one of Aslynn's changeling children and a group of automaton soldiers under her control.

Though the Pathfinders have secured Star, they haven't necessarily befriended the automaton, and freeing them from their rocky prison has proven more difficult than anticipated. As travelers converge from all over to view the marvel of Star, forces marshal to take control of the powerful creature. While Aslynn prepares an assault on the dig site, a new foe emerges: the hedge wizard Anavras, who sees the automaton's power as a means to their still-unknown ends. The Pathfinders will have to defend Star's autonomy against both emerging forces to ensure their freedom!

GETTING STARTED

As the PCs gather in a temporary pavilion outside a ruined temple, Vigilant Seal faction leader **Eando Kline** greets them and offers them a drink of water before inviting them to sit with him and **Gol Amri** (N female

WHERE ON GOLARION?

"Battle for Star's Fate" takes place in the desert nation of Thuvia, ancient home of the collapsed Jistka Imperium. More information about Thuvia and the Jistka Imperium can be found on pages 56–57 of *Pathfinder Lost Omens World Guide* and pages 212–215 of *Pathfinder Guns & Gears*.



human representative). Gol represents Prince Zinlo, ruler of the nearby city-state of Aspenthar.

Read or paraphrase the following to begin.

"Thank you for coming all the way out here, Pathfinders." Eando begins. "We know the Inspiring Wellspring is a bit of a trek, but unfortunately your travels aren't done yet."

"As I'm sure you know, the Society recently came into possession of a trove of unique items, and we're working hard to figure out what they do, who they belong to, and how many layers of security to lock them behind. One such item is this dagger, nicknamed the calamitous dagger by some... enthusiastic members of my faction." He produces a long, thin dagger inscribed with several runes as he speaks. "We don't know exactly what it does, but so far it's led us to an ancient automaton buried in the desert named Star."

Battle's for Star's Fate

"Star's been out there for quite some time, and until recently, we were working on excavating them. However..." he glances at the dignitary seated next to him as he chooses his words carefully.

Smiling, Gol Amri steps in. "Prince Zinlo, in his infinite wisdom, brought news of the Society's discovery to some of the lesser nobles in the area. These other nobles, being less careful with such delicate secrets, allowed the news to become known. As a result, a small collection of interested citizens has gathered around your Society's dig site."

"Yeah, that's it." Eando grimaces. "All sorts of folks have started showing up and talking to Star, trying to win them over to one cause or another. I'll be frank, Pathfinders. This automaton is powerful, and we're worried they could fall into the wrong hands. Our hope is you'll be able to befriend Star and convince them they're better off with the Society, rather than out in the desert alone or worse, conscripted into someone's private army. We're not interested in forcing them to do anything, we just want to get them freed and for them to know they've got a safe home with us."

The PCs may have questions for Eando and Gol Amri. Some likely answers are below; if the PCs don't ask, Eando volunteers the information in the first question before they leave.

Who else is at the dig site?

"You'll meet with the dig site leader, a carpenter named Darius. He can brief you on the current situation." Eando answers.

What does the dagger do?

"I suppose I should begin with the obvious: it's very sharp. Beyond that, it's helped us locate this automaton and powered them up," says Eando Kline. "Otherwise, we're not sure what its full capabilities are. It's possible Star knows more, but so far they've been reluctant to tell us anything about it."

Is Star dangerous? "Automatons of the Jistka Imperium were very powerful!" declares Gol Amri. "As for this one specifically, well... Despite the capable prince's best efforts, we haven't yet assessed their full capabilities, so it's unclear

what specific purpose they might have been crafted for by the masters of old."

"In short, yes." Eando summarizes.

What if Star doesn't want to come with us? "The most important thing," Eando says, "is that Star is free to choose their own path. Our hope is they choose one that doesn't endanger people, but if that's not with us, that's fine. We just want them to have that choice."

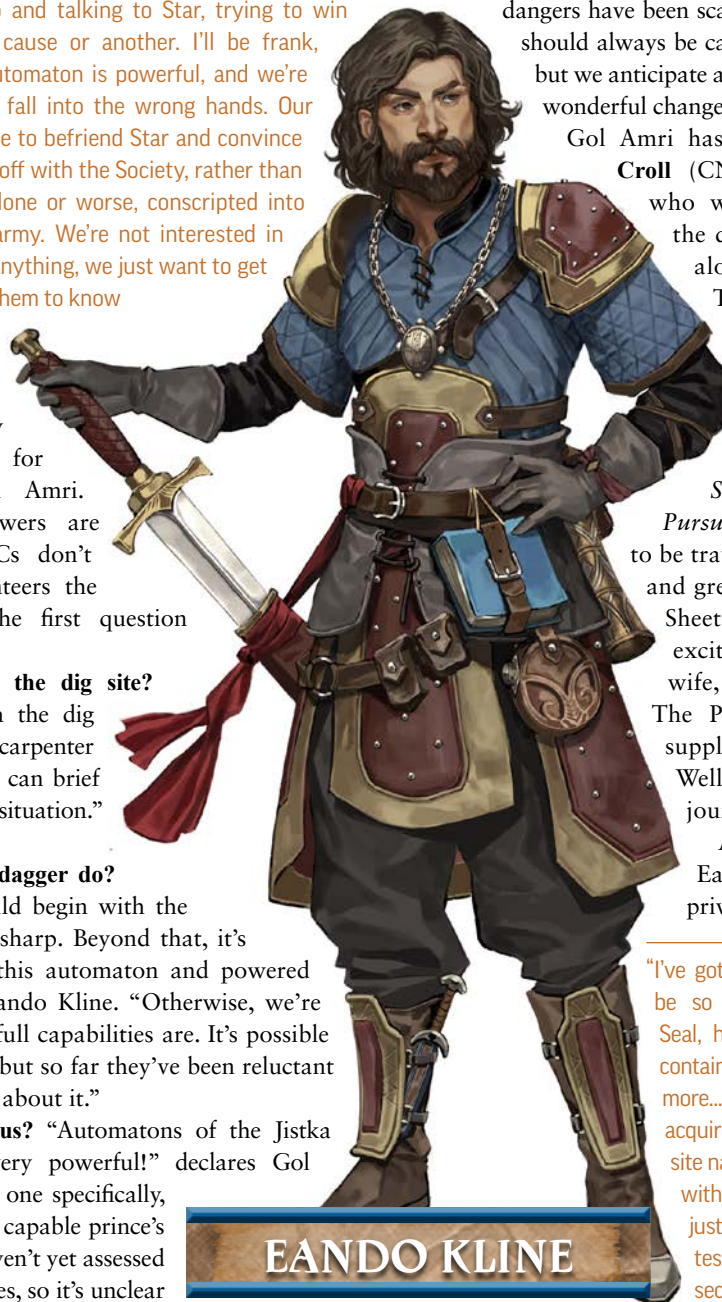
Is the journey dangerous? "Thanks to the efforts of the Pathfinders, not so much anymore!" exclaims Gol Amri. "Owing to the popularity of the site, most of the previous dangers have been scared off or trampled over. One should always be careful in the deserts of Thuvia, but we anticipate a quiet trip for you. Should be a wonderful change of pace!"

Gol Amri has hired a cartwright named **Croll** (CN male human cartwright) who was already on the way to the dig site to transport the PCs, along with another merchant.

This other merchant is **Rasool Alame** (LN human tailor), who was previously rescued by members of the Pathfinder Society during the events of *Pathfinder Society Scenario #2-21: In Pursuit of Water*. He's delighted to be traveling with Pathfinders again and greets any PC with a Chronicle Sheet from that scenario by name, excitedly informing them that his wife, Seda, is expecting a baby. The PCs have time to purchase supplies from merchants at the Wellspring before beginning their journey.

As the PCs prepare to leave, Eando draws them aside for a private conversation.

"I've got one other task for you if you'd be so kind. My faction, the Vigilant Seal, has been working on some new containment options for some of the more... unpredictable items we've acquired. There's a crafter out at the dig site named Induren who's been working with us, she says she's got a container just about ready for this dagger as a test. If you can get the dagger safely secured, the Seal will be grateful."



EANDO KLINE

Battle's for Star's Fate

Eando hands over the dagger to a PC representing the Vigilant Seal, or to the most capable-looking PC if none are representing his faction. The GM should be aware of who has the dagger, as it may be relevant throughout the course of the adventure.

INFLUENCE

During this adventure, the PCs will be presented with several Influence Rounds. During these rounds, each PC may use the Influence or Discover actions (reprinted below) to gain favor with one NPC. Different NPCs may be available in each round. For more information on the use of the Influence subsystem, reference *Pathfinder Gamemastery Guide* pages 151–153.

The influence statblocks in this adventure are designed for groups of four PCs levels 3–4. For levels 5–6, increase each DC by three. For groups of 5 PCs, add 1 Influence Point to the number needed for each threshold that requires more than 1 Influence Point to reach in the listed statistics. For example, influencing Rasool requires 3 and 7 Influence Points, respectively. For groups of 6 PCs, make the adjustment for 5 PCs and also add one additional Influence Point for every threshold that requires at least 4 Influence Points to reach in the listed statistics. For example, influencing Rasool requires 3 and 8 Influence Points, respectively.

INFLUENCE

CONCENTRATE LINGUISTIC

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Choose an NPC, and attempt a skill check to impress that NPC. The DC, and whether success is possible, depend on the NPC's preferences (typically found in the NPC's influence stat block).

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC.

DISCOVER

CONCENTRATE SECRET

You watch or study an NPC to learn more about that NPC's preferences. Choose an NPC and attempt a Perception check or an appropriate skill check determined by the GM. The DC is typically found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect. For instance, you might think the NPC is susceptible to flattery when actually the NPC is resistant to flattery.

TRAVELING TO THE DIG SITE

The small group travels at night and rests during the middle of the day, to avoid the heat of the desert sun. The seven-day journey is largely uneventful as the caravan travels through sunbaked dunes and scrublands. Croll drives the cart and takes care of the dromedaries, while Rasool spends his time surveying the landscape or doing minor embroidery work on his wares.

The journey represents one Influence Round. Ask each PC to describe how they spend their days and allow each to make one Influence or Discover check. While both Rasool and Croll will remain at the dig site, this is a chance for the PCs to get a head start on building relationships and for the players to learn the basic structure of the Influence system.

INFLUENCE STAT BLOCKS

RASOOL ALAME

LN HUMAN HUMANOID

Tailor and expectant father

Perception +8

Will +5

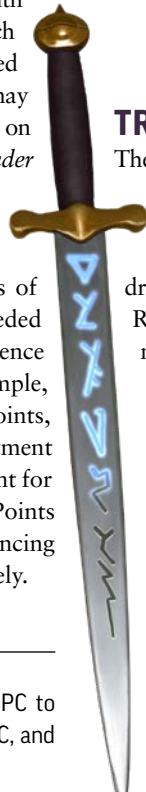
Discovery DC 13 Mercantile Lore or Society, DC 15 Perception

Influence Skills DC 12 Medicine or Midwife Lore (to soothe the expectant father's nerves), DC 13 Pathfinder Society Lore (to discuss the Pathfinder Society's heroics), DC 15 Diplomacy, DC 15 Mercantile Lore, Textile Lore or similar (to discuss his business)

Influence 2: Rasool gives each of the PCs a set of warm-weather clothing, granting a +1 circumstance bonus against environmental heat effects and to Stealth checks while in the desert.

Influence 6: Rasool asks the PCs for recommendations on baby names and promises to take the group's favorite to his wife for consideration.

Resistances Rasool considers the Pathfinder Society a noble cause and responds poorly to loutish behavior. Attempts to influence him with Intimidation automatically fail. If the PCs mistreat him or Croll, all DCs to influence him increase by 2.



CALAMITOUS DAGGER

Battle's for Star's Fate

Weaknesses Any PCs that credibly claim to have children impress the expectant father and decrease the DC of Influence checks by 2.

Background Two years ago, Rasool and his new wife Seda were rescued from a cult by Pathfinder Society agents. His business has flourished since then and his wife is now four months pregnant, which both thrills and terrifies him.

Appearance A young, jovial man in finely tailored clothes.

Personality Gregarious, bombastic, friendly

CROLL

CN LARGE HUMAN HUMANOID

Grumpy cartwright

Perception +10

Will +8

Discovery DC 15 Mercantile Lore or similar, DC 18 Perception, DC 16 Society

Influence Skills DC 16 Alcohol Lore or similar (to bond over a shared drink), DC 18 Survival (to guide the dromedaries) or Woodworking Lore (to discuss his work), DC 20 Diplomacy

Influence 2: Croll gives in to his designated companions and offers all the PCs a swig from his flask. Any PCs who accept must make a DC 18 Fortitude save or be sickened 1 during the next influence phase; see Weaknesses for further effects.

Influence 4: Croll warms to the PCs and sees the value of a business relationship. See **Tracking Down the Assailants** on page 10 for further details.

Resistances Croll is looking to earn some coin and doesn't care much for heroes. Attempting to bond with him over adventuring or the Pathfinder Society's exploits increases the DC of the check by 3.

Weaknesses Any PCs that are willing to sample the foul liquor in his flask earn his respect (and his laughter at their disgusted reaction) and reduce further DCs to influence him by 2.

Background Croll was hired to repair the cart for Brinna and return it to the dig site. He's a grumpy man who spends most of his leisure hours drinking with his friends away from the desert heat.

Appearance A chiseled Shoanti human sweating in the heat.

Personality Crass, unfriendly

DIG SITE

The small caravan crests the final dune as the sun begins its slow descent into evening. At the foot of the dunes, a

makeshift camp surrounds an active dig site. Figures scurry between patches of shade as they begin the evening's work, and the setting sun gleams off the half-excavated shell of a massive, turtle-shaped automaton at its center.

As the group arrives at the camp, Rasool reminds the PCs to check in with the lead carpenter before bidding them a fond farewell. Croll wordlessly raises a hand in farewell before driving the cart into the camp.

Leading the dig for the Pathfinder Society is **Darius Martz** (NG male half-elf carpenter), a seasoned tradesman. He's glad to see the PCs, as by his own admission, he is neither a diplomat nor much of an adventurer. He reiterates that the dig has been on hold for weeks, ever since Star told everyone to leave them alone. He can also provide information on any of the current inhabitants of the temporary encampment.

MEETING STAR

The PCs can approach the partially excavated automaton at any time. Star doesn't react to their presence until one of them touches Star's metal framework.

A sudden rush of emotion floods the mind of those around the ancient automaton. Most prominent is a deep,

melancholic loneliness, the weight of thousands of years with only the stars for company pressing down upon the soul, but there are other emotions as well. Relief at being discovered, at being protected from harm by Pathfinders before. The pain and loss of warfare, but also the joy of battle, tempting in its sweetness but sour in the throat. An ache and an emptiness, a desire for... something yet undiscovered.

The automaton's eyes spiral open. The head shifts slightly to better see the group of adventurers before them. Mentally, they speak in a quiet, commanding voice, asking "Who are you, to disturb my rest? It is not yet so late that the heavens gleam."

After thousands of years alone, the past few weeks of constant interaction has left Star irritable.

For PCs with a Chronicle Sheet from *Pathfinder Society Scenario #4-04: To Seek the Heart of Calamity* that indicates that they made a favorable impression on Star, lower the DCs of all checks to Influence by 2; as long as at least one PC has such a Chronicle Sheet, the



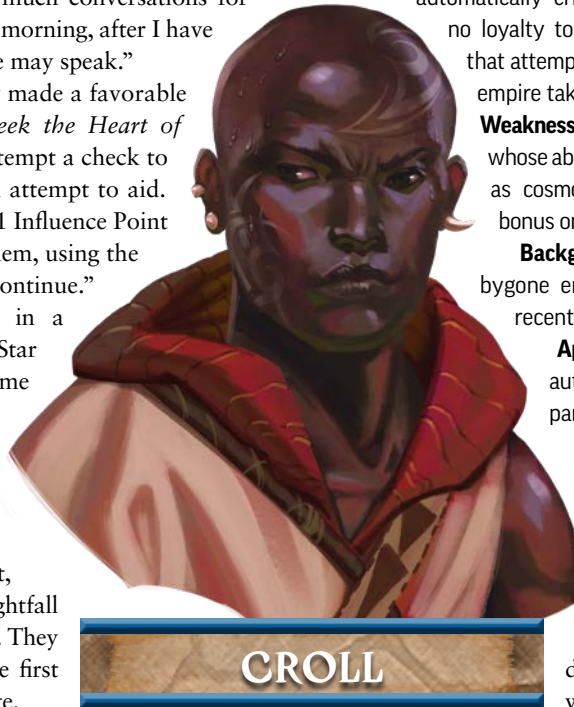
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PCs begin with 1 Influence Point. Star blinks a few times and addresses the group “Ah, yes, Pathfinders, I remember you. You’re rather more pleasant to have around than most of the opportunistic rabble that have been prattling on at my feet these past weeks.” They continue, “So far, the Pathfinders have defended me from those who wish me harm. I welcome you, brave warriors. But I must yet rest. There has been far too much conversations for my taste of late. Return in the morning, after I have viewed the stars again, and we may speak.”

If the PCs have not already made a favorable impression on Star in *To Seek the Heart of Calamity*, allow one PC to attempt a check to Influence Star; other PCs can attempt to aid. If the PCs succeed, they earn 1 Influence Point and Star politely welcomes them, using the text listed above after “they continue.”

Failing this check results in a harsher dismissal, with Star saying, “Yet another group, come to beseech me for aid. Does nobody consider I might be happier alone? Leave me; this conversation already tires me.”

Regardless of the PCs’ result, Star shuts their eyes until nightfall and refuses to interact further. They can’t be influenced during the first Influence Round at the Dig Site.



STAR

UNIQUE LN AUTOMATON CONSTRUCT

Reawakened war machine

Perception +20

Will +10

Discovery DC 16 Astronomy Lore or similar, DC 18 Crafting, DC 20 Perception, DC 20 Society

Influence Skills DC 16 Astronomy Lore or similar Lore (to discuss the stars and their movement across the sky), DC 18 Athletics (to excavate Star further; see Influence Thresholds for more information), DC 18 Medicine or Nature (to discuss the passage of time and the growth of plants), DC 20 Diplomacy, DC 22 Society (to discuss the Jistka Imperium and other ancient history), DC 24 Warfare Lore or similar (to discuss tactics and logistics)

Influence 1: Star permits the PCs to continue excavating them, saying that “at least then I’ll be able to move around a bit.” PCs may now use Athletics to influence Star by excavating them further.

Influence 3: Star warms up to the PCs and is more willing to entertain their attention. During any combats where Star is

present, all PCs gain a +1 status bonus to all attack rolls and skill checks.

Influence 6: Star considers the Pathfinder Society their ally and cares about their opinion. See the Conclusion for further details on the effects of this change.

Resistances Star doesn’t take kindly to being forced to do things. Any attempts to use Intimidation to Influence Star automatically critically fail. Additionally, Star holds no loyalty to the fallen Jistka Imperium. Checks that attempt to play on sympathy for the former empire take a -2 penalty.

Weaknesses Any automaton PCs, or any PCs whose abilities are closely tied to the stars (such as cosmos oracles) gain a +2 circumstance bonus on all checks to Influence Star.

Background A lonely automaton from a bygone era, accustomed to being alone but recently discovered.

Appearance A massive, ancient automaton shaped like a turtle, currently partially buried in the ground.

Personality Pensive, aloof, cautious, curious

FRIENDS IN SANDY PLACES

Over the next day, the PCs have two Influence phases during which they may interact with the various denizens of the camp. During the first phase, Star is unavailable to them, but will once again speak with the PCs during the second phase. In addition to Rasool and Croll, who are still at the dig site, the PCs can also interact with two new individuals, as detailed below. Any PC who doesn’t want to engage with these individuals can also assist in the operation to excavate Star once the proper Influence threshold is reached. This requires an Athletics check as detailed in Star’s statblock.

BRINNA, THE TOYMAKER

Brinna (CN female human toymaker) greets the PCs cheerfully as they leave their first meeting with Star. Her colorful clothing is patched several times over and numerous tools poke from her pockets, including a number of wet paintbrushes and a chisel. Brinna introduces herself, then asks the PCs what brought them to the dig site and if they learned anything from Star.

While the toymaker claims to be at the dig site to study the automaton’s capabilities and “break new and exciting toy frontiers,” she has an ulterior motive. She’s secretly in the employ of the hedge wizard Anavras

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and has infiltrated the camp to attempt to evaluate Star's offensive capabilities. When the PCs arrive, she immediately recognizes them as competent Pathfinders and seeks to size them up as well. Brinna is gregarious and quick with a joke, but attempts to stir up trouble, confiding in the PCs that she's not sure why Rasool is here. "As a tailor, you'd think he'd have better things to do than trek out into the desert, no?" she asks innocently.

The PCs are unlikely to discover her deception early, as she's a talented liar. However, befriending her causes her some confusion later; see the Creatures section of **Area A** (page 12) for more information.



BRINNA

UNIQUE LN HUMAN HUMANOID

Inquisitive toymaker

Perception +11

Will +9

Discovery DC 17 Crafting or Lore (toymaker) or similar, DC 19 Perception, DC 19 Society

Influence Skills DC 17 Crafting (to compare notes on toymaking), DC 18 Jistka Lore, Automaton Lore or similar (to try and figure out how to translate Star's abilities into a toy), DC 18 Diplomacy, DC 20 Arcana (to assess Star's capabilities).

Influence 1: Brinna takes a shine to the first PC to earn an Influence Point and gifts them a small, articulated wooden soldier.

Influence 3: The PCs' kindness to Brinna begins to erode her desire to complete her task. She's shaken for the first round of combat in the camp.

Influence 5: The PCs win Brinna over. She's shaken for the entirety of the combat in the camp and surrenders when reduced below half her HP, hoping for mercy from the PCs.

Resistances While Brinna is willing to engage with the PCs to discover their strengths, she tires of the distraction once she thinks she's learned everything. A PC who attempts to use the same skill to Influence her twice takes a -2 circumstance penalty on the second and all subsequent checks.

Weaknesses Any PC who uses a class ability, feat, spell, or similar while Influencing Brinna gains a +2 circumstance bonus as she learns more about their capabilities.

INDUREN, THE CRAFTER

Induren (CG female changeling human tinkerer) can be found near the cart which serves as her mobile crafting workshop. When the PCs first meet her, she's using a *crafters eyepiece* to examine newly engraved runes on a metal chest.

Induren is happy to discuss her work with the PCs; she's been working on new metal alloys for the Vigilant Seal's *sealing chests* to try and increase the protection and dampening effects on artifacts within. If the PCs express interest in aiding her, she has several small tasks for them to complete, such as locating raw materials in the desert, negotiating deals with other merchants, or minor crafting tasks, as reflected in her Influence statblock. Her starting attitude to the PCs is indifferent; while she's been helping Eando out, miscommunications have meant she hasn't received the full deposit on her payments yet, so she's slightly concerned the Society isn't serious about working with her. She's just as likely to spend time interrogating the PCs

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about their goals or things they've seen as she is to give them work to do.

INDUREN

UNIQUE

CG

CHANGELING

HUMAN

HUMANOID

Wary tinkerer

Perception +11

Will +9

Discovery DC 17 Crafting, DC 19 Perception, DC 19 Society

Influence Skills DC 16 Crafting (to help with minor crafting tasks), DC 19 Diplomacy (to negotiate with other merchants; increase DC by 3 simply to Influence Induren), DC 19 Nature (to find materials in the desert), DC 21 Arcana, Occultism or Religion (to help refine the magic runes used on the chests)



BRINNA

Influence 2: Induren is able to put together a prototype of the new chest and entrusts it to the PCs to test out. This is a *moderate sealing chest* (*Lost Omens Pathfinder Society Guide* 37). The chest's magic is sufficient to suppress the magic of the *calamitous dagger* that the PCs possess, as well as its twin, which appears on page 15.

Influence 4: Induren is delighted with the PC's efforts and gives them her second-best *crafter's eyepiece*. She also permits them to keep the prototype sealing chest, earning it on the adventure's Chronicle Sheet.

Weaknesses Induren has a grudging respect for Eando and his faction. Any Vigilant Seal PCs gain a +1 circumstance bonus on checks to Influence Induren.

Background Induren is a crafter of moderate skill who came to the desert to examine the ancient automaton for inspiration. Along the way, she stopped at the Inspiring Wellspring and was contracted by Eando Kline.

Appearance A woman with tanned skin, wearing an oil-stained shirt and trousers with a bulging toolbelt.

Personality Inquisitive, competent, messy

EVENT 1: THE SANDSTORM LOW

The two Influence phases conclude in the late afternoon, approximately 18 hours after the PCs arrive on the site. At this time, Brinna slips away to meet Anavras' hired minions, who begin to put his plan into motion.

As work begins in the long afternoon shadows, the wind picks up. Banners and tent flaps flutter in the breeze, then begin to strain as the swirling air increases in force. Sand begins to fly as a sandstorm begins! To the east, movement can be seen through the swirling winds as something approaches the camp and moves toward Star.

Use the map on page 11 for this encounter. As the PCs descend toward Star, they can tell the automaton is in distress and straining to break free. When they reach the bottom, they see the source of Star's panic: a group of air elementals, summoned by Anavras's minions, has been sent to cause mayhem in the camp.

Hazard: Throughout this combat, the sandstorm deals 1d6 slashing damage to each PC at the end of each round (2d6 slashing damage for levels 5–6). The air elementals are immune to the effects of this magically created hazard.

Creatures: Anavras's minions have used scrolls to create a sandstorm, and summoned several air elementals. The elementals have been charged with destroying as much of the dig site as they can, in the hopes that it will scare off the PCs and give the wizard an opportunity to swoop in. As such, they fight to the death as commanded.

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Star is still buried in the ground and can't move. However, the distress causes them to begin to remember some of their abilities. In the second round, they use their modified *wall of wind* ability (see page 18 for levels 4–5 and page 22 for levels 5–6), expanding it further on subsequent rounds.

LEVELS 3–4

LIVING THUNDERCLAP

Page 18

CREATURE 4

LEVELS 5–6

LIVING THUNDERCLAP

Page 22

CREATURE 4

SPARK BATS (2)

Page 22

CREATURE 2

Development: If the PCs successfully defend Star from the elementals, they earn 2 Influence Points with the automaton. Star enters a sleep mode after the elementals are defeated and can't be interacted with for several hours.

TRACKING DOWN THE ASSAILANTS

Once the sandstorm is over, the PCs can take time to investigate the cause. If they don't think to do so, Darius asks them for assistance to ensure that whoever attacked doesn't return.

The most obvious course of action is to attempt to follow tracks in the sand. The sandstorm has made this difficult, requiring a DC 21 Perception or Survival check (DC 24 for levels 5–6). A success leads the party to a nearby dune, where they can find the trace remains of three sets of footprints as well as several expended magical scrolls. The footprints lead away from the encampment into the desert to an unknown location.

The PCs may also think to ask around the camp for information. A DC 20 Diplomacy check to Gather Information (DC 23 for levels 5–6) finds several

corroborating stories that the elementals approached from the east, behind the dunes, and can lead the PCs to the discarded scrolls. This also uncovers news that Brinna hasn't been seen since shortly before the sandstorm. If the PCs investigate her tent, they find her wares have mostly been left behind, though a DC 22 Perception check reveals some clothing and a number of personal items to be missing. Brinna completed her information gathering and left with the bandits to join her employer, though the PCs have no way of knowing that yet.

The players may think of other ways to track down the attackers; feel free to let them improvise a plan, then ask them to make one or two skill checks with appropriate DCs for their level. Ultimately, they should discover the discarded scrolls and the tracks leading into the desert.

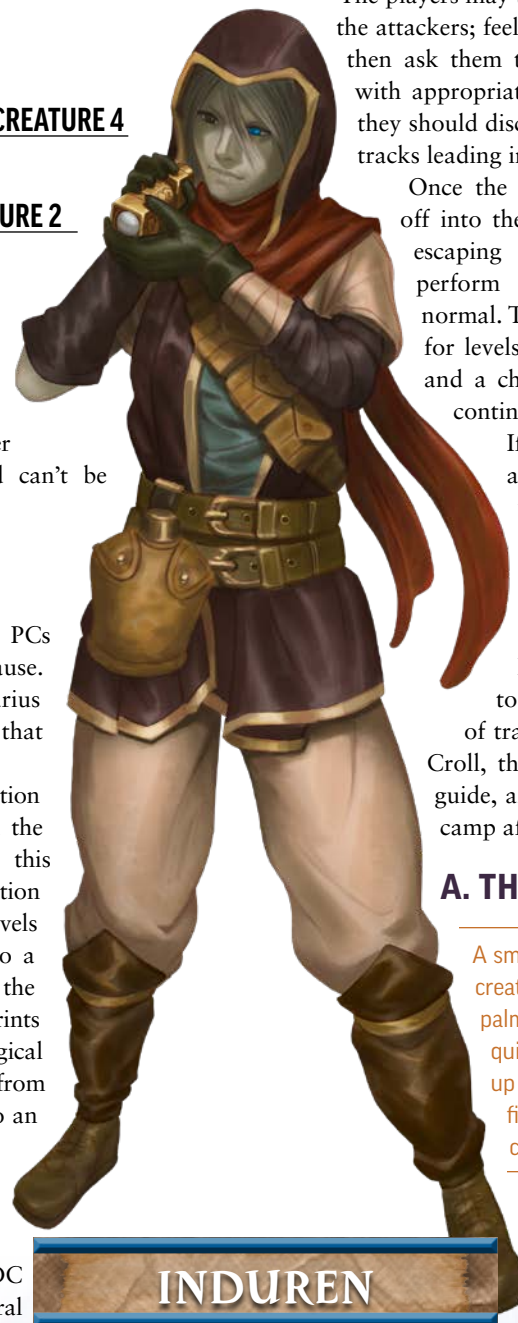
Once the PCs have the trail, they can set off into the desert. One PC must Track the escaping attackers; others may assist or perform other Exploration activities as normal. The DC is 18 for levels 3–4 and 20 for levels 5–6. The camp is 3 hours away, and a check must be made each hour to continue following the trail.

If the PCs are unable to Track the attackers (due to poor rolls or an untrained party), they can also ask for help from those at the dig site. Croll is a capable tracker and able to assist, provided the PCs have earned at least 4 Influence Points with him. This causes them to arrive at the camp after 5 hours of travel. If the PCs haven't befriended Croll, they can find another less capable guide, allowing them to PCs arrive at the camp after 7 hours have passed.

A. THE CAMP MODERATE

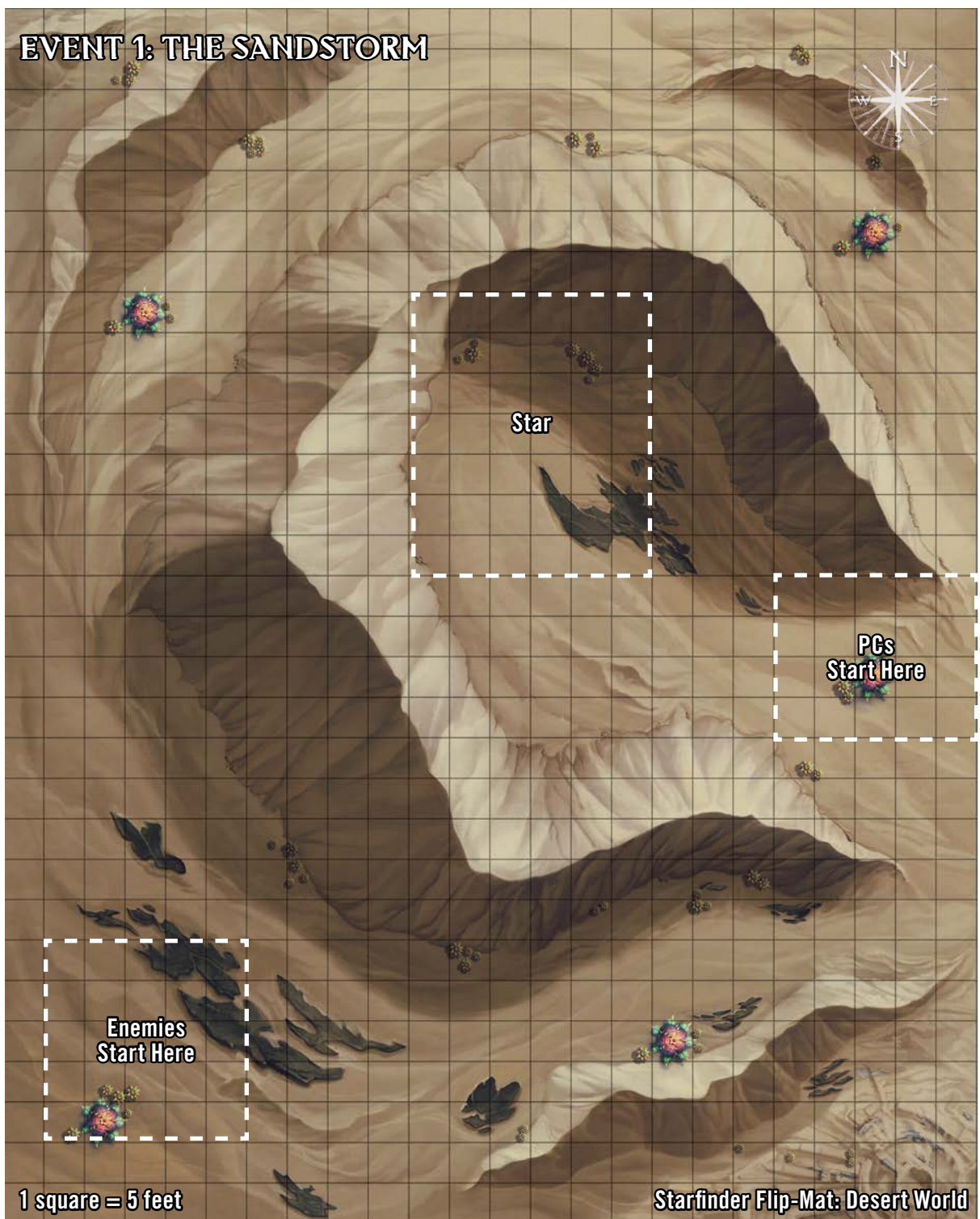
A small, shaded oasis stands in the valley created by several dunes. Underneath palm trees, several individuals work quickly to take down tents and pack up a temporary encampment. A robed figure stands at the center of the camp, directing the flurry of activity.

Use the map on page 13 for this encounter. The time it took the PCs to arrive determines the status of the camp.



INDUREN

Battle's for Star's Fate



Battle's for Star's Fate

3–4 hours: The camp is caught unawares. All combatants are shaken during the first 3 rounds of combat.

5–6 hours: The camp is largely finished packing. Combatants are unaffected during combat. Remove one of the Flip Tiles to indicate this progression. A version of the map with one of the Flip-Tiles removed appears on page 29.

6–8 hours: The camp is packed, and the combatants are ready for a fight. All enemies gain a +2 circumstance bonus to their Initiative. Remove two of the Flip Tiles to indicate this progression. A version of the map with two of the Flip Tiles removed appears on page 30.



8+ hours: The camp is fully packed, and all combatants have left. The PCs lose 2 Treasure Bundles, but they locate enough belongings and traces left behind to determine the basic facts of the camp's existence and purpose. A version of the maps that has no Flip-Tiles appears on page 31.

Creatures: Currently, the camp is occupied by Anavras and his allies, including Brinna. They're in the process of hurriedly striking camp. Anavras is displeased with his lackeys' failures and berates them as they work.

If the PCs approach the camp stealthily, they can likely get the jump on the crew of bandits, allowing them to easily defeat them. If they approach openly, Anavras shouts for his allies to attack.

Once combat begins, Anavras casts *dimension door* and teleports away from the camp, leaving the encounter.

While Brinna enters combat willingly, her relationship with the PCs may have resulted in questioning her choices. See her Influence stat block (page 8) for further details. Brinna's bandits surrender if she surrenders or is defeated, or if they are reduced to 10 Hit Points or fewer (20 Hit Points or fewer for levels 5–6).

LEVELS 3–4

| | |
|-------------------------|-------------------|
| BRINNA | CREATURE 3 |
| Page 19, art on page 27 | |

| | |
|------------------------------|-------------------|
| BANDIT BODYGUARDS (2) | CREATURE 1 |
| Page 19 | |

LEVELS 5–6

| | |
|-------------------------|-------------------|
| BRINNA | CREATURE 3 |
| Page 23, art on page 27 | |

| | |
|----------------------------------|-------------------|
| BANDIT BOUNTY HUNTERS (2) | CREATURE 4 |
| Page 23 | |

Development: After the PCs defeat the wizard's minions, they're free to investigate the camp. Anavras hasn't left any notes of his plans behind, and the minions don't know much about his intentions. Any defeated enemies will freely tell the PCs they were hired by a hedge wizard named Anavras to come into the desert and summon the elementals to try and destroy the camp. They know he wanted control of Star but don't know exactly why, other than to have a powerful war machine under his control.

Treasure: In addition to the bandits' equipment, searching the tents uncovers two *potions of leaping* and an *emerald grasshopper*. If the PCs don't defeat Anavras' forces or arrive after the camp has been packed up, they can't locate these items.

Battle's for Star's Fate



Battle's for Star's Fate



Battle's for Star's Fate

EVENT 2: ASLYNN ATTACKS SEVERE

After the PCs have finished searching the camp, they are free to return to the dig site at their leisure. They also have time to rest at the camp and should be encouraged to do so. The return journey is uneventful and doesn't require them to navigate. When the PCs return to the dig site, they find it in a state of disarray.

What was once a sedate archeological dig has become a flurry of activity. On the rim of the site, merchants and visitors scramble to strike their tents and pack their wares. Beneath the surface, every Pathfinder in camp appears to have been mobilized to frantically finish digging out the struggling automaton.

The cause of panic is readily apparent: on the edge of the camp, between two ruined stone pillars, sits a swirling vortex. Its dark violet surface seems to bend the light toward it, as if drawing in everything around it. Motes of shadow occasionally emerge, floating along the desert winds like advance scouts before winking out.

As the PCs approach the camp, Induren spots them and rushes over to brief them on the situation. The portal appeared around an hour ago, and shortly after several bugbears leapt through. While they were defeated, Darius fears more of Aslynn's forces will arrive soon and is desperately trying to free Star before that happens.

The PCs have an opportunity to aid the dig site in one of two ways. They can attempt to help excavate Star with an Athletics, Acrobatics, or Crafting check. A success helps to free Star and earns an Influence point with the automaton. Alternatively, they can help the rest of the camp pack up with a Diplomacy check to motivate the fleeing individuals or a Nature or Survival check to help them navigate away from the camp. Successfully doing so earns one Influence point with an NPC (besides Star) of the PCs' choice. At the GM's discretion, alternative skills may be used in either of these tasks. The DC for all of these checks is 20 for levels 3–4, and 23 for levels 5–6.

After each PC has attempted to aid the efforts, their time runs out and Aslynn arrives. Read or paraphrase the following.

A cackle splits the air. As one, everybody left at the dig site turns to the portal, just in time to see a massive wooden prow slice through the air. A ship emerges from the shadowy portal, its hull held aloft by unknown magic. The ship's deck crawls with large, furry creatures rushing around as they prepare for battle. On the bridge, squinting in the desert sunlight, is a night hag in robes of pure midnight. Aslynn lets out another cry and points a bony figure directly at Star.

"Star, my child, nearly freed! What plans for you, such mighty deeds! Now my precious, my war's half won, for the Pathfinders shall be undone!"

As she chants, several bugbears leap from the ship. Black chains slow their descent as they touch down in the sand. Grinning, they approach the automaton, malice in their eyes and daggers in hand.

Creatures: Aslynn's ship has arrived, and she intends to take control of Star and the second *calamitous dagger* by force. The highest-level bugbear on the field also carries the second *calamitous dagger*. This dagger hasn't



GALE'S CLAW

Battle's for Star's Fate

yet been attuned to Star, and as such does not grant the bugbear access to the Weapons System Activate action.

Aslynn's bugbears fight to the death. Her ship is 30 feet in the air; if all of her cannons are disabled or broken, the ship flees into the portal, leaving any bugbears on the ground behind.

Calamitous Daggers: Upon the arrival of the bugbears, the PC with possession of the *calamitous dagger* feels it begin to vibrate and grow warm. While they wield the dagger, they gain access to the Weapons System Activate action as described on page 20 (page 24 for levels 5–6). Additionally, the dagger subtly indicates the location of its twin; this PC is always aware of which bugbear is holding the dagger's twin.

LEVELS 3–4

BUGBEAR THUG

CREATURE 2

Page 21, art on page 28

SHADOW CANNON

HAZARD 3

Page 20



BUGBEAR THUG

BUGBEAR SLASHER

CREATURE 3

Page 20

LEVELS 5–6

BUGBEAR BULLY

CREATURE 4

Page 25, art on page 28

BUGBEAR TRICKSTER

CREATURE 5

Page 24

DARKENED SHADOW CANNON

HAZARD 5

Page 24

Development: If the PCs defeat Aslynn's forces, they earn 2 Influence Points with Star and 1 Influence Point with each NPC in the camp.

CONCLUSION

Once Aslynn's bugbears are defeated and her cannons disabled, her ship turns and flies through the portal. If the PCs activated Star's cannons more than three times, they fire at its rear as it retreats, which slows its escape but doesn't destroy it. It then takes several minutes to calm itself.

The PCs are immediately swarmed by the other Pathfinders in gratitude and celebration for fighting off Aslynn's forces. Any surviving merchants are similarly grateful and offer the PCs steep discounts on their wares in the future.

The immediate celebration is cut short by a colossal cracking noise. The PCs' excavation efforts, coupled with the damage inflicted by the battle, freed Star's body enough that they suddenly found themselves able to stand. The enormous automaton towers over the PCs, blocking the sun for just a moment before settling to the ground.

Star's actions from this point depend on the number of Influence Points the PCs have accrued at the end of the adventure.

0–5 Influence Points: Star regards the PCs for a long moment before speaking. "I would take the daggers back now. They are mine by right, and I should control them. Give them to me at once." After receiving the daggers, Star turns and wordlessly walks away into the desert.

6–8 Influence Points: Star similarly demands the daggers. However, once they receive them, they say "I am grateful for your assistance, Pathfinders. You have defended me well, and I am in your debt. I intend to leave you now in order to see more of this world, but before I leave, I would ask you a final question. What would you have me do upon my return? Where can I be of most use, and how can I participate in this society which has left me behind as a relic?" Star listens

Battle's for Star's Fate

to any answers the PCs give carefully, thanks them once more, and departs into the desert.

9-11 Influence Points: Star has come to trust the PCs and doesn't demand the daggers' return, instead saying "The daggers you hold, the ones you call calamitous... They have a power over me, it seems. They were created to control me. I feel they are safe in your hands, but I would ask: would you be willing to return them to me, that I may hold my fate in my own hands?" If the PCs refuse, Star assents, then asks the PCs' opinion on their purpose as above.

12+ Influence Points: Star fully trusts the PCs with the daggers and instead says "The daggers that were forged to control me are in your hands. I no longer fear their power and I would welcome hearing from you once more. Keep them for now. If you have need of my services, use them, and I shall answer.

REPORTING NOTES

If Star controls the daggers at the conclusion of the scenario, check box A. If the Pathfinder Society maintains control of the daggers, check box B.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they defend Star from Aslynn's forces. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

If the PCs earned at least 6 Influence Points with Star and they asked the PCs' opinion on what they should do next, they complete their secondary objective. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

If the PCs obtain a prototype sealing chest from Induren, and the daggers are secured (either within the sealing chest or because Star controls them), the PCs complete Eando Kline's mission. They earn 2 additional Reputation with the Vigilant Seal.

Battle's for Star's Fate

APPENDIX 1: LEVEL 3-4 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 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play appendix on page 44 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).

EVENT 1: THE SANDSTORM (LEVELS 3-4)

STAR

Star acts on initiative count 20 (losing any ties). They do not act in the first round; on the second round, they use three actions to cast a modified *wall of wind* (3rd level; counteract DC 20); this functions as *wall of wind* except as noted below. The wall appears in a 10-foot emanation around them. On subsequent rounds, Star can spend their three actions to expand the radius of the emanation by 5 feet. If doing so causes the wall to pass through any creature’s space, that creature must succeed at a DC 20 Reflex save or be knocked prone.

Any creature within the radius of Star’s *wall of wind* is immune to the sandstorm’s effects, as the two cancel each other out.

LIVING THUNDERCLAP

CREATURE 4

N **MEDIUM** **AIR** **ELEMENTAL**

Pathfinder Bestiary 2 106

Perception +9; darkvision

Languages Auran

Skills Acrobatics +12, Stealth +12

Str +3, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

AC 22; **Fort** +10, **Ref** +12, **Will** +9

HP 50; **Immunities** bleed, paralyzed, poison, sleep, sonic

Speed fly 50 feet; swiftness

Melee ♦ gust +14 (agile, finesse), **Damage** 2d6+6 bludgeoning plus Push 5 feet

Ranged ♦ lightning bolt +14 (electricity, range increment 50 feet), **Damage** 2d12 electricity

Swiftness The living thunderclap doesn’t trigger reactions when it moves.

Thunderbolt ♦♦ (electricity, evocation, primal, sonic) The living thunderclap emits a bolt of lightning that crashes with deafening thunder. The living thunderclap makes a lightning bolt Strike that deals 1d12 electricity damage.

SCALING EVENT 1

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

10-11 Challenge Points: Add one spark bat with the weak adjustment.

12-13 Challenge Points: Add one spark bat.

14-15 Challenge Points: Add one spark bat with the elite adjustment.

16-18 Challenge Points (5+ players): Add a second living thunderclap.



If it hits, the target and any creatures within a 15-foot emanation around the target take 2d6 sonic damage and must attempt a DC 18 basic Fortitude save. Any creature that fails its save is also deafened for 1d4 rounds.

SPARK BAT (0)

CREATURE 2

N **TINY** **AIR** **ELEMENTAL**

Pathfinder Bestiary 2 106

Perception +7; darkvision

Skills Acrobatics +9, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

AC 19; **Fort** +5, **Ref** +11, **Will** +7

HP 18; **Immunities** bleed, electricity, paralyzed, poison, sleep

Speed 5 feet, fly 50 feet

Melee ♦ jaws +11 (agile, finesse), **Damage** 1d4+5 electricity

Arc Lightning (electricity, move, primal, transmutation) The spark bat transforms into lightning that arcs to a large piece of metal within 100 feet, such as a suit of armor or a metal weapon. The bat then returns to its normal form in a space adjacent to the metal. This movement doesn’t trigger reactions.

Battle's for Star's Fate

A. THE CAMP (LEVELS 3–4)

BRINNA

CREATURE 3

UNIQUE N MEDIUM HUMAN HUMANOID

Variant smith (*Pathfinder Gamemastery Guide* 245)

Perception +5

Languages Common

Skills Athletics +8, Crafting +15, Diplomacy +5, Toymaker Lore +15, Society +8

Str +3, **Dex** +1, **Con** +2, **Int** +3, **Wis** +0, **Cha** +0

Items artisan's tools, leather apron (functions as padded armor), light hammer

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 50

Speed 25 feet

Melee ♦ light hammer +10 (agile), **Damage** 1d6+3 bludgeoning plus smith's fury

Ranged ♦ light hammer +8 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning plus smith's fury

Smith's Fury The smith deals an additional 1d6 damage when they hit with a weapon they created.

SCALING ENCOUNTER A

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one bandit bodyguard to the encounter.



BANDIT BODYGUARDS (2)

CREATURE 1

N MEDIUM HUMAN HUMANOID

Bodyguards (*Pathfinder Gamemastery Guide* 226)

Perception +8

Languages Common

Skills Athletics +7, Intimidation +6, Society +2

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items greatclub, sap, studded leather armor

AC 16; **Fort** +8, **Ref** +7, **Will** +4

HP 25

Speed 25 feet

Melee ♦ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning

Melee ♦ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Bodyguard's Defense ♦♦ The bodyguard selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; the bonus lasts until the start of the bodyguard's next turn.

Battle's for Star's Fate

EVENT 2: ASLYNN ATTACKS (LEVELS 3-4)

The PC holding the *calamitous dagger* has access to the following activity.

WEAPON SYSTEMS ACTIVATE ♦, ♦♦, or ♦♦♦

ATTACK CONCENTRATE

Requirements You're holding a *calamitous dagger*

Using the *calamitous dagger* as a focal point, you channel your thoughts to Star, urging them to attack your foes. Attempt a DC 19 attack roll, Arcana check, or Intimidation check. After resolving this action, roll a flat check (DC 10 + 2 for each time Star's weapons systems have been activated in this encounter). On a failure, lose one Influence point with Star as memories of warfare and violence cloud their mind. Reset the flat check DC back to 10 for the next activation.

Critical Success As success, but each chosen target takes double damage.

Success Star fires one cannon for each action used at a target of your choice. Each cannon deals either 2d8 force damage to a shadow cannon on Aslynn's ship or 2d8 force damage + 1d8 splash force damage to a bugbear. You cannot choose the same target multiple times.

Critical Failure Star is furious at your attempt to turn them to violence. You take 1d8 mental damage from backlash.

STAR

Star acts on initiative count 20 (losing any ties). They do not act in the first round; on the second round, they use three actions to cast a modified *wall of wind* (3rd level; counteract DC 20); this functions as *wall of wind* except as noted below. The wall appears in a 10-foot emanation around them. On subsequent rounds, if the PCs do not use the weapons systems activate activity to fire Star's cannons, Star can spend their three actions to expand the radius of the emanation by 5 feet. If doing so causes the wall to pass through any creature's space, that creature must succeed at a DC 20 Reflex save or be knocked prone.

SHADOW CANNON

HAZARD 3

COMPLEX MAGICAL

Stealth +5 (untrained) or DC 10 to notice the cannon

Description A cannon built of cast iron and infused with shadow magic, mounted on the side of Aslynn's flying ship.

Disable Arcana or Thievery DC 20 on the cannon's body to deactivate

AC 20, **Fort** +14, **Reflex** +7

Hardness 5; **HP** 30 (BT 15)

Load the Cannons ♦ **Trigger** The ship flies within 30 feet of Star; **Effect** The cannon rolls initiative.

Routine ♦ The cannon fires a blast that contains as many PCs as possible, choosing randomly in the event of a tie.

SCALING EVENT 2

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

10-11 Challenge Points: Add one shadow cannon.

12-13 Challenge Points: Add one shadow cannon and one bugbear thug.

14-15 Challenge Points: Add one shadow cannon and two bugbear thugs.

16-18 Challenge Points (5+ Players): Add one shadow cannon and three bugbear thugs.

Ranged ♦ cannon blast +11 (range 30 feet), **Damage** 2d8 bludgeoning damage to creatures in a 5-foot burst (DC 18 basic Reflex save)

BUGBEAR SLASHER

CREATURE 3

NE MEDIUM GOBLIN HUMANOID

Variant bugbear tormenter (*Pathfinder Bestiary* 47)

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin

Skills Acrobatics +8, Athletics +9, Intimidation +7, Stealth +8, Thievery +8

Str +4, **Dex** +3, **Con** +2, **Int** -1, **Wis** +1, **Cha** +0

Items *calamitous dagger*, chain shirt, dagger, sickle (2)

AC 20; **Fort** +9, **Ref** +10, **Will** +6

HP 44

Speed 25 feet

Melee ♦ *dagger* +12 (agile, versatile S), **Damage** 2d4+6 piercing

Melee ♦ sickle +11 (agile, finesse, trip), **Damage** 1d4+6 slashing

Ranged ♦ *dagger* +11 (thrown 10 feet), **Damage** 2d4+6 piercing

Twin Feint ♦♦ The bugbear slasher makes a dazzling series of attacks with two weapons, using the first attack to throw their foe off guard against a second attack at a different angle. They make one Strike with each of their two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply the bugbear slasher's multiple attack penalty to the Strikes normally.

Battle's for Star's Fate

BUGBEAR THUG

CREATURE 2

NE MEDIUM GOBLIN HUMANOID

Pathfinder Bestiary 47

Perception +7; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items bastard sword, javelin (3), leather armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 34

Speed 25 feet

Melee ♦ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing

Melee fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing

Bushwhack ♦ The bugbear thug Strides up to 10 feet and attempts to Grapple a creature they're undetected by. If they succeed, they also deal fist damage to that creature.

Mauler The bugbear thug gains a +3 circumstance bonus to damage rolls against creatures they have grabbed

Battle's for Star's Fate

APPENDIX 2: LEVEL 5-6 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 5th-level PCs. If your group has a different composition or size, refer to the Organized Play appendix on page 44 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).

EVENT 1: THE SANDSTORM (LEVELS 5-6)

STAR

Star acts on initiative count 20 (losing any ties). They do not act in the first round; on the second round, they use three actions to cast a modified *wall of wind* (4th level; counteract DC 23); this functions as *wall of wind* except as noted below. The wall appears in a 10-foot emanation around them. On subsequent rounds, Star can spend their three actions to expand the radius of the emanation by 5 feet. If doing so causes the wall to pass through any creature’s space, that creature must succeed at a DC 23 Reflex save or be knocked prone.

Any creature within the radius of Star’s *wall of wind* is immune to the sandstorm’s effects, as the two cancel each other out.

LIVING THUNDERCLAP

CREATURE 4

N **MEDIUM** **AIR** **ELEMENTAL**

Pathfinder Bestiary 2 106

Perception +9; darkvision

Languages Auran

Skills Acrobatics +12, Stealth +12

Str +3, **Dex** +4, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

AC 22; **Fort** +10, **Ref** +12, **Will** +9

HP 50; **Immunities** bleed, paralyzed, poison, sleep, sonic

Speed fly 50 feet; swiftess

Melee ♦ gust +14 (agile, finesse), **Damage** 2d6+6 bludgeoning plus Push 5 feet

Ranged ♦ lightning bolt +14 (electricity, range increment 50 feet), **Damage** 2d12 electricity

Swiftess The living thunderclap doesn’t trigger reactions when it moves.

Thunderbolt ♦♦ (electricity, evocation, primal, sonic) The living thunderclap emits a bolt of lightning that crashes with deafening thunder. The living thunderclap makes a lightning bolt Strike that deals 1d12 electricity damage.

SCALING EVENT 1

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

19-22 Challenge Points: Add one spark bat.

23-27 Challenge Points: Add one living thunderclap.

28-32 Challenge Points: Add one spark bat and one living thunderclap.

33+ Challenge Points: Add two living thunderclaps.

If it hits, the target and any creatures within a 15-foot emanation around the target take 2d6 sonic damage and must attempt a DC 18 basic Fortitude save. Any creature that fails its save is also deafened for 1d4 rounds.

SPARK BATS (2)

CREATURE 2

N **TINY** **AIR** **ELEMENTAL**

Pathfinder Bestiary 2 106

Perception +7; darkvision

Skills Acrobatics +9, Stealth +9

Str +0, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

AC 19; **Fort** +5, **Ref** +11, **Will** +7

HP 18; **Immunities** bleed, electricity, paralyzed, poison, sleep

Speed 5 feet, fly 50 feet

Melee ♦ jaws +11 (agile, finesse), **Damage** 1d4+5 electricity

Arc Lightning (electricity, move, primal, transmutation) The spark bat transforms into lightning that arcs to a large piece of metal within 100 feet, such as a suit of armor or a metal weapon. The bat then returns to its normal form in a space adjacent to the metal. This movement doesn’t trigger reactions.

Battle's for Star's Fate

A. THE CAMP (LEVELS 5-6)

BRINNA

CREATURE 3

UNIQUE N MEDIUM HUMAN HUMANOID

Variant smith (*Pathfinder Gamemastery Guide* 245)

Perception +5

Languages Common

Skills Athletics +8, Crafting +15, Diplomacy +5, Toymaker Lore +15, Society +8

Str +3, **Dex** +1, **Con** +2, **Int** +3, **Wis** +0, **Cha** +0

Items artisan's tools, leather apron (functions as padded armor), light hammer

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 50

Speed 25 feet

Melee ♦ light hammer +10 (agile), **Damage** 1d6+3 bludgeoning plus smith's fury

Ranged ♦ light hammer +8 (thrown 20 feet), **Damage** 1d6+3 bludgeoning plus smith's fury

Smith's Fury The smith deals an additional 1d6 damage when they hit with a weapon they created.

BANDIT BOUNTY HUNTERS (2)

CREATURE 4

N MEDIUM HUMAN HUMANOID

Bounty hunter (*Pathfinder Gamemastery Guide* 227)

Perception +14

Languages Common

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10

Str +3, **Dex** +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

Items crossbow (10 bolts), falchion, simple manacles, studded leather armor

AC 21; **Fort** +9, **Ref** +12, **Will** +12

HP 60

Speed 25 feet

Melee ♦ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ♦ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing

Hunt Prey ♦ (concentrate) The bounty hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the bounty hunter uses Hunt Prey again.

Precision Edge The first time the bounty hunter hits their hunted prey in a round, they deal an additional 1d8 precision damage.

Running Reload ♦ The bounty hunter Stride, Steps, or Sneaks, and then Interacts to reload.

SCALING ENCOUNTER A

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

19-22 Challenge Points: Add one bandit skullcracker.

23-27 Challenge Points: Add two bandit skullcracker.

28-32 Challenge Points: Add two bandit bounty hunters.

33+ Challenge Points: Add one bandit skullcracker and two bandit bounty hunters.

BANDIT SKULLCRACKER (0)

CREATURE 3

NE MEDIUM HUMAN HUMANOID

Variant bandit (*Pathfinder Gamemastery Guide* 245)

Perception +5

Languages Common

Skills Athletics +8, Crafting +15, Diplomacy +5, Intimidation +9

Str +3, **Dex** +1, **Con** +2, **Int** +3, **Wis** +0, **Cha** +0

Items light hammer, padded armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 50

Speed 25 feet

Melee ♦ light hammer +10 (agile), **Damage** 1d6+3 bludgeoning

Ranged ♦ light hammer +8 (thrown 20 feet), **Damage** 1d6+3 bludgeoning

Dread Striker Frightened creatures are flat-footed to the bandit.

Battle's for Star's Fate

EVENT 2: ASLYNN ATTACKS (LEVELS 5-6)

The PC holding the *calamitous dagger* has access to the following activity.

WEAPON SYSTEMS ACTIVATE ♦, ♦♦, or ♦♦♦

ATTACK **CONCENTRATE**

Requirements You are holding a *calamitous dagger*

Using the *calamitous dagger* as a focal point, you channel your thoughts to Star, urging them to attack your foes. Attempt a DC 22 attack roll, Arcana check, or Intimidation check. After resolving this action, roll a flat check (DC 10 + 2 for each time Star's weapons systems have been activated in this encounter). On a failure, lose one Influence point with Star as memories of warfare and violence cloud their mind. Reset the flat check DC back to 10 for the next activation.

Critical Success As success, but each chosen target takes double damage.

Success Star fires one cannon for each action used at a target of your choice. Each cannon deals either 2d8 force damage to a shadow cannon on Aslynn's ship or 2d8 force damage + 1d8 splash force damage to a bugbear. You cannot choose the same target multiple times.

Critical Failure Star is furious at your attempt to turn them to violence. You take 1d8 mental damage from backlash.

STAR

Star acts on initiative count 20 (losing any ties). They do not act in the first round; on the second round, they use three actions to cast a modified *wall of wind* (4th level; counteract DC 23); this functions as *wall of wind* except as noted below. The wall appears in a 10-foot emanation around them. On subsequent rounds, if the PCs do not use the weapons systems activate activity to fire Star's cannons, they can spend their three actions to expand the radius of the emanation by 5 feet. If doing so causes the wall to pass through any creature's space, that creature must succeed at a DC 23 Reflex save or be knocked prone.

DARKENED SHADOW CANNON

HAZARD 5

COMPLEX **MAGICAL**

Stealth +8 (untrained) or DC 13 to notice the cannon

Description A cannon built of cast iron and infused with shadow magic, mounted on the side of Aslynn's flying ship.

Disable Arcana or Thievery DC 23 on the cannon's body to deactivate

AC 23, **Fort** +17, **Reflex** +10

Hardness 10; **HP** 50 (BT 25)

Load the Cannons ♦ **Trigger** The ship flies within 30 feet of Star; **Effect** The cannon rolls initiative.

Routine ♦ The cannon fires a blast that contains as many PCs as possible, choosing randomly in the event of a tie.

SCALING EVENT 2

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

19-22 Challenge Points: Add a second darkened shadow cannon.

23-27 Challenge Points: Add a second darkened shadow cannon and a bugbear bully.

28-32 Challenge Points: Add a second darkened shadow cannon and two bugbear bullies.

33+ Challenge Points: Add a second darkened shadow cannon and three bugbear bullies.



Ranged ♦ cannon blast +13 (range 30 feet), **Damage** 2d8+5 bludgeoning damage to creatures in a 5-foot burst (DC 21 basic Reflex save)

BUGBEAR TRICKSTER

CREATURE 5

NE **MEDIUM** **GOBLIN** **HUMANOID**

Perception +12; darkvision, scent (imprecise) 30 ft

Languages Aklo, Common, Goblin

Skills Acrobatics +13, Deception +12, Stealth +13

Str +1, **Dex** +5, **Con** +0, **Int** +4, **Wis** +2, **Cha** +2

Items *calamitous dagger*, leather armor

AC 21; **Fort** +9, **Ref** +15, **Will** +12

HP 78

Speed 35 feet

Melee ♦ *dagger* +13 (agile, finesse, magical, versatile S), **Damage** 2d4+6 piercing

Ranged ♦ *dagger* +13 (magical, thrown 20 feet), **Damage** 2d4+6 piercing

Sneak Attack The bugbear trickster deals 1d8 extra precision damage to flat-footed creatures

Kick Sand ♦ The creature kicks sand into an adjacent creature's face. That creature makes a basic Reflex save. On a failure, that creature is dazzled and treated as flat-footed to this creature's next attack; a success negates the flat-footed effects.

Battle's for Star's Fate

BUGBEAR BULLY

CREATURE 4

NE MEDIUM GOBLIN HUMANOID

Perception +7; darkvision, scent (imprecise) 30 ft

Languages Aklo, Common, Goblin

Skills Acrobatics +10, Athletics +12, Intimidation +8, Stealth +8

Str +5, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

Items greatclub, leather armor

AC 18; **Fort** +14, **Ref** +9, **Will** +8

HP 75

Speed 30 feet

Melee ♦ greatclub +10 (backswing, shove), **Damage** 1d10+7 bludgeoning

Brute Force ♦♦ The bugbear bully strides up to half its speed and then attempts to either Shove or Trip a creature. If they critically fail, they treat the result as a failure.

Bully's Rage ♦ **Requirements** The bugbear bully has dealt damage to a creature or knocked a creature prone since the start of its previous turn; **Effect** The bully gains a +2 status bonus to Intimidation checks and damage until the end of its turn.

Battle's for Star's Fate

Appendix 3: Game Aids



Eando Kline
Rasool



Calamitous Dagger
Croll



Battle's for Star's Fate

Appendix 3: Game Aids



Star

Induren



Brinna

Bandit



Battle's for Star's Fate

Appendix 3: Game Aids



Gale's Claw



Bugbear Thug

Battle's for Star's Fate



Battle's for Star's Fate



Battle's for Star's Fate



Battle's for Star's Fate

ORGANIZED PLAY

TREASURE TABLE

| LEVEL | TREASURE BUNDLE |
|-------|-----------------|
| 3 | 3.8 gp |
| 4 | 6.4 gp |
| 5 | 10 gp |
| 6 | 15 gp |

TREASURE BUNDLES

- □ □ Influence, page 5: 1 Treasure Bundle each for successfully influencing Croll, Induren, Brinna, and Star, to a maximum of 4.
- □ The Sandstorm, page 9: 2 Treasure Bundles for defeating the air elementals.
- □ □ Area A, page 10: 2 Treasure Bundles for defeating the bandits and locating their stash of items.
- □ □ Aslynn Attacks, page 15: 2 Treasure Bundles for defeating Aslynn's forces.

CHALLENGE POINTS

CHALLENGE POINTS TABLE

| CP TOTAL | LEVEL RANGE |
|--------------------|-------------|
| 8–14 | 3–4 |
| 16–18 (5+ players) | 3–4 |
| 16–18 (4 players) | 5–6 |
| 19+ | 5–6 |

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.

3rd-level PCs = 2 points each

4th-level PCs = 3 points each

5th-level PCs = 4 points each

6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3–4 encounters appear in Appendix 1, and level 5–6 encounters appear in Appendix 2.

Battle's for Star's Fate



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 |

Battle's for Star's Fate

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Scenario #4-08: Battle for Star's Fate

| | | | |
|---|------------|--|---------------------|
| | | 2 | |
| Character Name | | Organized Play # | Character # |
| Adventure Summary | | | |
| <p>Venture-Captain Eando Kline brought you to Thuvia, where he presented you with the <i>calamitous dagger</i>, a mysterious magical blade that could help you find where the automaton Star was buried in the desert. You journeyed to the dig site and met a motley assortment of people who were eager to see Star, many of whom intended to convince Star to work with them in the future. You defended Star in an attack from elementals and tracked down the attack's source, the wizard Anavras. After defeating Anavras's minions, you returned to the dig site just in time to witness a magical ship sailing in through a portal in the sky, captained by the night hag Aslynn. After defeating her assault, you spoke with Star and find out what they wanted for their future. Ultimately, you (<input type="checkbox"/> earned/ <input type="checkbox"/> did not earn) Star's trust.</p> | | | |
| Boons | | Rewards | |
| <p>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 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 and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> | | Starting XP | |
| | | XP Gained | |
| | | Total XP | |
| | | Starting GP | |
| | | GP Gained | |
| Reputation Earned | | Total GP | |
| | | | |
| | | | |
| | | | |
| | | | |
| Items | | Purchases | |
| <p><i>crafters eyepiece</i> (level 3; 60 gp) <i>greater sealing chest</i>^U (level 11; discounted to 1,125 gp; <i>Pathfinder Lost Omens Pathfinder Society Guide</i> 37) <i>potion of leaping</i> (level 5; 21 gp) <i>emerald grasshopper</i> (level 5; 30 gp)</p> | | Items Sold / Conditions Gained | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box | |
| | | | |
| | | Items Bought / Conditions Cleared | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | TOTAL COST OF ITEMS BOUGHT | |
| | | | |
| Notes | | | |
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| | | | |
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| | | | |
| FOR GM ONLY | | | |
| EVENT | EVENT CODE | DATE | GM Organized Play # |

Chronicle Code: 6GMW

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