



Year of the Open Road



**PATHFINDER
SOCIETY**

STAR-CROSSED VOYAGES

By Lu Pellazar

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1–09: Star-Crossed Voyages is a Pathfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but it can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Star-Crossed Voyages makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Lost Omens Character Guide*, as well as the maps *GameMastery Map Pack: Shrines*, *Pathfinder Flip-Mat Classics: Ship*, *Pathfinder Flip-Mat: Bigger Temple*, *Pathfinder Flip-Tiles: Forest Perils Expansion*, and *Starfinder Flip-Mat: Jungle World*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

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



Horizon Hunters



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By Lu Pellazar

GM SYNOPSIS

This adventure includes an mix of exploration and combat activities as the PCs sail south along the Garundi coast and travel through the jungle to an old iruxi observatory.

ADVENTURE BACKGROUND

In 4138 AR, Cheliox colonized the Mwangi Expanse, imposing their rule on the native populations. For hundreds of years they ruled the colonial barony of Sargava, until the death of the god Aroden in 4606 AR. Since that time, the colony has undergone a slow transition back into the possession of the native peoples of the region. Renamed “Vidrian” in 4717 AR, the new nation is a coalition of disparate Mwangi peoples, united under a common history, cause, and banner.

Vidrian, despite its youth, already finds itself beset with issues. To the east, their immediate neighbor Mzali is ruled by an increasingly aggressive undead child-god more likely to see them as threat than ally. To the north and west the Free Captains, leaders of the pirates of the Shackles, have engaged in ever-more brazen acts of piracy against Vidric ships.

Nearly 600 years ago, the ancestors of many of the peoples occupying what is now Vidrian traded with the civilizations to the south, using coastal shipping routes and overland shortcuts to facilitate commerce. The incursion of a Chelaxian colony disrupted many of these relationships, and Cheliox methodically changed the flow of goods and trade and pointing it north towards their own empire. As trade with the countries south of the Jungle of Hungry Trees dwindled, many of the shipping routes fell into disuse or were lost entirely.

When Aroden died, the world was struck by natural disasters and unusual phenomenon, such as the massive whirlpool known as the Eye of the Abendego. Disrupting even well-established trade routes, the effects that the Eye and other catastrophes had on the disused and barely remembered shipping routes was even more profound, making the few surviving charts all but worthless. As the burgeoning nation of Vidrian finds themselves beset by foes and in need of allies, recreating these long-lost trade relationships has become an increasing priority for the nation’s leaders.

ADVENTURE SUMMARY

The PCs are summoned to the city of Anthusis by the Pathfinder Mirian Raas. She seeks explorers for an expedition on behalf of the nation of Vidrian, to renew relationships with their centuries-lost trading partner, the iruxi island of Ekkeshikaar.

WHERE ON GOLARION?

Star-Crossed Voyages takes place mostly in the coastal areas of western Garund, south of the Mwangi Expanse. The PCs begin the adventure having answered a call for adventurers in the city of Anthusis. Their journey then finds them shipwrecked in the small iruxi village of Kihirat south along the Mwangi Coast, and finally traveling to an abandoned stargazing tower deeper within the jungle. For more information on Garund and the Mwangi Expanse, see page 84 of the *Pathfinder Lost Omens World Guide*, which is available in bookstores and hobby stores everywhere and online at paizo.com.



During their journey to Ekkeshikaar, the PCs and their accompaniment are nearly shipwrecked after a battle at sea against marauding sea devils. The expedition is forced to take emergency port at a small coastal iruxi village of Kihirat. The local villagers rush to help the expedition get back on track, offering materials and carpenters to help repair the ship and providing shelter and food for as long as the repairs take. Upon inquiring about the strange events at sea, the party learns that the mysterious ocean currents and the malfunctioning magnetic compasses are due to a centuries-old gargoyle named Paravaax. While he is hibernating in his stone form, his body acts as a powerful lodestone that effects the magnetic fields of the area for miles. While malfunctioning compasses aren’t a problem for the local iruxi, who use the stars and their generations’ long familiarity with the area to navigate, whenever Paravaax is awake, he tends to visit Kihirat and take one—or a few—villagers as a grisly snack.

In order to stop the gargoyle from further hindering their navigation attempts and to help put the village of

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Kihirat at ease, the PCs must travel to the abandoned stargazing tower named Oldstar, nestled deep within the jungle, to confront Paravaax and put an end to his reign of terror over Kihirat and the surrounding region.

The party is able to navigate the jungle with the help of Kihirat's expert astrologer, Lumki, and when they confront Paravaax, they are faced with a moral dilemma: make a deal with the ghoulish gargoyle and let him eat

Lumki so that he'll leave, or risk their own lives and fight the powerful beast to the death?

Once the PCs dispatch with the gargoyle, whether through combat or contract, the magnetic phenomena keeping the expedition from navigating to Ekkeshikaar end. The choices the PCs make in dealing with the lodestone gargoyle will affect relations between the Pathfinder Society and the iruxi.

GETTING STARTED

Mirian Raas (NG female human Pathfinder; art on page 38) has put out a call to fellow Pathfinders who are eager for the kind of adventure the Society was founded for: an exhilarating expedition into unknown. The PCs meet Raas in the port of Vidrian's capitol city of Anthusis, which is located along the coast of the Mwangi Jungle.

Along with the PCs, Mirian Raas has also requested the aid of the Horizon Hunters for the expedition. The Horizon Hunters' leader, **Calisro Benarry** (N female half-orc sailor), eager to once again sail the seas, has excitedly accepted Mirian's call and brought along a reliable group of her own to join the expedition. Calisro has chartered two ships from the Pathfinder Society in addition to her own *Glorious Payoff*, including the *Grimming Pixie*, a Pathfinder Society ship formerly captained by Calisro before she was finally forced to follow the terms of a contract and turn it over to its new legal captain, **Eras the Needle** (LG half-elf shipwright). The third ship, the *Sea Sparkle*, is the smallest of the three.

As soon as the PCs make it to Anthusis, they're corralled onto the *Grimming Pixie*, to meet up with Raas, her adopted brother **Jekka** (male iruxi explorer), and some of the Horizon Hunters. Mirian Raas amicably greets everyone as they board the ship. A spark of excitement glimmers in her eyes as she calls for the ship crew and Pathfinders to gather around her for a briefing. When the PCs approach Mirian, read or paraphrase the following.

"Welcome, explorers! As I'm sure you read in the bulletins, we've been tasked with travelling to the iruxi island-city of Ekkeshikaar on behalf of the nation of Vidrian, that we may help negotiate the renewal of the alliance between the two nations. The Vidric Council's provided us with a map based on ancient sea charts to help us get there, and we'll be compensated for our efforts!

"We'll need to stay sharp, though—this route hasn't been traveled in centuries, and we have no idea what might be out there. With the help of the Horizon Hunters and my brother Jekka," she lays her hand on the shoulder of the iruxi next to her, "I have no doubts this will be a successful expedition!"



MIRIAN RAAS

Star-Crossed Voyages

After the briefing, they have a few moments to ask Mirian some questions. Some likely questions and Mirian's answers to them are as follows.

What kind of dangers can we expect? "We simply don't know. There hasn't been much contact with the lands this far south in a long time. Traveling the seas, there could be pirates, sea monsters... Overland? Other than jungle predators, your guess is as good as mine."

Why is this trade agreement so important? "To put it simply, Vidrian needs as many allies as it can get. It's a new nation, and it's already dealing with myriad problems from all directions. From pirates to the west and north, to an undead army from the east. Vidrian's hoping opening up trade routes with Ekkeshikaar will mean it'll gain a valuable ally"

What's the plan to convince the iruxi to reinstate the trade agreement after all these years? "Glad you asked! The Vidric Council members have given us two chests of ancient relics from the lost iruxi city of Kutnaar. Repatriating the relics to the leaders of Ekkeshikaar should grease the negotiation's wheels and help secure the desired trade agreement. Whatever the case, there'll be a lot of meetings and deliberations. The journey's far more interesting, and that's what I need you all for."

How reliable are the sea charts from the Vidric Council? "They're as good as it's going to get. They're based on the tireless research of ancient records, so it should at least be a good starting point. Plus, we have a team of incredible navigators and risk takers," Mirian gestures to the members of the Horizon Hunters on the ship, "so I'm confident that we'll be successful."

Is Jekka really your brother? "Of course he is! Can't you see the family resemblance?"

Nature (Recall Knowledge)

Based on the result of a DC 15 Nature check to Recall Knowledge, the PCs might know more information relevant to this adventure about the waters around the Garundi coastline.

Critical Success: The catastrophic Eye of Abendego is not the only force disrupting trade with southern Garund and the nearby islands. Vicious sea devils also lurk in the southern waters, dismantling a ship's rudders before murdering its crew.

Success: Sea routes into southern Garund have been little used in the last century, and the advent of the Eye of Abendego changed many of Garundi ocean currents from their previous patterns.

Failure: The PC learns no information.

Critical Failure: The waters south of Vidrian are relatively calm and predictable, with little ocean life beyond fish and porpoises.

Society (Recall Knowledge)

Based on the result of a DC 15 Society check to Recall Knowledge, the PCs might know more information about Vidrian's trade history and the iruxi nations to the south.

Critical Success: Prior to Chelaxian colonization, the peoples living in the area near what is now Vidrian had a robust trade relationship with their southern neighbors, and many would travel to study at the iruxi observatory known as Oldstar.

Success: When Chelax established its colony of Sargava, now overthrown and replaced by the nation of Vidrian, it redirected all trade in the region northward. Chelaxian troops drove off iruxi traders during the early years of colonization, seeing the iruxi as monsters, and the iruxi ceased sending trade vessels into Sargavan waters.

Failure: The PC learns no information.

Boons and Hero Points

Give the PCs a few moments to slot their boons for the adventure, and remind each PC that they have 1 Hero Point available for use during the adventure.

Not long after the PCs finish their conversation with Mirian, Eras the Needle orders the crew to set sail.

The first 3 days of travel the oceans are smooth and uneventful, but on the evening of the fourth day at sea, a frantic cry from the ship's helmsman calls everyone aboard the ship to action.

A. ADRIFT AT SEA MODERATE

On the fourth day at sea, a strange outside force causes every magnetic compass on the ship to spin wildly, including the PCs' personal compasses if they have any. Soon after, the PCs' ship is caught in a powerful ocean current and is being forced miles off-course, dragging it away from the rest of the expedition's convoy.

Read or paraphrase the following.

As the sun is finally beginning to set on the fourth day at sea, the *Grinning Pixie* is jolted suddenly. The ocean's currents become inexplicably tempestuous, and the ship is pulled wildly off course at an accelerated speed. The helmsman of the *Pixie* shouts to the crew, "Hold on!" as the vessel speeds away from the convoy. The alarmed calls from the *Glorious Payoff* and the *Sea Sparkle* fade, and soon the other ships disappear entirely from sight.

An agonized scream pierces the sound of rushing water, and frantic shouts from the crew emanate from the opposite side of the ship. Devious cackling echoes over the chaos, and the lookout in the crow's nest bellows, "Ready yourselves! Devils from the sea!"

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A. ADRIFT AT SEA



1 square = 5 feet

Pathfinder Flip-Mat Classics: Ship

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Stabilizing the Ship: In the moments before combat starts, the PCs can attempt to help the helmsman stabilize the ship. A PC who wishes to help can attempt a DC 15 Athletics or Sailing Lore check. One other party member can attempt to Aid this check.

Depending on the PCs Athletics or Sailing Lore check, the results are as follows.

Success The PC is able to help Eras stabilize the helm and level the ship.

Failure The helmsman continues to struggle against the supernatural current. The PCs must attempt a DC 18 Reflex save before the battle or take a -2 circumstance penalty to their initiative rolls.

Creatures: The ship finally escapes the current, but it is heavily damaged and faraway from the rest of the convoy. As if the situation weren't dire enough, the chaos from the ship's struggle has attracted the attention of a prowling group of sea devils who see the ship's plight as the perfect opportunity to plunder its cargo and savage the crew. For more information on this encounter, see page 21 for Subtier 3–4, or page 27 for Subtier 5–6.

SUBTIER 3–4

SEA DEVIL SCOUTS (3)

CREATURE 2

Pathfinder Bestiary 286; page 21; art on page 32

Initiative Perception +9

SUBTIER 5–6

SEA DEVIL SCOUTS (4)

CREATURE 2

Pathfinder Bestiary 286; page 21; art on page 32

Initiative Perception +9

SEA DEVIL INVADER

CREATURE 4

Page 27; art on page 33

Initiative Perception +9

Reward: One of the sea devils carried a bag stuffed with stolen treasures such as small gemstones, loose coins, a set of expensive glass marbles. Altogether these items are worth 2 Treasure Bundles.

Hero Points: At this point, you should be approaching the end of your first hour of play, which means it is time to award one Hero Point to a player now if you have not already done so. This should be the player whose PC helped in successfully stabilizing the ship, or the player whose PC landed the killing blow on the largest number of sea devils (or the player who struck the killing blow against the sea devil invader in Subtier 5–6). If neither of

these conditions matches a player at the table, award a Hero Point to a single player of your choice.

Onward to Kihirat: The sun is starting to rise once the sea devils are all defeated, and the lookout in the ship's crow's nest calls down to the rest of the crew that they've sighted a small village on the distant coastal beach. The crew manages to direct the ship ashore in hopes that whoever lives in the village can lend the adventurers materials and grant them shelter while they work on repairs.

B. KIHIRAT VILLAGE

The modest coastal village of Kihirat is populated by the humanoid lizards known as iruxi, who come running to meet the *Grimacing Pixie* as soon as the ship lands ashore. Read or paraphrase the following.

As the Grimacing Pixie drifts onto the sand, a dozen figures approach, illuminated by the light of the rising sun.

The *Pixie's* lookout searches the horizon for signs of the *Glorious Payoff* and the *Sea Sparkle*, but these ships are nowhere in sight. Mirian Raas and Eras the Needle focus their efforts on marshalling crew members and necessary goods to land, leaving the PCs to lead the conversation with the iruxi.

The villagers in Kihirat speak Iruxi and Mwangi. To communicate more than the most basic concepts to them, a PC needs to be able to speak one of these languages. Alternatively, the PCs can solicit the help of Jekka to interpret (remind the players that this is an option if they are stuck). The iruxi villagers are sympathetic to the plight of the shipwrecked crews, and they offer the PCs and the crew assistance, including beds, food, and shelter. Only minutes after the PCs arrive in Kihirat, an elderly iruxi makes his way through the crowd of villagers. The elder puts a hand to his chest and introduces himself as Nahansa. The PCs might have some questions for the Nahansa and the villagers. Some likely questions and Nahansa's answers are as follows. If the PCs do not specifically ask about the issue with the compasses or how they can repay the iruxi, Nahansa volunteers the information and asks for their assistance.

Where are we? "This is Kihirat! This village has been on this coast for centuries. Millennia, perhaps? We can trace the name Kihirat back to three families of iruxi farmers and fishers who rebuilt here after a severe storm of some kind, though records are spotty regarding what may have been here before then."

Who are you? "I am Kihirat's oldest living citizen. The people here often look to me for guidance. I'd like to think I've become quite wise in my years."

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Do you know why our compasses aren't working? Nahansa's expression grows grim. "Oh, yes. I can explain. The ancient gargoyle Paravaax lives in the jungle to the east of here. He's old, cruel, and has an unusual connection to the Plane of Earth. His body has the properties of a giant lodestone, capable of disrupting compasses for miles around. When he rests or moves it causes all kinds of problems for anyone trying to navigate with such devices."

Lodestone? "It's a type of mineral that has the property of repelling or attracting metal. Paravaax's form seems to do both at random, or perhaps even simultaneously, though no one has ever been able to study him up close to know for sure what's happening. He considers iruxi flesh to be something of a delicacy."

Is there anything we can do to repay your hospitality? Nahansa chuckles heartily. "Oh, we would never hold you to such things. We're a hospitable folk!" He suddenly looks pensive. "Though... We may share a common concern. Your compasses will not work while Paravaax is active in the region, and we are not safe so long as the gargoyle hunts the edges of our territory. If you are willing to seek the gargoyle out and drive him away, you would be helping both our people."

We also have another problem we could use help with. You see, in our temple of Gozreh, there have been odd noises coming from the belfry for almost a week now. I'm loathe to admit it, but we've been too preoccupied the coming rainstorms to look into it ourselves."

Coming rainstorms? "Oh yes, I should say so. Ferocious winds and torrential rain become fairly common along the coast here starting within the next few weeks and lasting for about a month. Do not fret, for we will repair your ships and see you on your way well ahead of the storms. And if not, perhaps we will have ample opportunity to get to know one another."

Event #1: Rumble in the Jungle **Moderate**

Before Nahansa has the chance to finish his explanation of the situation with Paravaax or how the PCs can find the gargoyle, a pack of metallic canines attacks. The rest of his explanation appears in After the Rumble below.

Read or paraphrase the following.

An echoing metallic clang rumbles through the nearby rainforest. As waves of fleeing birds take flight from the canopy, it's easy to see that whatever is causing the sound is making its way to the coast—right toward Kihirat.

Creatures: Howling with rage, a pack of metallic sod hounds bound from the forest's edge. Their silver scales glint in the sun's light, and their howls echo like an otherworldly metallic clang. The hungry hounds require

both flesh and metal to survive, making those who wear armor or carry weapons a favored meal. While the PCs fight several of the creatures, iruxi warriors fight others, with help from Mirian Raas. These other clashes take place in the background and have little effect on the PCs' battle. Meanwhile, noncombatant villagers flee into the jungle. For more information on this encounter, see page 22 for Subtier 3–4, or page 28 for Subtier 5–6.

SUBTIER 3–4

METALLIC SOD HOUNDS (2)

CREATURE 3

Variant sod hound (*Pathfinder Bestiary* 146; page 22)

Initiative Perception +9

SUBTIER 5–6

GREATER METALLIC SOD HOUNDS (3)

CREATURE 4

Variant sod hound (*Pathfinder Bestiary* 146; page 27)

Initiative Perception +11

After the Rumble: In the aftermath of the battle, the noncombatant iruxi return from the jungle. They treat the injuries of iruxi warriors and *Griming Pixie* crew alike. Each PC receives the benefits of a successful Medicine check to Treat Wounds.

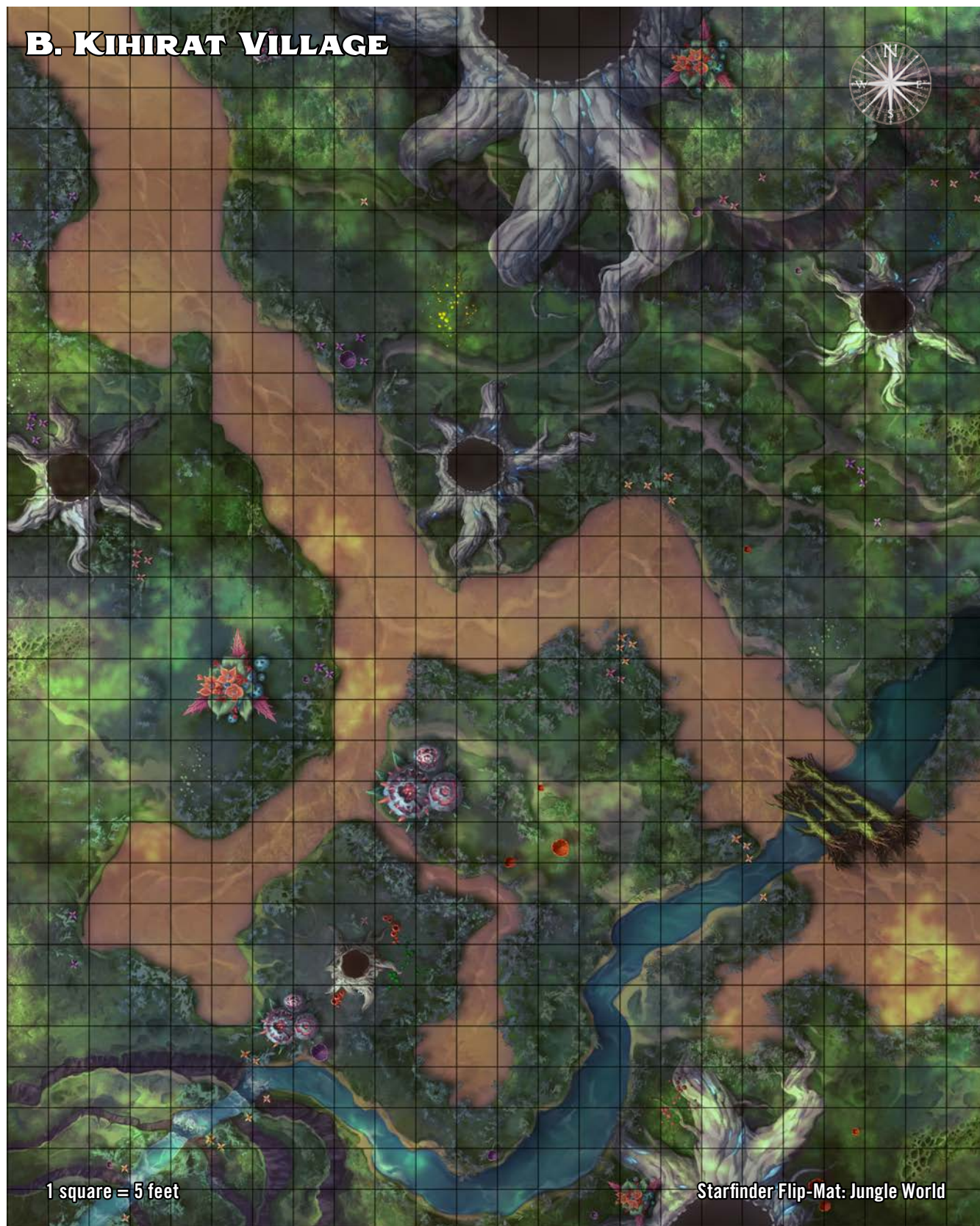
Once the worst of the injuries are treated, the Elder speaks with the PCs and Mirian Raas, while Jekka quietly observes the conversation. Nahansa informs them that he does not believe this attack to be a coincidence; rather, he believes the strange metallic creatures are connected to Paravaax—a sign that the gargoyle has grown bolder than ever before. He explains that the gargoyle has taken roost in the iruxi's old observatory: an ancient, abandoned building that once served as a place for observing the skies and learning for centuries before the native iruxi were driven out by Paravaax and his monsters. The gargoyle has been spotted in that same area by scouts to this day, so Nahansa suspects that he still lives there.

With the mission clear, Mirian Raas and Jekka volunteer to stay behind in Kihirat to help protect the village while the PCs hunt down Paravaax. Even if the PCs ask Mirian to join them, she remains resolute in her offer, assuring the PCs that she's had plenty of adventures of her own and that she believes that it's their turn to shine.

Nahansa introduces the PCs to an iruxi astrologer named Lumki who Nahansa says can guide the PCs to the observatory, navigating by her knowledge of the stars. Lumki is bright and friendly. She has been waiting months for an opportunity to travel to the observatory,

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B. KIHIRAT VILLAGE



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a journey that is a rite of passage for iruxi astrologers in the area. If the PCs are willing to take Lumki along, she promises to stay out of the way and help them however she can. Even if the PCs do not speak Iruxi or Mwangi, she can lead the way and communicate basic ideas through a combination of drawing, gestures, and demonstrations. If the PCs decline to take the iruxi with them she instead describes the route to them as best she can.

Treasure: Before the PCs depart, Nahansa gives them a gift to thank them for their assistance against the sod hounds: a magical *scrollstaff* containing a 2nd-level *animal form* spell (+1 *striking scrollstaff* containing a 3rd-level *animal form* spell in Subtier 5–6; *Lost Omens Character Guide* 100). This item is worth 2 Treasure Bundles.

TREKKING THE JUNGLE

After a 30-minute trek inland, the PCs and Lumki make it past the fringes of the jungle's tree line. The foliage and brush become so thick that visibility is at most only about 20 feet. The entire trek is difficult terrain unless stated otherwise.

The jungle becomes unforgivingly dense and oppressively humid as the trail winds deeper into the canopied depths. Dappled light shines down through gaps in the leaves above, and although nothing stirs but the dew dripping from the branches above, the sing-song sounds of the jungle wildlife are a constant reminder that one is never truly alone here.

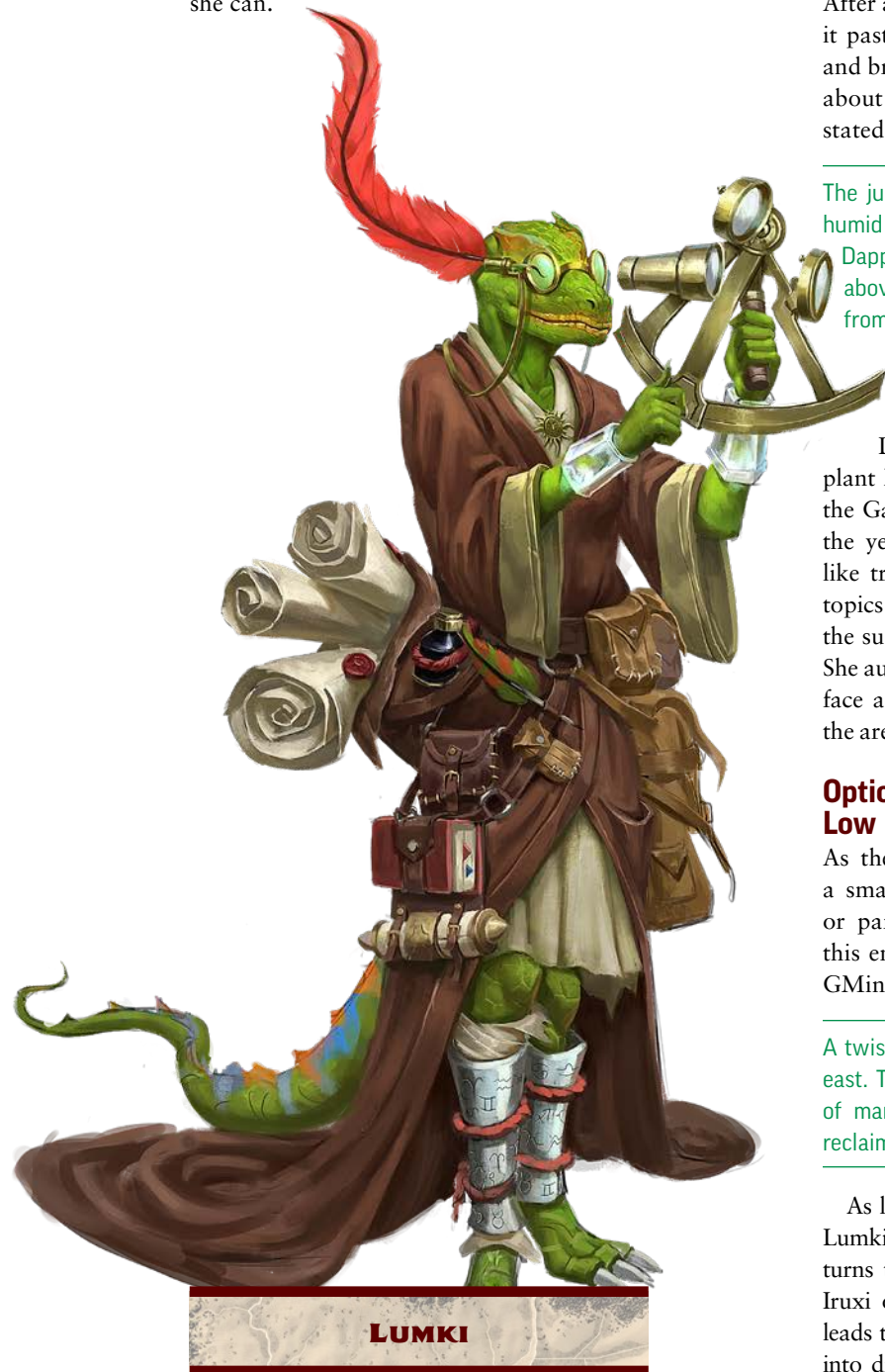
Lumki cheerfully recites facts about the wildlife and plant life as she leads the PCs forward. "Did you know the Garundi parrot's feathers change colors throughout the year? They even turn orange during autumn, just like tree leaves!" If the PCs ask her about unpleasant topics like the sod hound attack, she quickly changes the subject. Generally, Lumki is not an asset in combat. She automatically succeeds at the skill challenges the PCs face along their journey thanks to her familiarity with the area, but if combat breaks out, she hides in the jungle.

Optional Encounter: C. Boggards in the Belfry Low

As the PCs proceed into the jungle, Lumki indicates a small side trail leading up to an old temple. Read or paraphrase the following before proceeding. Skip this encounter if you typically run short of time when GMing Pathfinder Society scenarios.

A twisting path branches away from the main trail leading east. The path is trampled flat and lifeless by the passage of many feet, but the jungle seems well on its way to reclaiming the narrow passage.

As long as the PCs are accompanied by the iruxi guide Lumki, the lizardfolk stops alongside the side trail and turns to them. If one of the PCs is capable of speaking Iruxi or Mwangi, Lumki quickly explains that the trail leads to Kihirat's temple of Gozreh. The temple has fallen into disuse during the past year as Paravaax has left his



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C. BOGGARDS IN THE BELFRY



dormant state and become more active, and Lumki believes that something may have moved in since the last iruxi made the trek to the temple. Lumki tells the PCs that if they wouldn't mind investigating the temple on Kihirat's behalf, she has some potions she'd happily give them as a reward.

Creature: A harried boggard seer and a boggard scout (or a boggard seer and a pair of boggard warriors, in Subtier 5–6) have been hiding out in the temple's belfry for almost a week now. They were injured on the hunt by a bizarre metal hound and fled in terror toward the coast when they realized the unusual nature of their mark. Though their wounds have since healed, they remains fearful of leaving the area. For more information on this encounter, see page 23 for Subtier 3–4, or page 29 for Subtier 5–6.

SUBTIER 3–4

BOGGARD SWAMPSEER

CREATURE 3

Pathfinder Bestiary 45; page 23; art on page 35

Initiative Perception +11

BOGGARD SCOUT

CREATURE 1

Pathfinder Bestiary 44; page 23

Initiative Perception +8

SUBTIER 5–6

BOGGARD SWAMPSEER

CREATURE 3

Pathfinder Bestiary 45; page 29; art on page 35

Initiative Perception +11

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BOGGARD WARRIORS (2)

CREATURE 2

Pathfinder Bestiary 44; page 29; art on page 34

Initiative Perception +8

Reward: Lumki is grateful to the PCs for clearing the temple of the intruding boggards. She comments that the local boggards are not to be trusted, as they've attacked iruxi settlements several times in recent years. She rewards the PCs with four *lesser healing potions* (four *lesser elixirs of life* in Subtier 5–6).

D. River Crossing

About 3 hours into their trek through the jungle, the PCs must cross a narrow, but deep and swift-moving, river. This river uses the following tiles *Pathfinder Flip-Tiles: Forest Perils Expansion* from top to bottom: 07A, 08A, 06A, and 10A.

Read or paraphrase the following before continuing.

A narrow river rushes through the area, shattering the quiet murmuring of the jungle's wildlife with its chiming roar. A simple log, coated with moss is the only "bridge" in sight, leading to a small island in the center of the river.

If Lumki travels with the PCs, she makes a sibilant "tsk" sound before saying "You'll want to be careful here. That log isn't too bad for clawed iruxi toes, but it might be a bit slick for some of you. We should be able to walk across the log out to that islet, pull the log in, and use it to cross to the other side. Unless you have any suggestions for an alternative, I fear crossing here is the only practical route forward, treacherous as it may be."

Crossing the River: The moss-covered log is extremely slippery, requiring a DC 19 (DC 22 in Subtier 5–6) Acrobatics check to Balance across safely. A PC who successfully crosses the river can anchor a rope to a tree or piton and secure it at the destination (either the island or the far side of the river) to reduce the Balance DC to 10.

PCs who fail the check to cross the log slip and fall into the river unless they succeed at a DC 19 (DC 22 in Subtier 5–6) Reflex save to Grab an Edge of the log and arrest their fall. PCs who fail this save fall into the river below.

The river is 10-feet deep at most points and flows from north to south with 15-foot currents. Creatures who fall into the river are swept 15 feet downstream starting at the end of their next turn and each subsequent turn thereafter. Creatures swept down the river can attempt a DC 15 Athletics checks to Swim (*Pathfinder Core Rulebook* 243) to shore. Creatures who critically fail a Swim check sink to the river bottom and must hold their breath or begin drowning (see *Pathfinder*

Core Rulebook 478). Once a creature has sunk to the bottom, they are still swept downstream 15 feet at the end of each turn they remain in the river, though they can attempt to walk along the river bottom towards shore, treating each square as greater difficult terrain. A creature who is swept over the falls at the southern end of the river takes 3d6 bludgeoning damage from the fall (3d6 bludgeoning and 1d6 piercing in Subtier 5–6 due to jagged rocks at the bottom of the falls) before landing in a placid pool that they can easily swim out of to either shore.

A PC can Aid the Athletics check to Swim of a creature being swept downriver by extending a rope, branch, or similar object, as long as the assisting creature is within 10 feet of the target (if using a branch or pole), or if they are within 25 feet of the target and succeed at a ranged attack against AC 10 (if using a rope or vine).

Once the PCs have crossed to the island, they can move the log to the other side to complete their crossing. As long as the PCs can collectively carry at least 8 Bulk, they can simply pick up the log and move it to the other side of the island. If the PCs do not have the capacity to move the log, they can attempt to remove armor or other bulky equipment to free up available Bulk, or one PC with up to one Aiding PC can attempt a DC 18 Athletics check to move the log up to 10 feet; critically succeeding at this check allows the PCs to move the log up to 20 feet, failing this check means the log only moves 5 feet, and critically failing the check means the log does not move from its current location.

Reward: Many years back, a young iruxi hunter hid a bag of uncut sapphires on the island in the middle of the river, beneath a small bush. A tree has since fallen, crushing the bush and becoming the moss-covered log that serves as a bridge. When the PCs cross the log bridge, it jostles the bag free, making it clearly visible. The sapphires are worth 2 Treasure Bundles.

Hero Points: If you have not awarded a Hero Point to a player since encounter A, award one to a player now. This should be the player whose PC either was most successful in navigating this skill challenge, or a player whose PC succeeded in rescuing another PC who fell into the river. If neither of these conditions matches a player at the table, award a Hero Point to a single player of your choice (this should be a different player than the one awarded a Hero Point following Event #1, if applicable).

Guidepost

As the trek through the jungle continues, the PCs come upon a clearing with a small stone statue and multiple paths leading away about 4 hours east of the river crossing in area C. This can serve as a safe area to rest and

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NAVIGATING WITHOUT A COMPASS

While the gargoyle Paravaax is hibernating, a combination of its lodestone body and powerful magic cause bizarre magnetic phenomena throughout the region for up to 100 miles.

While the gargoyle is in the area, the PCs can't use compasses to navigate. Without a functional compass, the PCs take a -2 item penalty on Survival checks to Sense Direction.

recover, if necessary, and also presents a skill challenge for any group of PCs who find themselves without an iruxi guide.

Read or paraphrase the following before proceeding.

A small, three-foot tall stone statue of a hooded iruxi with its tail curled at its feet rests underneath a tree. The dappled light shining on it glints off of a small plaque attached to the statue underneath the carved iruxi's feet.

"The Guidepost! We're almost to the Observatory. The building is about a twenty-minute trek right in the direction the iruxi's tail is pointing." Lumki points her claw in the same direction the statue's tail points, while simultaneously imitating the statue with her own tail.

The sign underneath the statue says "Proceed hence for Oldstar Observatory" in Mwangi. So long as the PCs have Lumki or an iruxi PC with them, they reach Oldstar Observatory after about 2 hours (area D). Otherwise, use the following sections to represent their exploration.

Lost in the Jungle: PCs lacking an iruxi companion can find the guidepost to be inscrutable. Most non-iruxi do not recognize that the iruxi statue's tail is being deliberately used to point out the direction so that its claws are left free to hang open by its sides. This basic posture conveys a great deal of information to an iruxi, most notably that the correct trail is a particular path to the northeast and that it was safe and secured against dangerous wildlife at the time the statue was erected. Non-iruxi PCs who are trained or better in Iruxi Lore can attempt a DC 18 Recall Knowledge check to learn these facts; otherwise they must proceed with the following challenges, which occur in exploration mode (*Pathfinder Core Rulebook* 479).

If the PCs attempt to proceed without Lumki, they are forced to find their way to the observatory on their own. This path takes them down one of the many side trails and through several dense valleys before depositing them on a rocky bluff from which they can see the observatory,

at which point they complete this event and continue on to area E. PCs have a variety of activities available to them during exploration mode; you as the GM are empowered to assist them in choosing an activity, if necessary, by suggesting any of the following activities based on the character's description of what they'd like to be doing as they proceed through the jungle. If the PCs aren't sure what their characters should be doing, feel free to read them each of the following activities using their descriptions as presented in the *Pathfinder Core Rulebook* (pages 479–480). The following activities are particularly helpful for groups attempting to complete this challenge.

Detect Magic: This activity requires the PC to be able to cast *detect magic* and assumes they do so at regular intervals. If a PC is uses this activity during this exploration, they stumble across an abandoned satchel containing 2 *lesser healing potions* (2 *lesser elixirs of life* in Subtier 5–6).

Investigate: This activity allows characters to actively investigate their surroundings as they move and use Recall Knowledge as secret checks to discover clues. If a PC uses this activity during exploration, they can attempt a DC 18 Jungle Lore or DC 20 Survival check to Recall Knowledge about the plant growth in the area, allowing them to quickly correct course and head toward the observatory. Survival in this instance is a special exception to the normal list of skills that can be used to Recall Knowledge; occasionally as the GM you can identify a situation where a skill is particularly appropriate or relevant for Recall Knowledge, and both the *Core Rulebook* and the organized play campaign empower you to allow the use of such skills for these checks.

Search: This activity allows characters to look for hidden passages, concealed doors, hidden hazards, and the like. If a PC is using this activity during exploration, they uncover a large, stone door set into the ground. This leads to an underground passageway that leads to a secret hatch in the northwest corner of the Oldstar Observatory (area E; see the map on page 16).

Sense Direction: A PC can attempt a DC 15 Survival check (DC 18 in Subtier 5–6) to Sense Direction and keep the party oriented so that they reach their destination, arriving at the observatory.

During this event, PCs can use abilities that have instantaneous effects or shorter durations that need to be counted in rounds; it is entirely appropriate and encouraged to allow the PCs to enter encounter mode by rolling initiative, cast their spells, complete their actions or activities, and then return to exploration mode. For example, a wizard PC might choose to cast *levitate* on the party ranger to raise them up above the

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tree-line for a better view; this specific example would count as an automatic success for the ranger to Sense Direction since the observatory, which sits on a bluff above the tree-line, would become plainly visible. Other spells or abilities might also grant an automatic success or a circumstance bonus to subsequent checks made in exploration mode for similar reasons, as appropriate to the spell in question. The more beneficial to finding and traveling to the observatory the spell is, the larger a circumstance bonus it should grant, between +1 and +4. Abilities which would allow the PCs to travel at least 100 feet directly up to see above the canopy grant automatic successes.

So long as at least one PC succeeds on the check to Sense Direction while traveling, they reach area E in a timely fashion and events unfold as described. If the PCs take part in this event and none of them succeed at one of the described activities (including if none of the PCs attempt any of those activities or use a spell as described above) they wander lost in the jungle for 6 hours before reaching the observatory. This additional time lets Paravaax be alerted to the PCs heading his way. In response, he gathers one or more additional steel mephits into the observatory, increasing the difficulty of the encounter in area E3.

E. OLDSTAR OBSERVATORY

An ancient, partially ruined building looms. The stone walls are almost completely covered in creeping ivy, with a few glimpses of crumbling red sandstone and metallic fixtures showing through.

The PCs approach the Oldstar Observatory from the south, where they see a small flight of stairs leading up to a closed door. If they circle around the building, they find two other entrances. On the north side is another doorway similar to the one in the south. At the top of staircase on the west side of the building, a massive bronze double door looms. The doors remain resolutely shut despite attempts to open them; a PC who investigates the door and succeeds at a DC 15 Perception check notices that it would normally open outward, but it has been fused shut. Furthermore, the door's handles have been removed, rendering them as difficult to bypass as a wall made of metal. The Oldstar Observatory is in a state of severe disrepair. Large holes in the vaulted ceilings leave the interior open to the elements. The walls have Hardness 14 with 28 Hit Points per square foot and a Broken Threshold of 14. The decayed, vaulted ceiling is 40-feet high and held aloft by sandstone pillars, each three feet thick. Destroying four of the pillars in

area E3 is enough to bring the roof of the observatory crashing down, forcing any creatures inside to flee or perish (see **Event 2: The Collapsing Observatory**). So long as the PCs were guided by Lumki or succeeded at the Sense Direction activity in area B3, they reach the observatory while there is still 4 hours of daylight left, and the observatory is well-lit. Otherwise, the PCs arrive as the sun sets and the entire observatory is only dimly lit by the light of the stars piercing the dilapidated ceiling.

E1. Gathering Chambers

Low

This sprawling, oddly configured collection of rooms has barely visible, dust-filled metal grooves carved into the floor in concentric rings and criss-crossing lines.

This area used to be a highly modular room with walls that could be moved along the metal tracks sunken into the floor to serve as a dance hall, dining room, or whatever other area was necessary for the event of the day, a fact Lumki shares with the PCs in quiet appreciation when she has the opportunity to do so. Now, the ceiling has collapsed in places and the walls have either become jammed in place by the crumbling ceiling or rusted tight in their positions. Area E1 represents all of the little rooms south of area E3 except the room marked E2.

Creatures: A greater steel mephit flits about the room, idly scrubbing the rusted metal tracks with a tattered cloth and bottle of oil. When the PCs enter the observatory, the mephit shrieks and tosses the bottle of oil on the ground, where it quickly runs in rivulets down the tracks coating the room. In Subtier 5–6, a pair of greater steel mephits work together on restoring the room. See the appendixes of this scenario for more details.

Slick Floors: Each time a PC Strides across the floors in this room after the mephit drops the oil, they must succeed at a DC 15 Acrobatics check at the start of the movement or take a –10-foot circumstance penalty to their Speed for the rest of the round.

SUBTIER 3–4

GREATER STEEL MEPHIT

CREATURE 4

Page 24

Initiative Perception +12

SUBTIER 5–6

GREATER STEEL MEPHITS (2)

CREATURE 4

Page 30

Initiative Perception +12

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E2. Receiving Hall

This room is covered in a thick layer of dust, with the vague outlines of large pillows and other furnishings seemingly the only remains that the years have left to indicate what this room might once have been.

This room was once a receiving area for the observatory, where visiting iruxi would come and lounge on large throw pillows while awaiting their turn to use the observatory's telescope, meet with one of the observatory's astrologers, or complete whatever other business may have brought them here. Lumki shares this information with the PCs if she is with them, then sadly laments that it has been centuries since any iruxi other than citizens of Kihirat made their way here.

E3. Paravaax's Court Moderate

This expansive chamber, though ancient and crumbling, was obviously once a beautiful sight. The high stone walls are carved with ornate designs depicting iruxi gazing up at the night sky, and the decayed ceilings show the remains of what were once detailed depictions of the night sky.

A large platform situated in the north-central area of the hall once held a massive copper telescope aloft on a ridged base that allowed for various adjustments, but now the telescope lies in ruins, much of it apparently scavenged over the years. A platform with a rotating base sits near the opening in the wall that the telescope would have protruded through, it's mechanisms long fused into a mass of rust. A soaring sheet of green-tinged bronze covers the majestic entryway on the eastern wall.

Each step into the observatory elicits crackling and groaning sounds from the floors and walls. The building seems solid enough,

for the moment, but a jarring impact or damage to the ceiling's supports might be all the impetus required to bring the building crashing down.

From this side of the doors on the eastern wall, it is easier to see why they would not open from the outside: the doors appear to be a smooth, solid panel of bronze.

Creatures: The gargoyle Paravaax rests in this chamber, perched on the edge of the central, pyramidal platform. If the PCs failed to navigate in area B3 and do not have Lumki as a guide, he is also accompanied by a pair of steel mephits (greater steel mephits in Subtier 5–6). See the appendices of this scenario for more details.



PARAVAAX

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If the PCs reach the observatory while it is still daylight, Paravaax is resting, his body a solid, matte black statue comprised of pure lodestone. This close to his resting form, the PCs can feel the magnetic currents swirling around the gargoyle pushing and pulling at their gear, making swords and daggers stick in sheathes or pop out slightly as though an unseen hand was attempting to draw them, and causing armor with large metal plates to rattle and jump, inducing a sense of vertigo and imbalance in the wearer.

As soon as a PC moves within 10 feet of the gargoyle, is in the room for longer than a minute, or if the party arrives at night, the gargoyle rouses from his slumber, his glowing eyes blinking lazily as he observes the group (note that this can also bring the PCs within range of Paravaax's lodestone aura).

"Ah, so I see I have visitors. Let me guess, you're here to rid these poor iruxi of the big, bad monster?" the gargoyle says, smirking and waving a clawed hand dismissively at any iruxi present. "You're not the first fools to try." The beast stands upright, stretching his wings and limbs. "You see, I'm not just any monster. I am Paravaax, god among gargoyles. I've ruled this jungle for centuries. Do you expect to have the strength to drive me away?"

Crumbling Columns: The columns around this room have Hardness 14 with 28 Hit Points per square foot and a Broken Threshold of 14. If the PCs break at least 4 of these columns, the entire building begins to crumble. A PC who succeeds at a DC 16 Engineering Lore check recognizes the structure's unstable nature, and that the ceiling above Paravaax is relatively solid; dropping the ceiling on the gargoyle will almost certainly destroy the observatory, but should serve to kill, or at least bury, the gargoyle as well.

Turning Points: The PCs are faced with a choice that will affect the outcome of the adventure. The following turning points are both covered in the reporting data of this scenario and should be noted as they will affect future scenarios.

Sacrifice Lumki: If the Lumki is present, read the following: "How about this? I'll strike you a deal. I'll leave of my own volition and stay gone for five years' time... if you leave me that iruxi as a snack."

Lumki lets out a frightened hiss at this offer. If the PCs agree to Paravaax's "request," the iruxi freezes in terror as the gargoyle descends upon her and devours her.

As grisly as this offer is, the gargoyle indeed keeps his promise. He smirks at the PCs, with Lumki's blood still dripping down his chin, and commands his "court" (assuming any earth elementals are present) to let the PCs leave unscathed. As the PCs are leaving the observatory,

they can see the glint of a metallic creature launching through a hole in the ceiling and flying off into the horizon. Paravaax doesn't leave without a last parting shot at the PCs however, using his magnetic powers to pull metal bands on the stone columns and beginning the observatory's collapse (see **Event #2: The Collapsing Observatory** on page 19).

PCs who choose this option receive 1 point of Infamy and do not receive the star charts from Lumki (see **Conclusion** on page 20).

Slay Paravaax: If the PCs refuse Paravaax's offer, the gargoyle's "reasonable" façade crumbles and he becomes extremely aggressive. He snarls, "Well, someone will serve as my meal!" before swooping down from his perch to attack the party.

GM's Note: There is a significant chance that the PCs will converse with Paravaax before combat begins. In this instance, it can be appropriate to allow the PCs to use the social skills they were using to interact with Paravaax for their initiative checks. For example, a PC who attempted to negotiate with Paravaax in good faith might use Diplomacy for their initiative roll, while a player who was attempting to keep Paravaax distracted while an ally snuck up behind the gargoyle might use Deception.

SUBTIER 3-4

PARAAX

CREATURE 5

Page 25; art on page 37

Initiative Perception +11

SUBTIER 5-6

PARAAX

CREATURE 7

Page 31; art on page 37

Initiative Perception +14

Reward: Paravaax's body transforms into a solid lump of lodestone when he dies. His corpse has 6 Bulk, Hardness 10, BT 10, and has 100 Hit Points. Each time the corpse's BT is reached, a 1 Bulk piece breaks off and the BT resets. Paravaax is worth 1 Treasure Bundle per 2 Bulk of his corpse the PCs recover.

Hero Points: If you have not awarded a Hero Point to a player since area **D**, award one to a player now. This should be the player whose PC either struck the killing blow against Paravaax, or another PC who performed a different but significant heroic action. If neither of these conditions matches a player at the table, award a Hero Point to a single player of your choice (this should be a different player than the ones awarded in area **A** and area **D**, if applicable).

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E4. Meditation Room

Low

This rectangular room contains almost no furniture, though the walls and ceiling are carved with depictions of numerous constellations and star maps.

This room was once used as a meditation chamber for iruxi astrologers, a fact Lumki can share with the PCs if she is with them. The walls depict numerous constellations, many of which might be familiar to PCs from the Mwangi Expanse, though the elaborate artwork surrounding the star markers depicts iruxi and creatures from iruxi history and mythology rather than the more common human depictions.

Creatures: This simple room is occupied by steel mephits who spend their time idly studying the depictions of constellations carved into the stone walls and ceilings. See the appendices of this scenario for more details.

SUBTIER 3-4

STEEL MEPHITS (3)

CREATURE 1

Page 26

Initiative Perception +3

SUBTIER 5-6

GREATER STEEL MEPHITS (2)

CREATURE 4

Page 32

Initiative Perception +12

E5. Summoning Pool

A pool of what appears to be liquid silver or a similar metal sits near the center of this room, constantly roiling as though stirred by a powerful current.

This room contains a rune-covered stone well filled with a pool of liquid metal that serves as a summoning portal connected to the Plane of Earth.

Summoning Pool: A creature with a strong connection to the Plane of Earth, such as a gargoyle, earth elemental, or other creature with the earth trait, can use a three-action activity with the manipulate trait to summon forth a steel mephit (or a greater steel mephit in Subtier 5-6) from the pool. This does not give the summoner any control over the mephit. The pool can be activated once per day. Succeeding at a DC 18 Arcana or Nature check (DC 20 in Subtier 5-6 due to sloshing liquid metal obscuring some of the runes etched into the well) allows a creature to interpret the instructions for activating the pool. Paravaax and the steel mephits know how to activate the pool.

Secret Door: When the observatory was first built, many of the walls were constructed so that they could be slid into different configurations, making the observatory more modular and useful for iruxi astrologists as seasons changed and Golarion continued its orbit. Now, most of those walls have been sealed shut by repairs or, more likely, damage and settling of the old stone building. A sliding panel along the eastern wall of this room still functions though, and PCs who notice it (requiring a successful DC 18 Perception check) can easily slide the panel open with an Interact action to move between this room and the hallway beyond. Doing so seals the northern door that is 15-feet away shut unless another Interact action is used to slide the panel back to its original position.

Reward: The stone column in the southwest corner of the room has a secret cubby hidden behind a sliding panel. Succeeding at a DC 18 Perception check (DC 20 in Subtier 5-6) allows a creature to notice the hidden cubby. Abilities that grant bonuses to notice unusual stonework, such as dwarven Stonecunning, apply to finding this hidden panel. Inside the panel is a rune-graven silver flask worth 1 Treasure Bundle; creatures who are experts in Society or trained in Plane of Earth Lore automatically know that this flask was a key component in the ritual used to create the summoning pool.

EVENT #2: THE COLLAPSING OBSERVATORY

Special: This event occurs only if the PCs make a deal with Paravaax, or destroy the pillars in area C3.

The building shakes and rumbles as massive pieces of ceiling tile rain down. The main entrance to the observatory collapses, leaving only a dangerous maze of crumbling tile and sliding stone walls between anyone trapped inside and the relative safety of the jungle beyond.

As the observatory begins to collapse from the top down, the PCs find their exit blocked and they must succeed at a series of checks to navigate the collapsing observatory and make it to safety. PCs with appropriate spells can cast those instead of attempting the check, though they must succeed at a DC 5 flat check or lose the spell as the dust and falling debris coats their mouth and impedes their movements. Lumki is light on her feet and automatically succeeds at any checks or saves to navigate the collapsing observatory.

FALLING CEILING TILES

The crumbling ceiling tiles are the first obstacle the PCs face, and they must either dodge or muscle their way through the falling tiles. PCs must succeed at a DC 18

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Athletics check or Reflex save (DC 20 in Subtier 5–6) with the following failure conditions.

Failure: The PC takes 2d8 bludgeoning damage from the collapsing ceiling.

Critical Failure: The PC takes 2d8 bludgeoning damage from the collapsing ceiling and suffers a painful injury; such a PC is clumsy 2 for the remainder of this event.

SLIDING WALLS

As the building collapses, many of the sliding walls within its interior begin to shake loose from the centuries of rust and dirt holding them in place, causing the walls to slide and slam about wildly. PCs must succeed at a DC 18 Acrobatics or Perception check (DC 20 in Subtier 5–6) to avoid the dangerous obstacles.

Failure: The PC takes 1d8 bludgeoning damage and 1d8 slashing damage from the sliding walls.

Critical Failure: The PC takes 1d8 bludgeoning damage and 1d8 slashing damage from the sliding walls and suffers a debilitating wound; such a PC is enfeebled 2 for the remainder of this event.

LEAP OF FAITH

As the PCs see an exit from the crumbling observatory, the shaking of the building's collapse tears a large rift in the earth before them. PCs must succeed at a DC 18 Athletics check to Leap (DC 20 in Subtier 5–6) or a DC 20 Perception or Survival check (DC 22 in Subtier 5–6) to spot the narrow but safe ledge that can take them safely away from the wreckage.

Failure: The PC falls 40 feet into the jungle below (or 60 feet in Subtier 5–6; *Core Rulebook* 463–464).

CONCLUSION

With the PCs' business at the observatory complete, the journey back to Kihirat is uneventful. By the time the party returns to the village, Calisro Benarry has finally arrived. She is cajoling the captain, Eras the Needle, for damaging "her ship." Despite her frustration, the repairs are almost complete, and the convoy can continue south to Ekkeshikaar.

With Paravaax no longer lairing in the Oldstar Observatory, whether he was slain or bribed into leaving, the unusual magnetic phenomenon no longer plagues the area. Magnetic compasses function normally again, and explorers can navigate as usual.

If Lumki survives the encounter with Paravaax, she thanks the PCs for ridding the area of the gargoyle scourge by drawing out detailed star charts that are useful throughout the southern half of Garund; these charts are perfect for fulfilling the Horizon Hunters'

goal of reopening trade and travel in the southern half of Garund.

If the PCs return to Kihirat without Lumki (likely because of sacrificing her to Paravaax), the attitude of the villagers toward the PCs and any humans that decide to visit in the future is reduced to indifferent, as they are saddened by the loss. If the villagers somehow find out that Lumki's death was deliberate, they are hostile to future visitors and ask them forcefully to leave. News of Lumki's avoidable death travel throughout the region, and future negotiation attempts with Garund's iruxi, including those in Ekkeshikaar, are that much more difficult.

Primary Objectives

The PCs succeed at their primary objective as long as they convince Paravaax to leave the observatory or defeat the gargoyle in battle. PCs who succeed each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs fulfill their secondary objective if they defeat Paravaax without attempting to sacrifice an iruxi. If they do, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

Horizon Hunters: If the PCs allow Lumki to accompany them and return the iruxi to the village alive, Lumki gives them a set of navigational charts that will be invaluable to the Society's efforts in the region. Each PC earns 1 additional Reputation with the Horizon Hunter's faction, in addition to any other Reputation earned as a result of completing this scenario.

Reporting Notes

If the PCs defeated Paravaax without sacrificing Lumki or destroying the observatory, check box A. If the PCs convinced Paravaax to leave by sacrificing Lumki, check box B. If the PCs destroyed the observatory but kept Lumki alive, check box C. If the PCs refused to bring Lumki along for the journey, check box D. Multiple reporting conditions can apply.

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APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

The following stat blocks appear in this adventure.

A. Adrift at Sea (Subtier 3-4)

The sea devils assaulting the ship are aggressive and bloodthirsty, preferring to target unarmored or lightly armored opponents, rather than the heavily armored foes that need to be pried out of their armor before their bodies can be fed to sharks. They fight to the death.

SEA DEVIL SCOUTS (3)

CREATURE 2

LE MEDIUM AMPHIBIOUS HUMANOID SEA DEVIL

Pathfinder Bestiary 286

Perception +9; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +9 (+11 to Swim), Intimidation +5, Stealth +8, Survival +7

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

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like “come,” “guard,” or “attack.”

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet, swim 35 feet

Melee ♦ longspear +11 (reach 10 feet), **Damage** 1d8+3 piercing

Melee ♦ claw +11 (agile), **Damage** 1d6+3 slashing

Melee ♦ jaws +11, **Damage** 1d8+3 piercing

Ranged ♦ spear +12 (thrown 20 feet), **Damage** 1d6+3 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following challenge point adjustment.

12-15 Challenge Points: Add one sea devil scout to the encounter.

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Event #2: Rumble in the Jungle (Subtier 3–4)

The metallic sod hounds are vicious predators sent to harry the iruxi by the gargoyle Paravaax. A PC who succeeds at a DC 18 Nature check to Recall Knowledge observes that the sod hounds have an unusual metallic construction—almost unheard of for these earth elementals. The hounds attack the nearest creatures, prioritizing enemies wielding metal weapons or wearing metal armor. They divide up their attacks and use Knockdown to harry the PCs, with the goal of keeping their prey from escaping. A hound retreats into the ground if reduced to 10 Hit Points or fewer.

While the PCs fight their portion of the encounter, Lumki, Mirian Raas, and the crew of the *Grimming Pixie* handle more of these creatures. This other portion of the combat takes place primarily in the background; however, if the PCs struggle in this fight, Lumki rushes over and uses the 2-action version of *heal* to restore 1d8+8 Hit Points to one PC. The PCs can receive this benefit only once.

METALLIC SOD HOUNDS (2)

CREATURE 3

N **SMALL** **EARTH** **ELEMENTAL**

Variant sod hound (*Pathfinder Bestiary* 146)

Perception +9; metal sense (imprecise) 60 feet, darkvision

Skills Athletics +11, Survival +9 (+11 to Track)

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

Metal Sense A metallic sod hound can sense metal objects within 60 feet as if using the scent ability.

AC 19; **Fort** +12, **Ref** +6, **Will** +7

HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee ♦ jaws +11, **Damage** 1d10+6 piercing plus Knockdown

Earth Glide The metallic sod hound can Burrow through any earthen or metallic matter, including rock or metal. When it does so, the metallic sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

SCALING EVENT #2

To adjust for the PCs' overall strength, use the following challenge point adjustment.

12–15 Challenge Points: Add one metallic sod hound to the encounter.

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C. Boggards in the Belfry (Subtier 3–4)

The boggards don't attack the PCs immediately, instead demanding a week's worth of food. The PCs can attempt a DC 19 Deception check, a DC 21 Diplomacy check, or a DC 15 Intimidation check to convince the boggards not to attack them; offering food grants a PC a +2 circumstance bonus to this check. If the PCs succeed, the boggards leave the temple without a struggle. If the PCs fail the check or don't attempt it at all, the boggards attack. A boggard reduced to 10 Hit Points or less attempts to flee into the jungle, fighting to the death only if retreat is not possible.

BOGGARD SWAMPSEER

CREATURE 3

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Pathfinder Bestiary 45

Perception +11; darkvision

Languages Abyssal, Boggard, Common

Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9

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

Items staff

AC 18, **Fort** +9, **Ref** +7, **Will** +11

HP 40

Speed 20 feet, swim 25 feet; swamp stride

Melee ✦ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ✦ tongue +10 (reach 10 feet), **Effect** tongue grab

Primal Prepared Spells DC 21, attack +11; **2nd** *acid arrow*, *obscuring mist*; **1st** *fear*, *jump*, *shillelagh*; **Cantrips** (2nd) *acid splash*, *dancing lights*, *ray of frost*, *tanglefoot*

Destructive Croak ✦✦ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds

Drowning Drone ⤵ (auditory, mental) **Trigger** The boggard swampseer or one of its allies within 60 feet attempts a saving throw against an auditory or sonic effect. **Effect** The swampseer releases a croak that drowns out other sound. It rolls a Performance check. It and boggard allies in the area can use the higher result of the swampseer's Performance check or their saves to resolve the effects against the auditory or sonic effect.

Swamp Stride A boggard swampseer ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ✦ (auditory, emotion, fear, mental) The boggard swampseer unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 19 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard swampseer hits a creature with

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add 10 Hit Points to the boggard swampseer and +1 to its AC and saves.

12–13 Challenge Points: Add a boggard scout to the encounter.

14–15 Challenge Points: Add two boggard scouts to the encounter.

its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 15 and dealing at least 4 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

BOGGARD SCOUT

CREATURE 1

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Pathfinder Bestiary 44

Perception +7; darkvision

Languages Boggard, Common

Skills Acrobatics +5, Athletics +8, Stealth +7 (+9 in water)

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

Items leather armor, morningstar, sling (10 bullets)

AC 16, **Fort** +9, **Ref** +5, **Will** +7

HP 24

Speed 20 feet, swim 25 feet; swamp stride

Melee ✦ morningstar +8 (versatile P), **Damage** 1d6+3 bludgeoning

Melee ✦ tongue +8 (reach 10 feet), **Effect** tongue grab

Ranged ✦ sling +7 (propulsive, reload 1, range increment 50 feet), **Damage** 1d6+1 bludgeoning

Swamp Stride A boggard scout ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ✦ (auditory, emotion, fear, mental) The boggard scout unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 17 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard scout hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

Star-Crossed Voyages

E1. Gathering Chambers (Subtier 3–4)

A pair of greater steel mephits flit about the room, idly scrubbing at the rusted metal tracks with tattered cloths and bottles of oil. When they see the PCs, the mephits shriek and toss the bottles of oil on the ground, where the oil quickly runs in rivulets down the tracks coating the room. The mephits fight until only one mephit remains with 11 or fewer Hit Points, at which point the remaining mephit flees.

Slick Floors: Each time a PC Strides across the floors in this room after the mephit drops the oil, they must succeed at a DC 15 Acrobatics check at the start of the movement or take a –10-foot circumstance penalty to their Speed for the rest of the round.

GREATER STEEL MEPHIT

CREATURE 4

N **SMALL** **EARTH** **ELEMENTAL**
Perception +12; darkvision, tremorsense (imprecise) 30 feet
Languages Terran
Skills Athletics +13
Str +5, **Dex** –2, **Con** +3, **Int** –2, **Wis** +2, **Cha** –1
AC 21; **Fort** +13, **Ref** +6, **Will** +10
HP 65; **Immunities** bleed, paralyzed, poison, sleep
Speed 20 feet, burrow 20 feet, fly 15 feet
Melee ♦ fist +13, **Damage** 2d8+5 bludgeoning
Arcane Innate Spells DC 20; **3rd** *meld into stone*; **2nd** *enlarge* (self only)
Breath Weapon ♦♦ (arcane, earth) The greater steel mephit breathes shards of iron in a 15-foot cone that deals 3d6 slashing damage to each creature within the area (DC 19 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The greater steel mephit can't use its breath weapon again for 1d4 rounds.

SCALING ENCOUNTER E1

To adjust for the PCs' overall strength, use the following challenge point adjustment.

Challenge Points: Add 1 steel mephit to the encounter for every 2 Challenge Points beyond 9.

STEEL MEPHIT (0)

CREATURE 1

N **SMALL** **EARTH** **ELEMENTAL**
Perception +3; darkvision, tremorsense (imprecise) 30 feet
Languages Terran
Skills Athletics +7
Str +4, **Dex** –2, **Con** +2, **Int** –2, **Wis** +0, **Cha** –1
AC 14; **Fort** +9, **Ref** +3, **Will** +3
HP 22; **Immunities** bleed, paralyzed, poison, sleep
Speed 20 feet, burrow 20 feet, fly 15 feet
Melee ♦ fist +8, **Damage** 1d6+4 bludgeoning
Arcane Innate Spells DC 17; **3rd** *meld into stone*; **2nd** *enlarge* (self only)
Breath Weapon ♦♦ (arcane, earth) The steel mephit breathes shards of iron in a 15-foot cone that deals 2d4 slashing damage to each creature within the area (DC 17 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The steel mephit can't use its breath weapon again for 1d4 rounds.

Star-Crossed Voyages

E3. Paravaax's Court (Subtier 3-4)

The gargoyle Paravaax lurks in this chamber. Depending on the PCs' decisions in previous areas and the party's total challenge point rating, this encounter might include several metallic earth elementals. Paravaax focuses his attention on PCs wearing metallic armor or wielding metallic weapons first, focusing his attention on the targets wearing and wielding the largest amount of metal first.

Paravaax might also be accompanied by steel mephit minions. If the PCs do not have Lumki with them and got lost in area B3, add two steel mephits to this encounter, increasing its difficulty to Severe. This adjustment stacks with the scaling in the sidebar on this page. Steel mephits pick a target that Paravaax is not attacking, terrified of Paravaax's wrath should they steal a kill from him. Paravaax fights to the death, unwilling or unable to comprehend the prospect of his defeat. If Paravaax is defeated, his minions attempt to flee into the jungle.

Crumbling Columns: The columns around this room have Hardness 14 with 28 Hit Points per square foot and a Broken Threshold of 14. If the PCs break at least 4 of these columns, the entire building begins to crumble. PCs who succeed at a DC 16 Engineering Lore check recognize the structures unstable nature, and that the ceiling above Paravaax is relatively solid; dropping the ceiling on the gargoyle will almost certainly destroy the observatory, but should serve to kill, or at least bury, the gargoyle as well.

PARAVAAX

CREATURE 5

CE MEDIUM BEAST EARTH

Perception +11; darkvision

Languages Common, Terran

Skills Acrobatics +11, Athletics +13, Stealth +11

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

AC 22; **Fort** +16, **Ref** +11, **Will** +11

HP 50; **Resistances** physical 7 (except adamantine)

Lodestone Aura (aura) 30 feet. Paravaax's body exudes a powerful, fluctuating magnetic field that makes any opponent wearing or primarily comprised of metal clumsy 2 for as long as they are within the aura and for 1 round thereafter. In addition, attacks targeting Paravaax made with metal weapons, or weapons whose primary striking surface is metal such as most arrows and bolts, suffer a -2 status penalty. Creatures exposed to this aura for several weeks (such as the elementals comprising Paravaax's "court") eventually become immune to this effect.

Clawed Feet ⤴ (attack); **Trigger** Paravaax is Flying, and a creature moves into an adjacent square below it. **Effect** Paravaax makes a claw Strike against the triggering creature.

SCALING ENCOUNTER E3

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

10-11 Challenge Points: Add one steel mephit to the encounter.

12-13 Challenge Points: Add one steel mephit to the encounter and increase Paravaax's Hit Points by 20.

14-15 Challenge Points: Add two steel mephits to the encounter and increase Paravaax's Hit Points by 30.

Speed 25 feet, fly 40 feet

Melee ⤴ jaws +13, **Damage** 2d8+5 piercing

Melee ⤴ claw +13 (agile), **Damage** 2d6+5 slashing

Lodestone Statue ⤴ (concentrate) Until the next time it acts, Paravaax appears to be a statue. It has an automatic result of 32 on Deception checks and DCs to pass as a statue. While disguised in this manner, Paravaax can increase the radius of his lodestone aura by up to 100 miles or return the radius to normal as a free action.

STEEL MEPHIT (0)

CREATURE 1

N SMALL EARTH ELEMENTAL

Perception +3; darkvision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +7, Stealth +1

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

AC 14; **Fort** +9, **Ref** +3, **Will** +3

HP 22, fast healing 2 (while within Paravaax's aura);

Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ⤴ fist +8, **Damage** 1d6+4 bludgeoning

Arcane Innate Spells DC 17; **3rd** meld into stone; **2nd** enlarge (self only)

Breath Weapon ⤴⤴ (arcane, earth) The steel mephit breathes shards of iron in a 15-foot cone that deals 2d4 slashing damage to each creature within the area (DC 17 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The steel mephit can't use its breath weapon again for 1d4 rounds.

Star-Crossed Voyages

E4. Meditation Room (Subtier 3–4)

This simple room is occupied by one or more steel mephits who spend their time idly studying the depictions of constellations carved into the stone walls and ceilings. The mephits fight until only one mephit remains with 11 or fewer Hit Points, at which point the mephit attempts to fly over and past the PCs, heading to the secret passage leading to area C5 with the intent to call reinforcements from the summoning pool.

STEEL MEPHITS (3)

CREATURE 1

N **SMALL** **EARTH** **ELEMENTAL**

Perception +3; darkvision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +7, Stealth +1

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

AC 14; **Fort** +9, **Ref** +3, **Will** +3

HP 22, fast healing 2 (while within Paravaax's aura);

Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ✎ fist +8, **Damage** 1d6+4 bludgeoning

Arcane Innate Spells DC 17; **3rd** *meld into stone*; **2nd** *enlarge* (self only)

Breath Weapon ✎✎ (arcane, earth) The steel mephit breathes shards of iron in a 15-foot cone that deals 2d4 slashing damage to each creature within the area (DC 17 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The steel mephit can't use its breath weapon again for 1d4 rounds.

SCALING ENCOUNTER E4

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

10–11 Challenge Points: Increase each mephit's Hit Points by 10.

12–13 Challenge Points: Add one steel mephit to the encounter and increase each mephit's Hit Points by 10.

14–15 Challenge Points: Add two steel mephits to the encounter.

Star-Crossed Voyages

APPENDIX 2: SUBTIER 5-6 ENCOUNTERS

The following stat blocks appear in this adventure.

A: Adrift at Sea (Subtier 5-6)

The sea devils assaulting the ship are aggressive and bloodthirsty, preferring to target unarmored or lightly armored opponents, rather than the heavily armored foes that need to be pried out of their armor before their bodies can be fed to sharks. They fight to the death.

SEA DEVIL SCOUTS (4)

CREATURE 2

LE MEDIUM AMPHIBIOUS HUMANOID SEA DEVIL

Pathfinder Bestiary 286

Perception +9; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +9 (+11 to Swim), Intimidation +5, Stealth +8, Survival +7

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

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like “come,” “guard,” or “attack.”

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet, swim 35 feet

Melee ♦ longspear +11 (reach 10 feet), **Damage** 1d8+3 piercing

Melee ♦ claw +11 (agile), **Damage** 1d6+3 slashing

Melee ♦ jaws +11, **Damage** 1d8+3 piercing

Ranged ♦ spear +12 (thrown 20 feet), **Damage** 1d6+3 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

SCALING ENCOUNTER A

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

19-22 Challenge Points: Add one sea devil scout to the encounter.

23-27 Challenge Points: Add one sea devil invader to the encounter.

28-32 Challenge Points: Add two sea devil scouts and one sea devil invader to the encounter.

33+ Challenge Points: Add two sea devil invaders to the encounter.

SEA DEVIL INVADER

CREATURE 4

LE MEDIUM AMPHIBIOUS HUMANOID SEA DEVIL

Perception +9; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +14 (+17 to Swim), Intimidation +11, Survival +11

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

Items trident

Shark Commune (mental, telepathy) As sea devil scout.

AC 23; **Fort** +15, **Ref** +13, **Will** +11

HP 75

Speed 25 feet, swim 35 feet

Melee ♦ trident +16, **Damage** 1d8+10 piercing

Melee ♦ claw +16 (agile), **Damage** 1d6+8 slashing

Melee ♦ jaws +16, **Damage** 1d8+8 piercing

Ranged ♦ trident +13 (thrown 20 feet), **Damage** 1d8+10 piercing

Blood Frenzy ♦ (rage) As sea devil scout, 11 temporary HP.

Bloodletting As sea devil scout.

Aquatic Throwing A sea devil invader's thrown weapons don't have their range increments halved when attacking from underwater or targeting an underwater creature.

Star-Crossed Voyages

Event #2: Rumble in the Jungle (Subtier 5–6)

The metallic sod hounds are vicious predators sent to harry the iruxi by the gargoyle Paravaax. A PC who succeeds at a DC 18 Nature check to Recall Knowledge observes that the sod hounds have an unusual metallic construction—almost unheard of for these earth elementals. The hounds attack the nearest creatures, prioritizing enemies wielding metal weapons or wearing metal armor. They divide up their attacks and use Knockdown to harry the PCs, with the goal of keeping their prey from escaping. A hound retreats into the ground if reduced to 15 Hit Points or fewer.

While the PCs fight their portion of the encounter, Lumki, Mirian Raas, and the crew of the Grinning Pixie handle more of these creatures. This other portion of the combat takes place primarily in the background; however, if the PCs struggle in this fight, Lumki rushes over and uses the 2-action version of *heal* to restore 2d8+16 Hit Points to one PC. The PCs can receive this benefit only once.

GREATER METALLIC SOD HOUNDS (4) CREATURE 5

N **SMALL** **EARTH** **ELEMENTAL**

Perception +12; metal sense (imprecise) 60 feet, darkvision

Skills Athletics +14, Survival +12 (+14 to Track)

Str +5, **Dex** -1, **Con** +4, **Int** -4, **Wis** +3, **Cha** -1

Metal Sense A metallic sod hound can sense metal objects within 60 feet as if using the scent ability.

AC 22; **Fort** +15, **Ref** +8, **Will** +9

HP 71; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee ♦ jaws +14, **Damage** 2d10+8 piercing plus Knockdown

Earth Glide The metallic sod hound can Burrow through any earthen or metallic matter, including rock or metal. When it does so, the metallic sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

SCALING EVENT #2

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

19–22 Challenge Points: Add one greater metallic sod hound to the encounter.

23–27 Challenge Points: Add one greater metallic sod hound to the encounter, and increase the Hit Points of each sod hound by 15.

28–32 Challenge Points: Add two greater metallic sod hounds to the encounter.

33+ Challenge Points: Add two greater metallic sod hounds to the encounter, and increase the Hit Points of each sod hound by 15.

Star-Crossed Voyages

C. Boggards in the Belfry (Subtier 5–6)

The wary boggards don't attack the PCs immediately, instead demanding a weeks' worth of food. The PCs can attempt a DC 23 Diplomacy check, a DC 21 Deception check, or a DC 17 Intimidation check to convince the boggards not to attack them; offering food grants a PC a +2 circumstance bonus to this check. If the PCs succeed, the boggards leave the temple without a struggle. If the PCs fail the check or don't attempt it at all, the boggards attack. A boggard reduced to 10 Hit Points or less attempts to flee into the jungle, fighting to the death only if retreat is not possible.

BOGGARD SWAMPSEER

CREATURE 3

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Pathfinder Bestiary 45

Perception +11; darkvision

Languages Abyssal, Boggard, Common

Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9

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

Items staff

AC 18, **Fort** +9, **Ref** +7, **Will** +11

HP 40

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ♦ tongue +10 (reach 10 feet), **Damage** Tongue Grab

Primal Prepared Spells DC 21, attack +11; **2nd** *acid arrow*, *obscuring mist*; **1st** *fear*, *jump*, *shillelagh*; Cantrips (2nd) *acid splash*, *dancing lights*, *ray of frost*, *tanglefoot*

Destructive Croak ♦♦ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds

Drowning Drone ⤵ (auditory, mental) **Trigger** The boggard swampseer or one of its allies within 60 feet attempts a saving throw against an auditory or sonic effect. **Effect** The swampseer releases a croak that drowns out other sound. It rolls a Performance check. It and boggard allies in the area can use the higher result of the swampseer's Performance check or their saves to resolve the effects against the auditory or sonic effect.

Swamp Stride A boggard swampseer ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) The boggard swampseer unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 19 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard swampseer hits a creature with

SCALING ENCOUNTER C

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

19–22 Challenge Points: Add 1 boggard warrior to the encounter.

23–27 Challenge Points: Add 1 boggard warrior to the encounter and increase the Hit Points of the boggard swampseer by 15.

28–32 Challenge Points: Add 2 boggard warriors to the encounter.

33+ Challenge Points: Add 2 boggard warriors and increase the Hit Points of each boggard by 15.

its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 15 and dealing at least 4 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

BOGGARD WARRIOR

CREATURE 2

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Pathfinder Bestiary 44

Perception +8; darkvision

Languages Boggard

Skills Athletics +8, Intimidation +5, Stealth +6 (+8 in water)

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

Items club, javelin (3), studded leather armor

AC 17, **Fort** +10, **Ref** +5, **Will** +8

HP 38

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ club +10, **Damage** 1d6+6 bludgeoning

Melee ♦ tongue +10 (reach 10 feet), **Damage** Tongue Grab

Ranged ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing

Ranged ♦ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Swamp Stride A boggard warrior ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard swampseer, except the DC of the Will save is 18.

Tongue Grab If the boggard warrior hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 15 and dealing at least 3 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

Star-Crossed Voyages

E1. Gathering Chambers (Subtier 5–6)

A pair of greater steel mephits flit about the room, idly scrubbing at the rusted metal tracks with tattered cloths and bottles of oil. When they see the PCs, the mephits shriek and toss the bottles of oil on the ground, where the oil quickly runs in rivulets down the tracks coating the room. The mephits fight until only one mephit remains with 11 or fewer Hit Points, at which point the remaining mephit flees.

Slick Floors: Each time a PC Strides across the floors in this room after the mephit drops the oil, they must succeed at a DC 15 Acrobatics check at the start of the movement or take a –10-foot circumstance penalty to their Speed for the rest of the round.

GREATER STEEL MEPHITS (2)

CREATURE 4

N **SMALL** **EARTH** **ELEMENTAL**

Perception +12; darkvision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +13

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

AC 21; **Fort** +13, **Ref** +6, **Will** +10

HP 65, fast healing 4 (while within Paravaax's aura);

Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ♦ fist +13, **Damage** 2d8+5 bludgeoning

Arcane Innate Spells DC 20; **3rd** *meld into stone*; **2nd** *enlarge* (self only)

Breath Weapon ♦♦ (arcane, earth) The greater steel mephit breathes shards of iron in a 15-foot cone that deals 3d6 slashing damage to each creature within the area (DC 19 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The greater steel mephit can't use its breath weapon again for 1d4 rounds.

SCALING ENCOUNTER E1

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

19–22 Challenge Points: Increase each greater steel mephit's Hit Points by 15.

23–27 Challenge Points: Add 1 greater steel mephit to the encounter.

28–32 Challenge Points: Use the adjustments for both the 19–22 and 23–27 challenge point ratings.

33+ Challenge Points: Add 2 greater steel mephits to the encounter.

Star-Crossed Voyages

E3. Paravaax's Court (Subtier 5-6)

The gargoyle Paravaax lurks in this chamber. Depending on the PCs' decisions in previous areas and the party's total challenge point rating, this encounter might include several metallic earth elementals. Paravaax focuses his attention on PCs wearing metallic armor or wielding metallic weapons first, focusing his attention on the targets wearing and wielding the largest amount of metal first.

Paravaax might also be accompanied by steel mephit minions. If the PCs do not have Lumki with them and got lost in area B3, add one greater steel mephit to this encounter, increasing its difficulty to Severe. This adjustment stacks with the scaling in the sidebar on this page. The greater steel mephits pick a target that Paravaax is not attacking, terrified of Paravaax's wrath should they steal a kill from him. Paravaax fights to the death, unwilling or unable to comprehend the prospect of his defeat. If Paravaax is defeated, his minions attempt to flee into the jungle.

Crumbling Columns: The columns around this room have Hardness 14 with 28 Hit Points per square foot and a Broken Threshold of 14. If the PCs break at least 4 of these columns, the entire building begins to crumble. PCs who succeed at a DC 16 Engineering Lore check recognize the structures unstable nature, and that the ceiling above Paravaax is relatively solid; dropping the ceiling on the gargoyle will almost certainly destroy the observatory, but should serve to kill, or at least bury, the gargoyle as well.

PARAVAAX

CREATURE 7

CE MEDIUM BEAST EARTH

Perception +14; darkvision

Languages Common, Terran

Skills Acrobatics +15, Athletics +16, Stealth +17

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

AC 25; **Fort** +18, **Ref** +13, **Will** +14

HP 80; **Resistances** physical 10 (except adamantine)

Lodestone Aura (aura) 30 feet. Paravaax's body exudes a powerful, fluctuating magnetic field that makes any opponent wearing or primarily comprised of metal clumsy 2 for as long as they are within the aura and for 1 round thereafter. In addition, attacks targeting Paravaax made with metal weapons, or weapons whose primary striking surface is metal such as most arrows and bolts, suffer a -2 status penalty. Creatures exposed to this aura for several weeks (such as the elementals comprising Paravaax's "court") eventually become immune to this effect.

Clawed Feet ⤴ (attack); **Trigger** Paravaax is Flying, and a creature moves into an adjacent square below it. **Effect** Paravaax makes a claw Strike against the triggering creature.

SCALING ENCOUNTER E3

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

19-22 Challenge Points: Increase Paravaax's Hit Points by 20.

23-27 Challenge Points: Add 1 greater steel mephit to the encounter

28-32 Challenge Points: Add 2 greater steel mephits to the encounter.

33+ Challenge Points: Add 2 greater steel mephits to the encounter and increase Paravaax's Hit Points by 20.

Speed 25 feet, fly 40 feet

Melee ⤴ jaws +17, **Damage** 2d8+8 piercing

Melee ⤴ claw +17 (agile), **Damage** 2d6+8 slashing

Lodestone Statue ⤴ (concentrate) Until the next time it acts, Paravaax appears to be a statue. It has an automatic result of 36 on Deception checks and DCs to pass as a statue. While disguised in this manner, Paravaax can increase the radius of his lodestone aura by up to 100 miles or return the radius to normal as a free action.

GREATER STEEL MEPHIT (0)

CREATURE 4

N SMALL EARTH ELEMENTAL

Perception +12; darkvision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +13

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

AC 21; **Fort** +13, **Ref** +6, **Will** +10

HP 65, fast healing 4 (while within Paravaax's aura);

Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ⤴ fist +13, **Damage** 2d8+5 bludgeoning

Arcane Innate Spells DC 20; **3rd** *meld into stone*; **2nd** *enlarge* (self only)

Breath Weapon ⤴⤴ (arcane, earth) The greater steel mephit breathes shards of iron in a 15-foot cone that deals 3d6 slashing damage to each creature within the area (DC 19 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The greater steel mephit can't use its breath weapon again for 1d4 rounds.

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E4. Meditation Room (Subtier 5–6)

This simple room is occupied by one or more greater steel mephits who spend their time idly studying the depictions of constellations carved into the stone walls and ceilings. The mephits fight until only one mephit remains with 20 or fewer Hit Points, at which point the mephit attempts to fly over and past the PCs, heading to the secret passage leading to area **C5** with the intent to call reinforcements from the summoning pool.

GREATER STEEL MEPHITS (2)

CREATURE 4

N **SMALL** **EARTH** **ELEMENTAL**

Perception +12; darkvision, tremorsense (imprecise) 30 feet

Languages Terran

Skills Athletics +13

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

AC 21; **Fort** +13, **Ref** +6, **Will** +10

HP 65, fast healing 4 (while within Paravaax's aura);

Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet, fly 15 feet

Melee ✎ fist +13, **Damage** 2d8+5 bludgeoning

Arcane Innate Spells DC 20; **3rd** *meld into stone*; **2nd** *enlarge* (self only)

Breath Weapon ✎✎ (arcane, earth) The greater steel mephit breathes shards of iron in a 15-foot cone that deals 3d6 slashing damage to each creature within the area (DC 19 basic Reflex save). Creatures who fail their save against this effect also take 1d6 persistent bleed. The greater steel mephit can't use its breath weapon again for 1d4 rounds.

SCALING ENCOUNTER E4

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

19–22 Challenge Points: Increase each greater steel mephit's Hit Points by 15.

23–27 Challenge Points: Add 1 greater steel mephit to the encounter.

28–32 Challenge Points: Use the adjustments for both the 19–22 and 23–27 Challenge Points.

33+ Challenge Points: Add 2 greater steel mephits to the encounter.

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APPENDIX 3: ART



SEA DEVIL SCOUT

Star-Crossed Voyages



SEA DEVIL INVADER

Star-Crossed Voyages



BOGGARD WARRIOR

Star-Crossed Voyages



BOGGARD SWAMPSEER

Star-Crossed Voyages



PARAVAAX

Star-Crossed Voyages



MIRIAN RAAS

Star-Crossed Voyages



LUMKI

Star-Crossed Voyages

GM RESOURCES

TREASURE TABLE

Level	Treasure Bundle
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

CHRONICLE SHEET

PCs who successfully complete this adventure gain the Ally of the Iruxi boon on their Chronicle sheet as long as they did not sacrifice Lumki. Otherwise, they gain the Iruxi Bane boon; cross the other boon off of their Chronicle sheet.

Treasure Bundles:

- ☐ ☐ Area A, Page 7: 2 Treasure Bundles
- ☐ ☐ Event #2, Page 10: 2 Treasure Bundles
- ☐ ☐ Area D, Page 12 2 Treasure Bundles
- ☐ ☐ ☐ Area E3, Page 18: 3 Treasure Bundles
- ☐ Area E5, Page 19: 1 Treasure Bundle



Event Reporting Form

Date _____ Event Code: _____
Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Fame Earned:		

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

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

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

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

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

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

Star-Crossed Voyages

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Pathfinder Society Scenario #1-09: Star-Crossed Voyages

Character Chronicle #

Herolab Code

B4D5

A.K.A. _____		- 2	
Player Name _____	Character Name _____	Organized Play # _____	Character # _____
Faction _____		Reputation _____	
Faction _____		Reputation _____	
Faction _____		Reputation _____	

Adventure Summary

For good or ill, your time amongst the iruxi has changed the status quo in this region. Hopefully things will be less tumultuous when you finally reach the iruxi city of Ekkeshikaar.

Boons

Ally of the Iruxi (Slotless): You befriended the iruxi of Kihirat. This boon will have a special benefit in a future adventure.

Iruxi Bane (Slotless): You have left a less than stellar impression on the iruxi of Kihirat. This boon will have a special benefit in a future adventure

Items

Purchases

scrollstaff^U (level 1; 12 gp; *Lost Omens Character Guide* 100, limit 1)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #