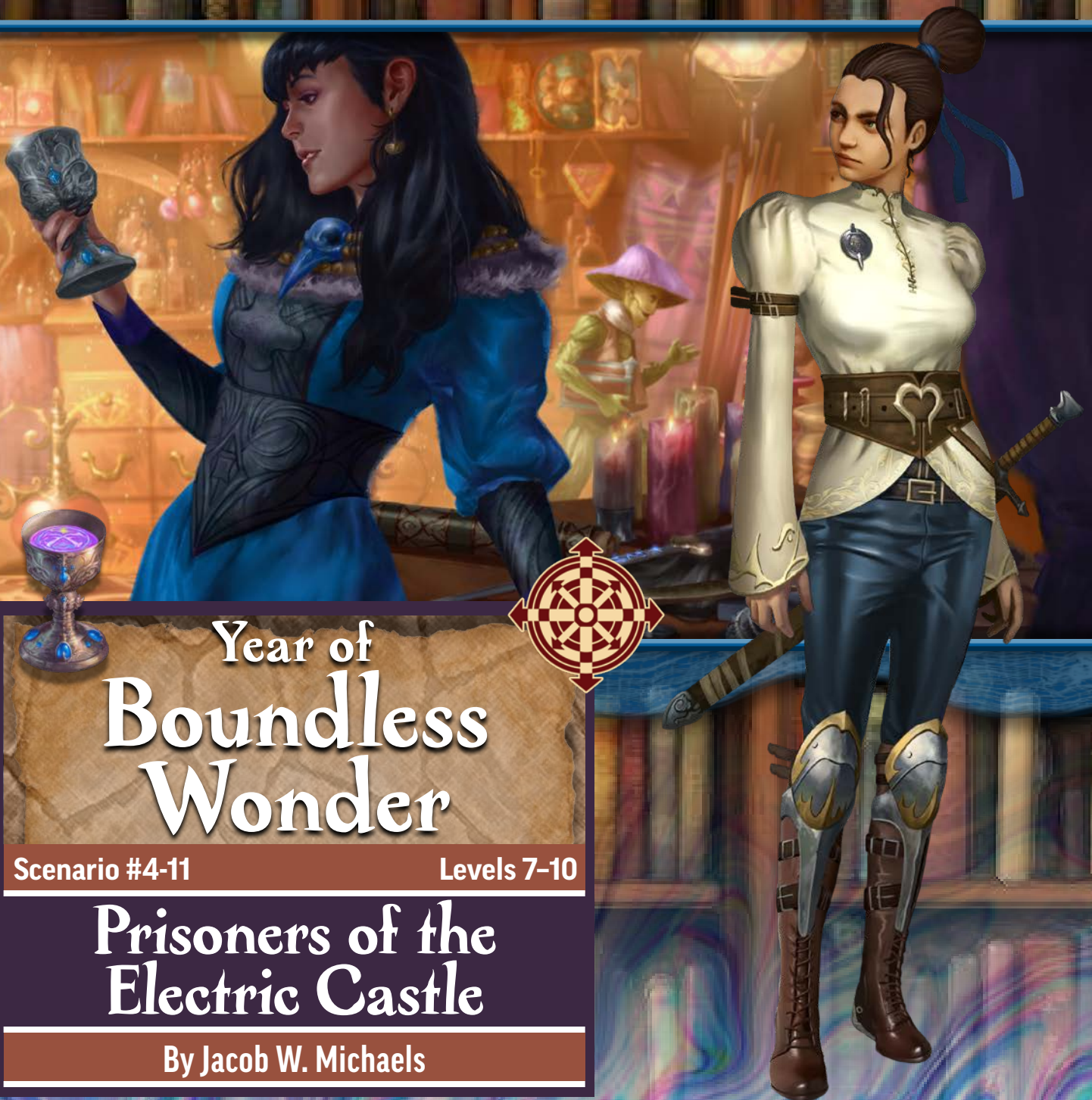


PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-11

Levels 7-10

Prisoners of the Electric Castle

By Jacob W. Michaels



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Prisoners of the Electric Castle

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide* (APG), *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Lost Omens Gods & Magic*, and *Pathfinder Guns & Gears*

Maps: *Pathfinder Flip-Mat: Arcane Dungeons*, *Pathfinder Flip-Tiles: Dungeon Starter Set*, *Pathfinder Flip-Tiles: Dungeon Vaults Expansion*, and *Starfinder Flip-Mat: Spaceport*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at

<http://www.organizedplayfoundation.org/paizo/guides>.



METAPLOT (BOUNDLESS WONDER)



HORIZON HUNTERS

SUMMARY

It's supposed to be a quick and easy rescue mission. With the help of two new allies—the alien Lumna and changeling Marcela—the Society sends the PCs to the night hag Aslynn's fortress on the Shadow Plane to free several kidnapped Scholars and return them to Golarion. But Aslynn knows the PCs are coming and has a trap prepared! If they escape, they must navigate the night hag's labyrinthine castle to find the Scholars and a way out. And they must do it all before the night hag returns!

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 7–10



PLAYERS: 3–6



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Prisoners of the Electric Castle

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ADVENTURE BACKGROUND

The changeling Narcela suffered a cruel, cold childhood in her night hag mother's fortress on the Shadow Plane. Knowing her ultimate fate—to be transformed into a hag herself—she did her best to avoid notice, hoping to survive as long as she could. That all changed when she was sent by her mother Aslynn to monitor the Ardis Scholars. From afar, Narcela encountered the dreams of Revecka Cioraru, a member of the secretive group of interplanar explorers. Those dreams changed Narcela's life, giving birth to dreams of her own.

Narcela realized she deserved a life of her own, and secretly left a strange metal and crystal key with her mother's enemies, the Pathfinder Society. The key led the Pathfinders to Ustalav, and the Ardis Scholars' manor headquarters. There they found the building ransacked and nearly empty following an attack from Aslynn's forces. The night hag captured several Ardis Scholars, planning to use their knowledge of rare technology and interplanar travel to further her schemes. Despite that, Pathfinder agents learned that the key allowed a being from another planet to communicate. They were able to save the dying alien, Lumna, and made contact with Narcela. (These events occurred in *Pathfinder Society Scenario #4-06: Signal from the Electric Laboratory*.)

With the crystal key, the Society has continued communicating with Narcela, eventually learning that Aslynn has several Ardis Scholars imprisoned in her fortress. Thankfully, their new alien ally—a creature made of pure energy—is capable of phenomenal otherworldly feats. By tapping into Lumna's power, the Society has come up with a scheme to sneak a group of agents into Aslynn's fortress, free the Scholars, and hopefully help Narcela escape her cruel mother's grasp.

But Aslynn knows they're coming. She is furious, and she is prepared.

GETTING STARTED

The adventure begins in the Ardis Scholars' manor. Agents previously cleared out various dangers here (during *Signal from the Electric Laboratory*) and now several Pathfinders are repairing and cleaning the site. Venture-Captain **Evni**

WHERE ON GOLARION?

This scenario occurs in Aslynn's floating palace on the Shadow Plane, a shrouded plane of reality that overlaps the more familiar Material Plane.

THE SHADOW PLANE



Zongnoss (NG female gnome fortune-teller) is managing the work.

The sound of hammering reverberates through the great hall of the manor as Pathfinder agents move in and out, arms full of construction supplies, paperwork, and strange technological items. Their work is overseen by a gnome tapping a finger on her pursed lips in concentration. Her messy brown hair peeks out from a blue turban patterned with a butterfly-shaped constellation of stars, which she distractedly pushes back from her eyes as she watches the comings and goings.

Once Evni notices the PCs, she smiles and loudly invites them out to her carriage, where they can find some peace and quiet to discuss their mission. Read or paraphrase the following.

An ornate carriage sits in front of the manor. Blue curtains with silver stars and golden moons hide the interior,

Prisoners of the Electric Castle

but it appears too small to contain more than its owner, Venture-Captain Evni Zongnoss, and perhaps one or two guests. However, when she opens the door, a wide-open wooden chamber awaits. Mismatched plush chairs sit around a gnarled wooden table on a lurid purple carpet. The table holds a strange metal-and-crystal key, a box full of unusual technological items, and a satchel. A strange creature that looks like a feathered octopus made entirely of energy hovers between two chairs.

Evni sighs with relief as she takes her seat. "That's better," she says. "The work is important, but it's noisy repairing all the damage from Aslynn's attack on the manor." Her smile fades as a hint of steel enters her voice. "That's why I asked you all to come today. As you may know, Aslynn captured a number of Ardis Scholars here. We're ready to rescue them!" She gestures to the figure made of energy and the key on the table. "With Lumna's help and the crystal key, we've been able to speak with one of Aslynn's children, Narcela, who's pretending she's loyal to her mother. Narcela told us the Scholars are being held in a floating fortress on the Shadow Plane, where they're being

forced to develop technology for Aslynn. Not only is getting them home the right thing to do, but it could give us the upper hand against Aslynn!"

Lumna suddenly dives into the key, their energy absorbed like a sponge soaking up water. A quick series of telepathic images shows them using a device they call an "engine" from the Ardis Scholars' manor to focus their energy to transport the key, with their essence inside, and several people to a castle, then back. "So that's your mission," Evni concludes. "Go to this castle, find as many Scholars as you can and bring them home. Narcela will be waiting there to help you. She's risking everything, so bring her back when you return. Remember, your safety takes priority! If you run into anything you can't handle, come home, and we can figure out another way to get the Scholars and Narcela back."

Evni and **Lumna** (CG agender hallajin explorer) answer any questions as best they can.

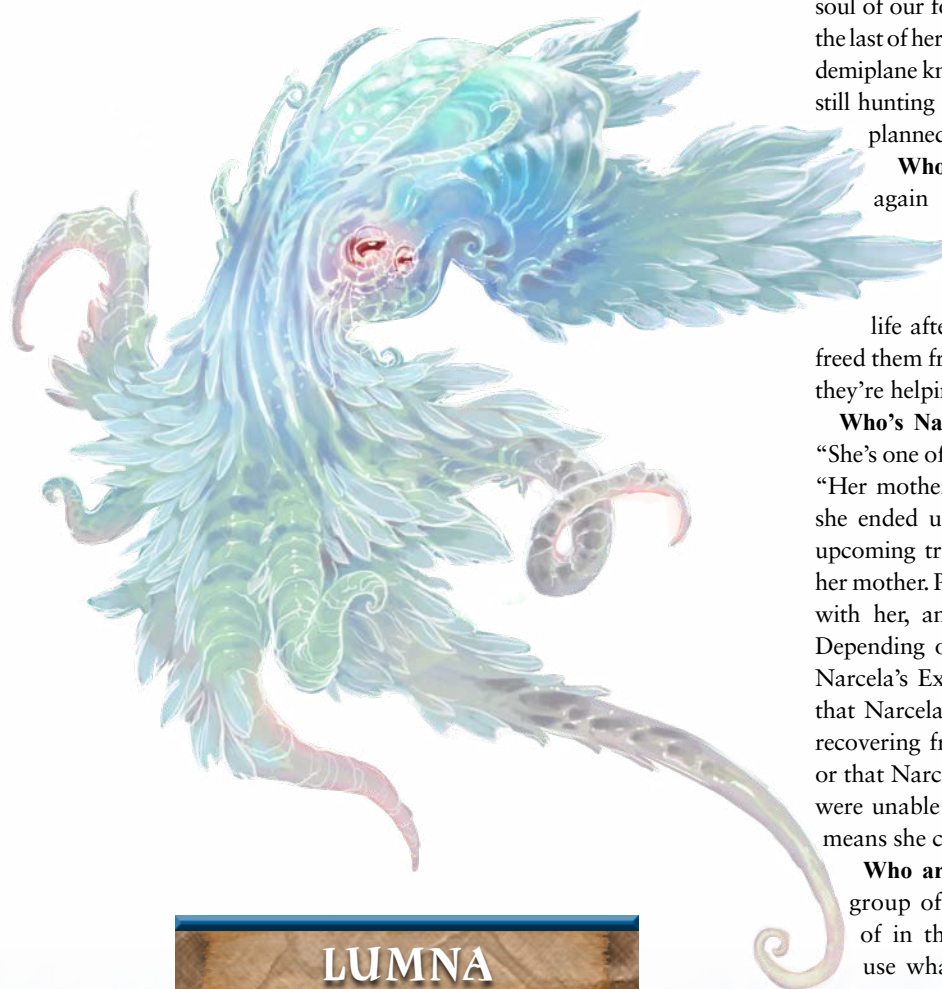
Who's Aslynn? Evni replies, "She caused trouble for the Society a few years back, even tried to capture and sell the soul of our former Master of Spells. We thought we'd seen the last of her after we helped stop her from raiding a magical demiplane known as the *Hao Jin Tapestry*. Apparently, she's still hunting for treasures, and she has something horrible planned for the Pathfinder Society."

Who—or what?!—is Lumna? Telepathic images again flash from Lumna. They tell their story:

They're a member of an alien species known as hallajins from one of the moons around the planet Liavara. The Scholars saved their life after they arrived here accidentally. The Society freed them from the manor after Aslynn's attack, and now they're helping the Pathfinders get their friends back.

Who's Narcela? How do we know we can trust her? "She's one of Aslynn's changeling children," Evni explains. "Her mother sent her to spy on the Ardis Scholars, but she ended up befriendng one of them. Terrified of her upcoming transformation into a hag, she turned against her mother. Pathfinders exploring the manor made contact with her, and we have a common enemy in Aslynn." Depending on the Ardis Scholar Revecka's fate (see the Narcela's Experiences sidebar on page 5), Evni explains that Narcela is especially close with Revecka, who's still recovering from injuries and unable to join the mission, or that Narcela may be wary of the Pathfinders after they were unable to save Revecka but still wants to help if it means she can escape her mother.

Who are the Ardis Scholars? "They're a secretive group of interplanar explorers that we first learned of in the Tomb Between Worlds. Their goal is to use what they learn to help the people of Ustalav against its many horrors."



LUMNA

Prisoners of the Electric Castle

Do we know where the Scholars are being held? What kind of guards are there? “Narcela has been kept away from the castle cells—she fears she’s lost her mother’s trust—so she doesn’t know how many people were kidnapped. The fortress is home to many of Aslynn’s allies, though we are timing the raid for when the hag is out of the castle with Deimostride, her nightmare companion.”

What is the Shadow Plane? Evni explains, “It’s another plane of existence. In some places, its features are a muted mirror of the familiar world around us. In others, they take on new and fantastical forms, as likely to be wondrous as ominous. Space doesn’t always work the same there as it does here, with places that seem impossibly distant being surprisingly near, or what seems just around the corner taking an age to reach.”

Development: After the PCs have had a chance to ask questions, Evni hands them the satchel, which contains several torn and burnt scraps of paper. She explains that Aslynn’s forces apparently took particular pleasure in destroying the Scholars’ research. Agents have pieced together various fragments, but think based on some recovered notes that one invention may have been taken with the Scholars. Several Horizon Hunters are eager to get their hands on it, even though they don’t know exactly what “it” is. If the agents can identify the item in Aslynn’s fortress and bring it back, they would be grateful.

The fragments describe a gyroscopic multiversal navigator (which the PCs can find in the vault; see page 16). None of the surviving Ardis Scholars worked on the prototype or were aware of its development, so the PCs will be on their own to figure out this puzzle. Give the players **Handout #1: Ardis Scraps** (page 40).

Lastly, Evni presents the PCs with the crystal key and several technological items from the manor. She tells them that Pathfinder Society experts figured out how the items work, and the PCs can use them on their mission, though of course they’ll return them afterward. An agent in the manor can explain the items’ use and attach or affix them if necessary (for the electromuscular stimulator, the agent has a Crafting modifier of +13, or +16 for levels 9–10). In addition, they can send couriers to the nearby town of Ardis to procure any supplies the PCs wish to purchase. Give the players **Handout #2: Hallajin Key** (page 40).

Rewards: The box contains a chameleon suit (or a greater chameleon suit for levels 9–10) (*Pathfinder Guns & Gears* 67) and two electromuscular stimulators (*Guns & Gears* 68). At levels 9–10, it also contains a shockguard coil (*Guns & Gears* 83).

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

NARCELA’S EXPERIENCES

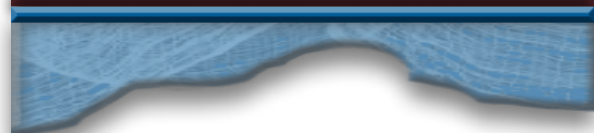
Narcela’s mother retains an insidious influence over her, and if Narcela and the PCs are not successful enough on their mission, Narcela may ultimately succumb to Aslynn’s schemes at the adventure’s climax (**Event 4** on page 18). Narcela’s susceptibility to Aslynn is represented by Transmogrification Points, which she can gain or lose over the course of the adventure. She can never go below 0 Transmogrification Points. By default, she begins with a number of Transmogrification Points equal to the number of PCs.

Narcela developed a close bond with the Ardis Scholar and inventor Revecka, who was introduced in *Pathfinder Society Scenario #4-06: Signal from the Electric Laboratory*. Though the two have spoken only in dreams, Revecka helped Narcela ward off her mother’s influence and supported her in working out what she wants for her future. Before the PCs enter the Shadow Plane, check each player’s Chronicle Sheet for *Signal from the Electric Laboratory*, and determine the fate of Revecka based on whether more players helped her recharge her artificial heart or she did not survive, as detailed below.

If none of the players have played “Signal from the Electric Laboratory,” or if an equal number saved Revecka as failed to save her, do not adjust Narcela’s starting number of Transmogrification Points. Narcela hasn’t seen enough of the Pathfinder Society to have an opinion on their capabilities.

If more players helped Revecka recharge her artificial heart, knowing that Revecka is safe bolsters Narcela’s morale. Reduce Narcela’s starting number of Transmogrification Points by 2. The PCs know that since the events of “Signal from the Electric Laboratory,” Revecka has been collaborating with Society researchers to refine her self-made artificial heart, and that her health has been improving. Narcela has a positive opinion of the Pathfinder Society.

If more players failed to save Revecka, Narcela is grieving. Increase Narcela’s starting number of Transmogrification Points by 2. Narcela is suspicious of the Pathfinder Society.



FALLING INTO SHADOW

When the PCs are ready, Evni takes them outside and bids them farewell. Lumna dives into the key and a moment later, the PCs feel their bodies melt away, a process

Prisoners of the Electric Castle

that seems like it should be painful or even terrifying, but somehow is neither. A moment later, they're racing through the sky, sun flickering to moon and stars, night fading to day, over and over, the passage of time somehow seeming to take both forever and only an instant. Then a rip in the sky appears, and the PCs find themselves in blackness, the light of their own bodies the brightest thing in this umbral realm.

As the PCs streak toward their destination, Lumna talks to them, sending telepathic messages that explain how they can help. Make sure the players are aware of what Lumna and the crystal key can do, and how many charges they require. They may have tough choices when it comes to using these abilities if they want to survive and bring everyone home. As a being whose physical form is based on light, Lumna's powers are suppressed on the Shadow Plane. The statistics that follow represent the abilities that Lumna is able to use during this adventure. Be sure to draw the players' attention to the last activation, which allows them to safely return home. If the PCs ask what would happen if they didn't save charges for the return trip, Lumna promises to try to send them home anyway, but they can't guarantee it will work as intended. Lumna doesn't expect that there will be a way to restore charges while on the Shadow Plane.

As usual for an intelligent item, the *hallajin key* has three actions and one reaction per turn, and the key spending actions does not require any of the PCs to spend their actions. The key acts on the same turn as whoever is carrying them.

Lumna's priority is keeping the PCs safe and rescuing the Ardis Scholars. They are happy to converse with the PCs and discuss tactics; during battle, note that they can't perceive PCs who are more than 60 feet away from them. If the PCs do not suggest other tactics, they use their abilities as follows. If the key has more than 7 charges, Lumna uses their reaction the first time it would be triggered each round. In addition, if a PC is reduced to 0 Hit Points and the key has more than 7 charges, Lumna acts on their turn to damage any foe(s) within range of the key. If the PCs are significantly drained of resources and could use a rest, Lumna activates the key's third ability to allow them to replenish their resources. They are loath to spend the last 2 charges needed to return home, but might do so if the PCs provide a sufficiently compelling reason (such as needing another rest to survive potential dangers ahead).

Lumna refuses to return the PCs home unless they have searched the entire castle to locate all the Scholars,

THE SHADOW PLANE

The Shadow Plane has the neutral and shadow traits (*Pathfinder Gamemastery Guide* 138), which cause several effects. The radius of all light from light sources and the areas of light spells are halved. Darkness and shadow magic are enhanced, and light magic is impeded; anyone Casting a Spell with the darkness or shadow trait gains a +1 circumstance bonus to their spell DC or spell attack roll with that spell. A PC who Casts a Spell or Activates an Item with the light trait must succeed at a DC 6 flat check or lose the spell or activation.

unless Aslynn is about to return (see **Event 4: A Monster Unleashed** for more about returning home).

HALLAJIN KEY

ITEM 7

UNIQUE CG ABJURATION INTELLIGENT MAGICAL NECROMANCY

Bulk L


Perception +12; imprecise hearing 60 feet


Communication telepathic images (Common) 60 feet

Int +2, **Wis** +2, **Cha** +4

Will +15

Working together, Lumna and the crystal key form an intelligent magic item. This item begins the adventure with 10 charges.

Activate  envision; **Cost** 1 charge; **Trigger** A creature within 60 feet of the key takes electricity or mental damage; **Effect** Lumna grants the target resistance 10 to the triggering damage.

Activate  command (mental); **Cost** 1 charge; **Effect** Lumna floods the brain of a creature within 30 feet with painful telepathic images, inflicting 3d8 mental damage with a DC 24 basic Will save (4d8 mental damage, DC 27 for Levels 9–10). The key can spend an additional action and 1 more charge to double the amount of damage or change the area to a 15-foot cone, but then can't use this activation again for 1d4 rounds.

Activate (10 minutes) command, Interact (exploration); **Cost** 5 charges; **Effect** Lumna briefly transforms all allies within 60 feet into energy, renewing them as if they had spent a full day resting. These allies regain Hit Points and recover from conditions as if they had 24 hours of rest. They can make their daily preparations again, with access to all their

HALLAJIN KEY

Prisoners of the Electric Castle

spell slots and any other daily abilities, even if they already used or expended them. Daily preparations happen as part of this activation, even if it would normally require an hour of study, prayer, or communion.

Activate (1 minute) command, Interact; **Frequency** once per day; **Cost** 2 charges; **Effect** Lumna returns the key and all living creatures within 60 feet to the Ardis Scholars' manor.

Once the PCs are familiar with the key's abilities, read or paraphrase the following as they reach their destination.

After an uncertain amount of time, a massive castle materializes from the gloom. Purple lightning repeatedly strikes one of the many towers, and lights flicker in the windows. The base of the castle grows closer, revealing it sits on rock crystals, through which indistinct visions flit. A glance shows the contents are more nightmare than dream. A small figure waits at a ground-level doorway, her hand raised in apparent greeting.

But moments before reaching the doorway, Lumna suddenly screams, a mind-shattering telepathic sound, as a huge, purple-skinned claw reaches from a far wing of the edifice. A look of sudden shock and terror crosses the face of the woman in the doorway, and she turns and dashes away. With a violent wrenching grab in the claw's grasp, the final destination at the castle suddenly changes!

The claw pulls the PCs and Lumna helplessly toward Aslynn's trap.

ASLYNN STRIKES! TRIVIAL

The walls of the sealed chamber are made of black onyx, and the area is in darkness. This encounter uses the map on page 8.

Hazard: The PCs immediately find themselves in danger as their arrival triggers Aslynn's trap. As soon as the trap activates, Lumna sends a burst of mental energy to remind the PCs what they can do with the key.

LEVELS 7-8

IN THE WITCH'S GRASP

Page 20

HAZARD 7

LEVELS 9-10

IN THE WITCH'S CLUTCHES

HAZARD 9

Page 28

Development: Once the PCs defeat the hazard, a door opens in one of the walls, revealing **Narcel** (CG female changeling human conspirator). She's out of breath after racing to find everyone. PCs may not trust her immediately; if they critically fail on an attempt to Sense Motive, they believe she wants to work with them primarily to gain power for herself so she can hurt her mother. For more on Narcel, see area A. If the hazard defeats all the PCs, Narcel frees them and the adventure continues. However, Narcel gains 5 Transmogrification Points as she begins to doubt the PCs' abilities.

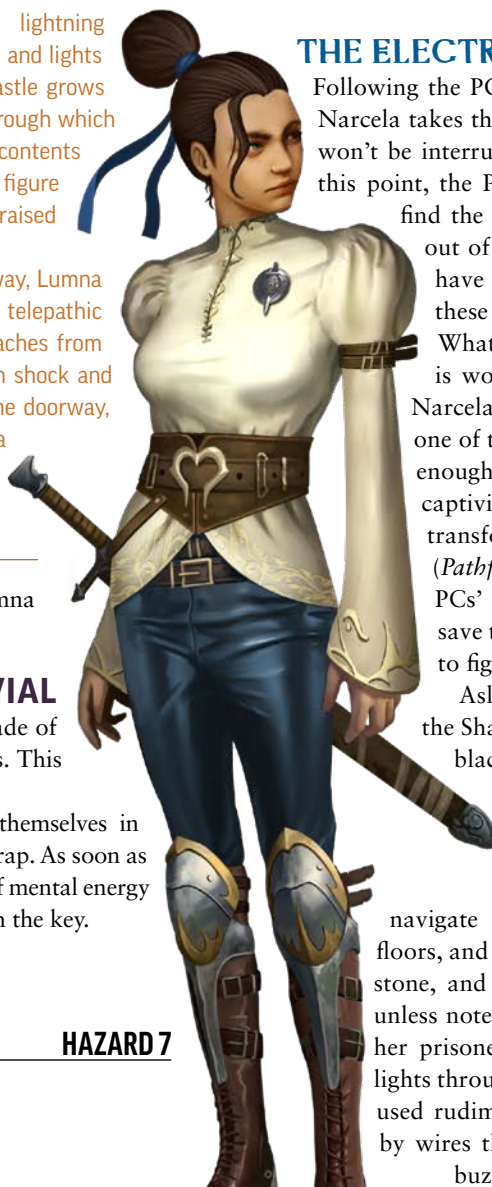
THE ELECTRIC CASTLE

Following the PCs' escape from Aslynn's trap, Narcel takes them to a safe space where they won't be interrupted by Aslynn's servitors. At this point, the PCs have two main priorities:

find the prisoners and discover a way out of Aslynn's fortress. Worse, they have limited time to accomplish these goals before she returns. What they don't know is Aslynn is working from afar to transform Narcel into a night hag. Meanwhile, one of the Ardis Scholars has suffered enough indignities during his captivity that he's on the verge of transforming into a villainous skelm (*Pathfinder Bestiary* 3 238). The PCs' actions determine if they can save their companions or are forced to fight to the death.

Aslynn's palace floats through the Shadow Plane on a foundation of black crystals that the night hag mines to use as soul prisons.

The labyrinthine structure is an architectural nightmare, making it impossible to navigate without a guide. The walls, floors, and ceilings are carved from black stone, and the ceilings are 10 feet high unless noted otherwise. To accommodate her prisoners, Aslynn made them string lights throughout. Instead of torches, they used rudimentary light bulbs, connected by wires that run through the castle. A buzz fills the air from the Stasian technology, and the lights flicker almost constantly. They provide dim light throughout the castle.



NARCELA

Prisoners of the Electric Castle

ASLYNN STRIKES



1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set
Pathfinder Flip-Tiles: Dungeon Vaults Expansion

RUNNING THE ADVENTURE

Guided by their changeling ally, the PCs explore various locations to find Ardis Scholars and a way to escape the castle. Because Narcela must guide the PCs through twists and turns, they have to remain together. Getting to and exploring a new location takes 20 minutes. When noted in the area's description, each PC must use the following Explore the Electric Castle activity, or Follow the Expert with the same results as Explore the Electric Castle, which can increase or decrease the time it takes (PCs can reach areas B and C without checks, though they still take 20 minutes). Allow PCs to gain benefits from relevant spells if the exact parameters (such as area

and duration) may not reflect the skill challenge, such as with *safe passage* (Pathfinder Advanced Players Guide 224) and *show the way* (Pathfinder Lost Omens Gods & Magic 110); these benefits could represent casting the spell at a crucial time along the way to assist in the task.

EXPLORE THE ELECTRIC CASTLE

RARE **EXPLORATION** **SECRET**

You make your way around and explore an area in Aslynn's fortress. When you Explore the Electric Castle, attempt a skill check, choosing from the skills indicated in the area you're searching. Other Lore checks might be appropriate at the GM's discretion. The DC of most skill checks is 23

Prisoners of the Electric Castle

(DC 26 for levels 9–10); for checks using an appropriate Lore skill, lower the DC to 20 (DC 23 for levels 9–10). You can Cast a Spell instead of attempting a skill check. If you use a non-cantrip spell appropriate to the task, you earn a success; if the spell is at least 3rd level (or 4th level for levels 9–10), you instead earn a critical success. Examples of spells you can cast include *invisibility* or *obscuring mist* to help sneak, *shape wood* or *shape stone* to open a passage, or *spider climb* or *dimension door* to maneuver around difficult areas. Based on the results of your check, determine how long it takes to get to and explore the room.

Critical Success You reduce the time it takes by 5 minutes (to a minimum of 15 minutes).

Success You do not increase the time it takes.

Failure You increase the time it takes by 5 minutes.

Critical Failure You increase the time it takes by 10 minutes (to a maximum of 1 hour).

Returning to rooms the PCs have been to previously does not take an appreciable amount of time and doesn't count against their timer (so they can easily leave rescued prisoners in area A). Make sure players are aware of how much time they have before Aslynn's return, and how long it takes to explore each room. Suggest a player keep track of the time, but also Narcela anxiously informs the PCs they must hurry, giving them warnings after two hours, then three hours, and then following every room afterward.

In addition, the PCs experience a set of events (**Events 1–4**) during the course of their adventures. These don't take any additional time, but how the PCs react to them determines their final challenge before they can escape (see *The Danger Within*).

A. SAFE SPACE

A stone spiral staircase leads down to the floor of this spacious chamber. The multicolored glow of arcane runes fills the area, creating an eerie kaleidoscope of reds, purples, and greens.

Narcela leads the PCs to a room deep under the castle that she prepared with arcane protections against Aslynn's magic (arriving here doesn't require PCs to Explore the Electric Castle, or take any appreciable amount of time, as Narcela prepared the way). Narcela

assures the PCs that as long as Aslynn remains outside the castle, she won't be able to find this area, making it a safe place to recover if necessary. They can also leave rescued Scholars here while they remain in the castle. This area uses the map on page 10.

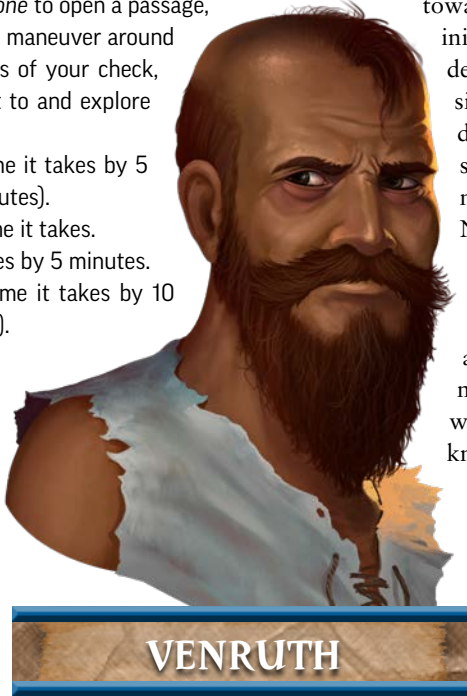
Now that the immediate emergency is over, Narcela returns to her calm, collected self. Her attitude toward the PCs is determined by her initial encounter with Pathfinders (as described in the Narcela's Experiences sidebar on page 5), but even if she doesn't fully trust them, she knows she needs them so she can escape her mother. If the PCs saved Revecka, Narcela greets them warmly and asks about the Scholar. If she's suspicious of them, she's initially curt, answering questions directly and to the point. She explains Aslynn must have somehow known the PCs were coming, which means she may also know Narcela is working with them!

The changeling knows her mother is on another plane (though not which one or why). She could return in as little as four hours, Narcela warns, and if the PCs are still here, her mother will unleash the full force of the castle's defenses, overwhelming any resistance or subterfuge the PCs can muster. To

make matters worse, Lumna telepathically informs the PCs they fear they can't get everyone home unless the PCs can determine what intercepted their trip to the castle and remove the interference.

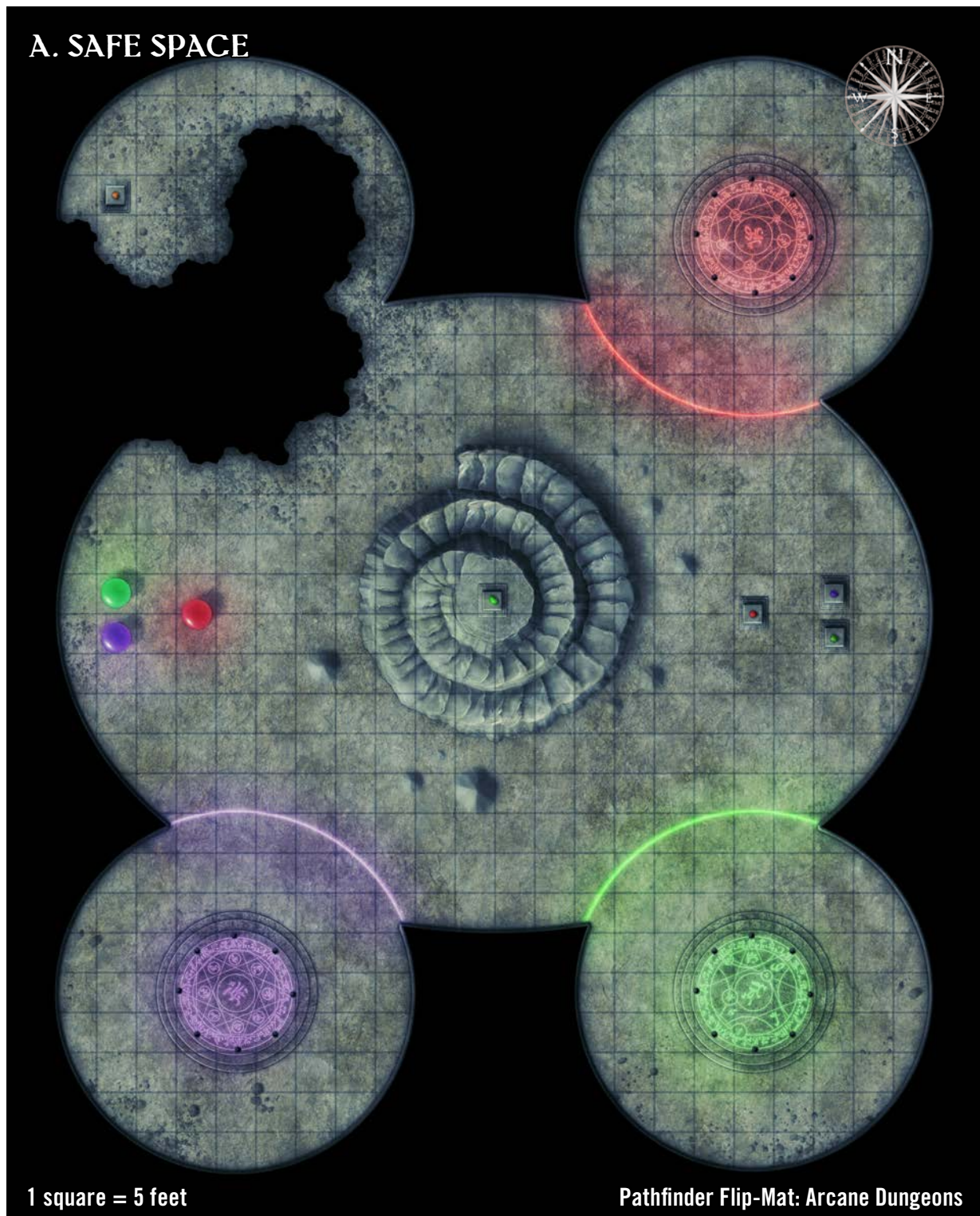
Creatures: Narcela stays with the PCs throughout the adventure. She's still careful after a lifetime of trying to avoid her mother's notice, and doesn't aid in any challenges or combats (she remains outside each room to keep watch). If you need her statistics for any reason, use the statistics for a gang leader (*Pathfinder Gamemastery Guide* 249).

Development: Narcela offers to lead the PCs to the cells where the Ardis Scholars are imprisoned. She also suggests Aslynn's seneschal may have notes about how their trip was intercepted in his office. Lumna senses a power source in the castle that can let her recharge; Narcela assumes they're talking about the lightning tower and can lead the PCs there. PCs can suggest other locations, which Narcela accommodates, but the palace is too large for her to draw a map or suggest every possible area to investigate.



Prisoners of the Electric Castle

A. SAFE SPACE



Prisoners of the Electric Castle

CELL

Explore the Electric Castle: The PCs must choose one of two approaches: through sealed areas of the castle (using Athletics or Thievery) or bluffing and sneaking past guards (using Deception or Stealth). All the PCs must use the same approach. Even if no PC succeeds, they eventually arrive at the cells.

A long hallway leads to a series of locked doors. Each cell contains a smattering of straw on the floor, a thin blanket and a bucket. The smell of filth and misery fills the air.

Creatures: Ardis Scholars **Venruth Zserle** (LN male human scholar) and **Bremix Isel** (LE male half-elf scholar) are imprisoned here (freeing them from their cells is part of the checks above). If statistics become necessary, treat the Ardis Scholars as librarians (*Gamemastery Guide* 240). Venruth is a genial, absent-minded scholar who is perpetually surprised at the circumstances he finds himself in. He speaks almost exclusively in questions: “You know Dinetrie’s being punished for trying to escape, right?” or “You’ve found where the workshop is? Where Cetezar’s working?” Bremix, on the other hand, is supremely self-confident, overlaid with rage at being held prisoner. He interrupts Venruth—“Of course they don’t know that!”—and the PCs to give his opinion. And he has an opinion on everything. Pointing out his lack of knowledge only makes him angrier. Bremix’s anger has him on the verge of becoming a skelm (see *The Danger Within* on page 16), though he’s unaware of that. Play up his antagonism, giving the PCs a reason to dislike him, though he should seem nothing more than an incredibly unpleasant person until the moment he (possibly) transforms.

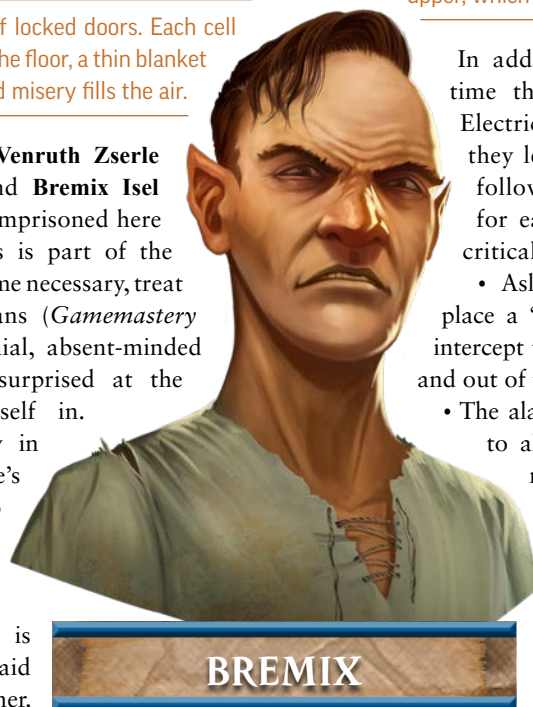
Development: Venruth tells the PCs one of the Ardis Scholars was taken to the workshop to create weapons for Aslynn, while another is being punished for trying to escape. Narcela can take the PCs to these two locations, the workshop and the Oneirium.

SENESCHAL'S STUDY

Explore the Electric Castle: Narcela draws the seneschal away while the PCs search through his scattered notes for clues (using Society, Perception, or one of the following Lores: Academia, Accounting, Library, Mercantile, or Scribing). A PC with the Eye

for Numbers feat or Glean Contents feat gains a +2 circumstance bonus to their check.

Haphazardly piled papers cover the surfaces in this office. An hourglass sits on the desk, nearly hidden under a discarded sack. Gray sand falls upward in the timepiece, moving from the lower bulb, which is engraved with a hag’s face, to the upper, which is engraved with the castle.



In addition to determining how much time they take, the PCs’ Explore the Electric Castle checks determine what they learn. Give them one piece of the following information—in order—for each success (or two pieces for a critical success).

- Aslynn instructed her seneschal to place a “planar net” in the bell tower to intercept trespassers’ extraplanar travel into and out of the castle.
- The alarm system in the bell tower is set to alert Aslynn to any intrusions and movements in her fortress.
- An Ardis Scholar named Dinetrie is being punished in the Oneirium for trying to steal Aslynn’s airship.
- Aslynn locked the airship’s “aeromantic wheel” in the vault to make sure Dinetrie couldn’t try to steal it again.

- A notation is scrawled on a guard’s report of glimpsing some antlered creature: “If those pests remain in the castle, exterminate them!” (This hints at the possible appearance of skelms later.)

Aslynn instructed her seneschal to keep a close eye on Narcela. If the changeling betrays her mother, Aslynn plans to force “the change” on her immediately. If the PCs see this note, they gain a +1 circumstance bonus to skill checks to determine what’s happening to Narcela in Events 1–3.

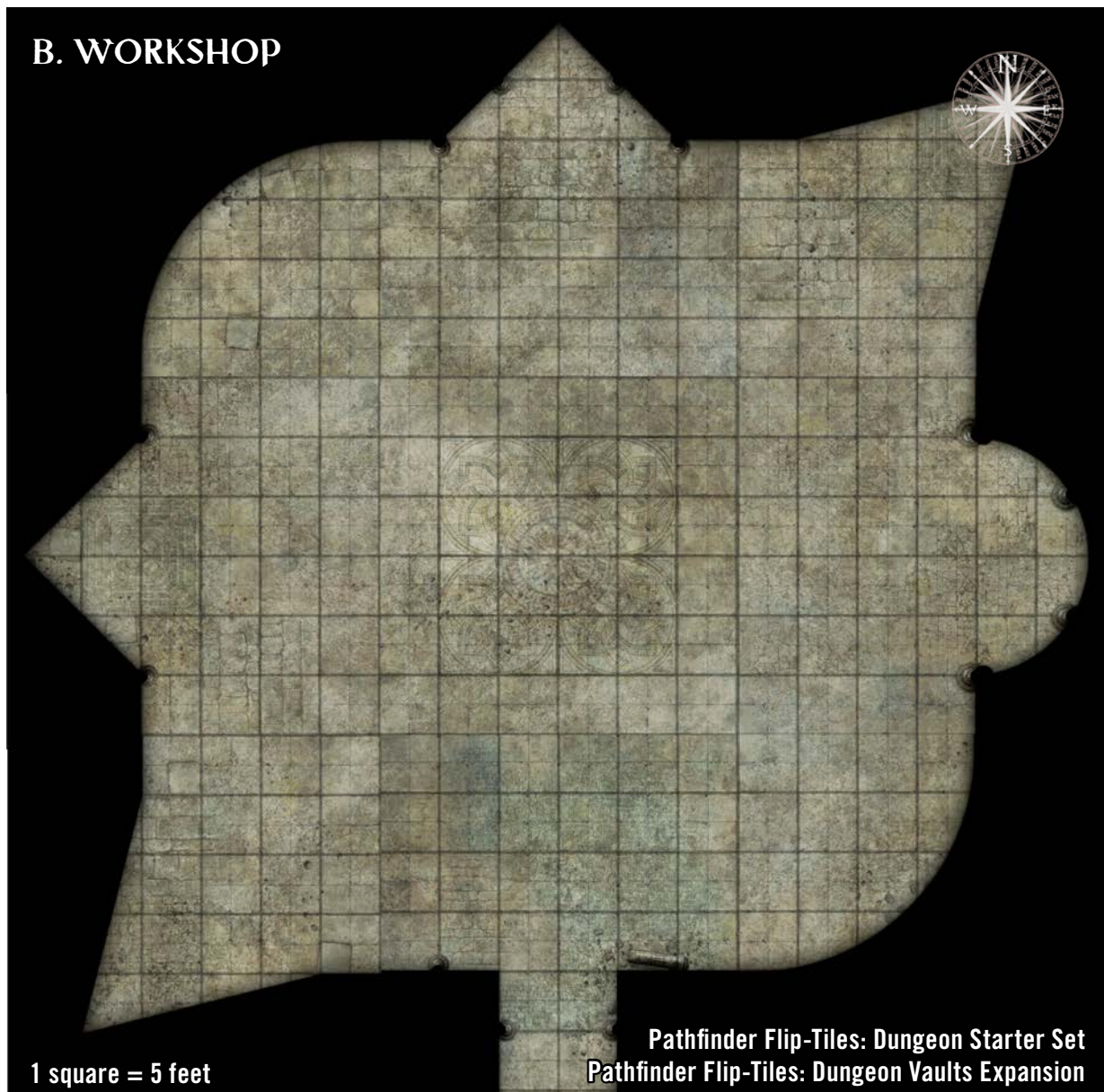
- A schematic shows a strange gun. A note on the diagram demands that the seneschal see if it works, adding, “If these Scholars have figured out a star gun, they may be more valuable than we know!”

Development: Following their discoveries, Narcela can lead the PCs to the Oneirium, bell tower, and vault.

Rewards: Aslynn created the hourglass for her seneschal, so he would know where she was and be ready for her arrival. It’s ticking up the time until she gets back to the palace. Not only is it valuable on its own, it lets the PCs track the time until her return.

Prisoners of the Electric Castle

B. WORKSHOP



B. WORKSHOP

MODERATE

This strange room contains an assortment of work spaces and odd technological devices in all its nooks and crannies. A table in the center of the room contains straps and discarded surgical tools alongside several gears, wires, and other mechanical parts.

Aslynn forced the Ardis Scholars to work here, creating technological items to further her ambitions. The surgical table in the center of the room is used to add experimental augmentations to her allies. Use the map above for this area.

Creatures: Cetezar Iliay (LN male human inventor), a portly Ardis Scholar with a wild shock of gray hair and a clockwork prosthetic arm, is designing experimental Stasian augmentations for Aslynn in this room. He's guarded by several urdefhans whose service Aslynn acquired from a daemonic soul trader on Abaddon and whom she has yet to properly mold into obedient servants. The urdefhans are unaccustomed and ill-suited to playing guard and eagerly attack the PCs, fighting to the death while Cetezar seeks cover with his inventions behind an overturned surgical table. Remember if the *hallajin* key has more than 5 charges, Lumna can act in the combat.

Prisoners of the Electric Castle

LEVELS 7-8

URDEFHAN LASHERS (2)

Page 21, art on page 39

CREATURE 7

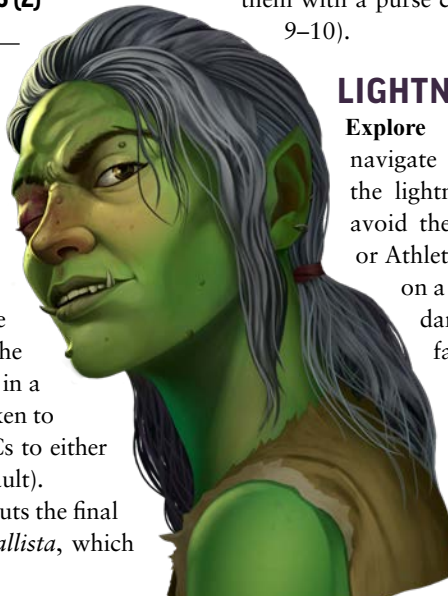
LEVELS 9-10

WEAK URDEFHAN HIGH TORMENTERS (2) CREATURE 9

Page 29

Development: Cetezar is thrilled at the prospect of escape, and eagerly joins any other Scholars waiting in area A. Though not happy being forced to help Aslynn, Cetezar remains proud of his work, which he tells the PCs about. He strung up the lights—he calls them “electric candles”—around the castle, wiring them into a lightning rod in a tower. Several other inventions were taken to the castle’s vault. Narcela can bring PCs to either location (the lightning tower and the vault).

Rewards: As the PCs fight, Cetezar puts the final touches on a +1 *striking backpack ballista*, which he suggests the PCs take. He also urges them to gather technological materials here, so he can finish his work on Golarion.



DINETRIE

ONEIRIUM

Explore the Electric Castle: The PCs must avoid guards to get here (using Perception or Stealth).

A large mirror hangs from a wall directly in front of a chair laden with heavy leather straps and a metal frame around the headrest. Playing out on the mirror is a scene of a fetching couple trying futilely to hide behind a scarecrow as they’re stalked by a laughing woman with a shaved head and multiple piercings.

Aslynn uses the mirror to spy on mortals’ dreams, and torment them in their sleep. While she’s away, she set it to show horrible nightmares—usually a pleasant pastime for her—to torture one of the Ardis Scholars who tried to escape.

Creatures: **Dinetrie Ardivaso** (LG female half-orc explorer) is tied to the chair. Undaunted by her punishment, the strong-willed Ardis Scholar talks a mile a minute, and can’t stop thanking the PCs for rescuing her. She’s ready to leave immediately, but impatiently accepts she needs to wait for the PCs to finish their business before they can leave.

Development: Dinetrie explains that she hoped steal Aslynn’s airship, the *Gale’s Claw*, to escape. She mentions she obstructed the *planar net* in the bell tower so the ship could leave, but it proved too complex for her to pilot. Narcela can lead the PCs to area C, where the airship is kept, or to the bell tower to deal with the *planar net*.

Rewards: If the PCs get Dinetrie home, she rewards them with a purse containing 100 gp (200 gp for levels 9–10).

LIGHTNING TOWER

Explore the Electric Castle: To safely navigate this area, the PCs must watch for the lightning (using Nature or Survival) or avoid the energized mesh (using Acrobatics or Athletics). In addition to the time it takes, on a failure a PC takes 4d10+18 negative damage, or 8d10+36 on a critical failure (for levels 9–10, increase the damage to 4d10+26, or 8d10+52 on a critical failure).

Roiling black clouds somehow stand distinct against the dark and shadow-twisted sky above this open tower. Purple bolts of energy lance down toward metal rods attached to the crenellations. A webbed network of fine metal mesh covers the floor, connecting the rods to thick wires

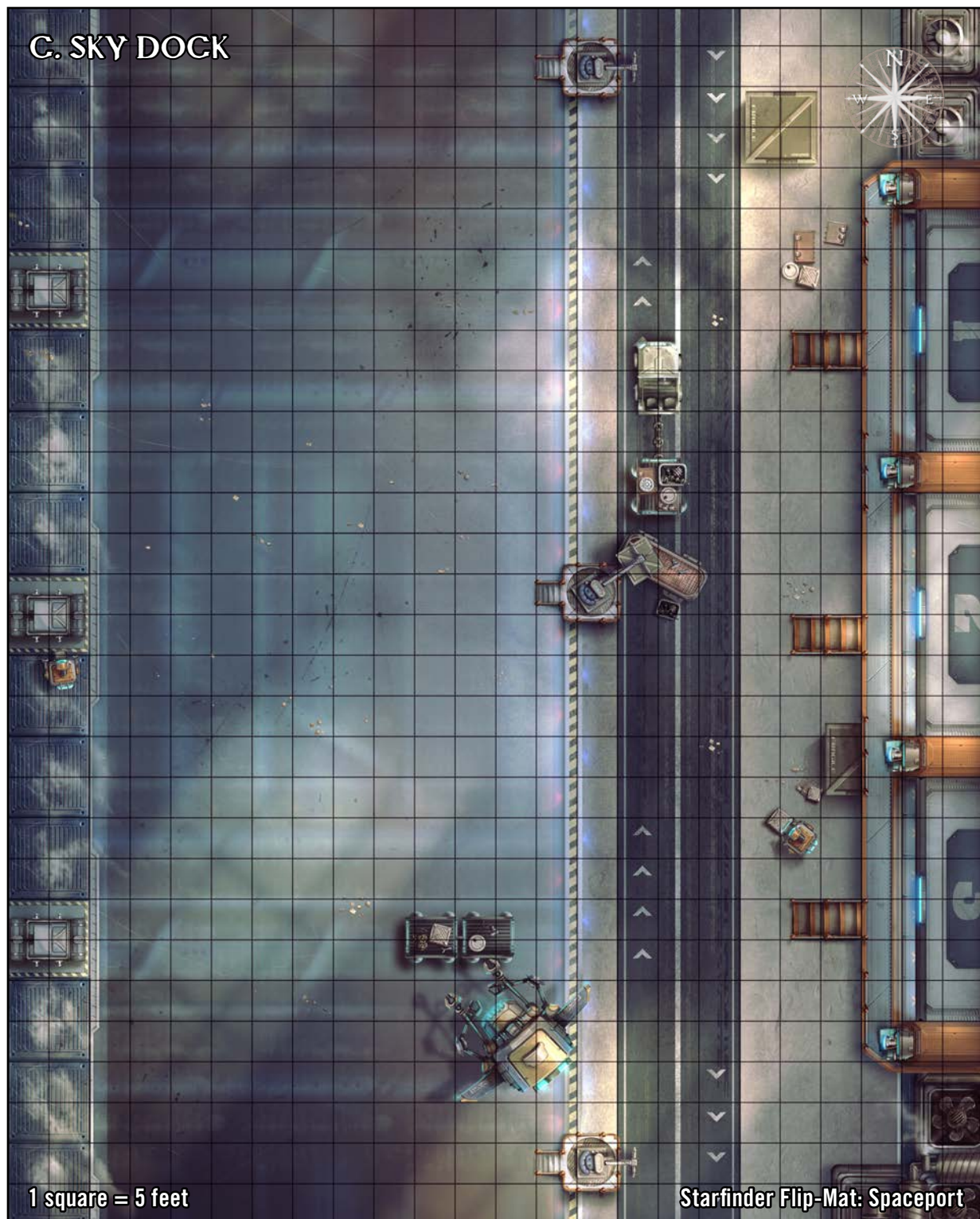
leading into the depths of the shadowy fortress.

The lightning rods absorb bolts of negative energy from a perpetual shadow storm here, bringing it in to power the castle and the *Gale’s Claw*.

The PCs can charge the *hallajin key* here, though Narcela warns them that doing so could warn Aslynn. A PC can attempt a DC 23 Crafting or Engineering Lore check (DC 26 for levels 9–10) to harness the energy. The key regains 3 charges on a success or 6 charges on a critical success (to a maximum of 10). On a critical failure, the PC takes 4d10+18 electricity damage (or 4d10+26 for levels 9–10). If a PC succeeds, Lumna telepathically shivers and tells them the power is too much, and they don’t think they could stand to recharge from it again. If the PCs attempt to do so anyway, Lumna lets out a cry of pain and rejects the energy, with the effect of a critical failure.

Development: If the PCs recharge the *hallajin key*, Aslynn realizes what they’re doing and redoubles her efforts to transform Narcela. Narcela gains 3 Transmogrification Points. Also, the PCs can trace the wires to the workshop (area B) or the *Gale’s Claw* (area C).

Prisoners of the Electric Castle



Prisoners of the Electric Castle

C. SKY DOCK

MODERATE

This strange space vaguely resembles a dock, but with metal piers jutting into the shadow beyond the castle walls. What looks like a sailing vessel is tied to one pier. Its two masts are angled backward at a steep angle, making the raised sails look more like a covering canopy than something intended to catch the wind. The ship's name is marked in blood-red writing: the *Gale's Claw*.

Aslynn's plane-hopping airship, the *Gale's Claw*, is docked here, recharging while she travels under her own power. The ceiling here is 30 feet high to accommodate the ship. Use the map on page 14 for this area.

Creatures: After Dinetrie tried to steal the airship, Aslynn set up a magical alarm that alerts her if anyone enters this chamber. She sends her nightmare companion Deimostride and one or more animate dream servants moments after the PCs enter. Deimostride fights until

reduced to 40 Hit Points (60 Hit Points at levels 9–10) and then tries to *plane shift* back to Aslynn's side, abandoning any animate dreams. If any of the creatures have the experimental cryptid adjustments and the PCs have rescued Cetezar, remind them they can spend an action to Seek the creature's Operational Flaw. Remember if the *hallajin key* has more than 5 charges, Lumna may act in the combat.

LEVELS 7–8

DEIMOSTRIDE

CREATURE 7

Page 23, art on page 39

FADED ANIMATE DREAM

CREATURE 7

Page 23

LEVELS 9–10

DEIMOSTRIDE

CREATURE 10

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FADED ANIMATE DREAM

CREATURE 7

Page 31

Development: If Deimostride escapes, he warns Aslynn of Narcela's treachery, and Narcela gains 2 Transmogrification Points. If the PCs kill Deimostride, Aslynn remains ignorant of the extent of her daughter's actions; reduce Narcela's Transmogrification Points by 2.

In addition, Lumna telepathically tells the PCs they could drain the *Gale's Claw*'s power to recharge the *hallajin key* (regaining 4 charges), but it would make the ship inoperable for 24 hours. Alternatively, the ship gives the PCs a new means of escape. A PC can attempt a DC 25 Arcana, Crafting, or Occultism check to Recall Knowledge, or a DC 25 Survival check or DC 28 Perception check to trace residue left from previous pilots (increase the DCs by 3 for levels 9–10) to determine how to pilot the *Gale's Claw*. On a success, they also realize the ship's *aeromantic wheel* is missing and must be found to use the ship; if the PCs have not been in the seneschal's study, Narcela suggests the wheel's location may be discovered there.

Rewards: Even if the PCs don't commandeer the *Gale's*

Claw, mere knowledge of its design proves valuable to Society agents.



Prisoners of the Electric Castle

BELL TOWER

Three massive black metal bells hang from a yoke stretching across this open tower. The clappers are carved to look like screaming faces. A fine silk net hangs below the bells. Several rough-cut gems woven into the fabric glow softly.

Explore the Electric Castle: If the PCs want to silence the bells, they can dismantle them with brute force (using Athletics) or skill (using Crafting, Engineering Lore, or Thievery). In addition to the time it takes on a failure, each PC takes 1d10+5 sonic damage, or 2d10+9 on a critical failure (for levels 9–10, increase the damage to 1d10+7 or 2d10+13). If no PC succeeds, the bells remain operational. PCs may try to Explore the Electric Castle here again (adding time based on their results).

The PCs can easily destroy the *planar net* hanging below the bells by doing any slashing damage or simply tearing it down.

Development: Reduce Narcela's Transmogrification Points by 1 for each success a PC gets, or by 2 on a critical success (to a minimum of 0 Transmogrification Points). In addition, if the *planar net* is destroyed Lumna can transport the PCs and any Ardis Scholars back to the Material Plane.

VAULT

Explore the Electric Castle: The PCs must trick guards in the vault into opening the door (using Deception to Impersonate another guard, Diplomacy to Make an Impression, Intimidation to Coerce them, or Performance to lure them), after which they can easily subdue them. If no PC succeeds, the guards refuse to open the door. PCs may try to Explore the Electric Castle here again (adding time based on their results).

An array of items sits on plinths in this chamber. Among them are a crystalline, eight-spoked wheel; a ledger with the name "Thurl" written on the demonhide cover; a frayed scrap of tapestry; a leather bracelet with a number too faded to read; a tropical lotus flower; and several Stasian items.

Aslynn keeps her trophies in this room. Some of them have connections to past Pathfinder encounters with Aslynn: the ledger contains now out-of-date information (written in Abyssal) about the Pathfinder Society provided by a renegade Venture-Captain named Thurl; the scrap of cloth was once a part of the *Hao Jin Tapestry*; the leather bracelet belonged to a former elf ally of Aslynn; and the sacred flower was taken from the land surrounding the village of Onhae in the *Hao Jin Tapestry*.

Rewards: The crystalline wheel is the *aeromantic wheel* needed to fly the *Gale's Claw* (see area C).

The PCs must pick through the Stasian technology to determine which is the item described in the mystery Ardis Scholar's notes. Though only one completes the faction mission, the others are of obvious interest and value. Those items include the following.

- A grandfather clock, with one dial tracing the path of the sun from dusk to dawn, and the other following the phases of the moon
- A black metal bowl with a silvery interior, in which a spiraling wooden top wrapped in wire spins in perpetual motion
- A fist-sized glass globe containing a spinning golden ring with a coil glittering with black opal dust (this is the multiversal navigator described in the faction notes)
- A sphere of beaten brass with numerous white pearl-capped keys, each inscribed with a letter in the Skald alphabet; a multi-hued wooden tray holds a piece of parchment

THE DANGER WITHIN

Unknown to the PCs, the greatest danger awaiting them is already in the palace with them, a proverbial delayed fireball waiting to explode. Aslynn, realizing Narcela betrayed her, is working from afar to complete her recalcitrant daughter's transformation into a night hag. At the same time, Bremix's rage and resentment are growing, to the point he could become a skelm. The PCs' actions determine who will be saved from their horrible fate.

The following events foreshadow this transformation. The trigger listed with each event gives a general time frame for them, but they aren't set in stone. They never occur during combat, but the GM can otherwise place them based on the PCs' plans. If they intend to return to the safe space after a trigger, have the event occur there if Bremix is there, so he can see and react to it. Otherwise an event can be described just before they leave a room, or while they're going from one area to another. The events should feel like a headsman's axe getting ever closer, enforcing the idea they need to hurry to save Narcela. If events occur in front of Bremix, PCs get a glimpse of his increasing anger and frustration; otherwise, they may never become aware of Bremix's situation until it's too late.

EVENT 1: FORESHADOWED FATE

Narcela suddenly shudders and hunches over in pain. Her extremities ripple, the skin on her forearms turning to a dark gray as her fingers stretch, nails lengthening into claws. After

Prisoners of the Electric Castle

a few moments, the strange attack passes, and her limbs return to normal. Taking in deep breaths of air to calm herself, she straightens, and wipes sweat from her brow.

Trigger: This event occurs when the PCs leave the room they go to after leaving area A for the first time (likely the Cells, Seneschal's Study, or Lightning Tower).

Aslynn has begun her ritual to transform her changeling daughter into a night hag. The planar distance between her and the castle lets Narcela, who doesn't know what's happening, hold off the transformation through sheer willpower. PCs can attempt a DC 23 Religion or Society

check or a DC 25 Arcana, Medicine, or Occultism check to Recall Knowledge (for levels 9–10, increase the DCs by 3) to realize what's going on. Changelings or hag bloodline sorcerers gain a +2 circumstance bonus to their check. If any PC attempts to reassure Narcela, reduce her Transmogrification Points by 1. If the PCs express fear of her or talk about trying to bind her, increase her Transmogrification Points by 1. If a PC uses magic on her without permission or physically restrains her, increase her Transmogrification Points by 2.

Bremix's Reaction: The Ardis Scholar looks at Narcela with revulsion. "Lamashtu's get!" he swears. "She's got some sickness. Is this going to spread to the rest of us?!" If the PCs rebuke him, decrease Narcela's Transmogrification Points by 2.

EVENT 2: NIGHT FEARS

Without warning, Narcela lets out a loud moan, reaching out to a nearby wall to hold herself up. Her body again distorts, curved horns growing from her head. After a few moments, she returns to normal. She slumps down and looks up with fear in her eyes.

Trigger: The PCs explore 2 more rooms after **Event 1**.

This second attack is enough for Narcela to realize what's happening and tell the PCs if they didn't recognize Aslynn's work during **Event 1**. The changeling is terrified she'll be transformed into a night hag and begs for help. "Please," she says in a rough whisper. "Don't let her take me! I don't know if I can hold on much longer. If... if I transform, do what you have to do! I'd rather be dead than a monster!"

Allow any PC who wants to reassure or encourage Narcela to attempt a DC 23 Deception, Diplomacy, or Performance check or a DC 25 Religion or Society check to calm her (for levels 9–10, increase the DCs by 3). On a success, reduce Narcela's Transmogrification Points by 1 (or 2 on a critical success). On a critical failure, increase Narcela's Transmogrification Points by 1. If no one attempts to help her, increase her Transmogrification Points by 2. If a PC uses a non-cantrip spell (such as *calm emotions* or *remove fear*) to bolster Narcela, that counts as an automatic success, or a critical success if it was at least a 3rd-level spell (4th-level for levels 9–10).

Bremix's Reaction: "Sweet Desna, can't you see she's already a monster?!" Bremix declares loudly, face turning red with anger. "If you don't do something, she's going to kill all of us! At least tie her arms and take her weapons away!" If the PCs rebuke him, decrease Narcela's Transmogrification Points by 2. If the PCs follow his suggestions, increase her Transmogrification Points by 2.



TRANSFORMED NARCELA

Prisoners of the Electric Castle

EVENT 3: THE VOICE OF EVIL

For a third time, Narcela groans in pain, this time falling to her knees. Face hidden against the ground, she speaks in a horrible voice, like rocks scraping against each other. "Mother has been watching you, spying on your little dreams. They're going to become such good nightmares," she grates. A moment later, Narcela's true voice emerges again: "No! I... I won't! Won't... let you have me!" she says, clearly talking not to anyone present now but to her mother. She stands up, a grim look on her face, and wipes away a trickle of blood flowing from her nose. "I will fight her as long as I can, I promise you," she says. "For Revecka."

Trigger: The PCs explore 2 more rooms after **Event 2**.

PCs can attempt a DC 21 Arcana or Medicine check to Recall Knowledge or a DC 25 Athletics check (for levels 9–10, increase the DCs by 3) to recognize that the exertion from fighting off the transformation caused Narcela mental damage. On a critical success, the PC realizes that inflicting mental damage in the event of a further transformation might help Narcela resist the change. If a PC uses a non-cantrip spell (such as *status* or *hypercognition*) to determine what happened, that counts as an automatic success, or a critical success if it was at least a 3rd-level spell (4th-level for levels 9–10).

If a PC restores any Hit Points by Treating Narcela's Wounds or using magic, reduce Narcela's Transmogrification Points by 1; if no one attempts to help her, increase her Transmogrification Points by 1; if a PC hurts her by critically failing their Medicine check to Treat Wounds, increase her Transmogrification Points by 2. (The exact amount of damage Narcela takes is irrelevant, as she avoids combat; assume any successful attempt to heal her restores her to full health. Regardless, if she transforms in **Event 4**, she begins that combat at full health.)

Bremix's Reaction: Though pale with fear, Bremix swaggers forward, fists raised. "If you won't do anything about this, I will!" he says. "You're supposed to be here to help us get out, not bring a monster back home!" If a PC rebukes him or defends Narcela, decrease Narcela's Transmogrification Points by 2. Otherwise, Bremix backs down under Narcela's glare.

EVENT 4: A MONSTER UNLEASHED MODERATE OR SEVERE

Trigger: When the PCs plan to leave the castle and return home, likely in area A or C (using the maps from those areas) as the PCs collect any rescued Scholars and make their final preparations.

As the PCs are about to leave, either via Lumna's powers or on the *Gale's Claw*, Aslynn's efforts finally reach fruition, one way or another. Determine how many Transmogrification Points Narcela has.

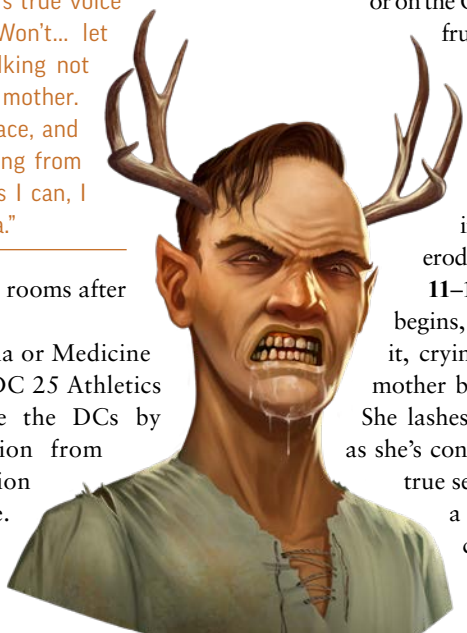
16+: Narcela begins an irrevocable transformation. She resists becoming a night hag, but the magic turns her instead into a horrid humanoid and erodes much of her personality.

11–15: Narcela's final transformation begins, though she continues to fight against it, crying out that she won't give in to her mother before turning into a monstrous form. She lashes out at the PCs, fighting for as long as she's conscious. A PC can call her back to her true self by spending two actions to attempt a Diplomacy, Intimidation, or Religion check against her Will DC. On a success, Narcela takes 4d6 mental damage (5d6 for levels 9–10); double the damage on a critical success. If reduced to 0 Hit Points by an attack that does mental damage, Narcela, while unconscious, reverts

to her changeling form.

6–10: Narcela transforms into a night hag-like monster as she continues to fight her mother. She's permanently slowed 1 while transformed as she resists Aslynn's power. The PCs can attempt to call her back to her true self by spending two actions to attempt a Diplomacy, Intimidation, or Religion check against her Will DC. On a success, Narcela takes 4d6 mental damage (5d6 for levels 9–10); double the damage on a critical success. If she takes mental damage at any point during the fight, Narcela reverts to her changeling form when she falls unconscious at 0 Hit Points.

0–5: Narcela completely resists transforming. However, the ritual magic latches onto Bremix and transforms him into a skelm. He immediately blames the PCs for his fate and attacks, joined by another skelm lurking in the castle who was lured by Bremix's rage. Since the ritual magic was constructed for a different purpose, its hold on Bremix is weak. If Bremix is reduced to 0 Hit Points at any time during the next 24 hours, he falls unconscious and reverts to his original form.



TRANSFORMED BREMIX

Prisoners of the Electric Castle

Creatures: If Narcela transforms, she's joined by several hag allies of Aslynn who sense the transformation and rush to her side. They attempt to capture the PCs. If Bremix was present for any of the previous events, he harangues the PCs during the fight, reminding them he warned them about Narcela. If Bremix transforms, the skelms do their best to kill the PCs before hiding again in the palace to cause trouble. Narcela huddles in a corner, continuing to resist Aslynn's efforts and unable to aid the PCs. Regardless of who transforms, any Ardis Scholars scatter and hide. Narcela or Bremix fight until knocked unconscious, after which any allies flee if reduced to one-third their Hit Points or fewer. Narcela and Bremix use the typical player character rules for death and dying, instead of dying when they are reduced to 0 Hit Points.

LEVELS 7-8 (NARCELA)

TRANSFORMED NARCELA	CREATURE 8
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ANNIS HAGS (2)	CREATURE 6
Page 24	

LEVELS 7-8 (BREMIX)

TRANSFORMED BREMIX	CREATURE 8
Page 26, art on page 39	

SHRINE SKELM	CREATURE 5
Page 27	

LEVELS 9-10 (NARCELA)

TRANSFORMED NARCELA	CREATURE 10
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BLOOD HAGS (2)	CREATURE 8
Page 33	

LEVELS 9-10 (BREMIX)

TRANSFORMED BREMIX	CREATURE 10
Page 35, art on page 39	

WEAK PALACE SKELM	CREATURE 7
Page 35	

Development: After defeating the threat, the PCs can make their way back to Golarion, either via the *ballajin key* or the *Gale's Claw*. If they planned to use Lumna to return home but didn't disable the *planar net*, or if the

key has 0 charges, Lumna makes a last-ditch effort to save the PCs and Ardis Scholars, sacrificing herself in the process.

Rewards: Aslynn's ritual provides Narcela with a gem for the newly made hag to turn into a *heartstone*. She gifts the non-magical precious stone to the PCs if she survives, or they can take it if they had to slay her.

CONCLUSION

Venture-Captain Evni Zongnoss is thrilled to meet any Ardis Scholars the PCs bring back, as well as to glean any information she can about Aslynn's plans. Mustering the shocked Scholars into some semblance of organization, Evni tells the PCs to get some rest and she'll talk to them the next day. She gathers them at that time in her carriage and debriefs them. If they were able to make sense of the Scholars' notes and identify the multiversal navigator, she assures them the Horizon Hunters will be grateful.

If Revecka is still alive (as described in the Narcela's Experiences sidebar on page 5), she comes out to meet them, greeting her former companions excitedly. If the PCs bring Narcela back, she has a sweet moment with Revecka as the two planes-crossed lovers meet in person for the first time, both eager to better know each other and help each other recover from their recent troubles.

REPORTING NOTES

If the PCs escaped with Narcela, check box A on the reporting sheet. If Lumna made it back to Golarion, check box B on the reporting sheet. If the PCs stole the *Gale's Claw*, check box C on the reporting sheet.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they return safely to Golarion with at least one Ardis Scholar or Lumna. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they return safely home with two or more Ardis Scholars, Narcela, and Lumna. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The Horizon Hunters are eager to learn as much as they can from the Ardis Scholars. If the PCs identify the multiversal navigator and return it, each PC earns 2 additional Reputation with the Horizon Hunters faction.

Prisoners of the Electric Castle

APPENDIX 1: LEVEL 7-8 ENCOUNTERS

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

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

ASLYNN STRIKES! (LEVELS 7-8)

IN THE WITCH'S GRASP

HAZARD 7

COMPLEX MAGICAL TRAP

Stealth +20 (expert)

Description Spectral hag claws reach out from the walls of the gem-like chamber to grab the PCs' souls and pull them into the trap's onyx facets.

Disable DC 25 Thievery (expert) or Crafting (expert) to find the weak spot and crack each facet, or *dispel magic* (4th level; counteract DC 23) to counteract each facet; the hazard has a number of facets equal to the number of PCs.

AC 23; **Fort** +18, **Ref** +12

Hardness 10; **HP** 20 per facet (BT 10); **Immunities** critical hits, object immunities, precision damage

Take Captive ☞ (evil, necromancy); **Trigger** Pathfinder agents enter the electric castle; **Effect** Spectral hag claws emerge from the walls. The trap then rolls initiative.

Routine (varies) The hazard gains a number of actions equal to the number of PCs; it loses 1 action each round for each facet that has been disabled. Each claw tears at a different PC, who takes 2d10+9 mental damage (basic DC 27 Will save). On a failure, they are grabbed by the claw (Escape DC 25). On a critical failure, or on a failure if they are already grabbed, they have their soul ripped from their body, which falls unconscious. Each round on their turn, the soul can attempt a DC 25 Intimidation, Occultism, or Survival check to fortify itself and return to its body as a three-action activity. The possible outcomes are as follows.

SCALING ASLYNN STRIKES!

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

10-11 Challenge Points: No adjustment beyond the number of facets equaling the number of PCs, as listed in the hazard's statistics.

12-15 Challenge Points: Add 10 Hit Points to each facet.

16-18 Challenge Points (5+ players): Add 10 Hit Points to each facet and add 4 to the damage of the hazard's routine.

Critical Success The soul returns to their body, which loses the unconscious condition.

Success The soul returns to their body, which loses the unconscious condition, but gains the grabbed condition.

Failure The soul makes no progress toward escape.

Critical Failure The soul makes no progress toward escape and the target takes 2d10+9 mental damage until they are reduced to 0 Hit Points, after which they remain in captivity until the trap is defeated.

Each claw focuses on its target until the target is reduced to 0 Hit Points, after which it takes no action on its turn unless another facet is disabled or its target regains Hit Points.

Prisoners of the Electric Castle

B. WORKSHOP (LEVELS 7-8)

URDEFHAN LASHERS (2)

CREATURE 7

NE MEDIUM HUMANOID URDEFHAN

Pathfinder Adventure Path #165: Eyes of Empty Death 84

Perception +16; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +17, Intimidation +13, Religion +14, Survival +14

Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items chain shirt, +1 striking shauth lash

AC 24; **Fort** +17, **Ref** +14, **Will** +16

HP 120, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan lasher dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 7d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 24 basic Fortitude save).

Speed 25 feet

Melee ♦ *shauth lash* +18 (deadly d8, magical, trip), **Damage** 2d8+7 slashing plus Grab and Wicked Bite

Melee ♦ *jaws* +17, **Damage** 2d6+7 plus Wicked Bite

Divine Innate Spells DC 22, attack +14; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Constrict ♦ 1d8+7 slashing, DC 25

Shauth Seize The lasher gains the Grab ability with a *shauth lash* and can use their Wicked Bite through magical shauth weapon Strikes.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 25 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

Drain Blood The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).

Drain Vitality (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

SCALING ENCOUNTER B

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

10-11 Challenge Points: Replace one urdefhan lasher with an urdefhan blood mage (page 22).

12-13 Challenge Points: Add one urdefhan lasher to the encounter.

14-15 Challenge Points: Add one urdefhan blood mage (page 22) to the encounter.

16-18 Challenge Points (5+ players): Remove one urdefhan lasher and add two urdefhan blood mages (page 22) to the encounter.



Prisoners of the Electric Castle

URDEFHAN BLOOD MAGE (0)

CREATURE 8

NE MEDIUM HUMANOID URDEFHAN

Pathfinder Adventure Path #165: Eyes of Empty Death 85

Perception +15; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Arcana +16, Athletics +16, Intimidation +16, Occultism +18, Religion +16

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

Items +1 striking kukri

AC 26; **Fort** +18, **Ref** +14, **Will** +17

HP 140, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 10

Necrotic Decay (divine, necromancy, negative) When an urdefhan blood mage dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 8d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 24 basic Fortitude save).

Speed 25 feet

Melee ♦ kukri +16 (agile, magical, trip), **Damage** 2d6+8 piercing

Melee ♦ jaws +15, **Damage** 2d6+8 plus Wicked Bite

Divine Innate Spells DC 26, attack +18; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Occult Spontaneous Spells DC 26, attack +18; **4th** (4 slots) *confusion*, *dimension door*, *phantasmal killer*, *suggestion*; **3rd** (4 slots) *haste*, *levitate*, *slow*, *vampiric touch*; **2nd** (4 slots) *dispel magic*, *ghoulish cravings*, *invisibility*, *touch of idiocy*; **1st** (4 slots) *bane*, *fear*, *grim tendrils*, *phantom pain*; **Cantrips** (8th) *chill touch*, *daze*, *message*, *shield*, *telekinetic projectile*

Blood Offering ♦ (occult, metamagic, necromancy) **Frequency** once per round; **Effect** The blood mage cuts himself and takes 8 slashing damage. If the blood mage's next action is to Cast a Spell, the action can't be disrupted, and if the spell has a range, the blood mage can increase that spell's range by 30 feet.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 26 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

Drain Blood The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).

Drain Vitality (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

Prisoners of the Electric Castle

C. SKY DOCK (LEVELS 7-8)

DEIMOSTRIDE

CREATURE 7

UNIQUE NE LARGE BEAST EXPERIMENT FIEND

Elite nightmare (*Pathfinder Bestiary* 6, 244)

Perception +16; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +15, Athletics +18, Intimidation +16, Survival +14

Str +6, **Dex** +3, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2

Smoke (aura) 15 feet. Deimostride continually exhales black smoke that creates concealment in an aura around him. Deimostride and his riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 25 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. Deimostride, his rider, any creature currently holding its breath (or that doesn't need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 26; **Fort** +17, **Ref** +17, **Will** +14; +2 circumstance bonus to saving throws against death effects, disease, and poison

HP 120; **Resistances** fire 10

Speed 40 feet, fly 90 feet

Melee ♦ jaws +18 (evil, magical), **Damage** 2d10+8 piercing plus 1d6 evil

Melee ♦ hoof +18 (agile, evil, fire, magical), **Damage** 1d8+8 bludgeoning plus 1d6 evil and 1d8 fire

Divine Innate Spells DC 26; **7th** *plane shift* (self and rider only)

Flaming Gallop ♦♦ (fire) Deimostride Strides or Flies up to triple his Speed. His hooves burst with intense flame, dealing 3d6+2 fire damage (DC 25 basic Reflex save) once to each creature other than his rider that he moves adjacent to during his gallop.

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 1 weak animate dream to the encounter.

12-13 Challenge Points: Add 1 elite animate dream to the encounter.

14-15 Challenge Points: Add 1 elite animate dream and add the elite adjustments to Deimostride.

16-18 Challenge Points (5+ players): Add the elite adjustments to Deimostride and replace the faded animate dream with two elite animate dreams.



FADED ANIMATE DREAM

CREATURE 7

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Weak animate dream (*Pathfinder Bestiary* 2 6, 18)

Perception +12, darkvision

Languages telepathy 100 feet

Skills Acrobatics +12, Deception +16, Intimidation +16, Occultism +10, Stealth +16

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +13, **Ref** +16, **Will** +12; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, *ghost touch*, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +18 (agile, finesse), **Damage** 4d8-2 negative plus endless nightmare

Occult Innate Spells DC 24; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day).

Prisoners of the Electric Castle

EVENT 4 (NARCELA, LEVELS 7-8)

TRANSFORMED NARCELA

CREATURE 8

UNIQUE CE MEDIUM HAG HUMANOID

Perception +17; darkvision

Languages Common

Skills Athletics +18, Intimidation +18, Survival +16

Str +6, **Dex** +4, **Con** +3, **Int** +0, **Wis** +0, **Cha** +3

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

HP 165; **Immunities** controlled, sleep; **Weaknesses** cold iron 8

Speed 25 feet

Melee ♦ claw +20 (agile, magical), **Damage** 2d8+9 slashing

Melee ♦ horn +20 (magical), **Damage** 2d10+9 piercing

Heart Break ♦ (occult) **Requirements** Narcela has used Hold the Heart and is holding her bloodstone; **Effect** Narcela shatters the bloodstone, sending shards into her enemies' chests. Until the end of her next turn, each enemy within 60 feet of Narcela takes a -1 item penalty to Will saves. The benefits of Hold the Heart immediately end. Narcela can't use Hold the Heart again for 1d6 rounds, as her heart needs time to regenerate.

Hold the Heart ♦ (concentrate, manipulate, occult)

Requirements Narcela has a hand free; **Effect** Narcela reaches into her chest and pulls out a crimson gem. This bloodstone is a lesser version of a night hag's *heartstone*; as long as she holds it, Narcela gains a +1 item bonus to Will saves.

Scream of Spite ♦♦ (auditory, emotion, mental, occult)

Narcela lets out a scream laden with all her rage, spreading Aslynn's ritual transmuting magic to any creature that can hear her. All creatures within a 30-foot emanation must attempt a DC 26 Will save; creatures with the hag trait are immune to this effect. Narcela can't use Scream of Spite again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is stunned 1 as it resists the effects.

Failure The creature is confused for 1 round as it tries to keep its thoughts its own.

Critical Failure The creature is confused for 1d4 rounds.

ANNIS HAGS (2)

CREATURE 6

CE LARGE HAG HUMANOID

Pathfinder Bestiary 202

Perception +15; darkvision

Languages Aklo, Common, Jotun

Skills Acrobatics +10, Athletics +14 (+16 to Grapple), Deception +11, Diplomacy +9, Intimidation +11, Stealth +14

Str +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3

Coven An annis hag adds *earthbind*, *passwall*, and *spellwrack* to her coven's spells.

AC 24; **Fort** +16, **Ref** +12, **Will** +14, +1 status to all saves vs. magic

HP 85; **Resistances** physical 5 (except bludgeoning)

SCALING EVENT 4 (NARCELA)

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

10-11 Challenge Points: Add one annis hag to the encounter.

12-13 Challenge Points: Add one annis hag to the encounter, and all three annis hags form a coven. Note that in addition to granting additional spellcasting abilities, covens grant their members the elite adjustments.

14-15 Challenge Points: Apply the elite adjustments to Narcela. In addition, add one annis hag to the encounter, and all three annis hags form a coven. Note that in addition to granting additional spellcasting abilities, covens grant their members the elite adjustments.

16-18 Challenge Points (5+ players): Remove the two annis hags from the encounter and add three winter hags, which are all part of a coven. The elite adjustment from joining a coven is already included in the winter hags' statistics.

Speed 40 feet

Melee ♦ claw +16 (agile, cold iron, magical, reach 10 feet), **Damage** 2d8+6 slashing plus Grab

Bonds of Iron ♦♦ (attack, conjuration, occult) Once per day, an annis hag can cause a cage built of cold iron fingernails to spring out of nothingness at a range of up to 30 feet, attempting an Athletics check to Grapple against the target's Fortitude DC; if the target has a weakness to cold iron, the annis hag gains a +2 circumstance bonus to this check. Unlike a normal Grapple, the annis hag doesn't need to be within reach and can move as she pleases, and a successful attempt lasts until the creature escapes (DC 24), causing the cage to crumble into rust. Any creature can attempt to destroy the cage by attacking it. It has an AC of 19, Hardness 10, and 40 Hit Points.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The hag can take on the appearance of any Medium female humanoid. This doesn't change her Speed or her attack and damage bonuses with her Strikes but might change the damage type her Strikes deal (typically to bludgeoning).

Rend ♦ claw

Prisoners of the Electric Castle

COVEN WINTER HAGS (0)

CREATURE 8

CE MEDIUM COLD HAG HUMANOID

Pathfinder Bestiary 3 6, 129, 304

Perception +18; darkvision, *see invisibility*, snow vision

Languages Aklo, Common, Jotun

Skills Athletics +15, Deception +19, Diplomacy +17, Occultism +17, Survival +16

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

Coven A winter hag adds *cone of cold*, *solid fog*, and *wall of ice* to her coven's spells.

Snow Vision Snow doesn't impair a winter hag's vision; she ignores concealment from snowfall.

AC 26; **Fort** +16, **Ref** +15, **Will** +18

HP 165; **Immunities** cold; **Weaknesses** cold iron 5, fire 5

Speed 25 feet; ice climb 25 feet

Melee ✦ *ice staff* +19 (magical, two-hand d8), **Damage** 2d4+9 bludgeoning plus 1d6 cold

Melee ✦ claw +18 (agile), **Damage** 2d6+9 slashing plus 1d6 cold

Occult Innate Spells DC 27, attack +17; **4th** *charm*, *fly* (at will), *ice storm*^{APG}; **3rd** *enthrall*, *paralyze*; **Cantrips (4th)** *chill touch*, *ray of frost*; **Constant (4th)** *pass without trace*, *see invisibility*

Occult Coven Spells DC 27; **5th** *cone of cold*, *wall of ice*; **4th** *solid fog*

Craft Ice Staff (cold, downtime, evocation, occult) A winter hag can spend 1 day performing a specific ritual to create a +1 *striking staff* of black ice. Once per day, she can use the staff to cast *cone of cold*. The staff's magic functions only in the hands of the hag who created it; for anyone else, it is a mundane staff. If the hag dies or if the staff remains in another creature's possession for 24 hours, the staff melts into a puddle of foul-smelling water.

Ice Climb A winter hag can Climb at the listed Speed, but only on ice. She ignores difficult terrain from ice and snow, and she doesn't risk falling when crossing ice.

Prisoners of the Electric Castle

EVENT 4 (BREMIX, LEVELS 7–8)

TRANSFORMED BREMIX

CREATURE 8

UNIQUE **LE** **MEDIUM** **HUMANOID** **SKELM**

Variant palace skelm (*Pathfinder Bestiary* 3 240)

Perception +15; scent (imprecise) 30 feet

Languages Aklo, Common; *tongues*

Skills Athletics +18, Deception +21, Diplomacy +17, Intimidation +17, Occultism +16, Society +16, Stealth +16, Thievery +16

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

Items signet ring

AC 27; **Fort** +17, **Ref** +16, **Will** +15; –2 to all saves vs. emotion effects

HP 155; **Weaknesses** cold iron 10

Corrupt Speech ⚡ (auditory, illusion, linguistic, occult);

Trigger The skelm hears a creature speak within 30 feet;

Effect The skelm sows paranoia by putting treacherous words on another's lips. The skelm whispers up to 12 words and attempts a Deception check against the Perception DC of a creature other than the triggering creature within 30 feet.

Critical Success The target hears the skelm's words as if they were spoken by the triggering creature. This can alter linguistic effects. The skelm also casts *paranoia* or *suggestion* on the target, if he likes.

Success As critical success, except the skelm can't cast *paranoia* or *suggestion*.

Failure The target doesn't hear the skelm's words, and they have no effect.

Critical Failure The target hears the skelm speak the words.

Speed 25 feet

Melee ⚔ fist +20 (agile, magical), **Damage** 2d8+9 bludgeoning plus Grab

Melee ⚔ antler +20 (magical), **Damage** 2d12+9 piercing plus Knockdown

Occult Innate Spells DC 26; **4th** *clairaudience*, *enthrall*, *outcast's curse*, *paranoia* (at will), *private sanctum*, *suggestion*; **2nd** *invisibility* (×3); **Cantrips (5th)** *daze*, *message*; **Constant (5th)** *tongues*

Rituals DC 26; *inveigle*

Change Shape ⚡ (concentrate, occult, polymorph, transmutation) The palace skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Incite Violence ⚡⚡ (emotion, enchantment, occult, mental)

Frequency once per day; **Effect** The skelm gives an impassioned speech calling for his followers to act upon their convictions. Each creature within 30 feet must attempt a DC 24 Will save.

SCALING EVENT 4 (BREMIX)

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

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

Critical Success The creature can immediately Strike an adjacent creature of its choosing.

Success The creature is unaffected.

Failure The creature immediately Strikes an adjacent creature; if multiple creatures are adjacent, the skelm chooses the target. If no creatures are adjacent, the creature is flat-footed and fascinated with the skelm until the start of its next turn.

Prisoners of the Electric Castle

SHRINE SKELM

CREATURE 5

LE MEDIUM HUMANOID SKELM

Pathfinder Bestiary 3 240

Perception +11; scent (imprecise) 30 feet

Languages Aklo, Common; telepathy 30 feet

Skills Athletics +12, Deception +14, Intimidation +14, Occultism +11, Religion +11, Stealth +12, Thievery +12

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

Items silver religious symbol

AC 22; **Fort** +13, **Ref** +12, **Will** +11; -1 to all saves vs. emotion effects

HP 80; **Weaknesses** cold iron 5

Seize Prayer ☞ (abjuration, concentrate, occult); **Trigger** A creature the shrine skelm can hear within 30 feet Casts a divine Spell with a verbal component; **Effect** The shrine skelm utters an incantation and attempts to counteract the triggering spell (counteract modifier +14, counteract level 3rd). If he successfully counteracts the spell, the skelm and the caster each take 1d8 mental damage per level of the triggering spell, and if the spell had one or more targets, the skelm learns its effect and can allow the spell's effects to continue with himself as the only target (any other effect is still counteracted).

Speed 25 feet

Melee ☞ fist +15 (agile, magical), **Damage** 2d4+7 bludgeoning plus Grab

Melee ☞ antler +15 (magical), **Damage** 2d8+7 piercing plus Knockdown

Occult Innate Spells DC 22; **3rd** *command*, *enthrall*, *mind reading* (×3), *soothe*

Change Shape ☞ (concentrate, occult, polymorph, transmutation) The shrine skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Prisoners of the Electric Castle

APPENDIX 2: LEVEL 9-10 ENCOUNTERS

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

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

ASLYNN STRIKES! (LEVELS 9-10)

IN THE WITCH'S CLUTCHES

HAZARD 9

COMPLEX MAGICAL TRAP

Stealth +23 (expert)

Description Spectral hag claws reach out from the walls of the gem-like chamber to grab the PCs' souls and pull them into the trap's onyx facets.

Disable DC 28 Thievery (expert) or Crafting (expert) to find the weak spot and crack each facet or *dispel magic* (5th level; counteract DC 26) to counteract each facet; the hazard has a number of facets equal to the number of PCs.

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

Hardness 12; **HP** 24 per facet (BT 22); **Immunities** critical hits, object immunities, precision damage

Take Captive ☞ (evil, necromancy); **Trigger** Pathfinder agents enter the electric castle; **Effect** Spectral hag claws emerge from the walls. The trap then rolls initiative.

Routine (varies) The hazard gains a number of actions equal to the number of PCs; it loses 1 action each round for each facet that has been disabled. Each claw tears at a different PC, who takes 2d10+13 mental damage (basic DC 30 Will save). On a failure, they're grabbed by the claw (Escape DC 28). On a critical failure, or on a failure if they are already grabbed, they have their soul ripped from their body, which falls unconscious. Each round on their turn, the soul can attempt a DC 28 Intimidation, Occultism, or Survival check to fortify itself and return to their body as a three-action activity. The possible outcomes are as follows.

SCALING ASLYNN ATTACKS!

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

19-22 Challenge Points: No adjustment beyond the number of facets equaling the number of PCs, as listed in the hazard's statistics.

23-32 Challenge Points: Add 10 Hit Points to each facet.

33+ Challenge Points: Add 10 Hit Points to each facet and add 4 to the damage of the hazard's routine.

Critical Success The soul returns to their body, which loses the unconscious condition.

Success The soul returns to their body, which loses the unconscious condition, but gains the grabbed condition.

Failure The soul makes no progress toward escape.

Critical Failure The soul makes no progress toward escape and the target takes 2d10+13 mental damage until they are reduced to 0 Hit Points, after which they remain in captivity until the trap is defeated.

Each claw focuses on its target until target is reduced to 0 Hit Points, after which it takes no action on its turn unless another facet is disabled or its target regains Hit Points.

Prisoners of the Electric Castle

B. WORKSHOP (LEVELS 9–10)

WEAK URDEFHAN HIGH TORMENTERS (2) CREATURE 9

UNCOMMON NE MEDIUM HUMANOID URDEFHAN

Pathfinder Bestiary 6, Pathfinder Adventure Path #155: Lord of the Black Sands 82

Perception +20; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +16, Crafting +17, Intimidation +19, Occultism +20, Religion +20

Str +5, **Dex** +2, **Con** +3, **Int** +1, **Wis** +6, **Cha** +3

Items +1 striking warhammer

AC 28; **Fort** +17, **Ref** +14, **Will** +20

HP 175, negative healing; **Immunities** death effects (except necrotic decay), disease, fear; **Weaknesses** positive 10

Necrotic Decay (death, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 10d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 27 basic Fortitude save).

Speed 25 feet

Melee ♦ *warhammer* +19 (magical, shove), **Damage** 2d8+9 bludgeoning

Melee ♦ *jaws* +19 (agile), **Damage** 3d6+9 piercing plus wicked bite

Divine Innate Spells DC 28, attack +20; **5th** *banishment*, *summon fiend* (daemons only); **4th** *acid arrow*, *phantasmal killer*, *spiritual weapon*; **3rd** *harm* (×2), *paralyze* (×2); **2nd** *darkness*, *death knell*, *false life*, *silence*; **1st** *feather fall* (self only), *grim tendrils*, *ray of enfeeblement* (×2)

Divine Rituals DC 28; *daemonic pact*

Stoke the Ferment ♦♦ (auditory, divine, emotion, mental)

Frequency once per day; **Effect** The urdefhan lets out a battle cry, sending itself and its allies into a fanatical frenzy. Each ally that hears the call gains a +4 status bonus to attack rolls and damage rolls, and a +2 status bonus to saving throws, and takes a –2 status penalty to AC. Affected allies must use at least one of their actions to Strike each round, if they are able (even if it means attacking an ally, object, or thin air). This lasts for 2d4 rounds.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a *jaws* Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 27 Fortitude save. If the *jaws* Strike was a critical hit, the creature suffers both effects, using the same save result for both.

SCALING ENCOUNTER B

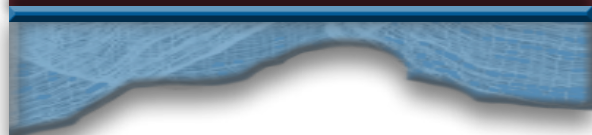
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Replace one weak urdefhan high tormenter with a standard urdefhan high tormenter.

23–27 Challenge Points: Add 1 weak urdefhan high tormenter to the encounter.

28–32 Challenge Points: Add 1 standard urdefhan high tormenter to the encounter.

33+ Challenge Points: The PCs face 1 weak urdefhan high tormenter and 2 standard urdefhan high tormenters.



Drain Blood The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).

Drain Vitality (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

Prisoners of the Electric Castle

URDEFHAN HIGH TORMENTER (O)

CREATURE 10

NE MEDIUM HUMANOID URDEFHAN

Pathfinder Adventure Path #155: Lord of the Black Sands 82

Perception +22; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +18, Crafting +19, Intimidation +21, Occultism +22, Religion +22

Str +5, **Dex** +2, **Con** +3, **Int** +1, **Wis** +6, **Cha** +3

Items +1 striking warhammer

AC 30; **Fort** +19, **Ref** +16, **Will** +22

HP 195, negative healing; **Immunities** death effects (except necrotic decay), disease, fear; **Weaknesses** positive 10

Necrotic Decay (death, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 10d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 29 basic Fortitude save).

Speed 25 feet

Melee ♦ warhammer +21 (magical, shove), **Damage** 2d8+11 bludgeoning

Melee ♦ jaws +21 (agile), **Damage** 3d6+11 piercing plus wicked bite

Divine Innate Spells DC 30, attack +22; **5th** *banishment*, *summon fiend* (daemons only); **4th** *acid arrow*, *phantasmal killer*, *spiritual weapon*; **3rd** *harm* (×2), *paralyze* (×2); **2nd** *darkness*, *death knell*, *false life*, *silence*; **1st** *feather fall* (self only), *grim tendrils*, *ray of enfeeblement* (×2)

Divine Rituals DC 30; *daemonic pact*

Stoke the Fervent ♦♦ (auditory, divine, emotion, mental)

Frequency once per day; **Effect** The urdefhan lets out a battle cry, sending itself and its allies into a fanatical frenzy. Each ally that hears the call gains a +4 status bonus to attack rolls and damage rolls, and a +2 status bonus to saving throws, and takes a -2 status penalty to AC. Affected allies must use at least one of their actions to Strike each round, if they are able (even if it means attacking an ally, object, or thin air). This lasts for 2d4 rounds.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 29 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

Drain Blood The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).

Drain Vitality (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

Prisoners of the Electric Castle

C. SKY DOCK (LEVELS 9-10)

DEIMOSTRIDE

CREATURE 10

UNIQUE NE HUGE BEAST FIEND

Weak greater nightmare (*Pathfinder Bestiary* 6, 244)

Perception +20; darkvision

Languages Abyssal, Daemonic, Infernal

Skills Acrobatics +21, Athletics +22, Intimidation +20, Survival +18

Str +7, **Dex** +4, **Con** +5, **Int** +2, **Wis** +5, **Cha** +3

Smoke (aura) 20 feet. Deimostride continually exhales black smoke that creates concealment in an aura around him. Deimostride and his riders can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 26 Fortitude negates) and is then temporarily immune to sickness from the smoke for 1 minute. Deimostride, his rider, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

AC 29; **Fort** +23, **Ref** +22, **Will** +19

HP 180; **Resistances** fire 15

Speed 60 feet, fly 120 feet

Melee ♦ jaws +22 (evil, magical), **Damage** 2d10+9 piercing plus 1d6 evil

Melee ♦ hoof +22 (agile, evil, fire, magical), **Damage** 1d8+9 bludgeoning plus 1d6 evil and 2d8 fire

Divine Innate Spells DC 28; **7th** *ethereal jaunt* (self and rider only), *plane shift* (self and rider only)

Flaming Gallop ♦♦ (fire) Deimostride Strides or Flies up to triple his Speed. His hooves burst with intense flame, dealing 6d6–2 fire damage (DC 28 basic Reflex save) once to each creature other than his rider that he moves adjacent to during his gallop.

Trample ♦♦♦ Large or smaller, hoof, DC 28

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 weak animate dream to the encounter.

23–27 Challenge Points: Add 1 elite animate dream to the encounter.

28–32 Challenge Points: Add one elite animate dream to the encounter and add the elite adjustment to Deimostride.

33+ Challenge Points: Add the elite adjustment to Deimostride and replace the faded animate dream with two elite animate dreams.



FADED ANIMATE DREAM

CREATURE 7

UNCOMMON NE MEDIUM DREAM INCORPOREAL

Weak animate dream (*Pathfinder Bestiary* 2 6, 18)

Perception +12, darkvision

Languages telepathy 100 feet

Skills Acrobatics +12, Deception +16, Intimidation +16, Occultism +10, Stealth +16

Str –5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 22; **Fort** +13, **Ref** +16, **Will** +12; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, *ghost touch*, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +18 (agile, finesse), **Damage** 4d8–2 negative plus endless nightmare

Occult Innate Spells DC 24; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 24 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day).

Prisoners of the Electric Castle

ELITE ANIMATE DREAM (0)

CREATURE 9

UNCOMMON

NE

MEDIUM

DREAM

INCORPOREAL

Pathfinder Bestiary 2 6, 18

Perception +16, darkvision

Languages telepathy 100 feet

Skills Acrobatics +16, Deception +20, Intimidation +20, Occultism +16, Stealth +20

Str -5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +6

AC 26; **Fort** +17, **Ref** +20, **Will** +16; +1 status to all saves vs. magic

HP 90; **Immunities** disease, paralyzed, poison, precision, sleep; **Resistances** all 5 (except force, *ghost touch*, or negative; double resistance vs. non-magical)

Speed fly 40 feet

Melee ♦ nightmare tendril +22 (agile, finesse), **Damage** 4d8+2 negative plus endless nightmare

Occult Innate Spells DC 28; **4th** *confusion*, *dimension door* (at will), *nightmare*, *phantasmal killer*, *sleep*; **3rd** *fear*

Endless Nightmare (curse, emotion, enchantment, fear, mental, occult) An animate dream's touch fills the victim's mind with terrifying visions; **Saving Throw** DC 28 Fortitude; **Stage 1** fatigued (1 day); **Stage 2** fatigued and stupefied 1 (1 day); **Stage 3** The victim falls asleep and can't be awakened as long as they remain at this stage (1 day).

Prisoners of the Electric Castle

EVENT 4 (NARCELA, LEVELS 9-10)

TRANSFORMED NARCELA

CREATURE 10

UNIQUE CE MEDIUM HAG HUMANOID

Perception +17; darkvision

Languages Common

Skills Athletics +22, Intimidation +22, Survival +19

Str +7, **Dex** +5, **Con** +3, **Int** +0, **Wis** +0, **Cha** +4

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

HP 215; **Immunities** controlled, sleep; **Weaknesses** cold iron 10

Speed 25 feet

Melee ♦ claw +23 (agile, magical), **Damage** 2d10+12 slashing

Melee ♦ horn +23 (magical), **Damage** 2d12+12 piercing

Heart Break ♦ (occult) **Requirements** Narcela has used Hold the Heart and is holding her bloodstone; **Effect** Narcela shatters the bloodstone, sending shards into her enemies' chests. Until the end of her next turn, each enemy within 60 feet of Narcela takes a -1 item penalty to Will saves. The benefits of Hold the Heart immediately end. Narcela can't use Hold the Heart again for 1d6 rounds, as her heart needs time to regenerate.

Hold the Heart ♦ (concentrate, manipulate, occult) **Requirements** Narcela has a hand free; **Effect** Narcela reaches into her chest and pulls out a crimson gem. This bloodstone is a lesser version of a night hag's *heartstone*; as long as she holds it, Narcela gains a +1 item bonus to Will saves.

Scream of Spite ♦♦ (auditory, emotion, mental, occult) Narcela lets out a scream laden with all her rage, spreading Aslynn's ritual transmuting magic to any creature that can hear her. Any non-hag in a 30-foot emanation must attempt a DC 29 Will save. Narcela can't use Scream of Spite again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is stunned 1 as it resists the effects.

Failure The creature is confused for 1 round as it tries to keep its thoughts its own.

Critical Failure The creature is confused for 1d4 rounds.

SCALING EVENT 4

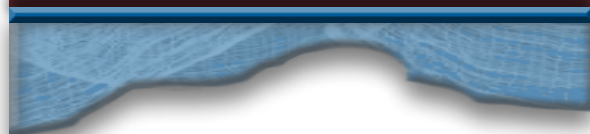
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one blood hag to the encounter.

23-27 Challenge Points: Add one blood hag to the encounter, and all three blood hags form a coven. Note that in addition to granting additional spellcasting abilities, covens grant their members the elite adjustments.

28-32 Challenge Points: Apply the elite adjustments to Narcela. In addition, add a blood hag to the encounter, and all three hags form a coven. Note that in addition to granting additional spellcasting abilities, covens grant their members the elite adjustments.

33+ Challenge Points: Remove the two blood hags from the encounter and add three grave hags, which are all part of a coven. The elite adjustment from joining a coven is already included in the grave hags' statistics.



BLOOD HAG

CREATURE 8

CE MEDIUM HAG HUMANOID

Pathfinder Bestiary 3 130

Perception +17; bloodsense (imprecise) 90 feet, darkvision

Languages Abyssal, Aklo, Common, Infernal, Jotun

Skills Acrobatics +15, Athletics +16, Deception +19, Diplomacy +17, Occultism +14, Stealth +17

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

Bloodsense A blood hag can sense the presence of blood and creatures with blood. She can tell the difference between spilled blood and the blood within a living creature.

Coven A blood hag adds *death ward*, *fiery body*, and *nightmare* to her coven's spells.

Borrowed Skin A blood hag wears a covering of skin stolen from a humanoid creature she has killed, hiding her true form and granting her the effects of a 4th-level *misdirection*, with herself as the primary target and the creature whose skin she is wearing as the secondary target. Spreading coarse salt inside the skin prevents the hag from putting it back on, forcing her to keep her fiery form until she kills another humanoid and spends 1 hour turning it into a new disguise.

Prisoners of the Electric Castle

AC 26; **Fort** +14, **Ref** +17, **Will** +17

HP 170; **Immunities** bleed; **Weaknesses** cold iron 10;
Resistances fire 10

Speed 25 feet

Melee ✦ claw +18 (agile), **Damage** 2d8+7 slashing plus Grab

Melee ✦ jaws +18, **Damage** 2d12+7 piercing

Ranged ✦ firebolt +19 (agile, fire), **Damage** 2d10+8 fire

Occult Innate Spells DC 26; **4th** *charm*, *sleep* (×3)

Assume Fiery Form ✦✦✦ (concentrate, fire, occult, polymorph, transmutation) The blood hag removes her borrowed skin and transforms into a brilliant ball of fire. She becomes amorphous, gains the fire trait and a fly Speed of 60 feet, becomes immune to fire, and emits light as a torch. She loses her melee Strikes and can't Drain Blood, but she deals 3d10 fire damage (DC 26 basic Reflex save) to each creature that touches her, as well as to each creature that succeeds at a melee Strike against her with an unarmed attack or from an adjacent space. If her skin is intact, she can return to her normal form by spending a single action that has the manipulate trait while adjacent to the skin.

The hag can instead Assume Fiery Form as a single action, bursting through her skin in a blast of flames. Doing so destroys her borrowed skin and deals 9d6 fire damage (DC 26 basic Reflex save) in a 20-foot emanation.

Drain Blood ✦ (necromancy, occult); **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the blood hag's reach; **Effect** The hag sinks her fangs into the creature to drink its blood. This requires a successful Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes drained 1. The hag regains 15 Hit Points, gaining any excess HP as temporary Hit Points that last for 1 hour. Drinking blood from a creature that's already drained doesn't restore any Hit Points to the hag but increases the victim's drained value by 1, killing the victim when it reaches drained 5. A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained condition by 1 after 10 minutes.

COVEN GRAVE HAG

CREATURE 10

UNCOMMON CE MEDIUM HAG HUMANOID

Pathfinder Adventure Path #182: Graveclaw 85, *Pathfinder Bestiary* 6, 342

Perception +20; darkvision

Languages Aklo, Common, Jotun, Necril

Skills Arcana +21, Athletics +21, Crafting +19, Deception +19, Medicine +20, Occultism +21, Society +19, Stealth +20

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

AC 30; **Fort** +21, **Ref** +18, **Will** +20; +1 status to all saves vs. magic

HP 175; **Immunities** negative; **Weaknesses** cold iron 10

Sacrifice Ally ➤ **Trigger** The grave hag is adjacent to an ally when the hag is targeted by an attack or an effect that requires a Reflex saving throw; **Effect** The triggering effect is redirected to target the ally.

Speed 25 feet

Melee ✦ claw +23 (agile, magical), **Damage** 2d8+12 slashing plus Grab

Ranged ✦ grave ray +20 (necromancy, occult, range 60 feet), **Damage** 2d12+12 negative

Occult Innate Spells DC 31, attack +21; **5th** *Abyssal plague*, *animate dead* (*Advanced Player's Guide* 214), *cloudkill*; **3rd** *bind undead* (×3), *vampiric touch*; **2nd** *death knell* (at will)

Occult Coven Spells DC 31, attack +21; **5th** *harm*; **2nd** *mimic undead* (*Secrets of Magic* 115)

Rituals *call spirit* (*Core Rulebook* 410)

Curse of the Grave ✦✦✦ (curse, necromancy, occult) The grave hag names a single creature within 30 feet; that creature must succeed at a DC 30 Will save or be afflicted with a grave curse equal to the hag's level (*Gamemastery Guide* 117). The curse lasts until the hag chooses to end it or is slain, rather than by returning items. Regardless of the save result, the target is then temporarily immune to the hag's grave curse for 24 hours.

Grave's Grip Creatures grappled or restrained by the grave hag take a -1 circumstance penalty to saving throws against the grave hag's spells and abilities.

Grave Impressions ✦✦ (incapacitation, necromancy, occult) The hag targets a living creature within 30 feet and overwhelms it with feelings of entombment. The target attempts a DC 30 Fortitude save and is then temporarily immune to the hag's Grave Impressions for 24 hours.

Critical Success The target is unaffected.

Success The target is paralyzed for 1 round.

Failure The target is unconscious.

Critical Failure The target is unconscious and can't awaken for 1 hour.

Undead Mien A grave hag appears as an undead creature to magical effects.

Prisoners of the Electric Castle

EVENT 4 (BREMIX, LEVELS 9–10)

TRANSFORMED BREMIX

CREATURE 10

UNIQUE **LE** **MEDIUM** **FIEND** **HUMANOID** **SKELM**

Variant soul skelm (*Pathfinder Bestiary* 3 241)

Perception +19; darkvision, scent (imprecise) 30 feet

Languages Aklo, Common

Skills Athletics +22, Deception +21, Occultism +19, Society +19, Stealth +17

Str +6, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +7

Items +1 striking ghost touch spiked chain

AC 29; **Fort** +19, **Ref** +17, **Will** +21; –2 to all saves vs. emotion effects

HP 170; **Immunities** possession; Weaknesses cold iron 10

Speed 30 feet

Melee ♦ fist +22 (agile, evil, magical), **Damage** 2d8+12 bludgeoning plus Grab

Melee ♦ antler +22 (evil, magical), **Damage** 2d12+12 piercing plus Knockdown

Melee ♦ spiked chain +23 (disarm, evil, magical, trip), **Damage** 2d8+12 slashing plus Knockdown

Occult Innate Spells DC 29; **7th plane shift** (self only; Astral or Material Plane only); **5th harm, illusory creature, mind probe, modify memory**; **4th dimension door** (at will); **2nd invisibility** (at will), **silence** (at will)

Bully the Departed ♦ (auditory, emotion, mental, occult, enchantment) The skelm draws upon the spirit of one of his deceased victims, tormenting their soul beyond the grave. Until the end of his next turn, the soul skelm gains regeneration 15 (deactivated by force or good), and he deals an extra 1d8 evil damage on his Strikes.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The soul skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Isolating Lash ♦♦ (illusion, occult) The soul skelm makes a melee Strike trailing a wave of shadowy illusions. The skelm is flat-footed until the start of his next turn. If the Strike is successful, the skelm increases the number of damage dice by one, and the target must attempt a DC 29 Will save. On a failure, the target becomes invisible, inaudible, and otherwise imperceptible to its allies for 4 rounds, and it likewise can't see, hear, or otherwise perceive those allies. Regardless of the outcome, the creature is temporarily immune to Isolating Lash for 24 hours.

SCALING EVENT 4

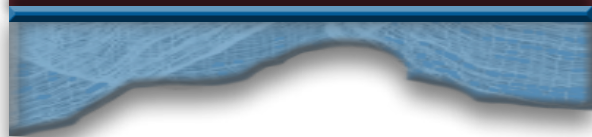
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one weak palace skelm to the encounter.

23–27 Challenge Points: Add one elite palace skelm to the encounter.

28–32 Challenge Points: Add the elite adjustments to Bremix and add one elite palace skelm to the encounter.

33+ Challenge Points: Add the elite adjustments to Bremix and replace the weak palace skelm with two elite palace skelms.



WEAK PALACE SKELM

CREATURE 7

UNCOMMON **LE** **MEDIUM** **HUMANOID** **SKELM**

Pathfinder Bestiary 3 6, 240

Perception +13; scent (imprecise) 30 feet

Languages Aklo, Common; *tongues*

Skills Athletics +16, Deception +19, Diplomacy +15, Intimidation +15, Occultism +14, Society +14, Stealth +14, Thievery +14

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

Items signet ring

AC 25; **Fort** +15, **Ref** +14, **Will** +13; –2 to all saves vs. emotion effects

HP 135; **Weaknesses** cold iron 10

Corrupt Speech ⤵ (auditory, illusion, linguistic, occult);

Trigger The skelm hears a creature speak within 30 feet;

Effect The skelm sows paranoia by putting treacherous words on another's lips. The skelm whispers up to 12 words and attempts a Deception check against the Perception DC of a creature other than the triggering creature within 30 feet.

Critical Success The target hears the skelm's words as if they were spoken by the triggering creature. This can alter linguistic effects. The skelm also casts *paranoia* or *suggestion* on the target, if he likes.

Success As critical success, except the skelm can't cast *paranoia* or *suggestion*.

Failure The target doesn't hear the skelm's words, and they have no effect.

Critical Failure The target hears the skelm speak the words.

Prisoners of the Electric Castle

Speed 25 feet

Melee ♦ fist +18 (agile, magical), **Damage** 2d8+7 bludgeoning plus Grab

Melee ♦ antler +18 (magical), **Damage** 2d12+7 piercing plus Knockdown

Occult Innate Spells DC 24; **4th** *clairaudience*, *enthrall*, *outcast's curse*, *paranoia* (at will), *private sanctum*, *suggestion*; **2nd** *invisibility* (×3); **Cantrips (5th)** *daze*, *message*; **Constant (5th)** *tongues*

Rituals DC 24; *inveigle*

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The palace skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Incite Violence ♦♦ (emotion, enchantment, occult, mental)

Frequency once per day; **Effect** The skelm gives an impassioned speech calling for his followers to act upon their convictions. Each creature within 30 feet must attempt a DC 22 Will save.

Critical Success The creature can immediately Strike an adjacent creature of its choosing.

Success The creature is unaffected.

Failure The creature immediately Strikes an adjacent creature; if multiple creatures are adjacent, the skelm chooses the target. If no creatures are adjacent, the creature is flat-footed and fascinated with the skelm until the start of its next turn.

ELITE PALACE SKELM

CREATURE 9

UNCOMMON LE MEDIUM HUMANOID SKELM

Pathfinder Bestiary 3 6, 240

Perception +17; scent (imprecise) 30 feet

Languages Aklo, Common; *tongues*

Skills Athletics +20, Deception +23, Diplomacy +19, Intimidation +19, Occultism +18, Society +18, Stealth +18, Thievery +18

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

Items signet ring

AC 25; **Fort** +15, **Ref** +14, **Will** +13; -2 to all saves vs. emotion effects

HP 135; **Weaknesses** cold iron 10

Corrupt Speech ↻ (auditory, illusion, linguistic, occult);

Trigger The skelm hears a creature speak within 30 feet;

Effect The skelm sows paranoia by putting treacherous words on another's lips. The skelm whispers up to 12 words and attempts a Deception check against the Perception DC of a creature other than the triggering creature within 30 feet.

Critical Success The target hears the skelm's words as if they were spoken by the triggering creature. This can alter linguistic effects. The skelm also casts *paranoia* or *suggestion* on the target, if he likes.

Success As critical success, except the skelm can't cast *paranoia* or *suggestion*.

Failure The target doesn't hear the skelm's words, and they have no effect.

Critical Failure The target hears the skelm speak the words.

Speed 25 feet

Melee ♦ fist +22 (agile, magical), **Damage** 2d8+11 bludgeoning plus Grab

Melee ♦ antler +22 (magical), **Damage** 2d12+11 piercing plus Knockdown

Occult Innate Spells DC 26; **4th** *clairaudience*, *enthrall*, *outcast's curse*, *paranoia* (at will), *private sanctum*, *suggestion*; **2nd** *invisibility* (×3); **Cantrips (5th)** *daze*, *message*; **Constant (5th)** *tongues*

Rituals DC 28; *inveigle*

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The palace skelm can take on the appearance of any Medium male humanoid. This doesn't change his Speed or his attack and damage bonuses with his Strikes but might change the damage type his Strikes deal.

Incite Violence ♦♦ (emotion, enchantment, occult, mental)

Frequency once per day; **Effect** The skelm gives an impassioned speech calling for his followers to act upon their convictions. Each creature within 30 feet must attempt a DC 26 Will save.

Critical Success The creature can immediately Strike an adjacent creature of its choosing.

Success The creature is unaffected.

Failure The creature immediately Strikes an adjacent creature; if multiple creatures are adjacent, the skelm chooses the target. If no creatures are adjacent, the creature is flat-footed and fascinated with the skelm until the start of its next turn.

Prisoners of the Electric Castle

Appendix 3: Game Aids



Lumna
Narcela



Hallajin Key
Venruth



Prisoners of the Electric Castle

Appendix 3: Game Aids



Bremix

The Gale's Claw



Dinetrie

Transformed Narcela



Prisoners of the Electric Castle

Appendix 3: Game Aids



Transformed Bremix
Nightmare



Urdefhan Lasher



Prisoners of the Electric Castle

HANDOUT #1: ARDIS SCRAPS

A flat plane doesn't encompass the Great Beyond! It must be round! A sphere? A dial? Two dials, one Inner and one Outer?

Placed gyroscope inside sealed glass Outer Sphere, but without travel, who knows if it properly will reflect location? Lower and Upper too dangerous. Axis makes most sense! But how to get—

An opal (!!) coil (dusted?). Reveal transitives by its color! white Ethereal, gray Astral, black Shadow Plane, multicolored First World!

Success! ... Knew it could fit in one hand. Applications far more prodigious in handheld configuration.

Make Inner Sphere gimbal match its location. Water, Fire, Metal, Wood, Positive, and Negative easy enough. How to make Air visible? How to differentiate Earth and Material? (maybe latter becomes mix of metal, stone, wood, water...)

HANDOUT #2: HALLAJIN KEY

The *hallajin key* offers some protection against electricity and mental punishment; takes 1 charge

The *hallajin key* can be used to harm an enemy, but only once within a small amount of time; takes 1 charge

The *hallajin key* offers rest and reset as though one had an entire day to relax, almost like it speeds the passage of time, but doesn't; takes 5 charges

The *hallajin key* transports the wielder across the planes; takes 2 charges

Note: None of this works without Lumna and working on fewer charges causes them great pain and distress!

Prisoners of the Electric Castle

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

- ☐ ☐ **Seneschal's Study**, page 11: 2 Treasure Bundles for taking the hourglass.
- ☐ ☐ **Area B**, page 12: 2 Treasure Bundles for collecting Cetezar's technological prototypes.
- ☐ ☐ **Oneirium**, page 13: 2 Treasure Bundles for rescuing Dinetrie.
- ☐ **Area C**, page 15: 1 Treasure Bundle for discovering the *Gale's Claw*.
- ☐ ☐ **Vault**, page 16: 2 Treasure Bundles for recovering Aslynn's trophies.
- ☐ **Event 4**, page 18: 1 Treasure Bundle for preventing Narcela from transforming or defeating Narcela.

CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8-15	7-8
16-18 (5+ players)	7-8
16-18 (4 players)	9-10
19+	9-10

CHALLENGE POINTS

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

7th-level PCs = 2 points each

8th-level PCs = 3 points each

9th-level PCs = 4 points each

10th-level PCs = 6 points each

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

Prisoners of the Electric Castle



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

Prisoners of the Electric Castle

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Pathfinder Society Scenario



Scenario #4-11: Prisoners of the Electric Castle

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Using the mysterious powers of the *hallajin key*, a magical crystal key inhabited by the alien Lumna, you traveled to the night hag Aslynn's castle on the shrouded Shadow Plane and met with her daughter Narcela, a changeling eager to help stop her mother's evil plans. You explored the Electric Castle, freeing kidnapped Ardis Scholars and escorting them to safety. You ☐ found a mysterious object, or ☐ you were unable to locate it among the strangeness of the castle. You saw Aslynn's flying ship, the *Gale's Claw*, and were interrupted by Aslynn's nightmare, Deimostride! ☐ He escaped, or ☐ you defeated him in battle! Before leaving, Narcela underwent terrible pain caused by her mother. She ☐ transformed and you unfortunately had to fight her, or ☐ she was able to fight it off, but Aslynn spurred an angry Ardis Scholar, Bremix, into his own transformation! You escaped the Electric Castle with ☐ all the Ardis Scholars or ☐ some of the Ardis Scholars, ☐ on the *Gale's Claw* or ☐ through the *hallajin key*. Lumna ☐ made it back with you, or ☐ heroically sacrificed themselves to get you home.

Boons

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

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Experience

Gold

Items

Notes

chameleon suit^U (level 4, 16 gp; *Pathfinder Guns & Gears* 67)
chameleon suit, greater^U (level 8, 80 gp; *Pathfinder Guns & Gears* 67)
electromuscular stimulator^R (level 5, 30 gp; *Pathfinder Guns & Gears* 68)
shockguard coil^R (level 10, 175 gp; *Pathfinder Guns & Gears* 83)
+1 striking backpack ballista^U (level 4, 100 gp; *Pathfinder Guns & Gears* 62)

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: JAWQ

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club