

PATHFINDER[®]

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WARDENS OF THE REBORN FORCE

A PATHFINDER RPG ADVENTURE FOR LEVEL 12 BY PATRICK RENIE

KARGGAT MINE



BLANDO

- 1 SQUARE = 10 FEET
 STAIRS ● UP ● DOWN
 ☒ PIT TRAP
 ✕ DEADFALL TRAP



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Author • Patrick Renie

Cover Artist • Alejandro Rojas

Interior Artists • Filip Burburan, Sam Burley, Milivoj Čeran, Dieter Miller, Jon Neimeister, Maichol Quinto, Aaron J. Riley, Chris Seaman, Tatiana Vetrova, and Daniel Warren

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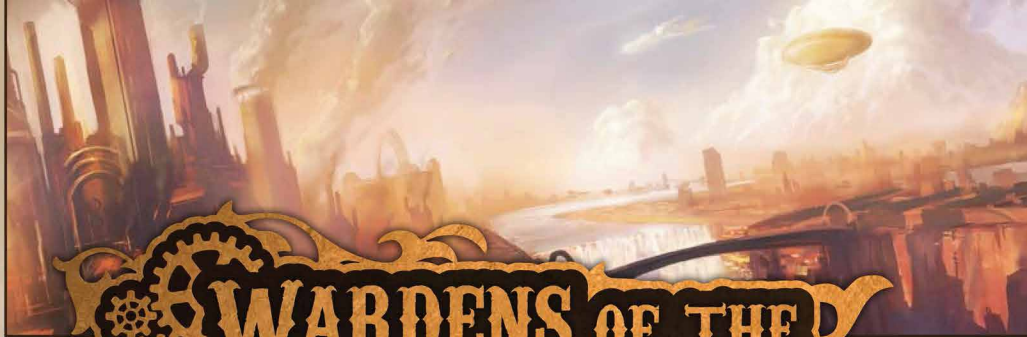
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ON THE COVER



Lirianne and Imrijka take on the cannon-armed, Mana Wastes mutant hill giant Hrugar Gurstweld, in this illustration by Alejandro Rojas.



WARDENS OF THE REBORN FORGE

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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Inner Sea Bestiary</i>	ISB
<i>Advanced Race Guide</i>	ARG	<i>Inner Sea Magic</i>	ISM
<i>Bestiary</i>	B1	<i>The Inner Sea World Guide</i>	ISWG
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>GameMastery Guide</i>	GMG	<i>Ultimate Magic</i>	UM



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7120 185th Ave NE, Ste 120
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paizo.com

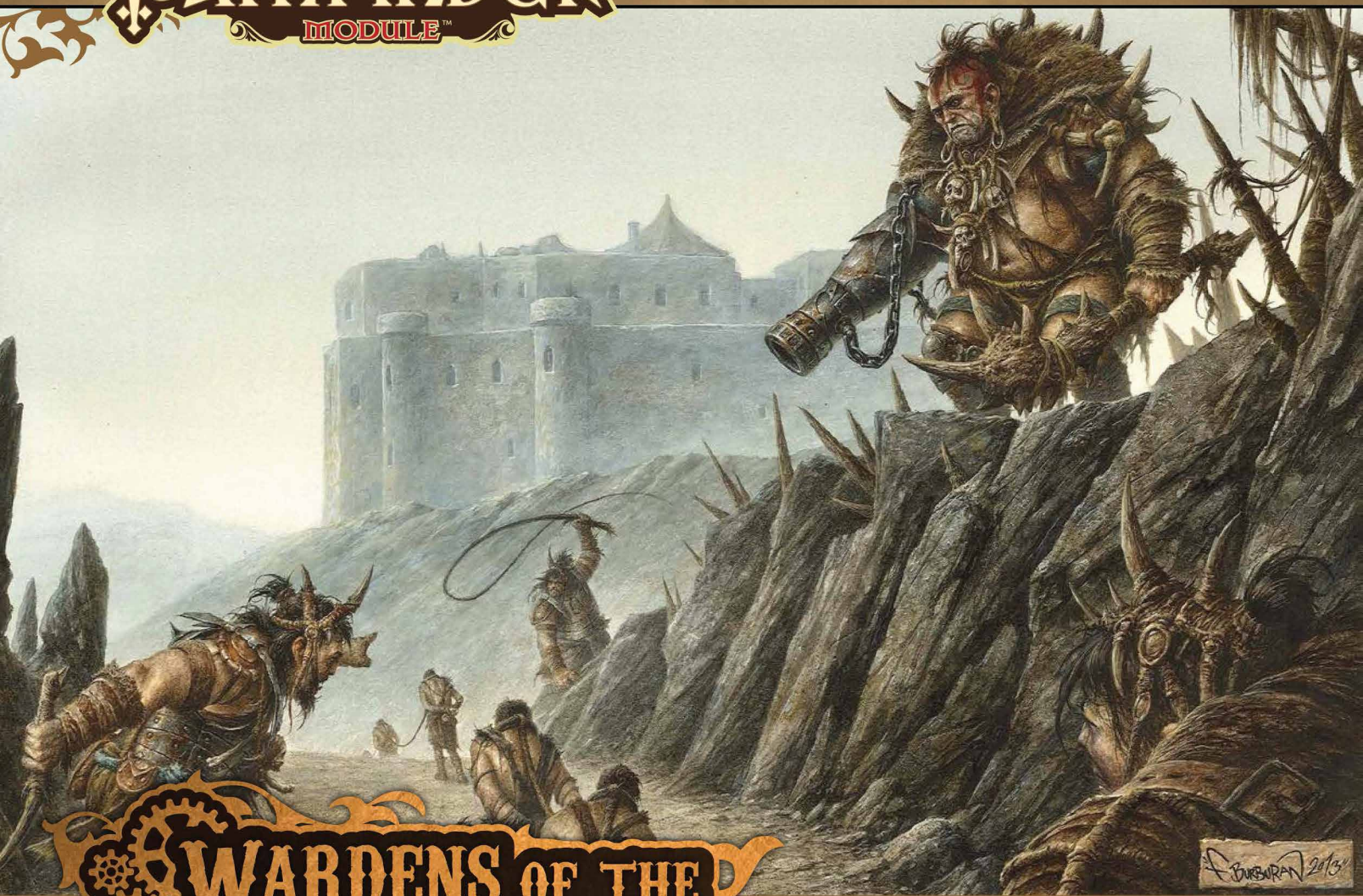
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WARDENS OF THE REBORN FORGE

ADVANCEMENT TRACK

Wardens of the Reborn Forge is designed for four characters and uses the medium XP track.

- 12 The PCs begin the adventure at 12th level.
- 13 The PCs should be 13th level by the time they reach the Karggat Mine's lower level.
- 14 The PCs should be 14th level by the time they exit the Karggat Mine.
- 15 The PCs should be 15th level before they complete their exploration of Megator Facient.

ADVENTURE SUMMARY

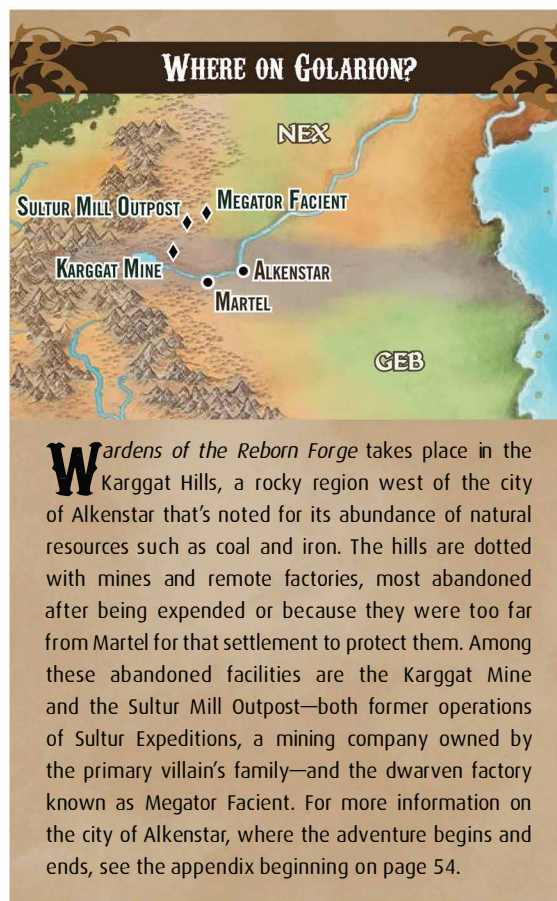
In *Wardens of the Reborn Forge*, one of Alkenstar's ministers, Eliza Baratella, tasks the PCs with tracking down her missing Brass Guardians and discovering who or what has been corrupting them. As the adventure unfolds, the PCs quickly discover that there's more to this plot than just simple sabotage, as an entire mining and manufacturing operation has been put into action in the Karggat Hills at an abandoned dwarven factory called Megator Facient. The PCs must travel to Megator Facient to stop the machinations of its monstrous inhabitants and return with evidence to bring the plot's mastermind, the traitorous Aredil Sultur, to justice!



WARDENS QUESTS

While the PCs' primary objective in *Wardens of the Reborn Forge* is to discover the fate of Minister Eliza Baratella's clockwork drones and stop whoever is corrupting them, the heroes will have ample opportunities to complete other quests and gain additional treasure and experience points. Details on each of these quests appear in the text, and are summarized below for ease of reference. You can use the Quest Cards from a deck of *Pathfinder Cards: Wardens of the Reborn Forge Campaign Cards* to give your players a fun, handy way to keep track of what quests they've received.

1. **Into the Karggat Mine:** *Acquired:* Adventure's start. *Quest:* Discover what's going on at the Karggat Mine and how it relates to the Brass Guardians' strange behavior (area **B19** or throughout area **B**). *Reward:* 38,400 XP.
2. **Evidence of Treason:** *Acquired:* Adventure's start. *Quest:* Recover evidence to implicate the mastermind behind the Brass Guardians' sabotage in areas **B19**, **C11**, **C17**, **D11**, and **D13**. *Reward:* 51,200 XP.
3. **Sabotage!** *Acquired:* Adventure's start. *Quest:* Uncover Degala Krauss's role in sabotaging the Brass Guardians in areas **C17** and **C18**. *Reward:* 51,200 XP.
4. **Arvanor's Fate:** *Acquired:* Adventure's start. *Quest:* Discover the fate of Eliza Baratella's assistant, Arvanor, in area **B10b** and release him from captivity. *Reward:* 25,600 XP.
5. **Missing Miners:** *Acquired:* Area **A2**. *Quest:* Discover the fates of the buried miners in area **A4**. *Reward:* 19,200 XP.
6. **Into the Depths:** *Acquired:* Areas **A2** or **A5**. *Quest:* Reach the Karggat Mine's lower levels (area **B**). *Reward:* 25,600 XP.
7. **The Alchemist's Addiction:** *Acquired:* Area **A5**. *Quest:* Assist Habblegash in overcoming his addiction by giving him samples of eidite. *Reward:* 19,200 XP.
8. **The Gug Threat:** *Acquired:* Areas **A10**, **A15**, **A16**, or random (see page 8). *Quest:* Clear the gugs out of the Karggat Mine's upper level. *Reward:* 19,200 XP.
9. **The Miner's Vault:** *Acquired:* Area **A11**. *Quest:* Use Captain Retham's key code to unlock the vault and secure the treasure within. *Reward:* 25,600 XP.
10. **Repaired Technology:** *Acquired:* Area **A17**. *Quest:* Repair the decline winch. *Reward:* 19,200 XP.
11. **Dangerous Materials:** *Acquired:* Area **A5** or **B4**. *Quest:* Discover the strange properties of eidite. *Reward:* 25,600 XP.
12. **Out of the Mine:** *Acquired:* Area **B2**. *Quest:* Find a way out of the Karggat Mine and back to the surface. *Reward:* 25,600 XP.
13. **Prisoners of Multhok Colony:** *Acquired:* Area **B3** or **B7**. *Quest:* Free the surviving mutants of Multhok Colony from bondage. *Reward:* 38,400 XP.
14. **Stop the Machines:** *Acquired:* Area **C11** or **C17**. *Quest:* End the manufacturing operations at Megator Facient. *Reward:* 76,800 XP.



Wardens of the Reborn Forge takes place in the Karggat Hills, a rocky region west of the city of Alkenstar that's noted for its abundance of natural resources such as coal and iron. The hills are dotted with mines and remote factories, most abandoned after being expended or because they were too far from Martel for that settlement to protect them. Among these abandoned facilities are the Karggat Mine and the Sultur Mill Outpost—both former operations of Sultur Expeditions, a mining company owned by the primary villain's family—and the dwarven factory known as Megator Facient. For more information on the city of Alkenstar, where the adventure begins and ends, see the appendix beginning on page 54.

15. **A Conspiracy Ended:** *Acquired:* Upon the completion of the Evidence of Treason quest. *Quest:* End Aredil Sultur's conspiracy by confronting him in Alkenstar. *Reward:* 76,800 XP.

GUNS, MUTANTS, AND PRIMAL MAGIC

Wardens of the Reborn Forge is the first Pathfinder Roleplaying Game adventure set in the region of Golarion known as the Mana Wastes. This area features a number of thematic elements that may not fit well in every ongoing campaign. Among these are the inclusion of firearms, Mana Wastes mutants warped by the region's strange magic, and unpredictable primal magic. Because each of these plays such a large role in the flavor of the region, they are all integrated into this adventure.

If you feel that any of these elements might cause problems with your players and your campaign, or would alter the feel or flow of the story you're telling, consider adapting the adventure to meet your group's specific needs. The messageboards at paizo.com provide a valuable resource for suggestions on how to do so.

For more information on firearms, see *Pathfinder RPG Ultimate Equipment*; for details on the Mana Wastes mutant template, see *Pathfinder Campaign Setting: Inner Sea Bestiary*; for information on primal magic, refer to *Pathfinder Campaign Setting: Inner Sea Magic*.

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CHAPTER 2: SULTUR MILL OUTPOST
CHAPTER 3: THE REBORN FORGE
APPENDIX 1: ALKENSTAR
APPENDIX 2: NEW MONSTERS



CHAPTER 1

THE KARGGAT MINE

In Alkenstar, the so-called City of Smog and Clockwork Metropolis, ingenuity and industry reign supreme—though not necessarily in that order. Many here seek to bolster their status and fortunes on the backs of others, and even its government isn't exempt from the corruption that hangs over the Mana Wastes' mechanical oasis.

Aredil Sultur—famed engineer and entrepreneur—has fought for years to dominate Alkenstar's High Parliament. Though he's one of the city's parliamentary ministers and holds as close allies Alkenstar's gun-wielding shieldmarshals, its elite police force, he craves even more power. But for too long, the metropolis's convoluted bureaucracy has stymied his efforts; and as of late, he's found himself clashing against fellow minister Eliza Baratella.

Baratella is a talented engineer and popular politician, representing the esteemed Guild of Brass within Alkenstar. Her guild designed and manufactured the Brass Guardians, simple clockwork drones that patrol Alkenstar and protect its citizens from exterior threats (such as mercenaries from Nex and Geb) or mutated creatures from the Spellscar Desert and Western Ravage. Whereas Eliza's mechanical task force is one of noninterference and responsive policing, Sultur and his allies see the replacement of human peacekeepers as an undermining of their authority and influence.

Sultur's family has a long history of industry, and he's inherited several companies, which has made him a formidable mogul. One such holding is the Alkenstar Mint, which holds the contract to mint Alkenstar's



official currency—octagonal doubloons imprinted with serial numbers and the seal of the Grand Duchy of Alkenstar (called “luckies” by the locals). Another is his family’s Martel-based mining company in the nearby Karggat Hills. It’s through these resources and his influence with the shieldmarshals (who turn a blind eye to his illicit activities) that Aredil plots to ruin Eliza Baratella’s good name and ensure her Brass Guardians are decommissioned, the Guild of Brass disgraced.

His plot hinged on sabotaging the city’s growing force of Brass Guardians, planting the seeds of doubt in the populace and the High Parliament as to the clockwork soldiers’ safety and effectiveness. To accomplish this, he hired two cronies, the first being Degala Krauss, a hermitic tinkerer whose cowardice and unfavorable upbringing drives her to perform myriad odd jobs of questionable intent. The second character instrumental to Aredil’s efforts is a hill giant warlord named Hruger Gurstweld, whose influence in the Spellscar Desert has garnered him the respect and allegiance of several small tribes of Mana Wastes mutants.

Krauss repurposed and corrupted a potent dwarven artifact that Gurstweld had previously stolen from Dongun Hold—the powerful *quake cannon*—to override the programming of Alkenstar’s clockwork soldiers, summoning them into the abandoned wasteland of the Karggat Hills to the northwest of the city. To reprogram the Brass Guardians, Krauss used a dangerous, outlawed mineral called eidite, extracted from the nearby Karggat Mine—one formerly operated by the Karggat Mining Company, owned by the Sultur family of Martel. Experimenting on the clockworks in the Sultur Mill Outpost near the mine’s northern entrance, Krauss perfected a system of injecting eidite into the constructs so that they could be reprogrammed and unleashed upon Alkenstar’s unsuspecting populace. Once the operation was fully outlined, manufacture of the corrupted clockworks began in the long-abandoned dwarven factory of Megator Facient, overseen by Gurstweld and his minions.

Aredil’s scheme has gone exactly as planned so far, and a good number of Brass Guardians have already been successfully sabotaged and sent back into the city to wreak havoc on its citizens. Several people have been hurt, and there’ve even been a few casualties related to the faulty Guardians. Though Alkenstar’s citizens are sure such corruptions are not Eliza Baratella’s fault, they’ve steadily begun to lose trust in the minister for her inability to maintain the mechanical guardians they entrust their lives to.

Eliza has other agents at her disposal that she’s been using to figure out the source of her Brass Guardians’ corruptive taint, and she’s discovered that whoever’s meddling with them is doing so from beyond the Karggat Hills. The Parliamentary Minister intends to figure out

who is sabotaging her automatons and put a stop to the destruction before she loses her station or more people start losing their lives. She hopes to keep these accidents as inconspicuous as possible, knowing that widespread attention might jeopardize her chances for reelection on as well as devastate her guild. She’s looking for some private investigators to look into the matter on her behalf, and some hardy adventurers sound like just the right team to sort out this mess and save Alkenstar from crumbling into total chaos.

GETTING STARTED

Prior to the start of the adventure, the PCs receive a letter from Eliza Baratella requesting an audience with her in Alkenstar. Eliza has heard of their past exploits and feels they may be just the right group of adventurers to work on her behalf—as she can’t as easily go to the local authorities to request this investigation. Eliza’s summons is cryptic, hinting that someone in Alkenstar’s government is plotting against her and the city. If the PCs are local to Alkenstar, meeting the minister should be a quick task. Should the PCs need to travel to Alkenstar from elsewhere in the Inner Sea, the journey is likely to be long, if not arduous, as they must travel overland or up the Ustradi River from Nex to reach the City of Smog; teleportation and magical flight into or out of the magic-dead city are impossible.

Meeting the Minister

When the PCs arrive in the Clockwork City, they find the atmosphere as tense with fear and suspicion as it is full of smog. In recent months, the city’s Brass Guardians have been going haywire and attacking Alkenstarians without provocation. As indicated on their invitation, the PCs can meet Eliza at the Brass Guild, where she and her fellow engineers manufacture and maintain the city’s regiment of clockwork watchmen. Eliza, while a minister on the Alkenstar Parliament, isn’t above getting her hands (and face, and clothes) dirty; when the PCs arrive, she’s busy tinkering on a partially disassembled Brass Guardian. She wipes her oily hand on her apron and reaches out for a firm handshake in greeting.

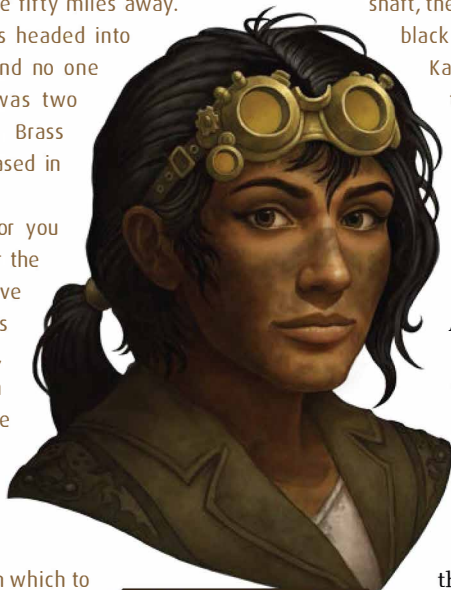
Eliza thanks the PCs for coming and apologizes for not being completely forthcoming with information in her invitation, admitting she’s suspicious of correspondences being monitored. She describes the recent theft and reprogramming of the city’s Brass Guardians and the increase in the clockworks’ erratic and violent behavior, wasting little time before asking the PCs to aid her in getting to the bottom of the plot.

“Whoever’s behind this plot is powerful—likely someone in the government who sees me or my creations as a threat. But I can’t go around flinging accusations of sabotage and treason without evidence, nor do I know if I can trust the

authorities here to investigate. You, on the other hand, are neutral parties.

I've got a good sense of where you can start looking. When the first Brass Guardians started raging in the streets, we looked closely at their serial numbers to determine where they'd come from. In every case, the clockworks had originally been positioned in the city's western quarters, closest to the Karggat Hills. I sent Arvanor, my assistant, to follow a series of tracks left by a guardian leaving the city's western gates. Those tracks led north and west into the Karggat Hills, and into a mine some fifty miles away. Arvanor reported back that he was headed into the mines to investigate further, and no one has heard from him since. That was two months ago. And since then, the Brass Guardians' attacks have only increased in frequency and intensity.

"I have secured transportation for you on the guild's private airship, under the pretense that you are trapsmiths we've hired to help protect our facilities in Martel. You won't go to Martel, however; instead, the pilot has been instructed to take you directly to the Karggat Mine. Please find out who's behind this sabotage of the Brass Guardians and bring me evidence to put an end to the plot. The guild and I have significant resources with which to reward you, and time is of the essence."



ELIZA BARATELLA

At this point, the PCs may have additional questions for the master engineer, and Eliza does her best to elaborate on the details of her request to the extent she has answers. They may also wish to gather rumors in Alkenstar before heading to the Aerodrome. Refer to the Appendix on page 54 for more information about Alkenstar, including possible rumors the PCs can uncover should they wish to do so.

West by Airship

The PCs' journey west is uneventful, and they can spend the 8-hour trip conversing with the ship's pilot and engineer, who steer the vessel and keep its steam-powered engine running, respectively. A successful DC 15 Diplomacy check reveals that the Karggat Mine—the PCs' destination—was barricaded shut years ago, and their reopening coincides with an unusual spree of earthquakes in the region. While the pilot and engineer find it odd that the PCs are going there—under false flight plans, no less—the Guild of Brass paid them well, so they don't ask any questions, nor do they particularly want to know any answers.

During the journey, the weather begins to grow violent. By the time the airship reaches the mine's entrance, a

full-fledged primal magic storm is less than a mile away. Fearing for his vessel (and having only been paid to take the PCs one-way), the airship's pilot drops the PCs off and quickly departs to the south, headed for the safety of Martel's airship docks.

The turbulent winds sweeping through the Karggat Hills are causing no shortage of havoc on the airship above as it makes its ascent away from the rocky landscape south toward Martel. However, on the ground in front of the mine shaft, the wind fades to a strong breeze. The pitch-black tunnel descending into the abandoned Karggat Mine howls sporadically, thanks to the Mana Wastes' unpredictable air currents, and the gunmetal-gray clouds above indicate a tempestuous storm in the making.

A. KARGGAT MINE—UPPER LEVEL

Although Martel now primarily serves the Grand Duchy of Alkenstar as a key vassal-city and trading hub, its history as a mining town is apparent in the numerous abandoned mine shafts and excavation sites dotting the hillsides and plains around the settlement. Many citizens dedicated their lives to drawing the valuable metals and minerals from the area's ore-rich braes, and in the township's early

days, a vast array of mining companies worked the land. Most of these operations are now long forgotten; as companies collaborated and mineral veins ran dry, the fecundity of Martel's industry waned; nearly all of those miners remaining work for one of the city's three major companies—Janson Mining, Blackmole Trading Company, or Sultur Expeditions (the latter a subsidiary of Aredil Sultur's farther-reaching mother company, Sultur Services).

The Karggat Mine was among the first created in Martel's early days, and its winding underground passages once spanned acres of land. The ores drawn from the Karggat Mine were renowned for the unearthly green shimmer the minerals gave off. Operations came to a halt, however, when workers started getting sick for no obvious reason and dropping dead only days later. It wasn't long before the investors of these projects withdrew from the Karggat Hills, and in their fear of catching whatever ailment might be spreading, they destroyed entire passages and blocked off all the major entrances, and leaving the tainted undead within to rot in the collapsed halls.

Only later did the proponents of the Karggat mining operations learn of the cause behind workers' illnesses,



when metallurgists from Alkenstar discovered that the source of the Karggat crystals' green glow was no mere trick of the eye, but was a result of a corruptive energy that had seeped into the mineral, which they soon after dubbed "eidite."

This disruptive eldritch power was first seeded in the grounds around the Karggat Hills during the historic wars between Geb and Nex, and in its millennia of dormancy, the strange energy had mutated and spread into many of the mineral veins throughout the region. Guns and other weapons infused with this tainted mineral initially showed remarkable promise, but they often backfired or otherwise became unreliable after a short period of time; some even inflicted disease unto their weapons' wielders. Metalworkers quickly stopped using the tainted mineral after discovering these detrimental and unpredictable properties, and several laws were passed to ban the harvesting of eidite and its use in manufacturing.

The walls of the Karggat Mine are primarily rough-hewn stone, and the uneven ceiling reaches an average height of 20 feet—roughly the size of the slanted coal vein that drew miners here in the first place. The tunnels are supported by various stone and coal deposits the miners left as pillars. Destroying these scattered support structures could easily cause a massive collapse, but doing so would require considerable time, the use of advanced machinery, or a truly massive creature's thunderous blow.

The southern mines were originally lit by sunrods placed in sconces around the caverns, but the light from these alchemical torches has long since faded. Unless otherwise noted in the adventure, the mines remain unlit and cast in darkness.

Traps in the Karggat Mine

Numerous creatures have made the abandoned Karggat Mine their homes, including several intelligent creatures that employ traps to gather food or defend their territories. The traps take two forms, depending on who set them.

Traps set by the mutant ratfolk alchemist Habblegash (see area A6) occupy the mine's upper level and are designed to supplement any food found by his mechanical surveyors. Each of these spiked pit traps is covered with a dusty blanket the same color as the surrounding rock, as well as a piece of mine moth meat and a shiny trinket. The alchemist has set four such pit traps, as noted on the map on the inside front cover.

POISONED PIT TRAPS (4)

CR 12

XP 19,200 each

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

USING PRIMAL MAGIC

While much of the Mana Wastes is considered unsafe for spellcasters, small pockets of energy exist where magic functions normally, and there are yet other regions where magic is merely altered and not completely dead. Most Alkenstarians reject the ways of magic in favor of technology and industry—not only because the latter are the lifeblood of the city's economy, but also because the entirety of the city west of the Ustradi River rests in a magic-dead region.

The Karggat Hills and the former dwarven factory of Megator Facient lie far outside the stable pocket of antimagic surrounding Alkenstar, and this is where most of the adventure's action takes place. When the PCs leave Alkenstar to explore the Karggat Hills, they soon enter a magic-warped zone where primal magic is rampant.

Primal magic is described in detail on pages 12–13 of *Pathfinder Campaign Setting: Inner Sea Magic* and is an optional (though highly recommended) subsystem that can be utilized in this adventure. It's important to note that primal magic includes a large element of randomness, and is thus more likely to affect PCs than monsters and NPCs. The system is intended to make adventuring in a location like the Mana Wastes more fun, so if you feel the inclusion of primal magic in the adventure may adversely affect your players' fun, feel free to omit it (except during the mana storm event at the start of Chapter 2), even if it's been a present element for the preceding encounters. You can justify such a shift in how magic functions as yet another unpredictable feature of the Mana Wastes.

The decision to use or not use primal magic in the adventure has no impact on the challenge rating of the encounters within. If using primal magic, the CR of a magical effect's source is the CR of the primal magic event (i.e., a CR 13 demon casting *greater teleport* would be a CR 13 primal magic event).

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [shadow essence]); Reflex DC 25 avoids; multiple targets (all targets in a 10-ft.-square area)

The second type of trap—set by the gug inhabitants of the northern branch of mine's upper level—are of a much cruder design than Habblegash's vermin catchers, but are no less efficient. Any creature that springs the trip-cord in one of the trapped areas triggers the gugs' devastating deadfall trap, constructed from chains and a heavy dangling boulder. The gugs have set four deadfall traps, as noted on the map on the inside front cover.

CR 10

XP 9,600 each

Type mechanical; **Perception** DC 27; **Disable Device** DC 20

EFFECTS

Trigger location: Reset manual

Effect Atk +15 melee (10d6); multiple targets (all targets in a 10-ft. square)

Treasure: The gugs baited each of their traps with a hunk of rotten meat and a sizable emerald they found in the mine's dark expanses. The meat is worthless, but each emerald is easily worth 1,000 gp. In addition to the valuable bait included in the gugs' deadfall traps, each gug trap is made with a piece of the decline winch from area A17, easily identifiable as such after seeing the broken decline winch or with a successful DC 25 Knowledge (engineering) check. If the PCs collect these scavenged pieces, they can use them later to repair the winch to descend and ascend safely from the mines.

Habblegash's Construct Minions

During their exploration of the Karggat Mine's upper level, the PCs likely encounter several of its various inhabitants. Chief among these denizens are the ratfolk Habblegash's various clockwork and alchemical inventions. Habblegash (see area **A5**) uses these faithful automatons as his eyes and ears throughout the mines; they scout the perimeter around his lair and periodically return to him in need of rewinding and bearing reconnaissance.

If the PCs are thorough in their investigation, they likely run into Habblegash anyway, but, if at any point during the expedition the action lulls or you feel it would be dramatically appropriate, insert additional run-ins with one or more of the ratfolk's agents. He has a total of two alchemical golems and eight clockwork spies under his control.

CR 9

XP 6,400 each

hp 96 each (*Pathfinder RPG Bestiary 2* 135)

SPECIAL ABILITIES

Nonlethal Alchemy (Ex) This ability functions like the alchemical golem's alchemy special ability, but instead of having a chance to deal energy damage, the golem's attacks have a chance of causing the creature to fall asleep for 1d6 minutes (Fortitude DC 16 negates), in addition to the other random effects of the golem's attacks. This is an alchemical effect and therefore affects creatures normally immune to magical sleep, such as elves.

CR 1/2

XP 200 each

hp 5 each (*Pathfinder RPG Bestiary* 3 58)

Habblegash's agents are not programmed to attack intelligent creatures, since doing so would likely draw much unwanted attention to the hermitic ratfolk. If the automatons notice the PCs, they hide in one of Habblegash's safe spots (areas **A5**, **A9** or **A12**) until the creatures have passed, and then report back to Habblegash. If attacked, the alchemical golems attempt to flee; failing that, they subdue foes with their melee attacks before withdrawing.

Wandering Gugs

Two adult gugs from the encampment in area **A15** frequently wander the northern corridors of the mine's upper levels, checking their traps and looking for any edible prey. Whenever the PCs encounter a gug trap, there is a cumulative 25% chance that a gug scout is in the area. If the gug notices the PCs before they see it, the creature hides in a nook or cranny near the ceiling, which grants it a +4 circumstance bonus on its Stealth check to avoid detection, and waits to ambush.

CR 10

XP 9,600 each

hp 127 each (*Pathfinder RPG Bestiary 2* 151)

Random Encounters

In addition to Habblegash's mechanical scouts and the wandering gugs, other monstrosities plague the abandoned Karggat Mine. If you want your campaign to have more action-packed battles in the mines than already presented, or if the party has missed encounters and begins to fall behind their expected progression, insert random encounters with monsters from the following table.

d%	Encounter	Avg. CR	Source
01-14	1d4 giant slugs	10	<i>Bestiary</i> 254
15-23	2 aurumvoraxes	11	<i>Bestiary</i> 2 35
24-40	1d6 goliath stag beetles	11	<i>Bestiary</i> 2 44
41-50	1d6 rift drakes	12	<i>Bestiary</i> 3 106
51-62	1 roper	12	<i>Bestiary</i> 237
63-71	1d6 ash giants	13	<i>Bestiary</i> 3 126
72-88	1 carnivorous blob	13	<i>Bestiary</i> 2 51
89-100	1 gunpowder ooze	14	See page 63

Mine Carts

The mine cart tracks in the southern half of the Karggat Mine have been abandoned for years, and are no longer as useful for transportation as they once were. Ore carts litter the southern mines, with about 10 individual carts either still positioned on the tracks or tipped on their sides nearby.

Each mine cart is 10 feet long and wide and balances on four iron wheels. On the left half of the cart is an iron bucket for the ore deposit, while the right half sports



a wooden arm on an iron fulcrum that two people can pump to move the cart forward. A rusty lever on the cart's underside can be flipped to determine which direction the cart moves when pumped, allowing the cart's operators to switch directions without actually turning the cart around. A creature inside the metal bucket gains cover, as if standing behind a low wall.

The Karggat Mine is level for the most part, with the exception of the steep decline tunnel connecting the northern and southern tunnels (area A18), which contains a winch that allowed miners to travel up or down the tunnel without risk of fatal injury.

Driving Mine Carts: A mine cart has the following statistics, which use the vehicle rules presented in Chapter 4 of *Pathfinder RPG Ultimate Combat*.

MINE CART
Large land vehicle
Squares 4 (10 ft. by 10 ft.; 4 feet high); Cost 250 gp
DEFENSE
AC 9; Hardness 5
hp 35 (16)
Base Save +0
OFFENSE
Maximum Speed speed of pulling creature or 10 ft. + combined Strength scores of pumping creatures (rounded down to nearest 5 ft.); Acceleration 5 ft.; see below
CMB +1; CMD 11
Ramming Damage 2d6
DESCRIPTION
This four-wheeled vehicle can transport up to 1,000 pounds of minerals, ore, or other extracted materials along a designated series of tracks.
Propulsion muscle (pulled or pumped; 1 Large creature [pulled] or 2 humanoids [pumped])
Driving Check Handle Animal or Profession (driver) (for animals pulling the vehicle), Strength (for humanoids pumping the hand-pump)
Forward Facing toward the creatures pulling the vehicle (if pulled) or dependent on position of the lever under the hand-pump (if pumped)
Driving Device reins or hand-pump
Driving Space two squares on one side of the cart
Decks 1

When dwarven miners still worked in the Karggat Mine, they typically used draft animals to pull the mine carts from one area of the mines to another. Failing that, two workers could hop aboard one side of the cart and use the hand-pump to move the vehicle in one direction or the other.

Powering a mine cart and moving it along the mine tracks is a fairly simple process that requires two humanoids to stand on either side of the cart's hand-

pump. If only one creature actively pumps the lever in a round as a drive check, it takes a –10 penalty on this check. Mine carts can only be maneuvered along the tracks for which they were built, so drivers needn't take any actions to turn the carts. The carts cannot be driven in reverse, either; instead, the cart must come to a complete stop before the lever beneath the hand-pump is pulled (a move action), allowing the cart to propel itself in the opposite direction.

A1. Mine Entrance

The dank walls of this dark mine drip with condensation. Mine cart tracks from the tunnel entrance continue to the north. A wooden sign promises lower levels in the tracks' direction. To the east, several abandoned mine carts lie strewn around the dirt, some tipped over. In an alcove to the west stands a sizable but nondescript shrine half-buried in loose stone, a heavy sheet of black soot covering the steps leading up to its weathered altar. To the south of the shrine stands a rickety wooden door.

Death in these mines was an all-too-frequent reality, where collapses and strange creatures disrupted work on a near-weekly basis, and so some of the more pious miners had this non-denominational shrine constructed in the western alcove of this entry chamber so they could offer prayers to their respective deities before venturing deeper into the mine. A cleric from Alkenstar was typically paid to attend to religious matters in the mines; the cleric often gave short sermons at this podium to her tiny congregation.

The abandoned carts in the eastern alcove of this area were left during the rapid abandonment of the Karggat Mine, and traces of coal and iron ore can still be found inside their buckets.

The standard wooden door on the western wall, adjacent to the shrine's alcove, is jammed shut, and requires a successful DC 16 Strength check to open.

A2. Priest's Quarters

The furniture in these sizable living quarters has mostly rotted, but the thick wool curtain in the western corner and the furry beast hide taking up most of the floor remain in better condition. A flat portion of the northwestern wall appears to have served as a writing surface, and it bears numerous names as well as dates.

To encourage priests to visit this unsafe area, the miners of the Karggat Mine built this comfortable living space, meant to house the mine's resident cleric during her stay. The animal rug covering the floor was made from a dire bear killed just outside the mine, and its mutated hide spotted with pustules is an unsettling sight indeed.

The visiting priests scribed upon the wall here the names of those miners who perished throughout the course of their toil, while the other columns depict the approximate location of their death within the mines and the dates on which they died. The records are remarkably complete, save for the names of three miners—Dyjas, Emori, and Issig—whose death locations are all described as “Abandoned eastern mining tunnel, upper level” and whose dates of death have been left blank.

Treasure: Behind the curtain in the western corner of this room sits a small stone platform, atop which stands a small golden idol depicting a popular representation of Brigh, goddess of invention. The gold itself isn’t particularly remarkable, but the craftsmanship of the icon is unrivaled; its numerous moving parts are etched with runes intricate enough to impress even the most critical tinkerer. A valuable relic like this could easily be sold for up to 2,000 gp.

A3. Collapsed Rescue Tunnel

Pots and vases are strewn about in front of the collapsed wall of this dead end, and the remnants of dead flowers droop down the sides of the containers. Several mining picks lean against the crumbled stone to the east.

Superstitious miners hoping to abate the evil spirits of the victims trapped in the collapsed tunnel on the other side of the rubble wall placed the vases and flowers here long ago.

Anyone who succeeds at a DC 15 Knowledge (engineering) check while examining this alcove can see that the eastern tunnel was purposefully and quickly collapsed. A dwarf with stonecunning can make this check untrained, and automatically gets a check when within 10 feet of the rubble (as if it housed a hidden door). Multiple diggers can make quick work of moving the rubble aside, taking just a matter of minutes. Doing so reveals a narrow entrance to area A4.

A4. Buried Miners (CR 11)

This short tunnel appears to have suffered a cave-in to the north, while the unfinished efforts of digging the tunnel can be seen in the various mining tools near the southern wall.

The northern entrance leading into this small cavern was site of the first accidental cave-in during the mining operations in this area of the Karggat Hills. The collapse instantly killed two slave workers and trapped three others in the cramped tunnel. Miners dug out the small tunnel to the west in an effort to rescue the slaves, but by the time help arrived, the trapped workers were already dead, likely as a result of violent infighting. Rather than waste valuable time and resources moving the dead slaves,

the surviving miners simply blocked off the rescue tunnel they’d created, hoping that burying the slaves within would allow them to forget about the incident entirely.

Creatures: The indentured miners forced to work this tunnel were notorious criminals in life, and they died in anger and frustration when help didn’t arrive in time to save them from each other. Decades passed while their decaying bodies sunk into the earth, and all three criminals eventually became guecubus, bent on destroying those who had abandoned them in life. By then, the mines had been abandoned for years—the guecubus have persisted in this dank realm ever since, irreparably drawn to this mine as a tormenting reminder of their fates. They have since gone mad, and attack anything that dares intrude upon their lonely crypt.

GUECUBUS (3)

CR 8

XP 4,800 each

hp 104 each (*Pathfinder RPG Bestiary* 3 145)

Treasure: Unbeknownst to their masters, the slaves trapped here had been smuggling out rare stones and valuable ore they found on the job, greedily keeping such stolen treasures on their person at all times. Anyone who searches amid the victims’ bones and tattered clothes can easily spot the dozens of small emeralds, rubies, and turquoises the miners managed to pilfer. Although unfinished, they could easily fetch 5,000 gp in total.

Story Award: If the PCs discover the fate of the dead miners in this area, award them 19,200 XP.

A5. Habblegash’s Lair (CR 11)

The primary entrance to this chamber is a sliding wall of light stone Habblegash designed to obscure his meager hovel from any prying eyes. A successful DC 27 Perception check enables a character to locate the catch to move the false wall.

Discarded gears, half-constructed machines, and other dilapidated technological wonders fill this isolated cavern. Alchemical apparatuses and complex tinkering tools cover the half-dozen shelves and workbenches lining the walls. Scattered papers with arcane scrawling fill what little floor space is unoccupied by what could be described as unfinished works of mechanical art, including a largely complete brass humanoid construct lying in a heap in the chamber’s southern alcove.

This messy chamber is Habblegash’s home, though he has other hidden safe havens throughout the mines. The nonfunctional automaton in the room’s southern alcove is one of Eliza Baratella’s missing Brass Guardians. When Degala Krauss first set about sabotaging the constructs by injecting them with eidite crystals, she accidentally let a specimen escape before she had completed the



finishing touches. The faulty Brass Guardian headed southeast, back toward Alkenstar, but only made it as far as the southern half of the mines (via the hidden mining tunnel connecting the two branches) before the violent gugs residing there destroyed it. Habblegash, intrigued by the machine, managed to move the automaton's remains to this small chamber near his own sleeping quarters. He cleaned the machine and tinkered with it somewhat, but he has not been able to properly program the clockwork soldier because of the tiny flecks of mineral still lodged in its core. (The eidite flecks are still potent enough to hinder programming, but are too miniscule to afflict other creatures with eidite sickness.)

Creature: The lone inhabitant of this dank cave dwelling is a mutated ratfolk alchemist named Habblegash, who can be found in this converted chamber during most hours of the day. While he is protective of his lair, his reclusive nature is more a symptom of fear than loathing. Once a notable alchemist among the scholars of the Spagyric Halls, Habblegash was spurned by his family and friends when his studies of the Mana Wastes' mutations resulted in his own horrible disfigurement, and he escaped the persecution of his fellows by fleeing to the Karggat Hills. Ever since, he's studied in solitude to find a cure for his affliction, but his addiction to a strong analeptic makes his research slow going.

A wily recluse and unabashed voyeur, Habblegash has been privy to much of the recent activity in the mines, and can be a valuable font of information for PCs who ally themselves with the ratfolk. Though he takes them for simply more of Murg-Nurk's cronies until they explain otherwise, if he finds out they're not working for the vile ettin in the mine's lower level, he starts to warm to them.

In addition to his natural eccentricities, Habblegash is addicted to a powerful stimulant he accidentally concocted years ago during his research. He calls the highly addictive drug "crush" in numerous journal entries (see the Crush sidebar on page 13). He tries his best to hide his addiction, but might have a hard time keeping it from perceptive PCs. If the PCs convince him to help them through the mine, he frequently excuses himself to a dark corner or tunnel, where he anoints his dagger with crush and scratches his arm to relieve the yearnings of his addiction. Since the Mana Wastes have left the mutated Habblegash immune to disease and addiction, the drug's hold on him is purely psychological; the drug's other properties still affect him, so the substance has a powerful sway over the ratfolk's mind. If confronted about his ailment, he vehemently denies any of the PCs' accusations, though he secretly pines for a cure for his addiction (see Development on page 12 for how he can be cured).

HABBLEGASH

CR 11

XP 12,800

Male Mana Wastes mutant ratfolk alchemist (plague bearer) 11 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Advanced Race Guide* 153, *Pathfinder RPG Bestiary* 3 231, *Pathfinder Campaign Setting: Inner Sea Bestiary* 28)

CN Small aberration (augmented humanoid, ratfolk)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 27, touch 15, flat-footed 23 (+5 armor, +4 Dex, +7 natural, +1 size)

hp 97 (11d8+44)

Fort +11, **Ref** +13, **Will** +5; -2 vs. fear effects, +4 vs. mind-affecting effects

DR 10/cold iron; **Immune** disease, poison; **SR** 22

OFFENSE

Speed 30 ft.

Melee +1 short sword +11/+6 (1d4+2/19-20) or

2 slams +10 (1d3+1 plus disease)

Ranged bomb +15/+10 (6d6+4 fire)

Special Attacks bomb 15/day (6d6+4 fire, DC 19), disease, swarming

Alchemist Extracts Known (CL 11th)

4th—*detonate*^{APG}, *freedom of movement*, *greater invisibility*

3rd—*cure serious wounds*, *eruptive pustules*^{UM}, *haste*, *remove disease*, *seek thoughts*^{APG}

2nd—*acute senses*^{UM}, *sickening strikes*^{ARG}, *elemental touch*^{APG}, *fire breath*^{APG}, *vomit swarm*^{APG}



HABBLEGASH

1st—*ant haul*^{APG}, *anticipate peril*^{UM}, *bomber's eye*^{APG},
crafter's fortune^{APG}, *keen senses*^{APG}, *true strike*

TACTICS

Before Combat If he senses danger or feels threatened in any way, Habblegash imbibes his mutagen, increasing his Constitution. In addition, he ingests some crush if he feels particularly nervous.

During Combat Habblegash relies on his bombs in any confrontation, spreading sickness with his plague bomb discovery and setting traps with his delayed bomb discovery. He currently doesn't have the funds necessary to make use of his infuse mutagen discovery, but can create a plague vial in addition to his mutagen if he acquires 1,000 gp. He concocts a plague vial if he knows he's going to face off against enemies who might be vulnerable to such attacks, but otherwise just makes use of his sickening strikes extract or slam attacks to inflict disease upon foes.

Morale If reduced to fewer than 25 hit points, Habblegash flees to the safety of one of his hideouts in the mine.

Base Statistics The crush Habblegash has induced grants him a +2 bonus to Dexterity and a -2 penalty to Wisdom. When not under the effects of crush or his mutagen, Habblegash's base statistics are **Init** +3; **AC** 24, touch 14, flat-footed 21; **hp** 75; **Fort** +9; **Ref** +12; **Will** +5; no -2 penalty vs. fear effects; **Ranged** bomb +14/+9 (4d6+4 fire); **Dex** 17, **Con** 10, **Wis** 12, **Cha** 10; **CMB** +10; **CMD** 22; **Skills** Perception +15, Stealth +20, Survival +13; Mana fever save DC decreases to 15.

STATISTICS

Str 13, **Dex** 19, **Con** 14, **Int** 18, **Wis** 6, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 23

Feats Agile Maneuvers, Brew Potion, Craft Construct, Iron Will, Throw Anything, Toughness, Weapon Focus (bomb), Extra Discovery^{APG}

Skills Craft (alchemy) +20, Craft (clockwork) +18, Knowledge (arcana) +18, Perception +14, Spellcraft +18, Stealth +21, Survival +12, Use Magic Device +15

Languages Aklo, Common, Draconic, Gnoll, Undercommon

SQ alchemy (alchemy crafting +11, identify potions), deformities (warped hide), discoveries (delayed bomb, fast bombs, mutagen^{UM}, infuse mutagen, plague bomb^{UM}, smoke bomb), mutagen (+4/-2, +2 natural, 110 minutes), mutations (disease, increased speed), plague vial (DC 19), poison use, swift alchemy, swift poisoning

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, tanglefoot bag (2), fuse grenades^{UE} (3), cold iron pellet grenade^{UE}, antitoxin, crush (4 doses); **Other Gear** +1 chain shirt, +1 short sword, dagger, *amulet of natural armor* +1, *boro bead* (1st-level)^{UE}, *cloak of resistance* +2, healer's kit (8 uses), tattered noble's outfit, sapphire pendant worth 100 gp, 263 gp

SPECIAL ABILITIES

Disease (Su) *Mana fever*: Slam—injury; save Fort DC 17; onset 1d4 minutes; frequency 1/day; effect 1d3 Con damage, 1d3 Cha drain. Anyone who lives with mana

fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant; cure 2 consecutive saves.

Treasure: If the PCs agree to take care of the gugs in the northern part of this half of the mine, Habblegash becomes ecstatic and offers them information and material assistance. He gives them detailed information about his poison pit traps throughout the mine (see page 7) and their whereabouts, as well as the locations of his secret supply alcoves (areas **A9** and **A12**). Before the PCs head out, the ratfolk also runs to the back of his lair to acquire some helpful concoctions for them, including four *potions of eruptive pustules* (*Pathfinder RPG Ultimate Magic* 218) stored in the chest next to his bed and four *elixirs of ice breath* (which act as *elixirs of fire breath*, but deal cold damage instead of fire). He also gives them a thick iron key. He's not sure what the key is for, but one of his clockwork scouts found it in the tunnels recently, and he believes the PCs could make use of it. (The key is one required to open Captain Retham's vault in area **A11**.)

Development: If the PCs show themselves to be sympathetic to the ratfolk or at least treat him as a potential ally, Habblegash returns the feeling in kind. He informs the PCs that a small camp of gugs has commandeered the northern part of the mine's upper level, so to reach the other side of the mines, they'll need to eliminate the gug threat first. Once they do that, he can repair the decline winch in area **A17**, allowing the PCs to safely take a mine cart down and up the tunnel.

If asked about "the two-headed freak" Habblegash frequently makes reference to, he explains the current situation in the lower level (area **B**) as he understands it. He hasn't been into that area of the mines since the gugs recently seized the decline tunnel, but last he checked, a brutal ettin mutant had taken up domain there. That area also houses the ettin's mutated ogre underlings and other bestial monsters native to the Western Ravage. The gang has reactivated the mining equipment in the lower mines (likely with the help of a much smarter individual, Habblegash speculates), and they've begun mining a strange crystalline mineral that Habblegash has yet to identify. As to the monstrous band's long-term goals, the ratfolk hasn't the slightest idea, though he's sure it has something to do with the abandoned dwarven factory outside the northern mine's entrance shaft.

In return for his information, Habblegash asks the PCs to bring him back some of the strange mineral should they stumble upon it during their exploration of the mines. Hopefully, he can tell them all about the toxic substance and its properties after a thorough analysis (which takes 2d4 hours and grants a DC 30 result on the Researching Eidite table on page 19). Regardless of who identifies the substance, the potential for discovery of its properties and possible uses to cure his mutation



INTRODUCTION

CHAPTER 1:
THE KARGAT MINE

CHAPTER 2:
SULTUR MILL OUTPOST

CHAPTER 3:
THE REBORN FORGE

APPENDIX 1:
ALKENSTAR

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NEW MONSTERS

reignites Habblegash's passion for his work and gives him a distraction from his addiction. If the PCs give the mutant ratfolk at least a pound of raw eidite ore, they effectively cure him of his need for crush.

If Habblegash is made helpful but not convinced to come with the PCs, he sends with them one of his prized alchemical golem creations (see Habblegash's Construct Minions, on page 8), which he orders to help the PCs in combat. The alchemical golem is worth 33,000 gp.

Even if made helpful, Habblegash is reluctant to accompany the PCs through the tunnels. An additional successful DC 25 Diplomacy or Intimidate check is required to convince the ratfolk to leave his lair.

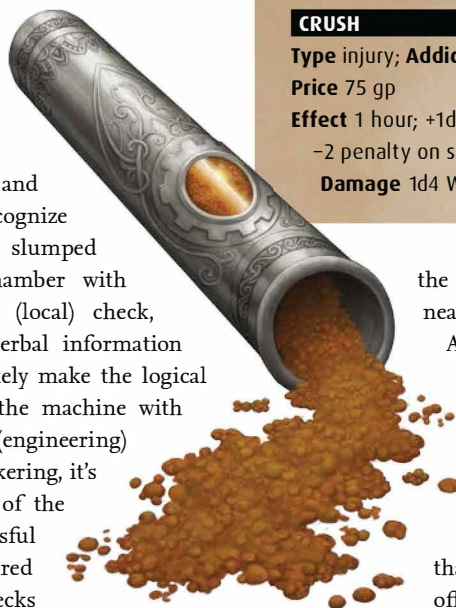
A PC familiar with Alkenstar and its clockwork police force can recognize the nonfunctional Brass Guardian slumped against the far wall of this chamber with a successful DC 10 Knowledge (local) check, while PCs relying only on the verbal information provided by Eliza Baratella can likely make the logical leap after thoroughly examining the machine with a successful DC 15 Knowledge (engineering) check. Because of Habblegash's tinkering, it's difficult to determine the source of the automaton's inactivity—a successful DC 30 Perception check is required to pinpoint the corrosive eidite flecks as the corruption's cause. Habblegash can also provide this information if confronted with an additional sample of eidite from the northern mines.

Story Awards: If the PCs befriend Habblegash, award them XP as though they had defeated him in combat. Similarly, if the ratfolk alerts the PCs to the presence and location of his poison pit traps, award them XP as though they had discovered the traps on their own. If the PCs rekindle Habblegash's drive to uncover a cure for his mutations by bringing him samples of eidite, thus freeing him of his crush addiction, award them 19,200 XP.

A6. Flooded Chamber

Half of this sloped passage is submerged in water, the stagnant liquid getting steadily deeper farther west toward a barricaded tunnel. The ceiling at the western end of the passage hovers only five feet above the water line, and rotted wooden boxes and crates are stacked up in the northern corner of the flooded area.

A leak in the cavern ceiling some distance west of this passage has caused the chamber to flood significantly. In the northern section of this passage are numerous crates and storage boxes left here by the old miners. The boxes once held food stores and extra mining equipment, but



CRUSH

Habblegash accidentally invented crush while experimenting with chemicals he hoped would return him to his former self. A creature on crush is jittery and hyperactive, as well as easily frightened and slightly paranoid. For the full rules on drugs and addiction, see page 236 of the *Pathfinder RPG GameMastery Guide*.

CRUSH

Type injury; **Addiction** moderate, Fortitude DC 20

Price 75 gp

Effect 1 hour; +1d4 alchemical bonus to Dex, –2 penalty on saves against fear effects

Damage 1d4 Wis damage

the severe water damage has destroyed nearly everything inside the crates.

At the southern end of this passage is an underwater sinkhole leading to an isolated chamber now completely inaccessible, save through this sinkhole. The sinkhole is a 10-foot-diameter shaft in the bottom of the floor that descends 100 feet before leveling off and connecting to a flooded tunnel heading to the northwest (area A7). The sinkhole and tunnel are both completely submerged underwater, and any creature walking through the water must succeed at a DC 20 Perception check to avoid falling into the sinkhole.

Treasure: Any characters searching the crumbling, waterlogged containers to the north must hold their breath while grappling with the sunken boxes. There appears to be little of value at first glance, but a few minutes of searching and a successful DC 25 Perception check reveals one of the boxes to be more than it initially seems—the oblong crate is actually a *folding boat*.

Halfway down the sinkhole are the skeletal remains of a human miner who attempted to swim down the shaft to explore what lay beyond, only to accidentally wedge his foot in a narrow crack in the wall. Unable to free himself, the miner drowned and rotted in the watery environment. His clothes long ago decomposed, and the only item of value he had on him, a *lesser strand of prayer beads*, sunk to the bottom of the shaft. The strand can be located with a successful DC 15 Perception check.

A7. Leviathan Chamber (CR 12)

The southern half of this small, damp cavern is submerged in water, and an underwater tunnel winds its way out of the

WANDERER COMPASS

Natives of the Mana Wastes created this valuable tool for spellcasters who wish to avoid the region's unpredictable magical side-effects.

WANDERER COMPASS		PRICE 18,000 GP
SLOT none	CL 6th	WEIGHT 2 lbs.
AURA moderate divination		

This brass compass's needle appears to be of a weird material, one that shimmers silver and blue. When held in hand in a magic-warped region such as the Mana Wastes, a *wanderer compass* points toward the nearest pocket of magical non-interference—an area where there is little or no chance of spellcasting being warped by primal magic. This effect has a range of 1 mile. If no pockets of non-interference are within range, the compass's needle slowly spins clockwise. If the bearer of a *wanderer compass* is already within a pocket of non-interference, the compass needle spins counter-clockwise.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, Enlarge Spell, *arcane sight*, *clairaudience/clairvoyance*

cave from there. A now-barricaded tunnel appears to have once led northwest.

At the bottom of the 100-foot-deep sinkhole in area A6 is a roughly level flooded passage leading to the northwest. The tunnel is a cramped space, the ceiling barely reaching 15 feet at its highest points. Jagged rocks make up the walls of the tunnel, and any creature bull rushed into one of the sharp barriers takes an additional 1d6 points of damage from the pointy stones. Those inspecting the narrowest portions of the passage (those less than 15 feet in height or width) can discover scratches and unnaturally smoothed surfaces with a successful DC 20 Perception check, as though something very large and likely made of metal had rubbed against the stone repeatedly. At the northwestern end of the tunnel, the floor rises, providing access to an unflooded mine chamber now completely isolated save for the underwater passage, as the mining tunnel that once led to it was long ago sealed for an unknown reason.

Creature: When the mine was still in use, the westward tunnel here once connected to a network of tunnels in which a large tribe of dark folk later took up residence. All access to these tunnels was then sealed, but the miners couldn't seal this flooded area, and thus placed a sleepless guardian here to prevent the dark folk from breaching the rest of the mines via this passage. The chamber's

clockwork leviathan long ago ended the dark folk threat, but it still protects this passage from those that venture down the sinkhole. Because the miners intended this leviathan to serve as a guardian in an isolated portion of the mine, the construct has the clockwork soldier's standby ability (*Bestiary* 3 57) in addition to its normal abilities.

CLOCKWORK LEVIATHAN	CR 12
XP 19,200	
hp 128 (<i>Pathfinder RPG Bestiary</i> 3 55)	

Treasure: A slight bug in the clockwork leviathan's programming causes it to become particularly drawn to shiny objects, and the mechanical monstrosity has been hoarding various baubles and knickknacks for about a year now. Amethysts, tiger's eyes, lapis lazuli, and malachite of all sizes litter the shore of this cavern, and a character who collects all of the rare gemstones can make at least 4,000 gp from their sale. In addition, half-buried beneath the rocks in this room is a *wanderer compass* (see sidebar).

A8. Distillers' Grotto (CR 12)

The ceiling to this grotto sinks down to a mere ten feet, and the cavern's floor makes a sudden thirty-foot drop below. At the base of the drop, the floor becomes a fine silt rather than hard stone.

The upper ledge of this alcove curves around a large chunk of rock before continuing north. A creature attempting to cross from either end of the steep, silt-covered ledge to the other must make a successful DC 17 Acrobatics check to maintain its balance along the narrow ledge. A creature that fails this check must succeed at a DC 20 Reflex save to catch the ledge on its way down; if it fails this second check, it falls 30 feet to the silt floor below. Climbing back up the wall should be a relatively easy task thanks to the rocky ledge's natural handholds, but it's made slightly more difficult by the layer of silt covering the rock. Making progress up the 30-foot wall back to the main level of the mines requires a successful DC 15 Climb check.

The lower part of the chamber is made of the same hard rock that forms the rest of the mine's tunnels, but the stone is covered in a thin layer of silt that makes it difficult to traverse quickly and is considered difficult terrain.

Five feet from the rough ground, in the northernmost portion of the wall beneath the upper ledge, is a 5-foot-diameter circular hole leading to an adjacent cavern (area A9). This ingress is easily visible from below, but can only be recognized from above with a successful DC 20 Perception check, the result of the contours of the wall above hiding it from view.

The dwarven miners of the Karggat Mine often snuck away from work to the northern shelf of this grotto, where



they imbibed liquor distilled from the endemic fire-tip cactus that grows throughout the western Mana Wastes. Remnants of the dwarves' small-scale distillery can be found here, including a badly cracked ceramic tub lying on the ground and a pipe that juts out of the wall near the ceiling. The pipe once ran water from the Karggat River above into the tub, but it's now too clogged with dirt and other debris to function.

Creature: A purple worm uses the silt-covered lower floor of this grotto as one of its hunting grounds. The worm frequently winds its way through the loose earth (which connects to various otherwise inaccessible areas of the mines that are beyond the scope of this adventure) and uses its tremorsense from 50 feet below the surface of the silt to detect any prey. PCs who tread upon the silt for too long may be targeted by this vermicular goliath; once it gets the taste for their flesh, it hunts them down through the rest of the tunnels using its tremorsense and burrowing speed.

PURPLE WORM

CR 12

XP 19,200

hp 200 (*Pathfinder RPG Bestiary* 230)

Treasure: Stuck under one of the cracked tub's legs is a crumpled *bag of holding* (type III). Lifting the leg of the heavy tub requires a successful DC 15 Strength check.

A9. Hidden Cave

The floor of this spacious, 10-foot-tall cavern chamber is covered in the same silt as the adjacent grotto. Miners who had too much alcohol or wanted a little privacy typically lurked in this cave to evade their duties. Recently, Habblegash commandeered the cavern for his own personal use, storing a small cache of treasures here in case he should find himself trapped in this area of the mines for an extended period of time.

Treasure: While the scattered, empty bottles and rusted flasks on the ground are hardly of value, PCs who succeed at a DC 23 Perception check can spot a corner of the dun tarp Habblegash laid over his secret stores here. Beneath the tarp are 5 days' worth of rations, three *potions of cure moderate wounds*, a bag of *dust of disappearance*, two *elixirs of tumbling*, and a newly crafted flask of *dust of weighty burdens* (*Pathfinder RPG Ultimate Equipment* 294).

A10. Miners' Quarters (CR 13)

These crammed living quarters served as sleeping units for the miners who worked the Karggat Mine. Now, the beds are in shambles, having been all but eaten by the resident coal moths and rot grubs.

Creatures: Three gugs are currently in the process of looting these chambers. If not surprised, they take up offensive stances and ravenously attack as soon as the PCs enter.

GUGS (3)

CR 10

XP 9,600 each

hp 127 each (*Pathfinder RPG Bestiary* 2 151)

Treasure: When the dwarves abandoned these mines, they did so in a hurry, and many left valuable belongings behind in their rushed exodus. Near one of the crumbling bunks in area A10a lies one such forgotten treasure—a fully intact *necklace of fireballs* (type VII). Its original owner was too afraid to use the thing in the unpredictable magic-warping regions of the Mana Wastes, but a bolder individual might find more use for it.

A11. Captain's Quarters (CR 14)

This sparsely decorated living area is furnished with a sturdy bed, a rickety desk and wardrobe, and a three-foot-tall iron safe in the western corner.

Besides scattered pieces of parchment and faded ledgers pertaining to the old dwarven mining operation here, the only things of note in this chamber are a thick iron key in the top drawer of the desk and a leather-bound journal beneath the bed.

Trap: When the miners evacuated the Karggat Mine in 4701 AR, they didn't bother retrieving valuables from this room, since the captain was known to be a greedy brute who guarded her stores intensely. The small safe that remains in this room is testament to this personality flaw. The lock mechanism on the safe is complex, to say the least. Three keyholes adorn the left side of the vault's door, and each key has four positions, marked with the dwarven symbols for the numerals 0, 1, 2, and 3. The handle on the right side of the door is actually a lever that can be rotated clockwise when lightly tugged. An inserted key starts at the 0 position, and the three keys must be aligned in the correct configuration in order for the handle to turn fully clockwise. Failure to put the keys in the correct order sets off the vault's deadly trap, which sprays a concentrated dose of burnt othur fumes into the face of the would-be safecracker and quickly fills the rest of the chamber with the poisonous gas. The trap automatically resets itself, so multiple failures result in multiple risks of exposure to the gas.

The keys to the vault can be found throughout the upper level of the Karggat Mine. One is located in this room, while Habblegash (area A5) and Himnentep (area A15) possess the other two. It doesn't matter which key goes in which keyhole, as long as all three keys are turned to the correct number. The only valid pattern is 3-1-2, identifiable as such with clever analysis of the captain's weathered journal under the bed (using the handout or with a successful DC 15 Intelligence check).

Opening the safe without the keys is a tricky endeavor, and requires three consecutive successful DC 35 Disable Device checks. Failure on any one of these checks sets

THE EIDITE POISONING HAS TAKEN ALMOST FULL-HOLD OF MY BLOOD BY NOW. I FEAR THAT I MAY BE ITS NEXT VICTIM IN THIS STRUGGLE TO COMMAND THE PROPERTIES OF THE ENIGMATIC MINERAL, AND I AM REGRETFUL THAT IT COULD NOT HAVE BEEN A MORE NOBLE MARTYR WHO COULD TEACH MY FELLOW MINERS THE FOLLY OF THEIR AVARICIOUS WAYS. I LEARNED BUT TOO LATE THAT ALL THE WEALTH IN THE WORLD COULD NOT REPLACE MY LOYAL COMRADES, WHO HAVE SEEN ME THROUGH TO THE END IN THESE DARKEST OF NIGHTS. TO MY MOST FAITHFUL FRIENDS, I PRAY THAT YOU SEE TO MY FELLOW INVALIDS AFTER MY PASSING, INCLUDING THE FOLLOWING UNFORTUNATES:

THREE FELLOW MINERS: HEKRIN, PYNDLE, AND SORTARE

ONE PRIEST: CLOCKMOTHER INGLED

TWO PETS: MAXIMOS AND TOR

TO THOSE WHO HEED MY DYING WISHES, I SEEK FOR YOU ALL THE BEST IN THE GREAT BEYOND, AND HOPE THAT FORTUNE FINDS YOU WELL.

—CAPTAIN RETHAM

HANDOUT #1

off the trap and resets the key positions. The trap may be disabled independently of attempts to pick the trio of locks, after which a failed attempt to bypass the locks simply resets the key positions.

CAPTAIN'S SAFE TRAP

CR 14

XP 38,400

Type mechanical; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger touch (see above); Reset automatic; Bypass 3 keys (DC 35 Disable Device each)

Effect poison gas (burnt othur fumes, DC is increased by 2 for whoever triggered the trap); never miss; onset delay (2 rounds); multiple targets (all targets in area A11)

Treasure: Anyone who manages to open the safe in this room finds a welcome sight indeed, as the captain of the original dwarven miners was vastly wealthy—especially since she had been skimming some of the miners' earnings for herself throughout the years she presided over them. The safe is full of gold pieces, emeralds, fire opals, and amethysts, along with finger-sized pieces of yellow corundum, alexandrite, and golden topaz. In all, the gems and gold are worth 20,000 gp. In addition, Retham kept a *periapt of health* in this safe—the amulet was a treasured family heirloom she greedily kept from her brothers and sisters, who in turn never bothered to tell their least-favorite sibling of the amulet's curative powers.

In addition to what's in the safe, the container itself can be claimed. Equipped with 10 doses of burnt othur fumes and made of fine cast iron, the safe is worth 23,000 gp to those who would know what to do with it,

though transporting the 1,000-pound safe would prove quite an ordeal for most. Alternatively, a character with the know-how and means could feasibly extract the burnt othur fumes from the trapped safe for sale (at the GM's discretion).

Development: The only clue to the safe's key code is located in the captain's heavily worn journal, which sits plainly beneath the creaky wooden bed in this room. If the PCs snag this book and read it (it's written entirely in Dwarven), they find that it contains mostly information about the mine, including much of the history of it, the story of how it came to be controlled solely by the Sultur Family, and the captain's succumbing to a fatal illness shortly after her crew discovered a strange mineral known as eidite. The details on this crystalline substance are vague and scattered, since the toxin appeared to have a grave effect on the captain's memory as her condition progressed. Even memories of her treacherous fellows (mentioned as untrustworthy and despicable early on in the journal) decayed near the end, and Captain Retham came to see these roguish brutes as true friends in her final few entries. The most telling passage regarding this unusual toxic mineral and the state of the captain's mind is on one of the last passages, which take the form of a letter and is reproduced in **Handout #1**.

Story Award: If the PCs discover Captain Retham's key code and use it to unlock the vault, award them 25,600 XP.

A12. Hidden Alcove

The false wall hiding this alcove is similar to the one obscuring Habblegash's lair (area A5), and can be uncovered with a successful DC 25 Perception check.

This hidden chamber is adorned with various shelves and cabinets filled with adventuring supplies.

Habblegash built this alcove so that he and his construct minions could easily hide from enemies in the mines should they run into any trouble far from their base in area A5.

Treasure: This alcove is stocked with various supplies that could prove useful in the mines, including two *elixirs of hiding*, three vials of *silversheen*, a *bead of force*, a jar of *restorative ointment*, and a *rope of climbing*.

A13. Kitchen (CR 10)

The food stores in this kitchen have long rotted to dust, and the gugs in area A15 took only a cursory glance at the shelves here before searching elsewhere for food.

Creatures: Two formidable rot grub swarms have taken up residence in this kitchen, feasting on the rotten food left over from the miners. They've all but expended the food source in these chambers, however, and are ready for their next meal—such as the PCs.



ADVANCED ROT GRUB SWARMS (2)

CR 8

XP 4,800 each

hp 105 each (*Pathfinder RPG Bestiary* 3 215, 290)

A14. Pantry

This decrepit pantry's shelves are barren, save for the sheet of dust and soot covering the room. The hutch in the southeastern corner of the alcove appears to have been smashed in, and most of it lies in shambles.

Treasure: A PC that succeeds at a DC 25 Perception check while searching the pantry finds a small secret drawer in the hutch that the gugs smashed when they destroyed the furniture weeks earlier. Unsticking the drawer with a successful DC 20 Strength or Disable Device check reveals a flat container of silverware. Upon closer inspection, one of the spoons among the various ornate pieces of silverware (worth 300 gp altogether for their craftsmanship alone) is actually a *sustaining spoon*.

A15. Dining Hall (CR 14)

This broad hall appears to have once been a dining chamber, but the long, rotten tabletops taking up the bulk of the area's floor space have been covered in the bloody hides of various animals. A set of stone stairs to the north leads to a raised platform adorned with but a single round table.

The gugs in the area have transformed this former dining hall into their sleeping den, placing the uneaten skins of whatever they caught and killed on the makeshift sleeping pallets: tabletops whose legs the gugs broke off in a destructive fury.

The elevated area to the north once served as the eating area for mining captains, who sometimes made speeches to the workers from this raised platform. Now, the broken table there serves as the resting place for the recently dead gug among their ranks, who suffered from eidite sickness after ingesting a tainted beast caught in the decline tunnel to the north. The gugs aren't sure what to do with their fallen comrade, since eating him might poison them as well, so they've left him here for the time being.

Creatures: Unless they were alerted by one of the other gugs in the mines, four young gugs lounge lazily on the table-beds in this area, waiting for one of the older scouts to come back with some food.

In addition, the gugs' leader—a gug savant called Himnentepe—is busy carving away at the carcass of a mutated tunnel worm in the northern part of the room, fashioning the corpse into another of the camp's gruesome sleeping pads. Himnentepe wears numerous fetishes and trophies of his past triumphs, including the battered remains of a clockwork automaton he intercepted

on its way down the decline tunnel to the north. The automaton was none other than one of Eliza Baratella's Brass Guardians, and Himnentepe has turned its broken carcass into a crude suit of brass plating. It provides no actual armor to the gug, but makes him an imposing sight to behold. Perhaps the strangest accessory he possesses, though, is a single large key he wears on a wire necklace around his neck.

The gugs can easily be caught off guard, since they aren't taking particular care to watch the various entrances to the dining hall. Once they're aware of intruders, they fight to the death for their next meal.

HIMNENTEPE

CR 11

XP 12,800

Gug savant (*Pathfinder RPG Bestiary* 2 151)

hp 127



HIMNENTEPE

YOUNG GUGS (4)

CR 9

XP 6,400 each

hp 97 each (*Pathfinder RPG Bestiary 2* 151, 293)

Development: The key Himmentep wears around his neck is one of those required to open Captain Retham's safe in area **A11**.

A16. Workshop (CR 12)

The thick layer of soot and dust covering the scattered tools and abandoned mine carts in this alcove indicate that this old workshop likely hasn't been used for quite some time.

Creatures: Two gugs divide their attention between the tools and workbenches' drawers here and the old decline winch in area **A17**. They're looking for food to bring back to their small encampment in area **A15**. If they notice the PCs, they immediately attack.

GUGS (2)

CR 10

XP 9,600 each

hp 127 each (*Pathfinder RPG Bestiary 2* 151)

Treasure: The miners of the Karggat Mine often had to worry about cockatrices and basilisks, since both are native to this region, and so they kept a supply of *stone salve* at this workstation in case of a chance encounter with one of these dreaded beasts. Three ounces of *stone salve* remain in an otherwise unassuming cylindrical ceramic jar.

Story Award: If the PCs defeat these gugs, as well as the gugs in areas **A10**, **A15**, and the pair of wandering gugs (see page 8), thus eliminating the gug threat in the mine's upper level, award them 19,200 XP.

A17. Decline Winch

This thick stone cylinder is almost ten feet across, and sits atop another peg that's attached to the ground. Four stone levers jut from the sides of the cylinder, making a cross shape.

A PC that succeeds at a DC 20 Knowledge (engineering) check recognizes this device as a decline winch, which the miners used to control their descent or aid in the ascent of the steep tunnel connecting areas **A18** and **B1**. The winch is in disrepair as a result of years of neglect and the gugs' scavenging parts for their deadfall traps (see page 8). While it's possible to descend to area **B1** without the use of this winch, the process is less risky with a repaired mechanism, and returning to the upper tunnels is also much easier.

Development: A successful DC 25 Knowledge (engineering) check allows a PC examining the broken winch to locate within the mechanism gaps where four

missing pieces would normally go. If the PCs recover the scavenged and repurposed winch parts from the gug traps, this check allows the PCs to know where each piece goes. Alternatively, a PC who succeeds at a DC 35 Disable Device check can rig the winch to function once (in either direction) before breaking again. Once repaired in such a way, the device can no longer be jury-rigged. Each piece of the winch recovered from the gug traps and placed within the mechanism provides a +5 bonus on the Disable Device check to repair the winch.

If the PCs didn't recover the missing pieces, but wish to recreate them with magic, they may do so with the *fabricate* spell—assuming the caster made a successful Knowledge (engineering) check to deduce the specifications of the needed pieces.

Story Award: If the PCs repair the decline winch (and not just jury-rig it), award them 19,200 XP.

A18. Steep Tunnel

This long tunnel has a significantly steeper grade to it than the rest of the mines. The tunnel's mine tracks run north and south as far as the eye can see.

When the dwarves depleted the iron and coal sources in this half of the mines, they built this tunnel to look for more ore buried beneath the hills. They struck a rich gold deposit about a half-mile north and constructed the northern branch of the mines to harvest the ore, as well as the unusual green crystals they discovered alongside the gold. The tunnel runs for a half-mile before descending a quarter mile to area **B1**.

To safely travel the decline tunnel, the PCs must repair the decline winch in area **A17**. Once activated, it slowly controls the descent of a single mine cart down the tracks to area **B1**. Though the PCs might also simply walk the tunnel, the sheer length of it ensures they would run into at least one group of monsters from the random encounter table on page 8. If the PCs ride a controlled mine cart down the tracks, the noise of it keeps wandering monsters away. Complicating matters, the tunnel's steep grade limits all creatures without a climb speed to half speed, though they may attempt to move at full speed by succeeding at a DC 15 Acrobatics check; if this check fails, the creature falls prone and slides 10 feet down the decline, taking 2d6 points of slashing damage from the jagged rocks.

Story Award: If the PCs successfully reach area **B1** by traversing the steep tunnel, award them 25,600 XP.

B. KARGGAT MINE—LOWER LEVEL

Once the PCs have reached the northern half of the tunnels in the abandoned Karggat Mine, they can truly begin their investigation, since it is here that Sultur's operatives are currently working, mining eidite and reprogramming Brass Guardians.



The mine's lower level in the northern half of the complex has the same features as those in the primary mine of area A, except where noted.

Eidite

The toxic mineral eidite is native to the Karggat Hills, and scholars speculate that it's a result of the foul magic left here by Geb and Nex's ancient wars. Any living creature that touches eidite risks exposure to the substance's highly poisonous toxin.

EIDITE SICKNESS

Type disease, ingested, injury, or touch; **Save** Fortitude DC 20

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Wis damage and -4 penalty on saving throws against poisons and diseases. Unlike other diseases, constructs are not immune to eidite sickness. After 3 days of being affected by the disease, a construct gains the advanced simple template and loses any programming or instructions given to it, effectively going berserk, and attacks all living creatures in sight until it is destroyed or the disease is removed; **Cure** 2 consecutive saves

During Degala Krauss's earliest efforts to reprogram Alkenstar's Brass Guardians, she developed a method to use eidite's deprogramming properties to delay the onset of the clockworks' berserk rampages, either until commanded to do so or on a set timer. Similarly, she managed to reprogram a number of the mechanical guards to gain the benefits of advancing their strength and agility while effectively delaying their uncontrollable rioting indefinitely.

The PCs will have multiple opportunities to learn about the dangerous mineral known as eidite while they explore the Karggat Mine, particularly from either Habblegash in area A5 or Metruni in area B19. In addition, the PCs can make Craft (alchemy) or Knowledge (dungeoneering or nature) checks to learn about eidite. Use the following table to determine what they learn.

RESEARCHING EIDITE

DC	Result
15	Eidite is a rare and unusual mineral that can be found in some parts of the Mana Wastes. It's known to be poisonous to living creatures, with light-headedness as the initial symptom.
20	Scholars speculate that eidite formed deep beneath the soil of the Mana Wastes as a result of the fell magic Nex and Geb used during their devastating wars.
25	Eidite is valuable because it can be used to boost the power of clockwork and other mechanical creations, but it was outlawed due to its highly poisonous effects on living creatures.

30 Eidite's beneficial effects to machinery are temporary—machines injected with eidite or otherwise constructed with the mineral eventually begin to function unpredictably and dangerously.

Story Award: If the PCs gain an understanding of eidite and its effects on constructs, award them 25,600 XP.

B1. False Dead End

The long, sloping tunnel connecting the northern and southern halves of the mines terminates at a sturdy wooden barricade.

If the PCs take a mine cart down the tunnel without repairing the winch in area A17, their mine cart crashes headfirst into the wooden barricade at the end of the track, dealing 12d6 points of damage to everyone in the cart as they make impact and destroying the cart. If they repaired the winch by replacing the missing pieces, the winch can be activated from below by using a control panel on the cavern's eastern wall, adjacent to the barricade. Doing so reverses the engine in area A17 and slowly pulls one attached mine cart up the steep incline of area A18.

Development: Before the gugs invaded the upper tunnels to the south, Habblegash constructed the false western wall of this small chamber so that intruders into his lair would think the passage was blocked. The catch to move the false wall can be found with a successful DC 25 Perception check.

B2. Mine Tracks

Unlike the mine cart tracks in the southern tunnels, these tracks are in good repair. The ogres use them to transport eidite toward the preliminary crusher in area B11. They don't bother traveling down collapsed tunnels or tunnels that terminate in dead ends (such as the false dead end obscuring area B1), making those regions easier for the PCs to slink through unnoticed. Alternatively, various carts distributed throughout the mines (exact locations are left to the GM's discretion) can serve as a means of transport (see vehicle rules for mine carts on page 9).

B3. Bullying Cavern (CR 11)

This sizable, out-of-the-way cavern appears to have been fully mined and abandoned, with its pocked and chipped walls revealing no recent activity. A few broken pick handles and overturned wheelbarrows are all that remains of the work that once took place here.

Creatures: PCs who peer into this relatively secluded alcove witness a truly repulsive sight—three mutated ogres who have tired of their toiling have chosen to kill time by bullying and torturing one of the slaves they pulled from his rest in area B7.

The slave, a mutated gnome named **Edwid Fickleberry** (CN male gnome commoner 2/expert 1), was born with a pair of bum legs, and the ogres are having quite the time getting the fellow to stumble around without his steel leg braces, which they crudely removed and smashed on a nearby rock. Unless the PCs intervene, the torment quickly escalates as the ogres smash the gnome's arms and torso and laugh at the crippled slave's broken body before leaving him here to die.

OGRE MUTANTS (3)

CR 8

XP 4,800 each

Mana Wastes mutant ogre barbarian 4

(*Pathfinder RPG Bestiary* 220, *Pathfinder*

Campaign Setting: Inner Sea

Bestiary 28)

CE Large aberration (augmented humanoid, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 6, flat-footed 20 (+5 armor, -1 Dex, +9 natural, -2 rage, -1 size)

hp 109 each (8 HD; 4d8+4d12+60)

Fort +14, **Ref** +3 (+1 vs. traps), **Will** +8; +4 vs. mind-affecting effects, +3 vs. magic

Defensive Abilities acidic pustules (1d6, DC 18), trap sense +1, uncanny dodge;

DR 5/cold iron; **Immune** poison, disease;

SR 19

OFFENSE

Speed 35 ft.

Melee mwk club +17/+12 (1d8+10), slam +16 (1d6+10 plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage (14 rounds/day), rage powers (knockback, superstition +3)

TACTICS

During Combat The ogre mutants rage immediately and throw fuse grenades at their enemies before moving into the fray. They swing wildly with their mutated arms and clubs, concentrating less on tactics and more on dealing massive amounts of damage.

Morale The ogres lust for battle after so many days without carnage, and fight to the death.

Base Statistics When not raging, the barbarians' statistics are **AC** 22, touch 8, flat-footed 22; **hp** 93; **Fort** +12,

Will +6; **Melee** mwk club +15/+10 (1d8+8), slam +14

(1d6+8 plus disease); **Str** 26, **Con** 19; **CMB** +16, **CMD** 25;

Skills Climb +12.

STATISTICS

Str 30, **Dex** 8, **Con** 23, **Int** 4, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +18; **CMD** 25



EDWID FICKLEBERRY

Feats Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Climb +14, Perception +9

Languages Giant

SQ deformity (warped hide), mutations (acidic pustules, disease), fast movement

Combat Gear fuse grenades^{UE} (3); **Other Gear** mwk scale mail, mwk club, *amulet of bullet protection*^{UC} +2, 8 emeralds worth 100 gp each, 200 gp

SPECIAL ABILITIES

Acidic Pustules (Ex) Whenever a creature deals piercing or slashing damage to an ogre mutant, all creatures adjacent to the ogre mutant must succeed at a DC 18 Reflex save or take 1d6 points of acid damage as its boils and blisters pop and spray about.

Disease (Su) *Mana Fever*: Slam—injury; *save* Fort DC 18; *onset* 1d4 minutes; *frequency* 1/day; *effect* 1d2 Con damage, 1d2 Cha drain; *cure* 2 consecutive saves. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant.

Development: The *amulets of bullet protection* the ogre mutants carry are clearly not of their own make: a PC who succeeds at a DC 16 Appraise check can tell that the general craftsmanship of these items is greater than any the ogres could possibly muster. (Anyone who can successfully identify the magic items and has a general knowledge of magic item construction can deduce the same.)

If the PCs rescue Edwid Fickleberry before serious harm befalls him, he can update them on the most recent happenings in the northern half of the Karggat Mine. He has a starting attitude of friendly for the purpose of Diplomacy checks. If, however, the PCs let the ogres mutilate him before intervening, his starting attitude is instead indifferent.

Like many mutants, Edwid's mind has been badly warped, making him an eccentric, superstitious zealot at the best of times. He believes the PCs to be saviors sent from the stars, heroes who are here to rescue him and the other slaves from the ogre taskmasters' depravities. If the PCs play along with his crazed misperceptions, they receive a +5 circumstance bonus on Diplomacy checks to make the mutant helpful, at which point he happily tells them all about how the ogres captured him and many of the other slaves from the nearby Multhok Colony about a month ago. The ogres blindfolded the shackled slaves before leading them here, so Edwid can't provide much information on the outside world or the PCs' relative location to any major



landmarks in the Karggat Hills. He is certain, however, that he smelled coal furnaces and heard the machinations of a large factory before being led into these tunnels. If asked how he can be sure, Edwid reveals that as a youth he worked as a slave for the smiths of the Gunworks in 4672 AR, before the Grand Duchy of Alkenstar outlawed mutant slavery in its factory holdings later that decade.

Edwid and his comrades have been ordered to mine for “green crystals” by their ogre taskmasters, who are also too uninformed to realize the properties of this rare mineral. They’re to send the green crystals to the surface via the ore lifts (area **B13**). In addition, the ogres tasked them with bringing any rare gemstones or valuable ores (such as gold, silver, or mithral) directly to Slavemistress Metrini in area **B19**.

B4. Eidite Tunnel (CR 13)

Four pairs of wooden beams hold up the ceiling of this tunnel. A conveyor system between the beams runs the length of the tunnel, terminating at a cracked, mineral-studded cavern wall.

The conveyor in this area is 5 feet wide and runs southeast to northwest with an efficiency of 15. The miners use it to transfer harvested ore and minerals from the far side of the chamber toward the mine tracks in the main tunnel, placing materials on the conveyor’s belt and letting the cargo dump into empty mine carts before pushing the carts northeast to the crusher (area **B11**).

Creatures: A dozen overworked mutant slaves of various humanoid races toil at the end of this tunnel, pulling eidite crystals from the rock with their picks, shovels, and even bare hands. Four ogre slavers and their pet dracolisk watch over the miners, and the giants amuse themselves by trying to teach the half-dragon simple tricks when they’re not taunting or abusing the slaves. The dracolisk is fitted with a leather headpiece that covers its eyes, preventing it from using its gaze attack and effectively blinding it. Any adjacent creature can remove the headpiece as a standard action. The beast must be pinned with a successful grapple check before the headpiece can be reapplied.

If they see intruders, the ogres remove the dracolisk’s headpiece, sic the beast upon the interlopers, and emit guttural battle cries before moving in to join the fray.

OGRE MUTANTS (4) **CR 8**

XP 4,800 each

hp 109 each (see page 20)

DRACOLISK **CR 7**

XP 3,200

hp 73 (*Pathfinder RPG Bestiary* 170)

Development: If the PCs dispose of the ogres and dracolisk in this area, the dozen slaves still toiling away

CONVEYORS

The conveyors in the Karggat Mine and later in Megator Facient use the following rules.

Each conveyor belt on the map is accompanied by an arrow and number denoting the direction and efficiency of the conveyor belt, respectively. A conveyor belt’s efficiency determines when in the initiative order it moves. Any creatures or objects on the conveyor belt when the conveyor acts moves 5 feet in the direction the belt is traveling. For example, the conveyor belt in area **B11** travels eastward, and acts on initiative count 15. Some conveyor belts are especially fast and act on multiple initiatives during the same round; commas separate these belts’ multiple efficiency entries.

The conveyors are powered by steam engines, generally in areas far from the conveyors themselves; the steam flows from the engines to conveyor turbines through pipes buried beneath the floor or embedded in the walls. A conveyor can be disabled with a DC 25 Disable Device check, and a given 5-foot segment of a conveyor has AC 10, 20 hp, and hardness 8.

are initially frightened, but quickly warm up to the party if assured they are not to be harmed. They can provide information to the PCs, and know about as much as Edwid Fickleberry in area **B3**. If the PCs’ interaction with the enslaved mutants is amiable enough, the mutants introduce the adventurers to their leader, Shyar Burkin, in area **B7**.

If brought a sample of eidite from these tunnels or others that contain eidite (a pound of the stuff should be sufficient), Habblegash (area **A5**) can spend 2d4 hours researching the mineral and referencing his various literature to determine its name and properties (equivalent to a result of 30 on the Researching Eidite table on page 19).

B5. Excavation Tunnel (CR 14)

The mine cart rails leading down this relatively narrow corridor end abruptly at an unfinished cavern wall bedecked with green crystals.

Creatures: Two mutant ogres are fiddling with the excavator here, their attention almost solely dedicated to a machine far beyond their capacity to understand. If the ogres become aware of the PCs, one of them grabs a chunk of eidite from the wall and plunges it into what could be assumed to be the cranium of the clockwork excavator, while the other ogre fearfully yells out for his companion to stop. The eidite does its job, though; the excavator instantly powers up and promptly goes rogue on the first round of combat, attacking the nearest creature in sight.

It continues to blindly attack creatures until it's destroyed or can no longer see any living creatures.

OGRE MUTANTS (2) CR 8

XP 4,800 each

hp 109 each (see page 20)

CORRUPTED CLOCKWORK EXCAVATOR CR 13

XP 25,600

Advanced clockwork golem (*Pathfinder RPG Bestiary 2* 137, 292)
hp 118

B6. Magma Vein (CR 12)

The weathered iron door (hardness 8, hp 50, break DC 28) to this room is much sturdier than the rickety wooden doors elsewhere in the mines. Thick sheets of scrap metal form a crude doorframe around it, and the door is currently unlocked.

A thick vein of viscous magma originates from a narrow chimney in the ceiling to the west and flows down a wall of speckled green mineral stones before seeping through an equally narrow crag in the floor.

This vein of active magma was accidentally unearthed when the slave-miners were excavating a new slave quarters. They built a door to the room using scrap metal they found aboveground, but while carving out the walls of the new chamber, they struck a sheet of eidite-tainted magma. Thankfully it diverted downward rather than out and flooding the room.

Creatures: The magma itself would not have been so bad (and might have even made for a nice hearth to keep the room warm) had it not been for the monsters that crawled in with it. As soon as the slaves unearthed the lava, four magma oozes gushed forth from the confines of the rock and attacked several of the slaves, who hastily made for the door and shut it behind them, leaving the hungry oozes to feast on the slaves' fallen comrades. Mindless creatures whose exposure to the eidite has left them warped in their own right, the oozes now bask in the flowing lava in this chamber and soak in the fell energies of the eidite.

EIDITE OOZES (4) CR 8

XP 4,800 each

Poisonous magma ooze (*Pathfinder RPG Bestiary 2* 184)

hp 85 each

Disease (Ex) *Eidite Sickness*: Slam—injury; save Fort DC 20; onset 1d3 days; frequency 1/day; effect see page 19; cure 2 consecutive saves.

B7. Slave Quarters

Sleeping rolls, ragged tents, and scattered tools cover the floor space of this earthen chamber. Carved stairs exit upward to the south and downward to the north.

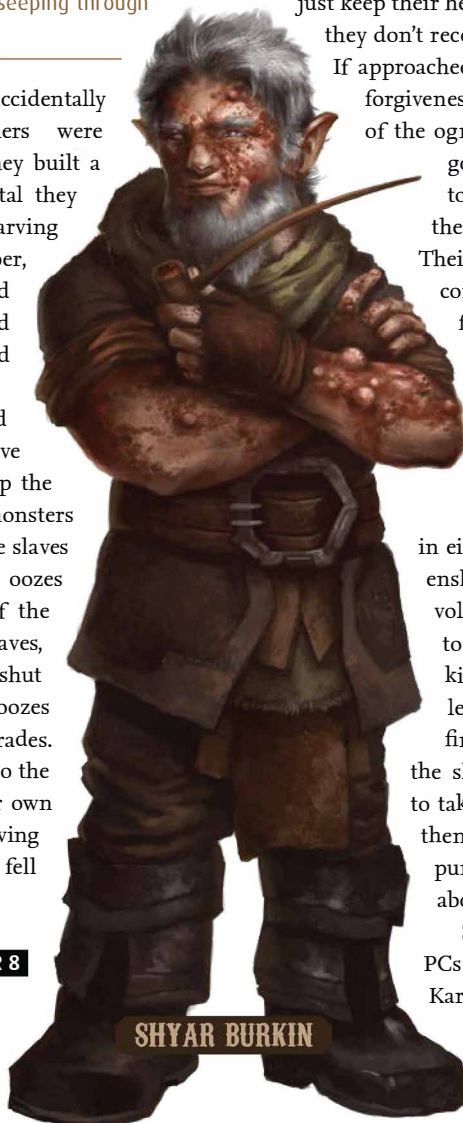
This area is where most of the slaves forced to toil in the Karggat Mine spend their rest time, either sleeping in the ramshackle tents and sleeping rolls on the ground or eating food made in the nearby supply room.

Creatures: Fifteen Mana Wastes mutant slaves (statistics vary; 10 Mana Wastes mutant human commoners and 5 Mana Wastes mutant halfling commoners) can be found in this area or the adjacent rest area at any given time. They pay no attention to the PCs should the adventurers make their way through here—they've learned it's best to just keep their head down if their masters or others they don't recognize come into their living area.

If approached or accosted, the slaves weep for forgiveness, initially taking the PCs for allies of the ogre slavers. Most slaves have either gone temporarily mad from the torment endured in the mines, or they had little to say to begin with. Their spirits shattered, the slaves have consigned themselves to their dread fates, and just want to be left alone.

The exception to this is the captured leader of Multoth Colony, **Shyar Burkin** (NG male middle-aged Mana Wastes mutant halfling rogue 6). He approaches the PCs if they linger in either this area or area **B9**, or if the enslaved mutants from areas **B3** or **B4** voluntarily introduce the adventurers to their leader. The aged halfling is kind and hospitable to the strangers, leading them down the stairs to the fire pit in the northwestern side of the slaves' resting area. He asks them to take seats and even provides each of them with a recently brewed cup of purplish mushroom tea before asking about the manner of their business.

Shyar is patient and allows the PCs to explain their presence in the Karggat Mine before taking a turn to speak. Regardless of the explanation they give, he sees in



SHYAR BURKIN



INTRODUCTION

CHAPTER 1: THE KARGGAT MINE

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APPENDIX 1: ALKENSTAR

APPENDIX 2: NEW MONSTERS

these surprise visitors an opportunity to obtain freedom. If the PCs fail to bring up the point, Shyar does so after bantering for some time and inquiring about the goings-on in Alkenstar (it has been quite a while since his last visit, he laments), and asks the PCs if they would be amenable to helping him and his companions escape the mines. He can provide a rough layout of the northern mines, with precise directions to the lifts that the ogres ride up to the surface when their shifts end. Shyar proposes the PCs distract Murg-Nurk Headsplitter and his ogre cronies near the ore crusher in the center of the cavern, while the mutant slaves make a break for it and escape through the ore lifts to the east. Alternatively, if the PCs devise some clever means of transporting the slaves up the ore lifts without causing too much commotion (such as by hiding the slaves in half-empty mine carts and somehow getting them onto the conveyors from area **B11** to area **B13** without crushing them in the process), Shyar is likewise willing to try such a scheme.

As long as the PCs agree to help the enslaved mutants escape the mines, Shyar willingly provides them with as much aid as he can, and gives them helpful items he has stolen during his time here: six *potions of cure serious wounds*, two *scrolls of dispel chaos*, and a pilfered rust-colored *bag of tricks*. The halfling leader of Multhok Colony knows much about the ogres' activities and goals in the mines. He also has frequent personal interactions with Metruni, who takes pleasure in teasing the old halfling and his broken companions, so he can tell the PCs much of the tiefling oracle, her strange dealings with the demon lord Haagenti, and her monstrous retriever companion.

Story Award: If the PCs help the mutant slaves escape the Karggat Mine, award them 38,400 XP.

B8. Rest Area

This open area is where the slave miners hold small gatherings or cook their meager food. A trap door is discreetly tucked away behind some rocks in the ceiling (Perception DC 25). This secret trap door leads to one of the punishment chambers above (area **B10a**), and the trapped slaves use it to escape to the rest area for a reprieve from the deprivation and misery inflicted upon them.

B9. Supply Room

This area serves as a makeshift larder for the enslaved mutants dwelling in these caves. Their meals—if one can even call them that—are poor excuses for nutrition, consisting mostly of fungus and dried rodent meat.

Additionally, this supply room serves as a staging area for small spare parts for the mine's conveyors, mine carts, and ore crusher. Only simple parts are kept here, as the ogres don't trust the slaves not to sabotage more vital components; the most important spares are kept in the mill-outpost aboveground, in Krauss's workshop.

SHYAR BURKIN

Shyar Burkin has known adversity his entire life. His family was aboard a slave galleon headed out of Katapesh when the Gray Corsairs of Andoran attacked the ship. As far as he could tell, Shyar was the only one of his family to survive the subsequent chaos, and the next thing he knew, he had washed ashore on the coast of the Spellscar Desert. Believing he would find sanctuary in Alkenstar, he made the long, brutal journey westward—yet when he finally reached Alkenstar, he was outcast for the freakish mutations that had begun to warp him. Now hauling a broken spirit along with his scarce belongings, the mutant halfling continued westward in hopes of eventually striking the Mwangi Expanse or meeting a swift death at the hands of mutants in the Western Ravage. As luck would have it, though, he wasn't the only rejected mutant to be wrought from a well-meaning soul lost in the treacherous Mana Wastes; dozens of like-minded mutants joined him during his journeys toward Lake Ustradi, and by the time they struck the freshwater source, they were already over 100 members strong. Thus was the mutant colony of Multhok born.

Shyar and swaths of his clan were brought to the Karggat Mine 6 months ago when Hrugor Gurstweld and his minions went searching for slaves to exploit and use in their industrious scheme. Though the mutants put up a respectable fight, Shyar and his clan members proved unable to fend off the invaders, and Gurstweld's minions dragged them to the mines to toil away for the rest of their days. Now, Shyar yearns to free his indentured people from their shackles, though the constant browbeating and maltreatment at the ogre mutants' hands makes this an impossible endeavor at best. With the aid of the PCs, however, Shyar hopes to escape the mines with his colony of misbegotten mutants in tow.

Treasure: The shelves in this area are mostly stocked with pitiful excuses for sustenance, but careful examination also reveals several magical and alchemical items hidden among the spare parts and food. Such valuables include a *bladed belt* (*Ultimate Equipment* 211), a pair of *sniper goggles* (*Ultimate Equipment* 227), six *potions of cure serious wounds*, and 3 doses of purple worm poison.

B10. Punishment Chambers (CR 15)

Filth and detritus, including several battered humanoid skulls, cover the floor of each of these small, carved-out chambers. A pair of portcullises segregates each of these putrid rooms from the rest of the cavern.

Once, miners used these small, natural hollows as supply rooms. Since the ogres took over the mines, however, they've been converted into punishment chambers, rooms designed to teach mutant slaves a lesson after they've disobeyed their masters. By command of Murg-Nurk Headsplitter, any ogre that sees a slave acting up has been ordered to take the rebel to one of these punishment chambers. Most ogres are only too happy to bring slaves here, where they perform all manner of profane tortures upon the mutants before leaving the unfortunate slaves to wallow in isolation for several days. Those slaves who survive the ordeal are sent back to work, and rarely does a punished subject incite the ogre slavers' ire again.

The iron portcullises to either of the two punishment chambers are weathered by time and misuse (hardness 8, 30 hp, break DC 23). Each portcullis can be raised by flipping a lever on the adjacent wall, which is just out of reach for anyone in the cell.

Creatures: Currently, each of the punishment chambers is occupied by a single slave. The western chamber (**B10a**) holds a gregarious halfling who introduces himself as Waldat as soon as the PCs come into view, while the eastern chamber (**B10b**) holds a mute Vudrani man crumpled on the floor. The halfling is a Mana Wastes mutant and apparently belongs to the same colony as Shyar Burkin and the other enslaved denizens of the mines, while the Vudrani man appears, for all intents and purposes, to be free of mutations or other afflictions.

The Vudrani man does not plead for help or otherwise attempt to interact with the PCs unless they first approach him. He only communicates by nodding or shaking his head, and if asked, he claims he doesn't know Waldat. This is true, for the Vudrani man has only been a prisoner here for a few months—he is, in fact, Eliza Baratella's missing assistant **Arvanor** (LN male human expert 6). When Arvanor ventured into the mine to further investigate the trail of the missing Brass Guardian, he was captured by the ogres in this part of the mine, who subjected him to terrible tortures. His tongue has been badly scarred, preventing him from talking, and his fingers are all broken, preventing him from writing. Both his mute condition and broken fingers can be healed with a casting of *heal* or similar restorative magic.

Waldat hurriedly beckons for the PCs to come closer if they reveal themselves to him, and he whispers loudly in Common to get their attention. "Hurry!" he exclaims. "You have to get me out of here. They plan to kill me!" He plays to the PCs' sympathies and says whatever he can to get them to help him out of the punishment room. If they should ever divert their attention to the mute man in the other cell, his pleas for the PCs' help become more frantic, and he tries his

best to get the adventurers to ignore Arvanor and focus their attention on him.

In truth, Waldat is no halfling at all—Waldat has been dead for almost a day, and his skin has been stolen and repurposed by an ecorche named Raughmir. The ecorche is an abominable servant of Kogra—whom the PCs are destined to meet in Chapter 3 of this adventure—and was sent to these mines to ensure all was well within the tunnels and the mutant ogres hadn't yet eaten or killed all of the slaves. Raughmir had strict orders to not alert the ogres or anyone else to his presence, since the inbred mutants would undoubtedly take him for an unaffiliated monster at first glance.

After killing Waldat and assuming his appearance near the ore lifts in the mines, the ecorche found himself being pushed by ogre handlers into one of the punishment chambers for an earlier slight of Waldat's. Raughmir played along in hopes of getting closer to the mutant slaves at the lower level of the mines. Fortunately for him, the PCs arrived not long after his incarceration in the punishment chamber.

Raughmir intends to trick the heroes into releasing him, kill them, and then check on the slaves to complete his mission before heading back to Megator Facient. Should the PCs refuse to release him from the punishment chamber, he flies into a rage and attempts to break down the portcullis locking him in. If, however, the PCs know about the hidden door in the chamber's floor that leads out of the cell, they can help the ecorche locate it. The secret tunnel lies buried beneath the mound of waste and trash in the northern corner of his cell, and can easily be spotted after removing the debris. He is more than happy to use the secret tunnel to escape to area **B8** below, and if the PCs agree to meet him on the other side, he attempts to slay them once there (likely killing a few slave bystanders as well).

RAUGHMIR

CR 15

XP 51,200

Young ecorche (*Pathfinder RPG Bestiary* 3 109, 292)

hp 171

Story Award: If the PCs identify and free Arvanor so that he may return to Alkenstar, award them 25,600 XP.

B11. Preliminary Crusher (CR 14)

This thirty-foot-wide steel drum is five feet tall. A churning mill inside crushes ore into smaller and smaller pieces, which are then deposited onto a conveyor that runs eastward. Steel grating runs around the perimeter of the crusher, revealing a hollowed-out chamber beneath the mill. A conveyor to the north feeds the crusher, and on the west side of the drum, machinery has been designed to lift and tilt mine carts of ore into the crusher.



Creatures: Six mutant ogres work this area of the mines, variously shoveling the ore in the crusher around so the mill doesn't get stuck and ensuring that the conveyors run as intended. The ogres' taskmaster, a vicious ettin brute named Murg-Nurk Headsplitter, barks orders at the ogres whenever they start to slack off (or the mood simply strikes him). One of his heads keeps an eye on the crusher, while the other inspects the ore-filled mine carts and dumps their payloads in the mill.

MURG-NURK HEADSPLITTER

CR 12

XP 19,200

Male Mana Wastes mutant ettin barbarian 5 (*Pathfinder RPG Bestiary* 130, *Pathfinder Campaign Setting: Inner Sea Bestiary* 28)

CE Large aberration (augmented humanoid, giant)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 26, touch 8, flat-footed 25 (+7 armor, +1 Dex, +11 natural, -2 rage, -1 size)

hp 173 (15 HD; 10d8+5d12+90)

Fort +17, **Ref** +5 (+1 vs. traps), **Will** +9; +4 vs. mind-affecting effects

Defensive Abilities improved uncanny dodge;

DR 10/cold iron; **Immune** poison, disease;

SR 23

OFFENSE

Speed 40 ft.

Melee +2 *club* +25/+20/+15 (1d8+14),
+2 *shortspear* +25/+20/+15
(1d8+14), slam +23 (1d6+12
plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath
weapon (30-ft. cone,
7d6 acid, Reflex DC
21 for half, usable
every 1d4 rounds),
disease, rage (16
rounds/day),
rage powers
(night vision,
no escape),
superior two-weapon fighting

TACTICS

During Combat Murg-Nurk begins combat by spraying his foes with his acidic bile breath weapon, then moves into melee range to deal as much damage as possible while his breath weapon recharges. Knowing his allies are immune to his putrid sputum, Murg-Nurk don't worry about catching them in the spray.

Morale Murg-Nurk fears his superiors and fights to the death to keep the supply of eidite flowing to Metruni.

Base Statistics When not raging, the barbarian's statistics are **AC** 28, touch 10, flat-footed 27; **hp** 143; **Fort** +15, **Will** +7; **Melee** +2 *club* +23/+18/+13 (1d8+12), +2 *shortspear* +23/+18/+13 (1d8+12), slam +21 (1d6+10 plus disease); **Str** 30, **Con** 19; **CMB** +23, **CMD** 34; **Skills** Intimidate +17.

STATISTICS

Str 34, **Dex** 12, **Con** 23, **Int** 4, **Wis** 8, **Cha** 10

Base Atk +12; **CMB** +25 (+29 overrun); **CMD** 34 (36 vs. overrun)

Feats Cleave, Great Cleave, Greater Overrun, Improved Initiative, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Handle Animal +8, Intimidate +19, Linguistics -2, Perception +12

Languages Common, Giant

SQ deformity (shattered mind), mutation (breath weapon, disease, increased speed), fast movement, trap sense +1



MURG-NURK HEADSPLITTER

MUZZLE OF SUPPRESSION

The following new magic item is sometimes crafted by denizens of the Mana Wastes to better tame capramaces and other creatures whose cries might cause unwanted commotion.

MUZZLE OF SUPPRESSION		PRICE 8,000 GP
SLOT head	CL 5th	WEIGHT 5 lbs.
AURA faint abjuration and illusion		

A *muzzle of suppression* hardly resembles the long-snouted devices often equipped to dogs or other dangerous creatures. More mask than anything, this leather garment sports an orange metallic ball that's inserted in the creature's mouth, after which the mask's straps and chains are secured around the back of the creature's head and neck. The muzzle can be strapped around a humanoid-shaped head (such as that of a capramace) to negate the creature's ability to speak, mumble, or make any noise at all, identical to the effect of a *silence* spell. Not even muffled cries for help can pierce the barrier created by a *muzzle of suppression*. The garment's keystone strap can only be opened by the creature that placed the muzzle on its subject; other creatures attempting to disassemble the strap must succeed at a DC 30 Disable Device check to do so. A *dispel magic* or *knock* spell can also unlock a *muzzle of suppression*.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>arcane lock</i> , <i>silence</i>	

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 breastplate, +2 club, +2 shortspear, amulet of natural armor +1, 299 gp

SPECIAL ABILITIES

Disease (Su) *Mana fever*: Slam—injury; save Fort DC 21; onset 1d3 days; frequency 1 day; effect 1d3 Con damage, 1d3 Cha drain; cure 2 consecutive saves; Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant.

OGRE MUTANTS (6) **CR 8**
XP 4,800 each
hp 109 each (see page 20)
Defensive Abilities replace acidic pustules with **Immune acid**

Development: Defeating Murg-Nurk Headsplitter is a necessary step to dismantling the ogre operation in these tunnels, and it drastically reduces the morale of any other ogre mutants the PCs might encounter here. If the PCs inform any further ogre enemies of their

leader's death, the foes become shaken for 1d6 rounds as their resolve is tested.

B12. Crusher Underbelly (CR 12)

A ten-foot-wide staircase carved into the rock descends into this small chamber. In the center of the area, a winch met on four sides by wooden poles powers the crusher above, which is visible through the metal grate that composes most of the ceiling.

Creatures: Four capramaces operate the winch in this room; each brute is harnessed to its respective pole, which it pushes clockwise to move the millstone in the preliminary crusher above. The wide-eyed beasts are muzzled with specially designed masks, *muzzles of suppression* (see sidebar). They're quick to , and if the single ogre mutant keeping watch over them senses any intruders entering the room (whom he notices only by sight, since the crusher above obscures most sounds), he flips a switch that releases the capramaces from their harnesses and then sics the beasts on the PCs before engaging the interlopers himself. If the ogre sees particularly flashy magic through the grate above his head, he panics for 1d4 rounds before steadying himself and releasing the capramaces.

CAPRAMACES (4) **CR 7**
XP 3,200 each
hp 85 each (see page 61)

OGRE MUTANT **CR 8**
XP 4,800
hp 109 (see page 20)

B13. Ore Lifts

The lifts embedded in the walls of this area consist of long chains of ore carts attached to a series of pulleys and tracks that push the carts upward. The carts disappear into the ceiling before returning down the other side of the pulley contraption, ready to take more ore from the adjacent conveyor to the surface.

All three conveyors in this area transport ore to a trio of lifts that take the cargo up to the surface, eventually leading to the silos in area **C9**. The conveyors move from west to east and have an efficiency of 10. A Small or smaller creature can easily fit into one of the ore carts for transport to the surface, though if it dallies too long on the conveyor system, the large quantities of ore being transported might smother it. The ore lifts move 20 feet per round, traveling a total of 800 feet over 5 minutes on their way to the surface of the mines. Creatures who reach the top of the ore lift must escape their cart if they don't



want to be delivered into one of the ore chutes above (see area C9).

A Medium creature can fit into an ore cart by making a DC 20 Escape Artist check to squeeze into the cart as a full-round action; getting out of the cart requires another check of the same DC. Failing the check means that the creature can't find a good way to fit into that specific cart, while failure by more than 5 allows the creature to get into the cart, but miscalculation results in the ore settling on top of the creature, dealing 1d6 points of bludgeoning damage to the creature each round it remains in the cart. A creature buried in such a pile of ore in an ore cart can escape the cart with a successful DC 20 Escape Artist or Strength check.

Treasure: While the eidite and ore being extracted is virtually worthless to the PCs, keen-eyed adventurers can, with a successful DC 20 Appraise check, spot some rare gems that slipped between the cracks at the base of the lifts—a fistful of rubies and emeralds worth a total of 5,000 gp.

B14. Extraction Pulleys

These two ten-foot-square holes in the ground look like crude wells. Buckets of green minerals rise from the holes along a sturdy chain, dump on the adjacent conveyor, then lower down the other side of the chain.

These pulleys are operated by the reprogrammed Brass Guardians stationed in the chamber below (area B15). The buckets are lifted along chains until they reach the top of the pulley, at which point they are dumped onto the adjacent conveyor and pulled back down. A creature that can fit through the hole in the floor could easily grab onto the descending chain and ride it into the area below, as long as the Brass Guardian leveraging the pulley doesn't stop.

B15. Lower Eidite Mining Zone (CR 13)

Two conveyors run the length of this L-shaped mining corridor. Green minerals jut from the walls on all sides. Pairs of chains penetrate two ten-foot holes in the ceiling to the west, lifting buckets of green minerals from the conveyors up into the chamber above.

Creatures: Five reprogrammed Brass Guardians operate the pulleys here, pulling the chains and lifting ore from the conveyors up to area B14. Because the adjacent conveyors dump the eidite into the buckets, the clockwork soldiers don't need to touch it in order to transfer it along the assembly line. Two ogre mutants in the chamber's southern section oversee the half-dozen slaves excavating the eidite and transferring it to the conveyor belt. The ogres are bored with their station,

and so the PCs can easily sneak up on them, distracted as they are by the strange glowing worms wriggling out of the walls (see Treasure, below). The Brass Guardians, for their part, were not programmed to guard the area; if combat breaks out, however, they grab the heavy mining picks leaning against the wall and defend themselves and their ogre masters to their fullest extent.

REPROGRAMMED BRASS GUARDIANS (5) CR 7

XP 3,200 each

Advanced clockwork soldiers (*Pathfinder RPG Bestiary* 3 57)

hp 64 each

Melee heavy pick +19/+14 (1d6+16/x4)

OGRE MUTANTS (2) CR 8

XP 4,800 each

hp 109 each (see page 20)

Treasure: The glowing worms that occupy the ogres' attention are no mere vermin. Indeed, the turquoise light emanating from them is quite beautiful to look upon, and the worms possess an additional strange property: when touched, they shrink into pinkie-sized blue crystals as hard as any sapphire. Though they eventually turn back to their vermicular form if left alone again, the glowworms stay in this hardened gemstone shape upon death, and are virtually indistinguishable from gemstones (hence earning the harmless invertebrates the name "gemstone crawlers"). The gemstone crawlers can be identified as such with a successful DC 20 Knowledge (nature) check.

With a successful DC 10 Perception check, the PCs notice the glowing worms writhing through the walls in the southern half of this chamber. If the PCs spend a few minutes picking the worms from the walls and killing them, they can make a healthy profit from the solidified worms' gemstone forms, finding a total of 4d6 gemstone crawlers, each worth 200 gp if sold to a jeweler or helminthologist.

B16. Lifts (CR 13)

Two ten-foot-wide hollows perforate the eastern wall of this area. In one of the hollows, a round steel platform dangles from a pair of iron chains. The other hollow sports similar-looking hoists but no platform, and both sets of chains soar upward before disappearing into the cavern ceiling above.

The ogre mutants use these mechanical platforms to travel between this area of the Karggat Mine and the surface. When one side of the lift goes up, the other goes down, ensuring that creatures can't get stuck on one side or the other without ruining the entire lift. The lift can be operated by pulling on one of the levers located in the wall of each of hollow while standing on the lift; doing so activates a complex series of gears and counterweights

METRUNI

The tiefling oracle Metruni is but one of the many freakish non-mutant anomalies that occasionally spring up in the Mana Wastes. Born to a poor farming family in the Sesaro Dells to the east, she was cast out by her kin when her demonic heritage emerged during adolescence. Bitter and alone, she wandered the nearby Nulliparous Valley for years before she began praying to whatever fell forces would listen to her in that desolate land. When agents of the demon lord Haagenti answered her cries for help, the frightened tiefling agreed to a foul bargain with the fiends—a deal that stripped her of most of her sight but granted her unbridled magical power.

Haagenti continued to smile upon Metruni as the young woman wandered west, and eventually the demon lord granted Metruni the aid of one of his favored minions—a retriever from the Abyss named Orixium. When Metruni and Orixium crossed paths with a man named Parliamentary Minister Aredil Sultur and his elite guard, the resulting fierce battle led to the death of the minister's entire platoon. Sultur, now defenseless and seeing great potential in the tiefling, promised her incredible wealth and power if she spared him and aided him in his most recent endeavor; the oracle, in a rare display of reasoning, accepted his offer.

That was 3 months ago, and Metruni has indeed achieved vast riches in her short time as the ogre mutants' slavemistress, though she's quickly tiring of this rather tedious and ultimately uninteresting job. The PCs' interjection might be just what she needs to disrupt the monotony of her task.

inside the wall that launches one platform upward while allowing the upper lift to drop down at a rapid rate that gradually slows as the lift reaches the floor.

The stone floor beneath each lift is smoothed to a rough finish, but otherwise offers no protection to creatures that accidentally find themselves beneath a falling lift, which deals 15d6 points of damage to those it crushes. Such an accident may also jam the lift until the victim's body is dislodged.

Creatures: When the dwarves worked these mines, they placed two stone golems at the top of the mine shaft to guard it from incursion or tampering. After Metruni was put in charge of the ogres working here, she used the divine magic of her demonic patron Haagenti to bend these golems to her own will, becoming their master. She ordered them to guard the base of the lifts and unblock them should they become obstructed or stuck. The golems attack any creatures they don't

recognize (meaning creatures other than Metruni and her minions, ogres, or enslaved miners) that come within 60 feet of the lifts.

STONE GOLEMS (2)

CR 11

XP 12,800 each

hp 107 each (*Pathfinder RPG Bestiary* 163)

Story Award: If the PCs take the lifts up to the surface of the Karggat Hills or otherwise successfully escape the northern half of the Karggat Mine, award them 25,600 XP.

B17. Western Eidite Mining Zone (CR 13)

A ten-foot-wide conveyor stretches from the mine tracks of the central hallway toward the end of this mining zone. Evenly spaced pillars reinforce the ceiling, and glimmering green crystals bedeck the mine shaft's walls.

Creatures: Three ogre mutants keep the half-dozen slaves working the area's northern end in check. These ogres lack the acidic pustules of many of their kin, but instead have fire- and heat-resistant scaly hides. In addition, Metruni's fiendish retriever companion, Orixium, lurks here. The retriever's tiefling master commanded it to guard the tunnels and prevent anyone from entering her sanctum or her private quarters, and it brooks no intruders into Metruni's domain.

ORIXIUM

CR 11

XP 12,800

Retriever (*Pathfinder RPG Bestiary* 234)

hp 137

OGRE MUTANTS (3)

CR 8

XP 4,800 each

hp 109 each (see page 20)

Defensive Abilities replace acidic pustules with **Resist** fire 10

Development: As soon as Orixium attacks the PCs, Metruni (area B19) can use her empathic link to it to detect that her minion is in danger, and she quickly joins the fight, leaving her consorts to guard her personal chamber.

B18. Worship Chamber (CR 12)

The ceiling of this worship chamber is easily fifty feet high. A fine altar encircled by an eerie iron frame takes up the northern corner of the room. An intricately crafted crystal battleaxe stands blade-up in the center of the altar, its handle set into the altar's stone. Torches within wall sconces light the entire chamber. A tunnel leads southwest, while a wooden door to the west appears to be the room's only other exit.



Metruni prays at the altar in this room to her demonic patron Haagenti, typically for 1 hour at sunset.

Trap: Anyone other than Metruni who pulls out or otherwise tampers with the crystal battleaxe stuck into the altar of Haagenti risks setting off a fiendish trap imbued with the power of the Lord of Transformation. The hezrous summoned protect the altar of their lord until they're destroyed or otherwise sent back to the Abyss.

The portcullises blocking the room's exits are activated by the trap via a series of mechanical pulleys and levers built into the walls, and they lock into place as soon as they fall (hardness 10, 60 hp, break DC 28). The locks holding the portcullises in place can be disabled with a successful DC 28 Disable Device check, after which the portcullises can be lifted with a successful DC 25 Strength check.

ALTAR OF HAAGENTI TRAP CR 12

19,200 XP

Type magic and mechanical; **Perception** DC 35; **Disable Device** DC 35

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect portcullises fall and block room's exits; spell effect (extended *summon monster IX*, summons 1d3 augmented hezrous [+4 Str and +4 Con, as with Augmented Summoning])

Treasure: The crystal battleaxe in the altar is no mere ornament; in fact, it's an *undercutting axe* (*Ultimate Equipment* 163) of incredibly fine make. Metruni keeps it here for safekeeping in case she ever needs to punish the mutant ogres working the mines.

B19. Metruni's Lair (CR 15)

Extravagant red and purple tapestries, intricately carved incense holders, and magnificent gold and silver braziers bedeck every corner of this smooth stone cavern. Uncut gemstones and raw hunks of various precious ores spill forth from every container in the room, and a grand area rug takes up most of the floor. Wooden doors to the west and south allow egress from the chamber.

Creatures: Metruni languidly rests in this room most of the day, content as she is to play with her most favored consorts—six enslaved mutants she separated from the others now working the mines so that she could perform her patron's foul will on them. She chose only the strongest mutants for this honor—men and women who once zealously guarded the borders of their encampment, but whose broken minds now make them ideal pawns for the manipulative and cruel tiefling.

The consorts scarcely resemble the other mutants from Multhok Colony—while they have generally humanoid features, their faces have been twisted into goatish caricatures, complete with horns and rectangular pupils.

Their flesh is fused with heavy pieces of platinum in various places, different for each consort; where one has metallic shoulders that jut a foot out on either side, another has plating covering half of her face. The consorts never speak, and maintain their composure with an eerie grace while keeping their veiled eyes on the PCs at all times.

METRUNI CR 11

XP 12,800

Female tiefling oracle 12 (*Pathfinder RPG Bestiary* 264, *Pathfinder RPG Advanced Player's Guide* 42)

NE Medium outsider (native)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +7

DEFENSE

AC 25, touch 15, flat-footed 20 (+8 armor, +4 Dex, +1 dodge, +2 natural)

hp 93 (12d8+36)

Fort +8, **Ref** +8, **Will** +9; +2 vs. primal magic

Defensive Abilities Resist cold 5, electricity 5, fire 5; **DR** 10/adamantine (70 points); **SR** 17

OFFENSE

Speed 30 ft.

Melee mwk axe musket +11/+6 (1d8/x3)

Ranged mwk axe musket +15 (1d8/x4)

Spell-Like Abilities (CL 12th, concentration +16)

1/day—*darkness*

Oracle Spells Known (CL 12th; concentration +16)

6th (3/day)—*antimagic field*, *harm* (DC 20), *mass inflict moderate wounds* (DC 20)

5th (5/day)—*break enchantment*, *flame strike* (DC 19), *mass inflict light wounds* (DC 19), *summon monster V*

4th (7/day)—*cure critical wounds*, *greater magic weapon*, *inflict critical wounds* (DC 18), *lesser globe of invulnerability*

3rd (7/day)—*deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 17), *magic circle against good*, *meld into stone*, *wind wall*

2nd (7/day)—*augury*, *bull's strength*, *disfiguring touch*^{um} (DC 17), *inflict moderate wounds* (DC 16), *make whole*, *obscure object*, *shield other*

1st (7/day)—*bane* (DC 15), *cause fear* (DC 15), *command* (DC 15), *detect good*, *endure elements*, *inflict light wounds* (DC 15), *ray of enfeeblement* (DC 15)

0 (at will)—*bleed* (DC 14), *create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *read magic*, *resistance*, *stabilize*

Mystery spellscar^{15M}

TACTICS

Before Combat If Metruni senses any harm befalling her retriever or should she hear combat in area B18, she imbibes her *potion of cat's grace* and uses a charge of her *wand of stonesskin* on herself before setting out to investigate.

During Combat Metruni alternately casts offensive spells to damage her foes and protective spells to bolster her defenses. *Harm* and *inflict* spells aid her greatly in the

former regard, while spells such as *bull's strength* and *greater magic weapon* can be a boon if she is pressed into melee. She prefers to let her retriever minion do most of the fighting, however, and casts *summon monster V* to bolster her forces if need be, all while staying back and launching eldritch bolts or bullets from her axe musket at her foes. *Meld into stone* allows the tiefling a quick escape if she sees defeat is inevitable, allowing her to recover before seeking revenge upon the PCs later.

Morale Metruni casts *cure serious wounds* on herself if she is brought to fewer than 15 hit points, and surrenders if she runs out of healing spells, her retriever companion is slain, and she has no viable escape route. Her brief alliance with Sultur is certainly an unworthy cause to die for.

Base Statistics Without her potion and wand, Metruni's statistics are **AC** 23, touch 13, flat-footed 20; **Ref** +6; **Defensive Abilities** no damage reduction; **Ranged** mwk axe musket +13 (1d8/x4); **CMD** 22; **Dex** 15; **Skills** Stealth +8.

STATISTICS

Str 10, **Dex** 19, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18
Base Atk +9; **CMB** +9; **CMD** 24
Feats Armor of the Pit^{ARG}, Combat Casting, Dodge, Exotic



Weapon Proficiency (firearms), Great Fortitude, Weapon Focus (axe musket)

Skills Bluff +12, Heal +10, Perception +7, Sense Motive +10, Spellcraft +15, Stealth +10, Use Magic Device +10; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common

SQ Abyssal connection, oracle's curse (clouded vision), revelations (eldritch bolt [1d8+6 force, 60 ft.] 7/day, primal manipulation 3/day, primal mastery, spell resistance)

Combat Gear *potion of cat's grace*, *potions of cure serious wounds* (2), *scroll of dismissal*, *wand of stoneskin* (9 charges); **Other Gear** +2 mithral chainmail, mwk axe musket^{UE} with 10 paper alchemical cartridges (bullet)^{UE}, *headband of alluring charisma* +2

SPECIAL ABILITIES

Abyssal Connection (Su) Thanks to a foul rite in which Metruni dedicated her eternal soul to Haagenti, the oracle received a special gift from her patron demon lord, who granted Metruni a favored servant in exchange for her piety—a retriever called Orixium. Metruni and Orixium are irreversibly linked, and possess a special bond identical to that of a wizard's empathic link with his familiar.

Eldritch Bolt (Su) Metruni can damage foes with a bolt of raw magical energy. She may make a ranged touch attack against any foe within 60 feet. On a hit, she deals 1d8+6 points of force damage. She may use this revelation a number of times equal to 3 + her Charisma modifier.

Primal Manipulation (Su) Whenever Metruni casts a spell that deals acid, cold, electricity, or fire damage, she may change it to deal one of the other listed damage types. She may use this ability once per day, plus one additional time for every 5 levels she possesses.

Primal Mastery (Su) Whenever a spell Metruni casts triggers a primal magic event, or whenever she uses a *rod of wonder*, she may roll d% twice when generating the result. She may pick which of the two results actually occurs. She gains a +2 bonus on all saving throws made to resist primal magic events or magical effects caused by a *rod of wonder*.

METRUNI'S CONSORTS (6)

CR 9

XP 6,400 each

Platinum-clad Mana Wastes mutant human fighter 6

(*Advanced Bestiary* 169, *Pathfinder Campaign Setting: Inner Sea Bestiary* 28)

NE Medium aberration (augmented humanoid, human)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 22, touch 9, flat-footed 22 (+6 armor, -1 Dex, +7 natural) **hp** 73 each (6d10+36)

Fort +9, **Ref** +3, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2, light fortification; **DR** 5/cold iron;

Immune poison, disease; **Resist** electricity 5, fire 20; **SR** 20

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.



Melee +1 short sword +13/+8 (1d6+6/19–20), slam +5 (1d6+4 plus disease)

Special Attacks caprine gaze (DC 17, 30 ft.), disease, weapon training (light blades +1)

STATISTICS

Str 18, **Dex** 9, **Con** 19, **Int** 8, **Wis** 11, **Cha** 16

Base Atk +6; **CMB** +10; **CMD** 19

Feats Combat Reflexes, Dazzling Display, Improved Initiative, Lightning Reflexes, Power Attack, Shatter Defenses, Toughness, Weapon Focus (short sword)

Skills Perception +6, Stealth +2

Languages Common

SQ deformities (shattered mind), mutations (caprine gaze, disease), armor training 1

Combat Gear *potion of cure serious wounds*; **Other Gear** mwk breastplate, +1 short sword

SPECIAL ABILITIES

Caprine Gaze (Su): Some Mana Wastes mutants gain strange abilities as a result of pairings with other abominations in the Spellscar Desert or Western Ravage, including unholy unions between humanoids and capramaces. A Mana Wastes mutant with this special ability gains a gaze attack that inflicts *confusion* (as the spell) upon any creature that fails its Will save while within 30 feet of the mutant. The save DC is Charisma-based.

Disease (Su): *Mana fever*: Slam—injury; *save* Fort DC 18; *onset* 1d4 minutes; *frequency* 1/day; *effect* 1d3 Con damage, 1d3 Cha drain. Anyone who lives with mana fever for a week straight without dying become immune to the disease, but also becomes a Mana Wastes mutant; *cure* 2 consecutive saves.

Light Fortification (Ex): Whenever a sneak attack or critical hit is scored against a platinum-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Treasure: The collected wealth in this room is indeed sizable, and the urns full of gems and precious metals are worth a total of 10,000 gp, though no single gem is of a size or price that would allow it to be used as a material component in the casting of spells. At the GM's discretion, the PCs can desecrate the consorts' bodies and strip the platinum for them to sell.

Development: Unlike the mutated giants that populate the rest of the northern tunnels, Metruni is actually quite reasonable, and her alliance with Sultur is one of convenience at best. If defeated in battle and prompted, she tells the PCs all about her employer's plan to harvest the outlawed eidite from the abandoned mines. She doesn't know her employer's name or her hirer, though she does know he is a minister on Alkenstar's High Parliament, and she describes him as "a pale man with a gaze sharp enough to claw your eyes out." A successful DC 35 Knowledge (nobility) check enables the PCs to tie this description to the reclusive but distinguished Aredil

GOLDEN CURSE OF HAAGENTI

A creature affected by this curse has its body warped into one of both flesh and gold. The creature gains light fortification (as the ability of Metruni's consorts; see this page), as well as fire resistance 10. The creature also takes a –6 penalty to Dexterity and a –2 penalty to Wisdom (minimum 1). This curse does not alter the creature's CR, and can be removed by a *remove curse* spell or similar magic. The gold plates on the victim's body revert to flesh if removed from the body or if the victim dies.

Sultur, though Metruni can neither confirm nor deny whether this name is correct, and it's not enough evidence to implicate the minister's involvement. Metruni further explains that she doesn't know what the minister intends to do with the eidite, but she does know that he has acquired the abandoned outpost south of the mine's exit and probably the nearby dwarven factory as well.

Metruni is content to laze about in her private chamber and has had few dealings with the world outside of these caverns in the past 3 months. If the PCs haven't discovered eidite's properties yet, Metruni can tell them about the mineral, as though they had a result of 25 on the Researching Eidite chart (see page 19).

Even though she cares little for Sultur and his plans, the oracle realizes reneging on her deal will end her steady stream of wealth. She can be bribed to let the PCs pass through without incident from her or her minions, though she won't accept any offer of less than 10,000 gp. Alternatively, she offers the PCs a deal: if one of them agrees to "spend the evening with her" and undergo a ritual dedicated to her patron demon lord, she will let the PCs go free. Metruni doesn't give precise details as to the manner of the ritual, she assures the PCs that it's harmless, and that it will mark the participant as a loyal servant of the Lord of Transformation, granting that individual power beyond his or her wildest dreams.

The ritual Metruni speaks of is performed at the altar to Haagenti in area **B18**, and lasts a full 8 hours. True to her word, the ritual is painless until the final incantation, at which point a searing burst of fiendish energy enters the PC, warping his body into one that is pleasing to Haagenti. A PC who undergoes the full ritual must succeed at a DC 25 Will save or suffer the Golden Curse of Haagenti (see sidebar).

Story Award: Award PCs who successfully avoid lethal confrontation with Metruni (either by bribing her or accepting her offer to become cursed) XP as though they had successfully defeated her and her consorts in battle. If the PCs learn the details of the mining operations taking place in the Karggat Mine, award them 38,400 XP.



CHAPTER 2

SULTUR MILL OUTPOST

Near the northern entrance to the Karggat Mine stands a water-powered mill that formerly served as a makeshift military outpost used by mercenary soldiers to protect the miners from rival mining companies and the natural (and unnatural) threats of the Mana Wastes. Aredil Sultur now uses the outpost for largely the same purpose. His hired conspirator, Degala Krauss, performed her research on eidite and did her early reprogramming of Brass Guardians at the mill until the outpost's mercenaries murdered her. A sabosan druid named Syckar currently leads the outpost.

When the PCs emerge from the mine, read the following to give the players a sense of where their characters are in relation to the Sultur Mill Outpost and Megator Facient (both of which are visible during the day).

Strong winds rush through the valley, scattering debris about. Lightning lashes out in all directions. Beneath the storm-rent skies, arid hills give way to a sloping valley with a meandering river running through it. Not fifty feet to the east, three massive lifts deliver ore to equally impressive conveyors, which transfer the material to a nearby water mill several hundred feet away. Farther off, orange and red smog bellows into the sky from the long pillars jutting from a large stone fortification.

Traveling to the Sultur Mill Outpost to the south is a simple journey that takes just a few minutes along the well-worn road. The path continues through the outpost to Megator Facient, easily a 2 hour trip east due to the difficult terrain of the rocky hills.



THE MANA STORM

When the PCs emerge from the Karggat Mine, they find themselves directly in the midst of a massive mana storm—one of the magical tempests that frequently assail the Mana Wastes. While the Mana Wastes' corruptive influence may have affected magic use in the Karggat Mine, the influence of these fell energies is even stronger out in the open, where clouds of roiling arcana thunder with insane eldritch energy and threaten to undo the fabric of reality at any given moment.

Hazard: The raging mana storm manifests in several ways. First, a thunderstorm has formed from the roiling winds and magically heated air, and any character not sheltered by a building or the mouth of the cavern into which the lifts from the Karggat Mine empty must deal with rain, severe winds (*Pathfinder RPG Core Rulebook* 438–439), and the built-up primal magic fueling the storm. A character can negate the storm's wind and rain effects with spells such as *control weather* or *control wind*, but these don't negate the primal magic effects inherent to the storm (which means they may trigger primal magic events if cast).

During any round in which a character would suffer penalties due to wind or rain, there is a 10% chance of a primal magic event occurring. This chance increases by 10% for each consecutive round in which a PC is exposed to the storm, to a maximum of 100% after 10 consecutive rounds. If the wind and rain are suppressed with weather-altering magic, the cumulative chance of a primal magic event occurring drops to 5% per round, to a maximum of 50% after 10 rounds. If all characters leave the affected area, the chance of a primal event occurring resets to 50% if higher, or remains static if below 50%. At the start of each round, roll d% to determine whether a primal magic event manifests; if one manifests in a given round, determine when in the initiative order the event takes place (the storm has a +5 initiative modifier). A naturally occurring primal magic event targets one creature at random within the storm. The primal magic event randomly triggered should be CR 12, CR 13, or CR 14 (determine randomly by rolling 1d3 + 11 per primal magic event), and can be rolled using the Sample Primal Magic Events table on page 13 of *Pathfinder Campaign Setting: Inner Sea Magic* or the following additional table of sample primal magic events.

The storm's primal magic effects are key to its threat, and should be employed even if you aren't using primal magic in the adventure as a whole. Note that the storm affects both the PCs and the guards at the outpost. If you're using the primal magic rules, the storm heightens the chance of triggered primal magic events even within the shelter of the outpost. There is a 50% chance of a primal magic event triggering when any creature casts a spell, uses a spell-like ability, or activates a magic item.

Play up the madness of this storm to add excitement to the moment—flying sabosan flung violently across

the sky, fire lances shooting wildly inaccurately, and a general air of chaos at the fort can drastically increase the thrill of this part of the adventure.

Characters who are outside during this chapter of the adventure are subject to the following conditions.

- Ranged attacks are made at a –4 penalty.
- Airborne creatures attempt Fly checks at a –4 penalty.
- Small creatures must succeed at a DC 10 Strength check to move throughout the outpost while on the ground.
- Tiny creatures (such as familiars) should be kept securely on one's person to ensure they aren't blown away.
- The chaos of the mana storm means infiltration should be an easy matter for the PCs, since the inhabitants of the outpost are far too harried to organize a planned defense, and the deafening sound of the maelstrom means that any alarm would go unheard.

New Primal Magic Events

The following primal magic events complement the examples provided on page 13 of *Inner Sea Magic*. If the event is triggered by a character casting a spell, using a spell-like ability, or activating a spell completion or spell trigger magic item, the CR in the following event formulae is equal to the caster level of the character or magic item that triggered the primal magic event. Unless otherwise specified, area effects are centered on the character who triggered the primal magic event.

d%	Effect
01–12	The sound of hammers ringing against anvils fills the area in a CR × 5-foot-radius spread for 1d6 rounds. Creatures in this area automatically confirm critical hits.
13–25	The ground lurches to life and attacks creatures in the area as though with <i>black tentacles</i> (caster level = CR).
26–38	The sound of booming cannons fills the air, and all firearms in a CR × 5-foot-radius spread increase their misfire chance by 1d3 for 1d6 rounds.
39–51	A powerful magnetic field opens up in a CR × 5-foot-radius spread; this acts as a trip attempt against any creatures in the area wearing metal armor (CMB = CR + 10). As a standard action, a creature knocked prone by this effect may attempt a Strength check to stand (DC = CR + 5). This effect lasts for 1d6 rounds.
52–64	The character that triggered this event glows with fluorescent energy (acid, cold, electricity, or fire; choose randomly), and deals CR × 1d6 points of energy damage to the next creature it touches. This energy dissipates in 3 rounds if not released.
65–77	A high-pitched ringing accompanies the feeling of weightlessness, and any creatures targeted by the effect that triggered this event must succeed at a DC 20 Reflex save or float straight up at a

	rate of 10 feet per round for 1d6 rounds. Creatures may attempt to grab hold of nearby objects to slow or halt their ascent at the GM's discretion.
78-90	Icy dread cripples all creatures within a 30-foot-radius spread. Affected creatures must succeed at a DC 20 Will save or be staggered for 1d4 rounds. This is a mind-affecting fear effect.
91-96	An extraplanar rift opens up in a random direction 10 feet from the source of this event; a random elemental (CR = the event's CR) comes through the rift and attacks the nearest creature for 1 minute before returning to its plane of origin.
97-100	An orb of grease explodes and covers all creatures in a CR × 5-foot-radius burst, increasing affected creatures' CMD by 10 for 1d4 rounds.

C. SULTUR MILL OUTPOST

Because of the distance from the northern half of the Karggat Mine to Martel to the south—site of the Karggat Mining Company's headquarters—the miners constructed an outpost above the booming excavation project. They built their outpost upon the foundation of a lost mage's ruined tower, drawing stone from the surrounding resource-laden hills. The tower, which once served as a valuable tactical position in the long-ago war between Geb and Nex, still emanates an aura of dread magic.

In addition to acting as a guard tower against invading mutants, the outpost served the miners as an important mill where they could crush ore into smaller, easily workable chunks. The mill is powered by a water wheel that juts into the swiftly flowing Karggat Stream. Gurstweld's gang of sabosan and mutant ogrekin have taken over the outpost, just as they did the rest of the mine.

C1. Main Gate

In recent weeks, Aredil Sultur's agents brought clockwork-steed-drawn carriages to this gate to pick up sabotaged Brass Guardians and deliver them to Alkenstar's outskirts. This practice has become unnecessary since the death of Degala Krauss and the engagement of the final stages of Sultur's plan to create a new task force of his own clockwork automatons at Megator Facient.

The gate is currently barred from the inside, and can only be unlocked by pulling the levers on top of the nearby turrets (C2). The doors are weighted to swing outward when unlocked, and must be pulled shut by hand in order to lower the bar and lock the gate. The mana storm's powerful winds make this latter endeavor difficult; if the door is in any way opened, it takes a half-dozen strong individuals to close it again.

C2. Main Gate Turrets (CR 12)

These two turrets are accessible via the adjacent rampart walkways. A lever on each turret opens the main gate, and both levers must be pulled to unlock the wide doors.

Creatures: Three sabosan guards charged with watching for potential threats from the valley to the west occupy each turret. The sabosan take their duty seriously and launch themselves at any invaders.

SABOSAN GUARDS (6)

CR 7

XP 3,200 each

Sabosan fighter 2 (*Pathfinder RPG Bestiary* 3 233)

NE Medium monstrous humanoid

Init +10; **Senses** blindsense 60 ft., darkvision 60 ft., scent; Perception +15

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

hp 87 each (9d10+38)

Fort +8, **Ref** +11, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee short sword +14/+9 (1d6+5/19-20), bite +9 (1d6+2 plus bleed), claw +9 (1d6+2 plus grab) or

bite +14 (1d6+5 plus bleed), 2 claws +14 (1d6+5 plus grab)

Ranged mwk heavy repeating crossbow +16/+11 (1d10/19-20)

Special Attacks bleed (1d4), blood drain (1 Constitution), dust cloud, fell shriek, powerful charge (claw, 2d6+6)

TACTICS

During Combat Armed with their heavy crossbows, the sabosan take defensive positions within the Sultur Mill Outpost while shooting from afar. If the outpost is compromised, they attempt to take to the air and shoot down invaders, but resort to their swords or claws in melee when they realize the raging power of the mana storm.

Morale The sabosan are not prepared to die for their meager positions among Gurstweld's army, but they realize that abandoning their clan may be just as dire a fate. If reduced to fewer than 15 hit points, the sabosan try to flee to Megator Facient to warn Gurstweld of the intruders.

STATISTICS

Str 20, **Dex** 22, **Con** 17, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 30

Feats Exotic Weapon Proficiency (heavy repeating crossbow), Flyby Attack, Hover⁸, Improved Initiative, Point Blank Shot, Power Attack, Skill Focus (Perception), Toughness

Skills Acrobatics +18, Fly +18, Perception +15, Stealth +18

Languages Abyssal

Gear mwk heavy repeating crossbow with 20 bolts, short sword, 70 gp

C3. Bailey (CR 14)

The hustle and bustle of this fortified bailey is palpable in the midst of the raging storm. A large building to the north appears to be the center of activity, while a smaller, more ramshackle building to the southeast barely remains standing. Gates to the east and west appear to be the only exits, while stairs to the north and south lead up to the fort's curtain wall.



A simple door into the northern building leads down into a basement (area **C4**). There are also multiple entrances to the smaller building—large double doors to area **C18**, a door to area **C17**, and a door behind a fenced-off area littered with old machinery parts (area **C16**).

Creatures: Six ogrekin fighters and two sabosan guards patrol the outpost's bailey, hurrying about and ensuring the outpost withstands the powerful mana storm.

OGREKIN LABORERS (6) CR 8

XP 4,800 each

Human ogrekin fighter 8 (*Pathfinder RPG Bestiary* 2 204)

NE Medium humanoid (giant)

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +1 dodge, +3 natural)

hp 96 each (8d10+48)

Fort +12, **Ref** +6, **Will** +6 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee mwk Large ogre hook +16/+11 (2d8+7/x3)

Ranged Large fire lance +9 (1d8/x4)

Special Attacks weapon training (polearms +1)

TACTICS

Morale As the ogrekin laborers have known nothing but torment at the hands of their ogre masters, the ogrekin are willing to die to escape their miserable fates.

STATISTICS

Str 25, **Dex** 13, **Con** 20, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +15 (+17 bull rush, +17 sunder); **CMD** 27 (29 vs. bull rush, 29 vs. sunder)

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (firearms), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Bull Rush^{UC}, Vital Strike

Skills Climb +17, Perception +9

Languages Common

SQ armor training 2, deformities (oversized limbs, stunted legs)

Gear +1 *scale mail*, Large fire lance^{UE} with 5 javelins, mwk Large ogre hook^{UE}, *cloak of resistance* +1, black powder horn with 10 doses of black powder, 39 gp

SABOSAN GUARDS (2) CR 7

XP 3,200 each

hp 87 each (see page 34)

Development: If defeat seems imminent, one of the sabosan guards rushes to area **C10** to warn Syckar, who then rallies his troops and engages the PCs himself.

C4. Basement (CR 14)

The cellar doors leading into this basement are shut tight and held fast with a good lock (Disable Device DC 30).

The rotted doors, however, are fairly easy to break through (hardness 4, 12 hp, break DC 13).

An amalgam of winding machinery occupies the northeast corner of this basement. It consists of turning tubes and gears that connect to and exit the northern wall as well as the ceiling. A pile of old, rotted hay fills the floor space in the southeast corner.

Creature: A single gunpowder ooze lives in the basement located beneath the outpost. When Sultur's mercenaries discovered the nasty thing beneath the mill, they quickly shut the cellar doors in a futile attempt to lock the ooze inside (when it could easily seep through the gaps in the northern wall and into the nearby river). Luckily for the ogrekin and their allies, the ooze is more or less content to dwell in this dank basement and subsist on the ore particles that continually sift through the ceiling from the mill above, which have only helped the strange creature grow into its current form. That said, the mindless creature would enjoy a fresh meal, and anyone who walks past the basement landing risks battle with the monster.

GUNPOWDER OOZE CR 14

XP 38,400

hp 230 (see page 63)

C5. Mill Room (CR 13)

A sizable ore mill takes up the center of this room. A staircase to the south winds upward, while doors to the north, east, and west exit the room. A hall to the west reveals three more doors.

Ore from area **C9** trickles down into this secondary mill, which further pulverizes the ore so that it's easier to refine. When the ore is crushed to a fine enough state, the mill is stopped via a lever in the basement and a cart pulled by a clockwork horse is driven through the eastern gate (area **C14**) up to the loading doors on the side of the outpost. Workers then shovel the ore from the crusher onto the truck.

Creatures: Four ogrekin laborers work the mill and oversee the adjacent ore silo room, moving about the bottom floor of the outpost to ensure everything is going according to their masters' wishes.

OGREKIN LABORERS (4) CR 8

XP 4,800 each

hp 96 each (see above)

Hazard: The mill in the center of this room can be a deadly hazard for creatures that get thrown in. The ogrekin laborers attempt to bull rush PCs into the mill, which deals 12d6 points of damage each round to

creatures that get crushed in it—a successful DC 18 Reflex save negates this damage and allows creatures to escape to the nearest available space. This hazard increases the area's overall CR by 1.

Development: Since the gunpowder ooze prevents the workers from storing ore there, they've taken to dumping excess milled ore into a pile just outside the loading doors. The pile has already reached a height and approximate diameter of 5 feet. A Medium creature can hide in the loose pile of ore as a full-round action, granting it a +10 circumstance bonus on Stealth checks while behind the ore pile.

C6. OGREKIN QUARTERS (CR 14)

Splintered bed frames and marred decorations fill this heavily abused living space. Paintings on the wall once depicted soaring landscapes of the Mana Wastes, but vandalism and time have taken their toll on the old pieces of art.

Creatures: A pair of especially large aurumvoraxes resides here. Taken as newborns from the Karggat Mine, these creatures were trained by the ogrekin to serve as guardians of their most prized belongings. The aurumvoraxes take to their task with diligence, and attack any intruders they don't immediately recognize.

TRAINED AURUMVORAXES (2)	CR 12
XP 19,200 each	
Advanced aurumvorax (<i>Pathfinder RPG Bestiary</i> 2 35)	
N Medium magical beast	
Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +14	
DEFENSE	
AC 26, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +12 natural)	
hp 161 each (14d10+84)	
Fort +15, Ref +12, Will +7	
Defensive Abilities ferocity; DR 10/piercing or slashing;	
Immune poison; Resist fire 10	
OFFENSE	
Speed 30 ft., burrow 10 ft.	
Melee bite +21 (1d8+7 plus grab), 4 claws +21 (1d6+7 plus grab)	
Special Attacks rake (4 claws +21 1d6+7)	
STATISTICS	
Str 25, Dex 16, Con 22, Int 2, Wis 13, Cha 11	
Base Atk +14; CMB +21 (+29 grapple); CMD 35 (39 vs. grapple, 47 vs. trip)	
Feats Bleeding Critical, Critical Focus, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Perception)	
Skills Perception +14, Stealth +13	

Treasure: While the paintings on the wall are almost totally ruined, canny adventurers can find hidden treasures behind one of them—a small safe is wedged

into the wall behind an illustration of the Sesaro Dells (Perception DC 15). The ogrekin broke open the safe a while ago and have been hoarding stolen or found treasures in it since they began operations at the outpost. A sack stuffed full of 431 pp is the most obviously valuable loot, but a battered *sipping jacket* (*Pathfinder RPG Ultimate Equipment* 222) and a dozen *tracer bullets* (*Ultimate Equipment* 162) are also present.

C7. Ore Silo Room

Three iron cylinders occupy most of the space in this room. These containers are extensions of the ore collection silos in area C9, and hold large volumes of ore shipped from the Karggat Mine. Sliding steel slots set are at eye level into the face of each cylinder, which allow workers to check the amount of ore in each silo (even if they're full, the slots aren't big enough to allow ore to slip out of the silos) and to roughly estimate the ore's density and quality.

Treasure: The sliding steel slot on the easternmost silo only opens halfway before getting stuck on something. A greedy ogrekin laborer wedged an impressive find behind the slot to hide it from his equally avaricious allies: a thick, raw diamond the size of a human fist can be dug out from behind the slot. The diamond is worth 10,000 gp.

C8. Watchtower

This three-story watchtower connects the various levels of the Sultur Mill Outpost and provides a staging area for the guards garrisoned there.

Treasure: On each of the watchtower's three levels, the sabosan guards placed wooden barrels in which they keep extra arms. Two barrels can be found in the corners of each level. Each barrel contains a masterwork composite longbow (+5 Str bonus) with 20 arrows, two *potions of cure serious wounds*, and a *potion of invisibility*.

C9. Ore Collection Room

The large stone silos in this room are extensions of the silos in area C7; they catch the ore from the Karggat Mine as it pours down the ore chutes from the north.

Creature: Syckar's scorpion animal companion, Istiv, makes its nest here. It's likely encountered alone in the room unless Syckar comes to retrieve it.

ISTIV	CR —
Giant scorpion animal companion (<i>Pathfinder RPG Ultimate Magic</i> 37)	
N Large vermin	
Init +2; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +0	
DEFENSE	
AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)	
hp 82 (11d8+33)	
Fort +10, Ref +5, Will +3	
Defensive Abilities evasion; Immune mind-affecting effects	



OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+7 plus grab), sting +14 (1d6+7 plus poison)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 14, **Con** 17, **Int** —, **Wis** 10, **Cha** 2

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 28 (32 vs. grapple, 40 vs. trip)

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save.

C10. Syckar's Quarters (CR 15)

The ceiling droops considerably in this weathered living chamber. The floor is covered in a layer of unnatural moss that creeps up the cobblestone walls to the west and south. A batter bed occupies the northwestern corner of the chamber. The patterns of dust on the floor show that much of the furniture here was recently removed. A single wooden door stands in the south wall.

Creature: Since Hrugor recruited the sabosan tribe to watch over this outpost, its leader, the druid Syckar, has wielded his authority over both his tribe and the ogrekin from these quarters. He uses the adjacent library to research the effects of various diseases on small rodents, though this pursuit is more about staving off boredom than anything else.

SYCKAR

CR 15

XP 51,200

Male sabosan druid 13 (*Pathfinder*

RPG Bestiary 3 233)

NE Medium monstrous

humanoid

Init +10; **Senses** blindsense

60 ft., darkvision 60 ft., scent;

Perception +20

DEFENSE

AC 27, touch 15,

flat-footed 24

(+8 armor,

+2 deflection,

+3 Dex,

+4 natural)

hp 189 (20 HD;

7d10+13d8+93)

Fort +13, **Ref** +15,

Will +19; +2 vs. primal

magic, +4 vs. fey and

plant-targeted effects

Defensive Abilities resist nature's

lure; **Immune** poison

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee +2 scimitar +23/+18/+13/+8 (1d6+6/18–20), bite +15 (1d6+2 plus bleed), claw +15 (1d6+2 plus grab) or

bite +20 (1d6+4 plus bleed), 2 claws +20 (1d6+4 plus grab)

Ranged mwk double-barreled pistol +23/+18 touch (1d8/×4)

Special Attacks bleed (1d4), blood drain (1 Constitution), dust cloud, fell shriek, powerful charge (claw, 2d6+6), wild shape 13 hours/day

Druid Spells Prepared (CL 13th; concentration +19)

7th—*control weather*

6th—*greater dispel magic*, *repel wood*, *wall of stone*

5th—*call lightning storm* (DC 21), *cure critical wounds*, *greater contagion* (DC 21), *stoneskin*

4th—*ball lightning*^{APG} (DC 20), *cure serious wounds*, *flame strike* (DC 20), *rusting grasp*, *spike stones* (DC 20)

3rd—*cloak of winds*^{APG}, *cure moderate wounds*, *fungal infestation*^{UM} (DC 19), *greater magic fang*, *remove disease*

2nd—*barkskin*, *bear's endurance*, *chill metal* (DC 18), *gust of wind*, *lesser restoration*, *summon swarm*

1st—*charm animal* (DC 17), *cure light wounds*, *detect aberration*^{APG}, *entangle* (DC 17), *faerie fire*, *magic stone*

0 (at will)—*detect magic*, *detect poison*, *resistance*, *stabilize*

TACTICS

Before Combat If Syckar is alerted to the PCs' presence, he imbibes his *potion of bull's strength*.



SYCKAR

AMULET OF PRIMAL MASTERY

The following magic item is particularly helpful for spellcasters who aren't afraid of potentially triggering some primal magic.

AMULET OF PRIMAL MASTERY		PRICE
		24,200 GP
SLOT neck	CL 17th	WEIGHT —
AURA strong evocation		

The dark green orb on this silver necklace is covered in what looks like thorns, but it's not sharp or painful to the touch. While wearing this amulet, whenever you cast a spell that triggers a primal magic event, roll d% twice when generating the result. You may pick which of the two results actually occurs. Additionally, you gain a +2 bonus on all saving throws to resist primal magic events. This bonus doesn't stack with other bonuses on saves to resist primal magic events.

CONSTRUCTION REQUIREMENTS	COST 12,100 GP
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Craft Wondrous Item, *miracle*, crafter must be an oracle with the spellscar mystery^{ISM}

During Combat Syckar immediately opens the balcony doors and rushes outside. The sabosan's *amulet of primal mastery* gives him the confidence to use his magic even during the mana storm. Upon reaching the outdoors, Syckar casts *call lightning storm* to its full effect, and then attacks from the air with his double-barreled pistol and offensive spells.

Morale Syckar is haughty, but he's no fool. If he realizes that he and his fellow sabosan are outmatched, he calls for them all to retreat westward. At his command, the sabosan take to the air, fleeing back to their home in the Mwangi Expanse.

STATISTICS

Str 18, **Dex** 22, **Con** 17, **Int** 9, **Wis** 22, **Cha** 12

Base Atk +16; **CMB** +20 (+24 grapple); **CMD** 38

Feats Craft Wondrous Item, Exotic Weapon Proficiency (firearms), Flyby Attack, Gunsmithing^{UC}, Heighten Spell, Hover^B, Improved Initiative, Point-Blank Shot, Skill Focus (Perception), Toughness, Weapon Focus (scimitar)

Skills Acrobatics +14, Fly +18, Heal +18, Knowledge (nature) +1, Linguistics +0, Perception +20, Spellcraft +11, Stealth +14, Survival +20

Languages Abyssal, Common, Druidic

SQ nature bond (animal companion, scorpion), nature sense, trackless step, venom immunity, wild empathy +14, woodland stride

Combat Gear *potion of bull's strength*, *potion of haste*, *potion of invisibility*; **Other Gear** +2 dragonhide breastplate (green), +2 scimitar, mwk double-barreled pistol^{UE} with 20 alchemical cartridges^{UE}, *amulet of primal*

mastery, headband of inspired wisdom +2, ring of protection +2, granite and diamond dust worth 500 gp

Development: Syckar's double-barreled pistol is of incredibly fine quality and design. The maker's mark adorning its side initially appears to be one of the standard stamps used by local gunsmiths, but a successful DC 25 Knowledge (local) check allows the PC to determine the stamp's significance: its more minute details indicate not only that the gun was crafted at the Gunworks (an odd fact on its own, since the engineers of that factory rarely craft guns for foreign distribution), but also that it was crafted for a member of Alkenstar's nobility. Those who succeed at a DC 35 Knowledge (nobility) check recognize the seal as that of the Sultur family. Characters who compare the maker's mark with the seal on the letter found in area C11 can quickly tell that the two clues are related.

If captured, Syckar can be a valuable font of information for the PCs. He knows much about Hrugor Gurstweld, but his employer is an enigmatic figure. Syckar knows that the employer is a minister on Alkenstar's High Parliament, but he knows nothing more than that.

C11. Library (CR 12)

Floor-to-ceiling bookshelves line the western wall of this room. A small wooden stool is the only other furnishing in the chamber. Wooden doors allow egress from the southwest and northeast.

A successful DC 25 Perception check while searching the bookshelves to the west reveals an envelope protruding from one of the volumes—a hollowed-out tome entitled *Braving the Wastes*. The full text of the letter inside the envelope is reproduced in **Handout #2** on page 39, and is likely one of the first times the PCs come across the name "Gurstweld," though they may have already heard mention of the hill giant from the mutants of Mothuk Colony or from Syckar. Characters who succeed at a DC 20 Knowledge (history) check recognize that Megator Facient is an abandoned factory.

This letter is sealed with an official stamp of the Grand Duchy, identifiable with either a successful DC 10 Knowledge (nobility) or DC 15 Knowledge (local) check. The significance of this shouldn't be lost on the PCs, since it means that someone affiliated with either the Grand Duchess or the High Parliament is likely behind Megator Facient's reanimation. Further confirmation of this can be found in Krauss's journal (area C17).

Anyone with even a passing knowledge of firearms can tell that the hollow in *Braving the Wastes* is shaped to hold a thick pistol.

Traps: Syckar had several of the volumes in the library trapped in case any of his minions tried snooping through his coveted tomes. Any creature that actively



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peruses the shelves and reads the spines of the books there risks triggering one of the traps. Failing a trap's saving throw turns the target into a common rabbit.

BALEFUL POLYMORPH TRAPS (4) CR 8

XP 4,800 each

Type magic; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (heightened *baleful polymorph* to transform target into rabbit, Fortitude DC 19 negates, Will DC 19 partial)

C12. Water Wheel

The stone walkway that surrounds the north side of the Sultur Mill is designed to channel water from the Karggat Stream into the water wheel that operates the mill. To the west of the walkway, three wide metal chutes carry ore from the lift in the mine down the hill and into the ore collection room (area C9).

C13. Guard Towers (CR 11)

As an added security measure, both of the levers on these the towers must be pulled to allow egress through the eastern gate. The northern guard tower's lever unlocks and lowers the outer wooden ramp, while the lever on the southern tower operates the inner portcullis.

Creatures: Two sabosan guards occupy each of these towers at all times. They have orders to allow any creature driving a loaded caravan to enter the bailey, but otherwise watch for potential intruders from the east.

SABOSAN GUARDS (4) CR 7

XP 3,200 each

hp 87 each (see page 34)

C14. Eastern Gate (CR 14)

An imposing iron portcullis and dilapidated wooden gate mark this wall as the outpost's eastern exit. An industrial flatbed cart is parked near the gate, and a strange arcane machine is welded to the vehicle's iron bed.

The strange device on the vehicle is a dwarven artifact called a *quake cannon*, stolen from Dongun Hold years ago. The spoils of one of Gurstweld's prior raids against the fortress, the machine was unusable by the giant for many years until he had gathered the expensive diamonds needed to operate it. Eventually, he was able to employ the device to cause the violent earthquakes that split open the abandoned entrances to the Karggat Mine. Later, Degala Krauss discovered that using eidite in place of a diamond allowed the machine to lure Brass Guardians from Alkenstar toward the outpost, where she then corrupted them before sending them back to the City of Smog. The machine has seen little use since Krauss's murder, and

Syckar,

I have been most pleased with your progress thus far in reconstructing the Sultur Mill Outpost. The ore you've processed this last week alone has been enough to complete the construction of the colossal Endermere, which now watches over the main gates of Megator Facient alongside Gurstweld and his minions. Perhaps you will see it one day, but for now, I need you to remain at the outpost and keep things there in order.

Feel free to do whatever you wish with Krauss. She has served her purpose, both in the reprogramming of the Brass Guardians and luring them here with the dwarven artifact, and I no longer have any need for that skiffish hermit.

As a reward for your service, I have sent along with this missive a gift—a small token of my appreciation for your continued efforts. Use it wisely.

—Your employer

HANDOUT #2

both Syckar and Gurstweld are unsure what to do with the device. It's been abandoned here, watched over only by the brutish Oughach and his verminous minions.

Creatures: The gatekeeper for the Sultur Mill Outpost is a brutish ash giant named Oughach—a lonely monster extracted from the most hostile realms of the Mana Wastes whom Gurstweld bullied into subservience. Oughach commands three tick swarms, which inhabit the cracks and ledges of the keep wall surrounding the gate until he summons them forth.

OUGHACH CR 12

XP 19,200

Advanced ash giant (*Pathfinder RPG Bestiary 3* 126, 290)

hp 171

TICK SWARMS (3) CR 9

XP 6,400 each

hp 120 each (*Pathfinder RPG Bestiary 2* 265)

Development: The strange machine sitting here is a *quake cannon* (see the sidebar on page 40). The device has been modified by Krauss and is currently set to transmit a sonic beacon that Gurstweld and his cronies used to draw Brass Guardians into their clutches.

C15. Eastern Turret

Unlike the other turrets in the Sultur Mill Outpost, this tall, wide tower usually serves as the staging ground and

QUAKE CANON

The *quake cannon* is a massive earthquake-making machine created by Dongun Hold's engineers; the dwarves used it millennia ago in the war between Geb and Nex, when their hold was a hotly contested battleground. When the dwarves created a magic-dead zone centered on their fortress, the device naturally ceased to function. It languished unused for centuries before being taken in one of the many raids conducted by giants against the dwarven stronghold several years ago.

QUAKE CANNON		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1,000 lbs.
AURA strong evocation		

The cannon consists of a pivoting chair designed for a Medium creature mounted atop a tripod that splays 10 feet in diameter. Attached to the front of the chair is a 12-foot-long, hollow mithral cylinder wound with a fine braid of incredibly thin copper wire and set at a variable angle to allow it to be aimed like a siege weapon. At the cylinder's end is a small clamp designed to hold a large crystal through which the cannon's beam travels, acting as a focal lens.

Once per week, the *quake cannon* can be activated to create an *earthquake* effect (as the spell) centered on any point within 50 miles. Activating the cannon takes 10 minutes, and a diamond worth at least 10,000 gp must be used as the device's focal lens. This diamond is expended in the process of firing the weapon.

If an eidite gem worth at least 5,000 gp is instead used as a focal lens, the *quake cannon* does not create an earthquake at the targeted location, but instead fires an ultrasonic pulse that affects only clockworks within the same area of effect as the cannon's normal *earthquake* effect. Any constructs with the clockwork subtype in the affected area must succeed at a DC 25 Will save or be overwhelmed with electromagnetic impulses and ultrasonic disruptions. Clockwork creatures that fail their saving throws against this effect become confused for 1 minute. During this time and for 24 hours afterward, affected creatures are compelled to move toward the *quake cannon* as fast as they can. This is a sonic effect.

DESTRUCTION

The crystallized heart of a shaitan that has never left the Elemental Plane of Earth must be used as a focal lens. Doing so centers the device's *earthquake* effect on the *quake cannon* itself and destroys the device, but not before it activates one last time.

takeoff point for an elite force of underlings that Gurstweld personally set there.

Creatures: This turret is garrisoned by three of Gurstweld's most favored gnoll minions and their acquired rift drake mounts, who take turns patrolling the skies around the mine, mill, and factory. Rather than participating in any combat at the outpost, they have strict orders to report any mischief or foul doing directly to Gurstweld. At the first sign of trouble in the outpost, the rift drakes and their riders take to the sky, heading eastward toward Megator Facient.

While the PCs are not intended to confront the rift drakes and their riders here, they may encounter these foes on the journey between the outpost and Megator Facient (see page 42).

C16. Smith Yard

This open-air staging area is where Degela Krauss brought her work when it didn't fit in her meager workshop, or where she went if she simply wanted a breath of fresh air while crafting. The space is mostly empty—various parts and tools are strewn about, but nothing of note remains here.

C17. Krauss's Living Area

This small living area is furnished with a bed, nightstand, and table, all of which appear to have been recently ransacked.

Krauss kept a journal in the top drawer of her nightstand. Here the crazed hermit recorded her scattered thoughts and personal progress reports on her work for Hrugor Gurstweld and Syckar. Within it, she frequently mentions her meetings with Gurstweld in the abandoned Megator Facient, and describes in her later entries her "growing distrust of the freakish hill giant and his mutated minions." Her increasing paranoia coincided with what she believed to be the reactivation of Megator Facient; in her last entry, she writes: "The hills have begun to stink of sulfur and dread. I fear for my own life, as well as the lives of countless others, in the shadow of this reborn forge."

Her journal makes several mentions of a "minister," though she never attaches a name to the title. Scattered drawings of mechanical figures and diagrams are occasionally interrupted by seemingly random sketches, including one that appears to be a representation of a noble's seal, similar to that one might find on a signet ring. Comparing this sketch to the maker's mark on Syckar's pistol or the seal on the letter found in Syckar's library reveals the symbols to be one and the same.

Treasure: There's little of interest here left after Syckar's tribe raided it for valuables. Hidden under a false bottom in the nightstand's drawer (Perception DC 22) is a heart-shaped pendant cut from a brilliant red gem and attached to a silver chain necklace. When worn, this necklace acts as a *periapt of wound closure*.



C18. Krauss's Workshop (CR 15)

Scattered tools, machine parts, and scrap metal fill every corner of this messy workroom. In the center of the chamber, a bipedal clockwork automaton is secured to an arcane platform of wires, pipes, and twisting metal. A large bundle of wires winds upward from the platform toward and through the ceiling. Wide wooden double doors to the northwest and a humble wooden door to the east exit the workshop.

This is the room in which Degala Krauss conducted the most delicate and experimental elements of her research. After the sabosan and ogrekin murdered Krauss, Sykar tasked them to ransack the place in search of anything valuable. Not knowing the true uses of many of the tools and mechanical oddments in the room, they left largely empty-handed.

Haunt: In the days since the sabosan and ogrekin skewered Krauss upon the lightning rod atop her workshop, her angry spirit has manifested in the form of a powerful haunt. Anyone who walks into the workshop draws the ire of Krauss's warped spirit, which sends electricity throughout the room and risks activating the dormant clockwork soldier still connected to the turbine.

ELECTRIC TURBINE

CR 11

XP 12,800

CE haunt (15-ft.-by-20-ft. workshop)

Caster Level 11th

Notice Perception DC 25 (to feel one's hairs stand up on end)

hp 22; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, a stream of electricity courses down from the ceiling, striking the Brass Guardian and up to 11 secondary targets within 30 feet of the Brass Guardian. This deals 15d6 points of electricity damage to each creature except the Brass Guardian as *empowered chain lightning* (Reflex DC 17 half).

Destruction Degala Krauss's body must be removed from the building's lightning rod and given a proper burial.

Creature: Before she was killed, Krauss had nearly completed one of her finest inventions, overhauling a captured Brass Guardian and outfitting it with additional adamantite plating and integrated weapons. She used this creation as a test subject while studying the effects of electricity on clockwork automatons and researching the feasibility of alternative power sources for such constructs. She used the lightning rod on top of her workshop to channel electricity directly into the Brass Guardian she was working on.

If the supercharged Brass Guardian in this room is still connected to the turbine when the haunt is activated, the construct is struck by the electricity coursing through the lightning rod and is reactivated by the sudden power surge.

SUPERCHARGED BRASS GUARDIAN

CR 14

XP 38,400

Unique clockwork soldier (*Pathfinder RPG Bestiary* 3 57)

N Medium construct (clockwork)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 28, touch 14, flat-footed 24 (+4 **Dex**, +14 natural)

hp 119 (18d10+20)

Fort +6, **Ref** +10, **Will** +6

DR 15/adamantine; **Immune** construct traits, electricity

OFFENSE

Speed 50 ft.

Melee +1 *longsword* +24/+19/+14/+9 (1d10+12/19-20),
+1 *heavy mace* +20 (1d8+6)

Special Attacks multiweapon mastery, self-destruct, supercharged

STATISTICS

Str 32, **Dex** 19, **Con** —, **Int** —, **Wis** 15, **Cha** 5

Base Atk +18; **CMB** +29; **CMD** 33

Feats Improved Initiative, Lightning Reflexes

SQ efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

Self-Destruct (Ex) If the supercharged Brass Guardian is reduced to fewer than 0 hit points, it immediately begins to overheat. On its next turn, the Brass Guardian explodes, dealing 8d6 points of fire damage to every creature in 10-foot-radius (Reflex DC 23 negates) and exposing any creature damaged by the explosion to eidite sickness (see page 19). The save DC is Dexterity-based.

Supercharged (Ex) As long as the Brass Guardian is attached to the turbine in Krauss's workshop via its various cables (which effectively form a 20-foot-long tether) and for 1 round after detaching from the cords, the construct is supercharged with electricity. During this time, all of the Brass Guardian's melee attacks are treated as though they possessed the *shocking burst* special ability. A creature struck by the supercharged Brass Guardian is paralyzed for 1 round (Reflex DC 19 avoids). Creatures with immunity or energy resistance to electricity are immune to this paralysis effect. The Brass Guardian can rip free of the cords tethering it to the turbine as a free action, and other creatures can break the cables with slashing weapons (AC 10, 25 hp, hardness 3). The save DC is Constitution-based.

Development: The confrontation with this Brass Guardian should remove doubts that the PCs are on the right trail. The evidence found in the outpost—the stamp on Sykar's pistol (area C10) bearing the Sultur family's mark, the letter in the library (area C11), Krauss's journal (area C17), and the discovery of the *quake cannon* (area C14)—indicates that the plot against Minister Baratella is centered on Megator Facient.

Story Award: If the PCs uncover Degala Krauss's role in the reprogramming of Alkenstar's Brass Guardians, award them 51,200 XP.



CHAPTER 3

THE REBORN FORGE

Once the PCs have discovered enough clues from the outpost and know that their true culprit lies east in Megator Facient, their next step is to investigate the formerly abandoned factory. As the PCs travel toward Megator Facient, the mana storm afflicting the region gradually lets up, giving way to the green-blue skies more typical of the Mana Wastes. By the time the PCs reach the factory, the storm has died completely; if you are using the rules for primal magic, treat them as normal for the rest of the adventure.

THE RIFT DRAKES (CR 14)

Depending on how the PCs make their way from the outpost toward Megator Facient, they may or may not encounter the rift drakes normally stationed in area C15.

If the group seems more interested in a stealth-based infiltration of the reborn forge, have the PCs encounter the rift drake scouts on the way toward the next part of the adventure so that the heroes can catch Megator Facient's inhabitants off guard. If you think a frontal assault would be more exciting, have the drakes and their gnoll riders arrive at Megator Facient just before the PCs do, warning Gurstweld and putting his minions on full alert.

RIFT DRAKES (3)

CR 9

XP 6,400 each

hp 126 each (*Pathfinder RPG Bestiary* 3 106)

GNOLL SKIRMISHERS (3)

CR 9

XP 6,400 each



Mana Wastes mutant gnoll gunslinger 4/rogue 3 (*Pathfinder RPG Bestiary* 155, *Pathfinder Campaign Setting: Inner Sea Bestiary* 28, *Pathfinder RPG Ultimate Combat* 9)

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 14, flat-footed 18 (+5 armor, +2 Dex, +2 dodge, +3 natural)

hp 79 each (9 HD; 5d8+4d10+31)

Fort +11, **Ref** +9, **Will** +4

Defensive Abilities acidic pustules (DC 17), evasion, trap sense +1; **DR** 10/cold iron; **Immune** disease, poison; **SR** 20

OFFENSE

Speed 20 ft.

Melee mwk longspear +10/+5 (1d8+3/x3), slam +9 (1d6+2 plus disease)

Ranged +1 blunderbuss +12 (1d8+1)

Special Attacks disease, sneak attack +2d6

TACTICS

During Combat The gnolls switch between firing bullets and pellets against single targets, resorting to slam and spear attacks if their enemies force them into melee combat.

Morale The gnolls know that they have little means of escape and fear punishment from Gurstweld if they fail their mission, and thus fight to the death.

STATISTICS

Str 15, **Dex** 15, **Con** 17, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +7; **CMB** +9; **CMD** 23

Feats Dodge, Extra Grit^{UC}, Gunsmithing^{UC}, Mobility, Power Attack, Deft Shootist^{UC}, Leaping Shot^{UC}

Skills Acrobatics +11 (+7 when jumping), Climb +11, Perception +13, Ride +11, Stealth +11, Survival +13

Languages Gnoll

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), deformities (deformed leg), grit (4), gunsmith, mutations (acidic pustules, disease), nimble +1, rogue talents (bleeding attack +2), trapfinding +1

Combat Gear fuse grenades^{UE} (2); **Other Gear** +1 chain shirt, +1 blunderbuss^{UE} with 10 paper alchemical cartridges^{UE} (5 bullets and 5 pellets), masterwork longspear

SPECIAL ABILITIES

Acidic Pustules (Ex) A gnoll skirmisher is covered in necrotic pustules that burst at the slightest touch. Whenever a creature deals piercing or slashing damage to the Mana Wastes mutant, all creatures adjacent to the gnoll take 1d4 points of acid damage (Reflex DC 17 negates) as the mutant gnoll's boils and blisters pop and spray about. The save DC is Constitution-based.

Disease (Su) Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant.

Mana fever: Injury—slam; save Fort DC 17; onset 1d4 minutes; frequency 1 day; effect 1d3 Con damage, 1d3 Cha drain; cure 2 consecutive saves.

D. MEGATOR FACIENT

Much of Megator Facient is in a state of dire disrepair, both due to the age of the equipment and the current operators' neglect in properly maintaining the mechanisms. Debris lines the walls and grime cakes the floors of every chamber. Unless otherwise noted, areas in Megator Facient have the following features.

Lighting: Ceilings reach heights of 50 feet, and rooms are lit either by windows or vents built into the building's roof. During dark hours, torches are placed in sconces every 30 feet along the walls of each room. Because of this indeterminate lighting, encounters might vary in difficulty depending on whether the PCs reach Megator Facient during day or night; play this up for either a swashbuckling romp during the light hours or a grungy, stealthy foray at night.

Noise: Regardless of the time of day, the ambient noise of the factory is such that even characters within 20 feet of each other must practically shout to be heard. Careful PCs have little chance of alerting denizens in the factory's other rooms to their presence.

Conveyors: The conveyors in Megator Facient are heavily worn but still fully functional. See the sidebar on page 21 for details on how conveyors function in this adventure.

Depending on when the adventurers approach the factory, the gnolls in area **D15** may spot them en route.

D1. Eastern Bailey (CR 15)

The stone wall that once protected this paved courtyard now features a wide gap of crumbled masonry. A set of tall double doors occupies the entire south wall.

Creature: The construct known as Endermere, mentioned in the letter to Syckar in area **C11** (see **Handout #2** on 39) can be found guarding the easternmost entrance to Megator Facient. The massive golem is programmed to attack any intruders upon sight.

ENDERMERE

CR 15

XP 51,200

Cannon golem (*Pathfinder RPG Bestiary* 3 135)

hp 140

D2. Collection Room (CR 13)

A wide staircase leads downward from this room to the south, while a circular steel drum to the southeast churns ore and dumps it down a slide that also leads south. Large double doors exit north, and a hallway to the west leads elsewhere.

Creatures: A band of four gnoll skirmishers and two ogrekin laborers toils in this room, currently offloading ore from a caravan in the center of the room into the metal drum in the southeast corner.

GNOLL SKIRMISHERS (4)

CR 9

XP 6,400 each

hp 79 each (see page 42)

OGREKIN LABORERS (2)

CR 8

XP 4,800 each

hp 88 each (see page 35)

D3. Storeroom

Stone shelves line the walls of this large, mostly bare storage room. Any items of value that were left here when the dwarves abandoned the facility have already been claimed by scavenging gnolls and ratfolk.

D4. Scrap-Sorting Area (CR 14)

The gnoll workers use this area to sort deliveries into usable ore and unusable slag. The ore dumps onto the conveyor belt that winds through the area, and during its transport, the gnolls pick out any unusable material and toss it onto the conveyor running north to south, which deposits it into a garbage heap just outside of the factory. The curving conveyor running toward area D7 (the smelting area) operates with efficiencies of 15 and 5, while the straight conveyor running south to area D6 (the garbage dump) has an efficiency of 10.

Creatures: Six gnolls sort ore from unusable rubbish in this room. They're dedicated to this tedious task but would delight in something more entertaining to help pass the time. Whenever the unpredictable trash conveyor stops working (as it often does), one or two of the gnolls instead carry buckets of garbage to the furnace room (area D9) to dispose of it.

GNOLL SKIRMISHERS (6)

CR 9

XP 6,400 each

hp 79 each (see page 42)

D5. Alchemy Lab (CR 14)

Tables covered in all sorts of arcane glassware, alchemical reagents, and unusual crafting tools line the walls of this hall, which takes the form of a U-shape with exits to the north, east, and west. In various corners of the area are glass containers stretching from floor to ceiling, and a metal guardrail separates this area from several cerulean pools to the southwest.

Eidite melted down in area D7 is automatically transported in liquid form to a canister dispenser on the southern wall of this hall. The tables in the northern half of this area serve as the rendering area for the coolant necessary to chill the water treatment baths in area D8. Both the liquid coolant container and the eidite canister dispenser are fragile, and can be smashed with a successful DC 14 Strength check or innocuously sabotaged with a successful DC 28 Disable Device check.

Creatures: This expansive laboratory plays host to a trio of evil, mutated ratfolk alchemists. Hrugar Gurstweld lured them from their decrepit homes in the Undercity beneath Alkenstar to join his powerful gang. The alchemists hurry about their workstations, eager to mix the concoctions necessary to keep the factory running in full swing.

RATFOLK ALCHEMISTS (3)

CR 11

XP 12,800 each

hp 97 each (use statistics for Habblegash [without the crush addition] on page 11)

Treasure: Along with the alchemical reagents necessary to manufacture up to 20 pounds of liquid coolant (treat as liquid ice; *Pathfinder RPG Ultimate Equipment* 108), numerous other tools and concoctions lie splayed on the tables of this room, including three tangleburn bags (*Ultimate Equipment* 109), six shard gels (*Ultimate Equipment* 108), 4 doses of rusting powder (*Ultimate Equipment* 104), and three complete alchemist's labs (*Ultimate Equipment* 76).

D6. Garbage Dump (CR 14)

Twenty-foot-tall mounds of rusted scrap metal, solidified slag, and bodily waste litter this roughly hewn chamber. Tiny plumes of smoke rise from some of the mounds, the stink pouring out of the room via grate-covered vents in the ceiling fifty feet above. Fifteen feet off the ground in the room's western wall, a conveyor belt juts out of a five-foot-wide gap.

Once, the workers of Megator Facient used this area to dump manufacturing waste and other undesired materials. A furnace golem would dispose of the waste, but when Hrugar Gurstweld and his minions arrived, the mutants destroyed the construct, thinking it a guardian of the facility rather than a functional garbage disposal. The crumpled golem's remains are still scattered among the numerous trash heaps.

Creature: To keep rust monsters and other unwanted pests away, the gnoll workers transplanted a viper vine that they found in the surrounding wastelands within this chamber. The vine subsists on rats and other small vermin that make their way into the chamber, but it welcomes the opportunity to feast on a larger meal.

ADVANCED VIPER VINE

CR 14

XP 38,400

hp 230 (*Pathfinder RPG Bestiary* 2 279, 292)

D7. Smelting Area

The northeast corner of this room is almost entirely occupied by a massive vat of bubbling-hot metal, and melted ore occupies most of the room's northeast corner. A conveyor



pours into the room from the east and feeds the vat. Three open-air channels transfer the molten ore south and then west toward distinct molding stations, where the ore cools into a variety of distinct shapes before being pushed out of the room via a complex series of gears. Iron doors to the east and west exit this intensely hot room.

The processing of metal ore and eidite culminates in this room, where the materials are collectively dumped into the heating pool. The conveyor from area **D4** runs east to west and has efficiencies of 5 and 15. The three conveyors leading to area **C8** run south to north, and have an efficiency of 5.

Hazard: The temperature in this room reaches nearly 200° F. Any creature caught in this part of the factory for too long quickly suffers the effects of extreme heat exposure (*Pathfinder RPG Core Rulebook* 444).

D8. Water Treatment (CR 15)

Three rectangular pools take up almost half of the area's floor space, and connect to a larger pool beneath the floor. Conveyor belts from the south submerge their cargos in the pools, then transfer the contents to another conveyor that runs east to west along the bottom of the underground pool. A complicated panel board of illuminated switches and levers takes up most of the alcove in the eastern wall.

To keep these pools cold, the factory's alchemists create special canisters of liquid coolant in their adjacent laboratory (area **D5**). Yet they must also rely on a power source so volatile the alchemists dare not even tell their leader of its presence—tenuously held beneath the pools in this area is an ice devil, bound to a summoning circle maintained via the mysterious panel on the eastern wall.

Creatures: Currently, two ratfolk alchemists monitor the panel on the eastern wall of this room, adjusting levers and ensuring the coolant temperatures are sufficient to appease the volatile ice devil dwelling beneath. Should the arcanists catch wind of intruders in the area, they fend them off as best they can, but if their attention is diverted from the panel for more than 3 rounds, the summoning circle beneath the pools loses its effectiveness and releases the vengeful gelugon within, whereupon it takes its rage out on any creatures in the room before teleporting away from the Mana Wastes entirely.

ICE DEVIL **CR 13**
XP 25,600
hp 161 (*Pathfinder RPG Bestiary* 77)

RATFOLK ALCHEMISTS (2) **CR 11**
XP 12,800 each
hp 97 each (use statistics for Habblegash [without the crush addiction] on page 11)

D9. Furnace Room (CR 16)

Enormous furnaces line both walls of this elongated room. Grimy smoke leaks from the edges of the smokestacks connecting the furnaces to holes in the ceiling. Complex machinery links the separate furnaces and their boilers, and metal gears crank slowly among the various devices. A large pile of coal fills the southwestern corner of the room, and a wide corridor to the north leads out.

The furnaces in this chamber power the entirety of Megator Facient. The complex clockwork machinery that converts the coal into energy is a relic left over from the dwarves who long ago built the factory. Gurstweld and his minions were barely able to figure out how to operate the various devices in this room.

Hazards: While the majority of the fuel powering Megator Facient is coal extracted from the surrounding mines, the gnolls in area **D2** have begun throwing their trash and slag into the furnaces here, polluting much of the coal and making this room hazardous to even breathe in. Breathing creatures that come within 10 feet of a furnace must succeed at a DC 20 Fortitude save (+1 per previous check) or begin to cough and choke on the noxious fumes, and are nauseated for that round. This is a poison effect.

In addition to the harsh smoke, the furnaces are themselves a danger for unwary creatures. The doors to the furnaces can accommodate Medium or smaller creatures and objects of with a little effort (combat maneuver checks to bull rush a Medium creature into an open furnace door take a –4 penalty), and Small or smaller creatures and objects can easily be placed in the doors. Creatures that get pushed into or otherwise end up in one of the furnaces take 6d6 points of fire damage each round as long as they remain in the furnace.

Creatures: Four gnolls work in the furnace room, overseen by a powerful azer named Yvesa. She enjoys her station as overseer much more than her previous life toiling in the mines outside the City of Brass, and views Gurstweld as both kind master and loyal friend. While Mana Wastes mutant gnolls are immune to the poisonous effects of the air near the furnaces, they nevertheless try to avoid too much exposure to the fumes, unsure of what secondary effects they may have yet to experience.

YVESA **CR 15**
XP 51,200
Female azer fighter 13 (*Pathfinder RPG Bestiary* 2 39)
LE Medium outsider (extraplanar, fire)
Init +4; **Senses** darkvision 60 ft.; Perception +18
DEFENSE
AC 30, touch 17, flat-footed 25 (+11 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural)
hp 185 (15d10+103)

Fort +17, **Ref** +9, **Will** +9; +3 vs. fear
Defensive Abilities bravery +3; **Immune** fire; **SR** 26
Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee +1 *thundering bastard sword* +24/+19/+14
 (1d10+12/17–20 plus 1d6 fire)

Ranged mwk light hammer +23/+18/+13 (1d4+6 plus 1d6 fire)

Special Attacks heat (1d6 fire), weapon training (heavy blades +3, hammers +2, thrown +1)

TACTICS

During Combat Yvesa seeks cover and throws hammers at opponents before jumping into melee with her sword. She bull rushes enemies and sidesteps attacks to maintain control over the battlefield, and tries to flank opponents with her gnoll minions. If she sees the opportunity, she bull rushes her opponents into the open doors of the furnaces.

Morale Yvesa is eternally grateful to Gurstweld for her newfound authority among his gang of mutants, and fights to the death to protect her life and her master.

STATISTICS

Str 19, **Dex** 18, **Con** 20, **Int** 10,
Wis 12, **Cha** 11

Base Atk +15; **CMB** +19; **CMD** 36

Feats Close-Quarters

Thrower^{UC} (light hammer),
 Dodge, Exotic Weapon
 Proficiency (bastard
 sword), Improved Bull
 Rush, Improved
 Critical (bastard
 sword), Mobility,
 Power Attack, Quick
 Bull Rush^{UC}, Quick
 Draw, Sidestep^{APG},
 Toughness, Vital
 Strike, Weapon
 Focus (bastard sword),
 Weapon Focus (light hammer), Weapon
 Specialization (bastard sword)

Skills Acrobatics +4, Appraise +5, Bluff +9,
 Climb +7, Craft (weapons) +5, Craft
 (stonemasonry) +5, Intimidate +9,
 Knowledge (nobility) +5, Perception +18

Languages Common, Ignan

SQ armor training 3

Combat Gear *potions of cure serious wounds* (2); **Other Gear** +2 full plate, +1 *thundering bastard sword*, mwk light hammers (5), *belt of physical might* +2 (Dex, Con), *cloak of resistance* +1,

ring of protection +2, gas mask (as necklace of adaptation), 10 gp

GNOLL SKIRMISHERS (4)

CR 9

XP 6,400 each

hp 79 each (see page 42)

Treasure: In the northwest corner of the room, the gnolls keep a pile of various things they find in any coal delivered to the furnace room. Rummaging through the heap of nondescript rags and baubles reveals a *stone of weight*, an *elemental gem* (water), and a fist-sized diamond worth 15,000 gp.

D10. Eidite Infusion Chamber (CR 14)

The walls of this chamber are covered floor to ceiling in transparent tubes of colorful chemicals and liquids, mechanical welding devices, and oversized injection needles. A flat worktable stands the center of the chamber, while a mechanical case with green-liquid-filled canisters also serves as a prominent feature. A door to the east and a hallway to the west exit the area.

As pieces of machinery arrive in this area via the conveyor belt from the east, they're placed on the worktable, welded together, and infused with eidite in key places. The eidite is supplied from the alchemists in area D5, who transfer tubes of the stuff from their work area to the container on the east wall. Eidite from this container is then transferred via a complex network of machinery to an array of special injectors hanging from the ceiling around the worktable. Similarly, molten ore transferred from the container in area D11 is also used to weld eidite-infused parts shut. Destruction of either container renders the injectors unusable.

Creature: This area of the factory is operated by two gnolls and two ratfolk alchemists who ensure the largely automated injection systems continue to function. If the PCs' intervention disrupts any of the operations farther up the assembly line, the Mana Wastes mutants may leave this area to investigate, allowing the GM to





augment other encounters as needed with additional reinforcements—who may or may not be aware of combat prior to entering an encounter area because of the factory’s noise.

GNOLL SKIRMISHERS (2) CR 9

XP 6,400 each

hp 79 each (see page 42)

RATFOLK ALCHEMISTS (2) CR 11

XP 12,800 each

hp 97 each (use statistics for Habblegash [without the crush addition] on page 11)

D11. Hydraulic Press Room (CR 15)

One conveyor leads into this large, open chamber from the southeast, while another, wider conveyor pours out to the northeast. Various tubes and injectors line the walls and hang from the ceiling, most apparently stemming from a container of red-liquid-filled canisters to the north. Hallways lead out from the area, as do several doors to the west.

This room serves as the central assembly area, where eidite-infused parts are incorporated into existing clockwork constructs through a series of powerful hydraulic presses. Recently, the machines’ built-in safety features have been malfunctioning, and several gnolls have accidentally been drawn into the presses when their clothing snagged on the conveyor belts leading up to the presses.

Creatures: A cleric named Kogra operates this room, accompanied by a pair of undead thralls—the shattered corpses of two noted Alkenstar shieldmarshals. Aredil Sultur sent Kogra from Alkenstar to ensure Gurstweld makes good on his part of the deal, and Kogra frequently relays intelligence to her master regarding the factory’s progress. Kogra hides her true purpose from Gurstweld, and allows the hill giant to think that she’s merely another wasteland wanderer who was drawn to his powerful gang. In truth, she is a noted cleric dedicated to Brigh and has a scholarly understanding of the dwarven technology that permeates parts of the Mana Wastes.

Currently, Kogra works on the hydraulic presses in this room. She brought her controlled minions with her for added safety—the reanimated bodies of two of Alkenstar’s finest, whom Gurstweld’s gnoll minions killed some weeks ago after the shieldmarshals discovered their hideout in Megator Facient. When the shieldmarshals’ souls would not rest without first seeking out and destroying their killers, they both reanimated as pale strangers. Kogra was able to dominate the undead abominations before they wreaked havoc on the factory, and now she bends the pale strangers to her will as her personal guard.

KOGRA CR 14

XP 38,400

Female human cleric of Brigh 15

LE Medium humanoid (human)

Init +0; **Senses** Perception +6

DEFENSE

AC 28, touch 14, flat-footed 28 (+12 armor, +4 deflection, +2 natural)

hp 131 (15d8+60)

Fort +13, **Ref** +7, **Will** +17

Resist acid 20

OFFENSE

Speed 20 ft.

Melee +1 *longspear* +14/+9/+4 (1d8+4/19–20/x3)

Special Attacks channel negative energy 6/day (DC 22, 8d6), dancing weapons (4 rounds, 2/day)

Domain Spell-Like Abilities (CL 15th; concentration +21)

9/day—*artificer’s touch* (1d6+7, bypasses 15 DR and hardness)

9/day—*acid dart* (1d6+7 acid)

Cleric Spells Prepared (CL 15th; concentration +21)

8th—*earthquake*⁰, *fire storm* (DC 24),

7th—*blasphemy* (DC 23), *repulsion* (DC 23), *wall of iron*⁰

6th—*animate objects*, *heal*, *major creation*⁰, *word of recall*

5th—*flame strike* (DC 21), *greater command* (DC 21),

screaming (DC 21), *slay living* (DC 22), *wall of stone*⁰

4th—*cure critical wounds* (DC 20), *dismissal* (DC 20),

freedom of movement, *sending*, *spike stones*⁰ (DC 20),

unholy blight (DC 20)

3rd—*animate dead*, *dispel magic*, *glyph of warding*, *meld*

into stone, *protection from energy* (DC 19), *stone shape*⁰

2nd—*bull’s strength*, *eagle’s splendor*, *grace*^{APG},

groundswell^{APG}, *share language*^{APG}, *wood shape*⁰

1st—*command* (DC 17), *cure light wounds* (DC 17), *divine*

favor, *forbid action*^{UM} (DC 17), *magic stone*⁰, *shield of faith*

0 (at will)—*bleed* (DC 17), *mending*, *purify food and*

drink, *spark*^{APG} (DC 16)

D Domain spell; **Domains** Artifice, Earth

TACTICS

Before Combat If she knows she’ll be in a fight soon,

Kogra casts *bull’s strength*, *eagle’s splendor*, and *shield of faith*, and uses her *wand of owl’s wisdom* on herself.

She uses her *wand of undetectable alignment* for more diplomatic encounters, bluffing foes into believing that she’s a prisoner or victim until she can gain the element of surprise and obliterate unwary opponents.

During Combat Kogra lets her undead minions do most of the work, but if pressed, she casts offensive spells to keep enemies at bay, fighting in melee as a last resort.

Morale Kogra’s false fealty for Gurstweld isn’t something she’s willing to die for. If reduced to fewer than 40 hit points, she casts *word of recall* to return to Alkenstar.

Base Statistics Without her spells and wand, Kogra’s statistics are **AC** 24, touch 10, flat-footed 24; **Will** +15; **Melee** +1 *longspear* +12/+7/+2 (1d8+1/19–20/x3);

Special Attacks channel negative energy 4/day (DC 20, 8d6); **Spells** concentration +19, reduce all DCs by 2; **Str** 10, **Wis** 18, **Cha** 12; **CMB** +11; **CMD** 25; **Skills** Bluff +16, Heal +22.

STATISTICS

Str 14, **Dex** 11, **Con** 14, **Int** 14, **Wis** 22, **Cha** 16

Base Atk +11; **CMB** +13; **CMD** 27

Feats Command Undead, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Heavy Armor Proficiency, Improved Channel, Spell Focus (necromancy), Toughness, Undead Master^{UM}

Skills Appraise +12, Bluff +18, Craft (sculpture) +13, Heal +24, Knowledge (arcana) +12, Knowledge (engineering) +10, Spellcraft +20

Languages Common, Dwarven, Giant

SQ aura

Combat Gear *scroll of breath of life*, *wand of owl's wisdom* (14 charges), *wand of undetectable alignment* (16 charges); **Other Gear** +3 full plate, +1 longsword, amulet of natural armor +2, belt of incredible dexterity +2, cloak of resistance +2, stability skull (as stable metamagic rod), 5 onyx gems (worth 200 gp each), powdered diamond (worth 200 gp), 20 gp



UNDEAD SHIELDMARSHALS (2)

CR 10

XP 9,600 each

Pale strangers (*Pathfinder RPG Bestiary* 3 214)

hp 127 each

Development: Each of the pale strangers carries old equipment from their former lives as shieldmarshals, including traditional shieldmarshal uniforms and badges. Their guns, too, bear the insignia of the shieldmarshals, and observant PCs can easily piece together the original nature of these unfortunate souls.

Kogra can serve as an indispensable resource if the PCs capture her alive. A direct underling of Aredil Sultur, she has seen the minister's face dozens of times and has dealings with him on a regular basis as she reports the progress of Megator Facient. Of course, she plays the fool until the bitter end, knowing that revealing her association with the traitorous politician would garner her enemies beyond her wildest dreams. Only if enchanted with compulsion or charm magic does Kogra even speak sensibly with the PCs—though once this cooperation is secured, there is virtually no end to the wicked truths she can reveal.

D12. Workers' Quarters

This area is where the various workers of Megator Facient rest when they're not on duty. Beyond a series of dirty sleeping pallets and piles of unwashed clothing, there is nothing here.

D13. Forgemaster's Quarters (CR 15)

A weathered metal worktable, a rickety steel-framed bed, and several bookshelves along the walls seem almost out of place amid the strange alchemical and mechanical apparatuses that fill this room, their pipes and tubes covering the walls and hanging in loops from the ceiling.

This chamber was once the bedroom of Megator Facient's forgemaster, but Kogra has since commandeered it. She dwells here when not helping to manage the other goings-on in the factory or traveling to report to Aredil Sultur in Alkenstar. This room looks much like the factory's more industrial sections, as Kogra first tested her injection systems here before installing them in area D10.

Creature: The calikang Grevori, a tireless protector of Kogra's workshop, is here. Left ages ago to protect a site destroyed in the war between Geb and Nex, Grevori stood in suspended animation for centuries guarding the ruin under his charge. When Gurstweld found him during an expedition into the Spellscar Desert, he convinced the calikang to join him and serve as a guardian of the new factory he would be opening, giving the creature new purpose. Now Grevori stands vigil over Kogra's most



prized possessions, with explicit instructions to not kill any gnolls, but to otherwise exterminate anyone he does not immediately recognize. Grevori uses the dangling eidite injection syringes as weapons, which he can wield as Large short swords. On a successful hit, the syringes inject a dose of liquid eidite into the target, exposing the target to eidite sickness (see page 19). Once a syringe's eidite is expended, it takes 1 minute for the device to fill with more of the liquid.

GREVORI CR 15

XP 51,200

Male calikang fighter 3 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 307)

LN Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 30, touch 13, flat-footed 26 (+3 armor, +3 Dex, +1 dodge, +12 natural, +2 shield, -1 size)

hp 227 (18d10+129); fast healing 5

Fort +17, **Ref** +13, **Will** +13 (+1 vs. fear)

Defensive Abilities bravery +1, defensive slam, energy absorption, suspend animation; **Immune** electricity, mind-affecting effects, negative energy; **SR** 26

OFFENSE

Speed 30 ft.

Melee +1 warhammer +24/+19/+14/+9 (2d6+10/19-20/×3), +1 warhammer +24 (2d6+10/19-20/×3), 2 injection syringes +23 (1d8+10/19-20 plus disease), 2 slams +21 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (60-ft. line, 14d6 energy damage, Reflex DC 24 half, usable 1/day), disease

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*air walk, magic weapon, true seeing, water walk*
3/day—*lightning bolt* (DC 17)

1/day—*chain lightning* (DC 20)

TACTICS

During Combat Grevori uses the eidite injectors hanging from the ceiling as weapons against foes in addition to his warhammers, concentrating on attacking as many nearby creatures as he can.

Morale Grevori is not foolish, and knows that his association with Gurstweld is one of convenience at best. If reduced to fewer than 25 hit points, he lays down his arms and surrenders to the PCs.

STATISTICS

Str 29, **Dex** 17, **Con** 24, **Int** 8, **Wis** 12, **Cha** 19

Base Atk +18; **CMB** +28; **CMD** 42

Feats Critical Focus, Dodge, Double Slice, Great Fortitude, Improved Critical (warhammer), Improved Initiative, Iron Will, Multiweapon Fighting, Staggering Critical, Vital Strike, Weapon Focus (warhammer)

Skills Intimidate +25, Perception +22, Use Magic Device +16

Languages Common, Giant

STABLE SPELL

Kogra possesses a rare magic item—a *stability skull*. This macabre magic item is a boon to spellcasters that frequently traverse the magic-warped regions of the Mana Wastes as well as to those who in Alkenstar who wish to have errant pockets of primal magic affect their daily lives as little as possible. The skull functions as a *stable metamagic rod*, which are also available in and around the Mana Wastes.

STABLE METAMAGIC ROD

PRICE
varies

Lesser stable metamagic rod	3,000 GP
Stable metamagic rod	11,000 GP
Greater stable metamagic rod	24,500 GP
SLOT none	CL 17th
WEIGHT 5 lbs.	
AURA strong universal	

Three times per day, the wielder can lower the chance of a spell he casts triggering a primal magic event, as though using the Stable Spell feat.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser stable metamagic rod	1,500 GP
Stable metamagic rod	5,500 GP
Greater stable metamagic rod	12,250 GP
Craft Rod, Stable Spell	

Stable Spell (Metamagic)

You can cast spells in areas of primal magic with less chance of triggering a primal magic event.

Benefit: In areas of primal magic, the chance of a stable spell triggering a primal magic event is reduced by 25%. In cases where a primal magic event would trigger despite the reduced chances, the caster of a stable spell receives a +2 bonus on the concentration check to avoid the primal magic event. A stable spell uses up a spell slot 1 level higher than the spell's actual level.

SQ armor training 1

Gear warhammers (2), bracers of armor +3

SPECIAL ABILITIES

Breath Weapon (Su) A calikang can choose what kind of energy damage its breath weapon inflicts when it uses this ability, choosing from acid, cold, electricity, fire, or sonic energy. Calikangs are particularly adept at using electricity in this manner, and deal 1 additional point of damage per die (+14 for most calikangs) when they elect to inflict electricity damage with their breath weapon.

Defensive Slam (Ex) A calikang gains a cumulative +1 shield bonus to its AC for each of its arms that does not wield a manufactured weapon, to a maximum of +4 for four hands. A calikang can make slam attacks with these arms without losing this AC bonus.

Disease (Ex) *Eidite Sickness*: Injection syringe—injury; save Fort DC 20; onset 1d3 days; frequency 1/day; effect see page 19; cure 2 consecutive saves.

Energy Absorption (Su) A spell that inflicts energy damage that is defeated by the calikang's SR or immunity to electricity is absorbed into its body, healing it for an amount of damage equal to the absorbed spell's caster level and granting an additional daily use of its breath weapon.

Suspend Animation (Su) As a full-round action, a calikang can enter a state of suspended animation, freezing in place and becoming motionless. It remains aware of its surroundings. In this state, the calikang is immune to disease, inhaled toxins, poison, starvation, and thirst, and receives a +4 bonus on all Fortitude saves. The calikang can exit this state as an immediate action—if it does so to attack a foe or initiate combat, it gains a +4 insight bonus on its initiative check.

Development: The desk is filled with evidence of Kogra's dealings with Minister Sultur: personalized correspondence, uncashed payment slips to the banks Sultur owns, and hundreds of luckies stamped with consecutive serial numbers. Sultur's seal appears on many of these documents, easily allowing PCs to connect the seal with the minister if they haven't already done so.

Story Award: If the PCs use the documents and other evidence in Kogra's quarters to identify Aredil Sultur as the mastermind behind the Brass Guardian plot, award them 51,200 XP.

D14. Gurstweld's Quarters

This was once the common living area for the dwarven workers of Megator Facient, but Gurstweld converted it to his own personal quarters when he took over the factory by smashing all of the beds together to form one messy sleeping pallet of his own.

Treasure: Gurstweld left a gift from Aredil Sultur on his bed—a +2 *lucky musket* (*Ultimate Equipment* 145). The gift was purely symbolic, and Gurstweld hardly appreciates the lazy gesture. Anyone examining the musket can see that it bears the same maker's mark as on Syckar's pistol (area C10) and the seal imprinted on the letters to Kogra in area D13.

D15. Turrets (CR 12)

The original builders of Megator Facient constructed these three large towers to protect their stronghold from wasteland marauders from the valley below. Each turret consists of a winding stone staircase from the factory's bailey to a curtain wall 50 feet above ground level, a little taller than the hillside Megator Facient is built into. The turrets' shingled roofs once provided a measure of cover to garrisoned troops, but these accommodations have all but crumbled to dust since the dwarves' abandonment of their base.

Creatures: Gurstweld has stationed a gnoll skirmisher on each of the turrets; they're under orders to ring the bells should they spot any intruders. The gnolls cannot

see inside Megator Facient from their posts, but PCs who chose to approach the factory during the day will have a tough time hiding their position from the observant guards, and must succeed at Stealth checks in the barren and featureless Megator Valley to move unseen, opposed by the guards' Perception checks.

GNOLL SKIRMISHERS (3)

CR 9

XP 6,400 each

hp 79 each (see page 42)

D16. Main Bailey (CR 17)

Newly constructed clockwork creations leave the inside of the forge via a conveyor and arrive in this bailey. During their journey along the conveyor belt, they pass through an artificial waterfall created by diverting water from the Karggat Stream through a series of pumps embedded in the factory's walls. The small pool beneath the waterfall is 10 feet deep, while the stream flowing under the factory's curtain wall has a depth of only 3 feet.

Creatures: A half-dozen clockwork constructs of twisted design occupy this courtyard, finally resting after their long journey from the Karggat Mines to the mill outpost and through Megator Facient's construction channels. These constructs—designed by the now-deceased Degala Krauss and crafted by Gurstweld and his minions at the behest of Aredil Sultur—resemble giant snails. Hrugor Gurstweld, the mutant hill giant largely responsible for reactivating Megator Facient, is inspecting the clockwork snails when the PCs arrive.

CLOCKWORK SNAILS (6)

CR 10

XP 9,600 each

hp 101 each (see page 62)

HRUGOR GURSTWELD

CR 15

XP 51,200

Male giant Mana Wastes mutant hill giant gunslinger (gun tank) 10 (*Pathfinder RPG Bestiary* 150, 295, *Pathfinder Campaign Setting: Inner Sea Bestiary* 28, *Pathfinder RPG Ultimate Combat* 9, 50)

CE Huge aberration (augmented humanoid, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision;

Perception +24

DEFENSE

AC 32, touch 10, flat-footed 30 (+8 armor, +2 Dex, +14 natural, –2 size)

hp 220 (20 HD; 10d8+10d10+120)

Fort +20, **Ref** +12, **Will** +9; +4 vs. mind-affecting effects

Defensive Abilities bullet deflection +4, rock catching; **DR** 10/cold iron; **Immune** poison, disease; **Resist** acid 20; **SR** 26

OFFENSE

Speed 30 ft.

Melee club +26/+21/+16/+11 (2d6+10), slam +20 (2d8+5) or slam +25 (1d8+10 plus disease)



Ranged +2 cannon +20 (6d6+4/×4)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, 8d6 acid damage, Reflex DC 21 half, usable every 1d4 rounds), disease, grit (3), gun training (cannon, musket, +2), rock throwing (120 ft.)

TACTICS

Before Combat If he knows there's trouble in the factory, Gurstweld imbibes his *potions of haste* and *barkskin* before confronting any potential foes.

During Combat Gurstweld uses his cannon against foes both near and far, firing cannon balls at ranged foes (using his Ricochet Shot Deed if necessary against creatures with cover) and targeting up-close groups of enemies with blast shots or melee attacks. He calls upon his minions, both clockwork and monstrous, to surround and defend him.

Morale Gurstweld's determination is fierce, and he fights to the death.

STATISTICS

Str 31, **Dex** 14, **Con** 23, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +17; **CMB** +29; **CMD** 45

Feats Deadly Aim, Extra Grit^{UC}, Gunsmithing^{UC}, Intimidating Prowess, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Ricochet Shot Deed^{UC}, Weapon Focus (cannon, club)

Skills Climb +20, Intimidate +23, Perception +24, Survival +14

Languages Common, Giant

SQ deeds (dead shot, deadeye, gunslinger initiative, gun tank's resolve, pistol-whip, quick clear, startling shot, targeting, utility shot), deformities (deformed leg), gunsmith, gun training (cannon, musket, +2), mutations (acid resistance [2], breath weapon, disease, increased speed)

Combat Gear *potion of barkskin*, *potion of haste*, blast shots^{UC} (3), cannon balls^{UC} (10); **Other Gear** +1 light fortification banded mail, +2 cannon^{UC}, belt of incredible dexterity +2, headband of alluring charisma +2

SPECIAL ABILITIES

Cannon (Ex) Gurstweld grafted a Large siege cannon to his amputated arm years ago, and has since perfected its use. This cannon has the same statistics as the cannon siege weapon (*Ultimate Combat* 162), except Gurstweld can wield it one-handed and ignores the usual –4 penalty for a Large or larger creature wielding a siege firearm.

He can aim the weapon as a free action, and he can reload it as a standard action as long as he has one hand free (this can be further reduced to a move action if an adjacent creature is using the aid another action to help Gurstweld reload the cannon). He keeps a cannonball in the cannon at all times. In addition, Gurstweld can use the cannon to make a slam attack, dealing damage as a creature one size larger, though he cannot inflict mana fever with this slam attack.

Disease (Su) Slam—injury; *save* Fort DC 21; *onset* 1d4 minutes; *frequency* 1/day; *effect* 1d3 Con damage, 1d3 Cha drain.

Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant; *cure* 2 consecutive saves.

Story Award: If the PCs dismantle the operations at Megator Facient by defeating Gurstweld or thoroughly sabotaging the factory's equipment, award them 76,800 XP.

CONFRONTING AREDIL

It's possible that the PCs might seek to bring their evidence of Aredil Sultur's crimes to the mastermind himself rather than the local authorities in Alkenstar. In this case, the PCs can easily locate Aredil with a successful DC 20 Knowledge (local) or Diplomacy check to gather information, as nearly everyone knows that the minister lives in a penthouse suite in one of the skyscrapers that make up Graeson's Fingers, and almost any Alkenstarian with a mind for politics can inform the PCs of the High Parliament's monthly assemblies and recent bout of almost



HRUGOR GURSTWELD

nightly emergency meetings. Depending on which of these two leads the PCs follow up on, they may have a very different encounter with the villainous Minister Sultur; these two example events are detailed below. Regardless of where the PCs meet him, though, his statistics remain the same.

AREDIL SULTUR

CR 12

XP 12,800

Male human aristocrat 6/gunslinger 6 (*Pathfinder RPG Ultimate Combat* 9)

LE Medium humanoid (human)

Init +4; **Senses** Perception +16

DEFENSE

AC 24, touch 17, flat-footed 20 (+4 armor, +3 deflection, +2 Dex, +2 dodge, +3 natural)

hp 72 (12 HD; 6d8+6d10+12)

Fort +11, **Ref** +12, **Will** +11

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee +2 sword cane pistol +14 (1d6+3)

Ranged +1 reliable sword cane pistol +14 ranged touch (1d4+2)

Special Attacks grit (1), gun training (pistol, +2)

TACTICS

Before Combat Aredil tries to talk his way out of any fight, but failing that, he sets his paid guards on any potential assailants.

During Combat Aredil prefers to avoid combat at all costs, instead allowing his paid mercenaries to back him up in a physical confrontation. Should that prove an impossible prospect, he imbibes his *potion of haste* before firing a bullet from his sword cane pistol. He doesn't bother reloading unless he has ample opportunity, instead resorting to melee with his sword cane.

Morale If he realizes his allies are turning on him or he is reduced to fewer than 15 hit points, Aredil imbibes his *potion of invisibility* and makes for the docks, where he has arranged for a ferry to transport him down the Ustradi and toward Quantum for safety. If this is not an option or he is caught, he surrenders, groveling for his life.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +12 (+14 dirty trick); **CMD** 29 (31 vs. dirty trick)

Feats Agile Maneuvers, Combat Expertise, Gunsmithing^{uc}, Improved Dirty Trick^{ap}, Point-Blank Shot, Precise Shot, Skill Focus (Intimidate), Weapon Focus (sword cane pistol)

Skills Acrobatics +17, Appraise +12, Bluff +17, Diplomacy +17, Intimidate +23, Knowledge (nobility) +18, Perception +16, Sense Motive +16, Sleight of Hand +17

Languages Abyssal, Common, Giant, Osiriani

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), extraordinary wealth, gunsmith, gun training (pistol, +2)

Combat Gear *potion of cure serious wounds*, *potion of invisibility*, *potion of haste*, +1 bullets (5); **Other Gear** +2 leather armor, +2/+1 reliable sword cane pistol^{uc} with 5 paper alchemical cartridges (bullet)^{uc}, *amulet of natural armor* +3, *belt of physical might* +2 (Dex, Con), *cloak of resistance* +3, *ring of protection* +3

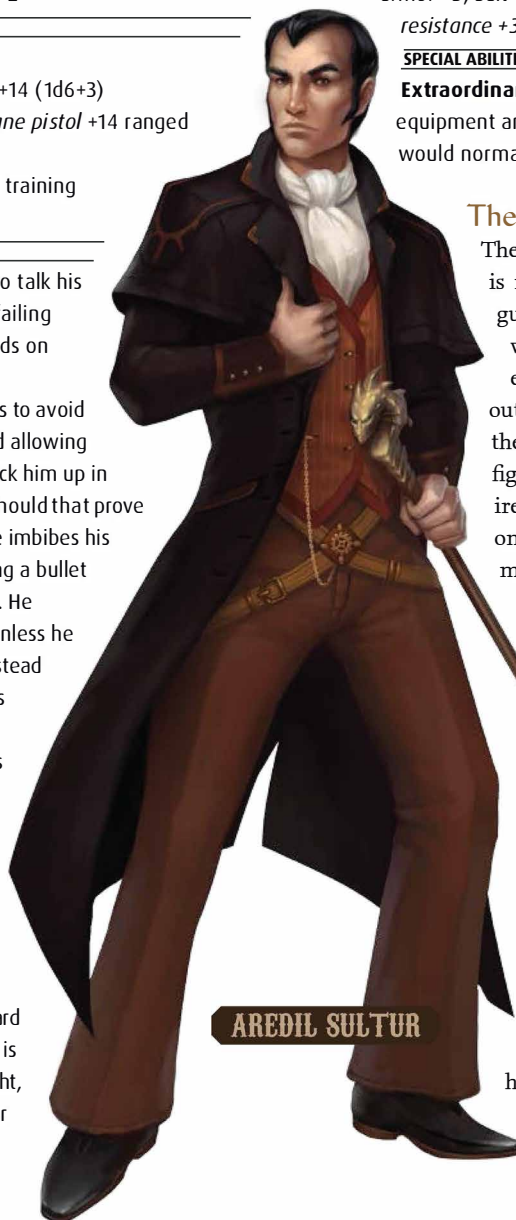
SPECIAL ABILITIES

Extraordinary Wealth Aredil Sultur has more equipment and resources than an NPC of his level would normally have, increasing his CR by 1.

The Penthouse

The sky-tower in which Aredil Sultur resides is notoriously difficult to infiltrate, as it's guarded by gun-wielding mercenaries who care only about the coin Alkenstar's elite pay them to keep uninvited guests out. A pair of such mercenaries guards the building's front doors. PCs who try to fight their way in quickly encounter the ire of Alkenstar's shieldmarshals. Talking one's way through the hired muscle is a much more viable option, and if the PCs succeed at a DC 20 Bluff check or DC 17 Intimidate check, they can easily walk right through these unscrupulous vagrants with an appropriate lie. Failing that, a bribe of at least 100 gold pieces secures entrance into any building in Graeson's Fingers.

In the penthouse, Aredil is quick to realize who the PCs are and what they have done with his elaborate mining and manufacturing operation. He parleys with them for a time while he tries to position them in front of his penthouse's grand window, which overlooks the rest of Alkenstar.



AREDIL SULTUR



Once he has them in a vulnerable position, he calls for his mercenary guards, whom he keeps waiting nearby in case of such attempts on his life, and fights alongside them in order to silence the would-be heroes.

ALKENSTAR MERCENARIES (6) CR 7

XP 3,200 each

Human fighter 8

N Medium humanoid (human)

Init +3; **Senses** Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 88 each (8d10+40)

Fort +10, **Ref** +6, **Will** +6 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee club +9/+4 (1d6+1)

Ranged mwk musket +14 (1d12+1/x4)

Special Attacks weapon training (firearms +1)

STATISTICS

Str 13, **Dex** 17, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 22

Feats Alertness, Critical Focus, Deadly Aim, Exotic Weapon Proficiency (firearms), Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload (musket), Toughness, Weapon Focus (musket)

Skills Perception +11, Sense Motive +3, Stealth +6, Survival +8

Languages Common

SQ armor training 2

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 breastplate, club, mwk musket^{UE} with 10 paper alchemical cartridges^{UE} (bullet), *cloak of resistance* +1, 150 gp

The High Parliament

Alkenstar's High Parliament convenes monthly to discuss important political issues in the Clockwork Metropolis, but recently they've been having near-daily meetings to discuss the ongoing crises besetting the city—namely the rogue Brass Guardians and the increased pressure from the shieldmarshals to junk the whole clockwork force. Eliza Baratella's position among the High Parliament has become tenuous because of her malfunctioning police drones, and many in Alkenstar's government are motioning to have her removed and possibly even arrested on grounds of treason.

If the PCs go to the High Parliament to present their claim to the ministers there, it should be easy for them to get in with their evidence, if only to create dramatic effect for the final confrontation. Once inside the Hall of Administration—a grand affair resembling nothing so much as a stadium, with rows of seats for the ministers to perch on as they listen to whoever stands in the center of the chamber—the PCs are instructed to state their case or leave. Because Aredil has corrupted and influenced

many of his colleagues over the past few months, swaying them toward his agenda and against Eliza, the PCs need to display concrete evidence if they are to convince the High Parliament of Sultur's treachery.

Allow the PCs to attempt a DC 35 Diplomacy check during this encounter. Each piece of evidence they supply to the High Parliament grants them a +2 bonus on this check. Evidence that qualifies for this bonus might include the note to Syckar (area **C11**, **Handout #2**), the correspondence with Kogra (area **D13**), the newly minted coins from the Alkenstar Mint (area **D13**), or the guns bearing Sultur's family seal (areas **C10** and **D14**). Repeated failed attempts impart a cumulative –2 penalty on future checks, as the ministers tire of the PCs' accusations and lack of a convincing argument.

A successful check indicates that the PCs have swayed the High Parliament toward their side, and guards promptly escort Aredil out of the Hall of Administration. He is arrested and placed in the Vault of Secrets until he can await a proper trial, which the PCs may be asked to attend. Failure by more than 5 means the ministers refuse to hear further testimony. However, Sultur now knows that the PCs are a threat, and send mercenaries after them; at this point, they're forced to confront him in his penthouse if they wish to bring him to justice.

Story Award: Regardless of how and where they confront Aredil Sultur, if the traitorous minister is brought to justice by the PCs or the city authorities, award the PCs 76,800 XP.

CONCLUDING THE ADVENTURE

With Aredil Sultur's involvement in the reanimation of Megator Facient for his own foul machinations revealed to all, the City of Smog's leaders are astonished to learn of the traitor in their midst and shower the PCs with lavish rewards for their heroic exploits. Eliza Baratella is particularly pleased with the results, since the PCs' success means the arrest of Sultur and Eliza's absorption of his wealth and power on the High Parliament. She uses her reinforced political position to elevate the PCs to members of Alkenstar's elite, earning them a fully furnished living complex in one of the coveted towers that make up Graeson's Fingers, as well as her eternal friendship. Using her influence in the city to its fullest, Eliza throws open the doors to the Guild of Brass's coveted vaults of inventions and allows PCs to take from them whatever they desire, including clockwork servants and miraculous devices to aid everyday living.

As for the rest of the Clockwork Metropolis, the citizens of Alkenstar are only too happy to have the dilemma with the Brass Guardians resolved. Once word of the PCs' efforts and successes reaches the general public (via both one of Alkenstar's printing presses and through word of mouth), their efforts earn them a modest level of fame among all Alkenstarians.



APPENDIX I: ALKENSTAR

An isolated bastion of civilization in the magic-blasted wasteland known as the Mana Wastes in western Garund, the Grand Duchy of Alkenstar is one of the most unique cities in the Inner Sea region. Alkenstar stands atop a massive cliff overlooking the Spellscar Desert, the mighty Ustradi River bisecting the settlement as it flows over the Alken Falls on its way north to Nex. The city's mastery of science amid the unpredictable magic of the Mana Wastes has Alkenstar's influence extend beyond its local region, and its innovations such as firearms, clockworks, and alchemy keep it a relevant part of the larger economy.

HISTORY

When the wizard wars between Geb and Nex ended in the 6th century AR, few were certain that the magic-scarred borderlands between the two rival nations would ever be inhabited again. Where entire towns, fortresses, and even

cities once stood now lie only shattered ruins and the ragged corpses of ancient battlefields, landscapes marred by the foul influence of arcana that rivaled the power of the gods. Indeed, for centuries the region seemed entirely devoid of life and intent, a realm lacking reason and madness, host only to dead air and a sense of utter emptiness.

It would be nearly a thousand years after the end of the Geb–Nex wars before the first signs of life stirred once again in what became known as the Mana Wastes. Dread mutants—shuddering beings incomparable to any other forms of sane life—slowly trickled out of the Wastes, alerting scouts on both the Nexian and Gebbite sides of the border to the presence of a previously unknown danger. Even then, few sane humans dared to traverse the spoiled region, so plagued was it by lingering toxic auras and fell magical energies.

As time continued to ease the tensions between Geb and Nex, so too did the hostile powers of the Mana Wastes



slowly fade. Criminals and outcasts from both wizardly nations fled to these shattered borderlands. To most, this escape was as good as a death sentence, so few pursued their quarries into the Mana Wastes. The fates of the people who fled to the Mana Wastes was unknown to most outsiders, and the idea of entire clans of civilized humans living there was considered a ludicrous notion at best. This changed in 4588 AR, when the infamous engineer and supposed bandit Ancil Alkenstar fled from Quantum to the Mana Wastes, following the winding Ustradi River as far south as he could to flee from his wizardly pursuers in Nex. Few doubted the ingenuity of Alkenstar, who had contributed to many of the most spectacular inventions of Quantum in his decades of service to the Council of Three and Nine, and many saw his escape to the Mana Wastes as an event curious enough to warrant further attention.

Alkenstar, for his part, underestimated both the power of the Mana Wastes and the tenacity of the other refugees who had fled here in centuries past. Along the toxic waters of the Ustradi, he encountered forces both malignant and benign—bands of roving humanoid mutants as well as entire tribes of hardy folk who had subsisted in spite of the harsh environs to which they had been outcast. It was this latter group of people that most captivated Alkenstar's attention, as in them he saw the potential to create a new type of society in the region he now tenuously called home.

All in all, Alkenstar counted eight clans of fellow refugees along the Ustradi River. It didn't take him long to gather these peoples into a unified cause—all agreed that there was power in numbers, and that their odds of surviving drastically increased if they established a singular settlement. The eight leaders of these individual tribes became the first members of Alkenstar's High Parliament, with the man himself appointed as Grand Duke by popular vote. Alkenstar continued to serve in this capacity until his death from old age in 4650 AR.

There was no sign of treachery in Alkenstar's passing, and the High Parliament quickly and seamlessly followed protocol and appointed a new Grand Duke to take their leader's place. Rule over Alkenstar has changed hands several more times throughout the years since Alkenstar's death, but none so far have matched the skill and acumen with which the original Grand Duke led his city. The person closest to achieving this honor is the current ruler of Alkenstar, the Grand Duchess Trietta Ricia. But even under her watchful care, the City of Smog is a massive, writhing beast of bureaucracy and industry, and with each year additional perils and challenges reveal themselves to the Alkenstarians living within its walls. Nevertheless, it is nothing short of a miracle that the Clockwork Metropolis has become what it is today in such a short time—its booming population and increasingly wondrous technology a fair indicator of the shrewd and cunning people who reside there—and the city shows no signs of slowing down anytime soon.

ALKENSTAR TIMELINE

Alkenstar's history is short but remarkable, and the City of Smog's booming growth is regarded as nothing if not miraculous. The following timeline details some of the most notable events that shaped Alkenstar and its people.

-892 AR	War between Nex and Geb starts; the first skirmishes along the Ustradi River mark the center of what would eventually become the Mana Wastes.
576 AR	Though the war between Nex and Geb officially ends, the nations leave in their wake a huge swath of magic-warped land along the border.
1278 AR	The first Mana Wastes mutant is sighted by a Nexian scout close to the border.
4588 AR	Alkenstar is founded by Ancil Alkenstar and the eight assembled refugee clans of the Ustradi River valley.
4595 AR	A massive mudslide threatens to wipe out the young city of Alkenstar. Rebuilding takes place at the top of the Hellfallen Cliffs instead of at their foot.
4608 AR	Tinwound Hydroplant is constructed over an ancient Nexian mage tower.
4619 AR	Devotees of Sarenrae and other deities begin construction on the Bridge of the Gods.
4620 AR	Construction of the Gunworks is completed.
4623 AR	Construction of the Bridge of the Gods is prematurely abandoned.
4645 AR	Construction of the Screw is completed.
4650 AR	Grand Duke Alkenstar dies of old age.
4652 AR	A fire in the Mandrake Factory kills hundreds of workers and bystanders.
4678 AR	Mutant slavery is outlawed in the Grand Duchy.
4683 AR	A sudden outbreak transforms many of Ironside Quarter's denizens into mutants. The Grand Duchy begins taking measures to quarantine the district.
4684 AR	Large quantities of explosive charges are detonated around the quarantined Ironside Quarter, demolishing the district and sinking its denizens and holdings 100 feet below the rest of the city.
4685 AR	Eliza Baratella of the Guild of Brass creates the Brass Guardians to watch over the abandoned Ironside Quarter and protect the city from mutant depredations. Tensions mount between various factions that oppose this move, but the commonwealth celebrates Baratella's inventions.
4690 AR	The Gorilla King sends an army through tunnels beneath the Shattered Range to attack Alkenstar. In the end, the Mwangi forces are defeated, but not before they are able to steal the Gunworks' largest bombard.
4696 AR	The periodic fluctuations of primal magic normally contained to the Ustradi River spread to include the entire Skyside for an unprecedented 8 months.
4710 AR	Professor Radpol finishes her miraculous automaton, the Blackwork Ephemeron.
4713 AR	The current year.

ALKENSTAR

ALKENSTAR

N metropolis

Corruption +3; **Crime** +5; **Economy** +6; **Law** +2;

Lore +4; **Society** +8

Qualities holy site (Brigh), insular, notorious, prosperous, racially intolerant (mutants), strategic location

Danger +20; **Disadvantages** impoverished

DEMOGRAPHICS

Government council

Population 53,600 (85% humans, 7% dwarves, 3% halflings, 5% other)

Notable NPCs

Grand Duchess Trietta Ricia (LN female human aristocrat 14)

High Chamberlain Lael Branain (LN male half-elf aristocrat 8/rogue 5)

High Clockmother Athenth Llanalir (N female human cleric of Brigh 15)

High Shieldmarshal Armand Meneley (LG male human gunslinger^{UC} 5/shieldmarshal^{POP} 10)

Ironmaster Ytharia Vulane (LN female human gunslinger^{UC} 10/ranger 6)

Lord Armorer Narda Hufftwood (N male human aristocrat 5/chemist^{APG} 8)

MARKETPLACE

Base Value 14,872 gp; **Purchase Limit** 112,500 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 2d4;

Major Items 1d6

FACTIONS

Alkenstar's booming population and relative safety from the prying eyes of Nex and Geb have attracted all manner of industrious and varied folk, including entrepreneurial engineers and traders, innovative metallurgists, and ragamuffin gangsters with little to lose.

Blythir College

The only magical academy officially recognized by the Grand Duchy, Blythir College is much smaller than most centers for arcane study found throughout the Inner Sea region—due in part to the inherent danger of studying arcana anywhere in the Mana Wastes. Blythir's last graduating class was only eight students strong, and that was a significant improvement over the year before, during which half the seniors tragically perished in an accidental and unquenchable arcane fire. Only the determined or the foolish come to study at Blythir College, whose curriculum is almost solely based on harnessing the power of primal magic.

Brass Guild

The famous clockwork sentries that watch over and protect the majority of Alkenstar, the Brass Guardians are a wonder of technology that can be attributed almost solely to **Eliza Baratella** (NG female human expert 12) and her small coalition of like-minded engineers, the Brass Guild. Originally designed in 4685 AR to face the mounting threat of mutants crawling out of the recently abandoned Ironside Quarter, these automatons were found to be so successful in protecting Alkenstar that they are now distributed throughout the entire city.

The bold move to make these constructs the primary defensive structure for the City of Smog was met with no small amount of opposition among the High Parliament. A minister herself, Baratella narrowly managed to sway her associates to her side. The most vocal opponents of the Brass Guardians' institution as defenders of Alkenstar included High Shieldmarshal Armand Meneley (who felt his own troops would be neglected in the face of these "clockwork monstrosities") and Minister Aredil Sultur.

Brass Guardians are statistically identical to clockwork soldiers (*Pathfinder RPG Bestiary* 3 57) and particularly advanced models have Exotic Weapon Proficiency (firearms) in addition to their proficient extraordinary ability.

Espara's Paladins

One of the several criminal gangs that hold sway in the seedy underbelly of Alkenstar, Espara's Paladins is anything but the group of chivalrous knights its name might suggest. Instead, its members include mishandled outcasts, frustrated orphans, unrepentant bullies, and even a few violent human mutants.

Most of Espara's Paladins believe themselves to be the products of a corrupt society, and the only way to improve their sordid existences is through calculated violence and guerrilla rebellion, both against rival gangs and Alkenstar's aristocratic elite. The gang's founder and leader is the cunning orphan, **Espara** (CN female human rogue 11). Rumors report she is only 19 years old, despite her influence and reach in Alkenstar's criminal circles.

Lithos Clan

The enigmatic Lithos Clan is an exclusive collective of metallurgists operated entirely independently of Alkenstar's Gunworks. The clan's unwillingness to share its discoveries with the Gunworks inspires no small amount of tension between the factions, but none can deny the metallurgical mastery of the clan's finely crafted inventions.

A secretive group of business-minded metallurgists oversee most of the research conducted in the Lithos Clan's massive workshop, the Burnished Factory. When the leaders make public announcements, their designated speaker is always the same person: a one-eyed woman who flatly introduces herself each time as Burnisher Pendlyn.

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CHAPTER 2: SULTUR MILL OUTPOST
CHAPTER 3: THE REBORN FORGE
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APPENDIX 2: NEW MONSTERS

Shieldmarshals

Alkenstar's elite police force, the shieldmarshals, is a marvel of military and organizational prowess. That the hero Alkenstar was able to instigate such a law agency in the disorderly Mana Wastes is a noteworthy feat in itself; on top of that, the Grand Duchy pushes forth the resources to equip each one of these professional gunslingers with a firearm to call his or her own while on the line of duty.

While Alkenstar's heroic military is often purported to be a herald of discipline and service, corruption has still been known to seep through its ranks. Indeed, the tortuous hierarchy through which its members seek constant advancement encourages dishonesty, if one aims to excel to the highest echelons of the organization. The honorable High Shieldmarshal Armand Meneley does his best to keep a tight rein on his troops and keep order within the shieldmarshals, but the convoluted structure of the organization almost guarantees his perpetual frustration and fruitless efforts.

LIFE IN ALKENSTAR

For the common folk of Alkenstar, life is often hard and short, and the various calamities to beset the City of Smog in the last several decades have put strains on all who eke out their livings there. Life in the city is also very different on opposite sides of the Ustradi, which divides Smokeside to the west—where magic does not function, as though affected by an *antimagic field*—and Skyside to the east, where magic largely functions as normal.

Firearms

Despite the fact that Alkenstar is one of the few places on Golarion with access to reliable firearms, relatively few Alkenstarians wield these destructive tools. This is due in part to the high price of such weapons as well as the strict laws surrounding possession of them. Such strictures don't deter less compunctious Alkenstarians, though, especially those belonging to one of the city's several nefarious street gangs or wasteland hunters who make sure to keep their illegitimate weapons concealed at all times. Typically, the only citizens who adhere to the byzantine firearm laws of Alkenstar are members of the privileged elite, many of whom make a sport of out of dueling.

Government

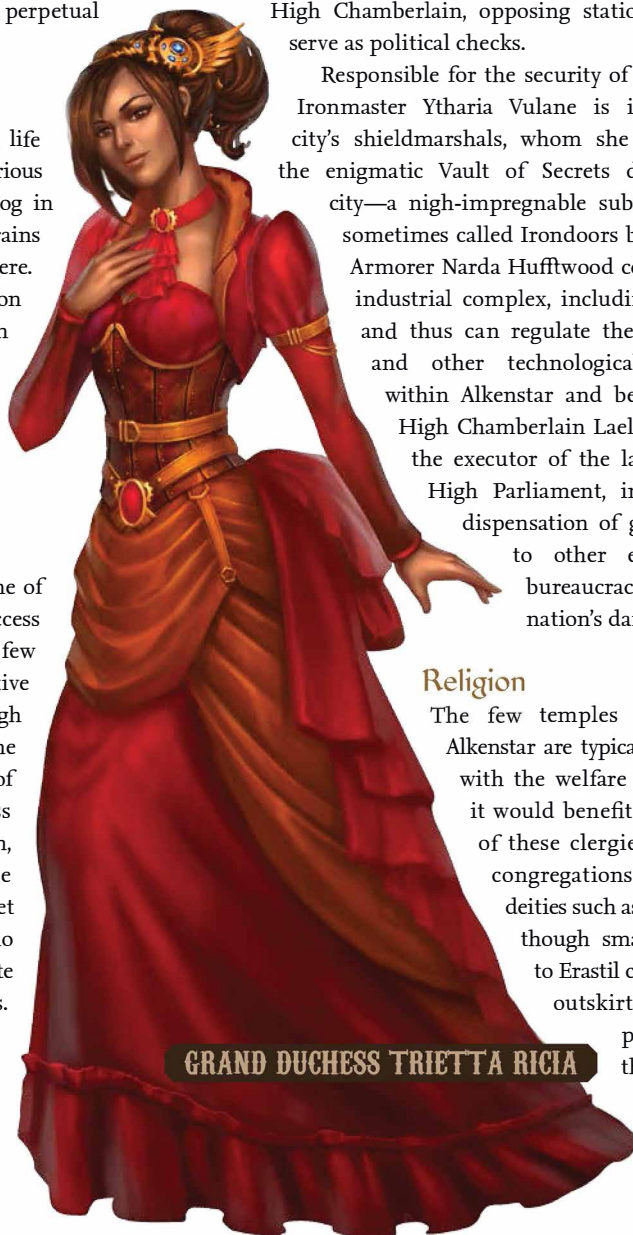
Alkenstar is a parliamentary democracy, ostensibly a vassal of Nex, but in practice an independent political entity. The nation's High Parliament consists of 73 elected representatives from the city's various factions and Alkenstar's holdings of Martel and Dongun Hold. Parliamentary ministers are elected for 5-year terms and can serve as many terms as they can win elections. The parliament is largely responsible for issues of finance, the passing of new laws, and oversight of the grand duke or duchess and any officials she appoints to other government positions.

The grand duke or duchess is elected by the High Parliament from within the body's rank and serves for life. The grand duchess serves as both a figurehead for the nation, as well as the arbiter of irreconcilable conflicts within the High Parliament. She is responsible for appointing offices of Ironmaster, Lord Armorer, and High Chamberlain, opposing stations established to serve as political checks.

Responsible for the security of the Grand Duchy, Ironmaster Ytharia Vulane is in charge of the city's shieldmarshals, whom she commands from the enigmatic Vault of Secrets deep beneath the city—a nigh-impregnable subterranean fortress sometimes called Irondoors by the public. Lord Armorer Narda Hufftwood controls Alkenstar's industrial complex, including the Gunworks, and thus can regulate the flow of firearms and other technological wonders both within Alkenstar and beyond its borders. High Chamberlain Lael Branain serves as the executor of the laws passed by the High Parliament, including taxation, dispensation of government funds to other entities, and the bureaucracy that handles the nation's daily operations.

Religion

The few temples to be found in Alkenstar are typically only concerned with the welfare of the laity when it would benefit the church. Most of these clergies and their small congregations worship neutral deities such as Abadar and Brigh, though small sects dedicated to Erastil can be found on the outskirts of town, where poor farmers pray that their crops grow in the arid soil of the Mana Wastes.



GRAND DUCHESS TRIETTA RICIA

Technology

Despite the fact that Alkenstar is hailed as the Clockwork Metropolis, technology among the lower class is a relatively rare thing. While gas streetlamps line the thoroughfares and winding cogs can be heard at all hours by those near the Capital District's famed Beryllium Tower, mundane torches and lanterns are most citizens' source of light at night, while cloaks and daggers make do for those without the propensity or coin for bulletproof armor and firearms.

Still, there are many technological wonders to be seen for visitors traveling to Alkenstar. Savvy surgeons have been experimenting with clumsy but functional prosthetic limbs for several years now. Alkenstar's location in the Mana Wastes has precipitated a number of advancements in the arts of alchemy and clockwork construction, yet these sciences, tied as they are to magic, are generally not practiced in Smokeside. Despite the permanency of that magic-free zone, clockworks and other constructs can still be seen throughout Alkenstar, as only their creation is hindered by the absence of magic.

ALKENSTAR GAZETTEER

Alkenstar is a sprawling city composed of dozens of discrete districts and neighborhoods that wind about for miles. However, just as common as these awkward city stretches are the architectural miracles that Alkenstarians often take for granted. The booming factories of Steamhaven and grungy workshops of Ferrous Quarter paint a cloud of white smog over much of the city, while the magnificent skytowers of Graeson's Fingers pierce these thick vapors and threaten to stab at the firmament itself. The following are just a few of Alkenstar's most notable city quarters, locales, and sites of interest.

Alkenstar Castle

In the center of the Capital District, on the eastern banks of the Ustradi, stands the magnificent Alkenstar Castle. Fortified behind an additional curtain wall, its primary stronghold is easily one of the most defensible locations in the city. The Grand Duchess Trietta Ricia resides in the Gunpowder Tower, while her servants, caretakers, and castellan reside in the castle's other towers. The High Parliament meets in

Alkenstar Castle's grand hall to hold its periodic counsels. Some of the most impressive clockwork sentinels ever created guard the raised bailey on which Alkenstar Castle stands, including the austere and nigh-unfathomable Blackwork Ephemeron, created for the Grand Duchess by the famed Professor Radpol.

Auburn District

The red-and-gold banners of House Llanalir fly from the steeples and flag posts of most buildings in Skyside's Auburn District, where many of Alkenstar's most talented or famous crafters and artists reside, and culture here thrives as surely as industry does in Steamhaven.

Auburn district is home to one of the largest temples to the goddess Brigh in the Inner Sea region, and High Clockmother Athenth Llanalir has used her position to increase not only the district's clockwork output, but also

her family's influence. Her political rivals feel this is an abuse of power and work behind the scenes to see her replaced by one of her many acolytes, though no plot has yet come close to accomplishing its goal.

Bridge of the Gods

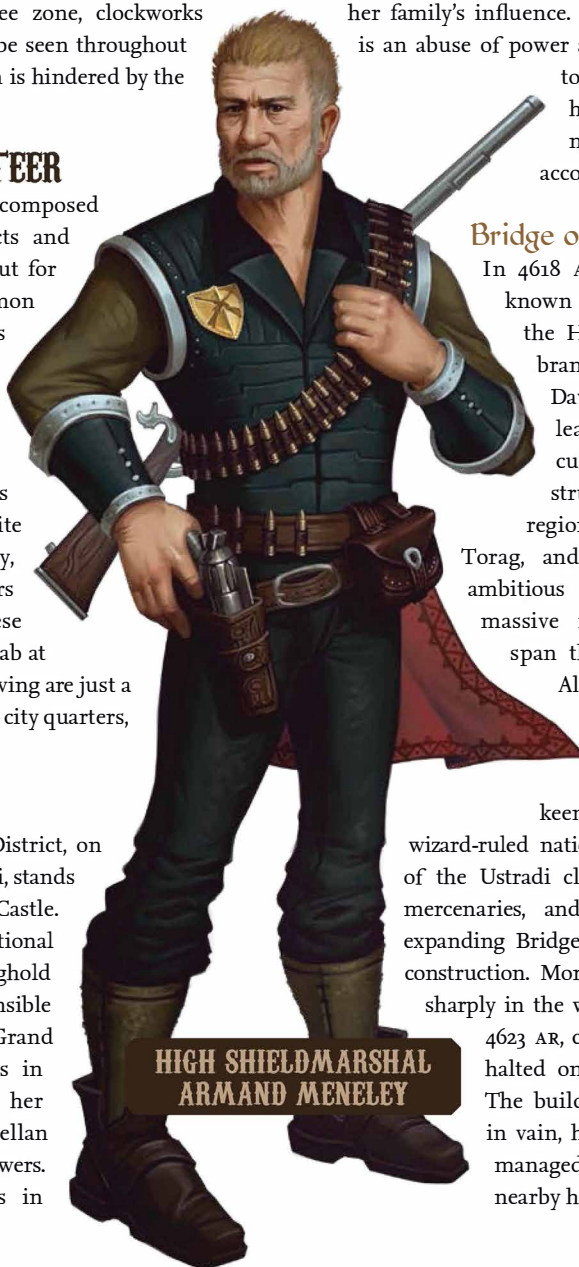
In 4618 AR, the respected and well-known Holbir Vijeri was instated as the High Priest of the Alkenstar branch of the Cult of the Dawnflower. Under Vijeri's leadership, the Dawnflower cultists joined with other struggling religions in the region, including those of Desna, Torag, and Erastil, to construct the ambitious Bridge of the Gods. This massive roadway was designed to span the entire distance between

Alkenstar and the nations that neighbor it to the north and south. But many factions within Alkenstar weren't

keen to reconnect with the nearby

wizard-ruled nations, and powerful members of the Ustradi clans sent assassins, guerrilla mercenaries, and saboteurs to the swiftly expanding Bridge of the Gods to impede its construction. Morale among workers dropped sharply in the wake of these attacks, and in

4623 AR, construction was indefinitely halted on the international highway. The builders' efforts were not totally in vain, however, as they had at least managed to connect Alkenstar to its nearby holdings at Dongun Hold.



HIGH SHIELDMARSHAL
ARMAND MENELEY



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Ferrous Quarter

This grimy district in Smokeside is the location of many of Alkenstar's most famous taverns and small artisan workshops. Adventurers flock to the quarter's myriad rumormongers and city criers in search of the latest gossip, though trustworthy leads are in scarce supply. More prevalent are the delicacies and powerful ales served at the many inns, taphouses, and eateries lining Ferrous Quarter's primary thoroughfare, Hammer Avenue. Visitors with sufficient coin can find nearly any sort of Garundi traditional food for purchase along this main street.

Graeson's Fingers

Located near the heart of the Capital District, the looming spires, air purifiers, and towers that collectively form Graeson's Fingers are indeed a sight to behold. The richest Alkenstarians live in these nine soaring manor buildings, so named because from afar they appear to be fingers reaching for the sky. Their namesake and founder, Chekar Graeson, came to Alkenstar with altruistic dreams of feeding the downtrodden populace, but when his efforts instead made him a fortune and allowed him access to the upper echelons of Alkenstar society, money clouded his vision and he siphoned all his earnings into the construction of the megalithic structures that now bear his name.

Many members of Alkenstar's High Parliament reside in Graeson's Fingers, including the noted metallurgist **Liessa Teramor** (LN female human aristocrat 2/alchemist 8), whose father was Grand Duke prior to Trietta Ricia's election; the esteemed and kindly **Doctor Priscilla Penderton** (NG female human aristocrat 5/bard 4); and the cold, calculating entrepreneur Aredil Sultur (see page 4), the heir to an influential family from Martel.

Hellside

Because the process of transporting a ship up or down the Alken Falls can take up to several hours to complete, it wasn't completely unexpected when Alkenstarians started setting up shop around the Hellfallen Cliffs to target potential buyers stuck on their rigs.

Since the Screw's completion in 4645 AR, the district of Hellside has boomed into an entire cliffside shantytown along the walls of Smokeside. Though the oldest buildings were constructed atop the Hellfallen Cliffs, more creative (and desperate) vagrants gradually began constructing their shacks and huts into and jutting out of the sheer sides of the cliffs, effectively creating a small neighborhood of dangling abodes and overhanging homes from which to solicit the business of ship captains and crews headed up or down the Screw.

New Bridge

Constructed exactly 100 years after the completion of Old Bridge, New Bridge is an architectural wonder and is both sturdy and wide enough to allow for vehicles to pass over

it. Architects and engineers often cite New Bridge as the perfect synthesis of form and function.

Old Bridge

One of the Alkenstar's first grand constructions after the city was rebuilt atop the Alken Falls, Old Bridge spans the Hellfallen Cliffs in the southern half of Alkenstar. Its archaic cobblestone design makes vehicular transport across the bridge impossible, though many residents of Auburn District use the footbridge to cross into Ferrous Quarter and vice versa. Thieves and corrupt shieldmarshals occasionally extort those hoping to use the bridge to reach Skyside for healing or other magical services, charging exorbitant tolls few can easily afford.

Old Ironside

The abandoned area of the city known as Old Ironside was once just called Ironside Quarter—a thriving district in Smokeside that once rivaled the Auburn District in its potential. Such hopes were dashed in 4683 AR, when an outbreak of mana fever struck Ironside Quarter, decimating the population and turning the few who survived into mutants. Ironside Quarter was quarantined and eventually emptied, its residents evicted from Alkenstar through the western gates. Dwarven explosive charges were placed at key structural points in the emptied district, and in the winter of 4684 AR, the bombs were detonated, imploding the entire district and causing it to sink into the ground.

In the interim between the plague and the demolition of Old Ironside, new city walls were constructed around the quarantined district. Expert shieldmarshal snipers are stationed on top of the turrets that dot the massive, unbroken wall at all times. Most of the mutants who were forced to leave Ironside Quarter fled to nearby colonies inhabited by more of their kind. Some managed to find tunnels into Alkenstar's sewers and the Undercity, but most such routes have since been destroyed or filled in by Alkenstar officials. Still, some among the miscreants dwelling in Undercity know of ways to get into Old Ironside, and those brave enough to explore the half-flooded ruins might very well find an array of treasures belonging to its previous inhabitants.

Pilot's Square

Auburn Hill to the west and Pilot Point to the east provide shelter to allow airships to moor and embark from the small flatland between them. Most pilots who work out of Pilot's Square belong to the only pilots' guild in Alkenstar, the Aeromantic Fleet. Recently, however, as the availability of airship parts and the demand for these services increases, independent captains with their own ships have begun to undercut the prices of the Aeromantic Fleet. The Fleet's admiral, **Sodara "Sour" Londa** (CN female dwarf fighter 4/rogue 5), has begun looking for alternative means of securing her guild's monopoly over Alkenstar's skies.



HIGH CLOCKMOTHER ATHENTH LLANALIR

The Screw

The refugees who founded Alkenstar weren't concerned with trade or commerce—they needed safety from the wizards of Nex and Geb, and the steep cliffs they chose for their settlement were perfect for impeding scouts from these neighboring nations. Later, when the Grand Duchy began to show the symptoms of a burgeoning economy, city planners were befuddled by how to make the 500-foot-high Alken Falls traversable so goods could be shipped up and down the Ustradi River. Locks were out of the question for this geological anomaly, so the planners instead proposed an extravagant project typical of the imaginative Alkenstarrians—a giant lift capable of raising and lowering barges, junks, and other merchant ships up and over the Alken Falls. The end result is a mechanical wonder plainly called the Screw—a 50-foot-thick winding cylinder capable of hauling a massive iron grate and anything on it from the base of the river 500 feet below to just above the waterfall. Additional gears move the grate horizontally along a track that runs parallel to the river before the Screw sets the grate down onto the river above the falls. The entire process takes nearly 6 hours and costs river-goers a pretty penny in taxes paid to the Grand Duchy. The machine can be reversed to transport ships downriver as well.

Steamhaven

Looming smoke stacks and soot-laden clouds hang thick over Steamhaven, the industrial hub of Alkenstar and home to many of the world's most ingenious mass-scale manufacturing operations. The inhabitants of Steamhaven are often resentful of their well-off counterparts in the Auburn District, because the latter's position in Skyside allows for the construction of golems and clockworks that

the magic-dead zone of Smokeside precludes. Workers in Auburn District occasionally accuse Steamhaven engineers of sabotaging their factories, despite the fact that there are many more machining accidents in Steamhaven's mundanely constructed and ill-maintained facilities.

Tinwound Hydroplant

Considered by some to be the heart that keeps blood pumping through Alkenstar, the Tinwound Hydroplant is a marvel of technomancy and eldritch engineering. The factory was built atop the ruins of an ancient Nexian mage's tower in 4608 AR, and ever since has provided power to much of Alkenstar's most precious large-scale inventions such as the Screw, the elevators of Graeson's Fingers, and even the amazing research of esteemed intellectual and visionary **Professor Radpole** (CG male gnome alchemist 10/expert 2) in the nearby Unburdened Tower.

However, the primary purpose of the Tinwound Hydroplant is the purification of the city's drinking water, which is derived almost solely from the polluted Ustradi River. Despite this miraculous feat, not everyone is pleased with the Hydroplant. Scholarly opponents frequently warn of the unstable nature of the primal magic that allows the factory to function, and numerous workers have gone missing in the dark churning underbelly of the clockwork labyrinth.

Undercity

Lairing in the maze of winding sewer tunnels beneath Alkenstar proper is a veritable city of mutants, miscreants, and other outcasts who have transformed the expansive water channels into a demesne of their own. Here, the black market thrives as the ratfolk of the Steamclaw Clan peddle their illicit wares and the mutants of Beggarton deal in outlawed chemical substances such as crush. While not officially part of Undercity, it is in this lawless realm that the Ironmaster's Vault of Secrets lies, though how one accesses it remains a mystery to non-shieldmarshals, and many suspect the underground fortress can only be reached from the surface rather than subterranean steam channels and sewers.

Ustradi Heights

The only upscale district in Smokeside, Ustradi Heights boasts scores of fine manors and estates befitting the nobility of any nation in the Inner Sea. In fact, many displaced nobles do indeed call the district home, having fled their homelands under false names for the security and anonymity that comes from living in a magic-dead region such as the western half of Alkenstar. Often using their wealth and political influence to compensate for the inconveniences of living without the benefit of magic, these nobles are known to pay for sizable security contingents, as being immune to magical divination doesn't save them from assassins' blades should they ever be discovered.

APPENDIX 2: NEW MONSTERS

CAPRAMACE

This twisted amalgamation of human and goat sports a backward-facing torso, four stubby hooves, and an empty-eyed expression on its coppery-red face.

CAPRAMACE

CR 7



XP 3,200

N Large aberration

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 76 (9d8+45)

Fort +9, **Ref** +6, **Will** +8

OFFENSE

Speed 50 ft.

Melee bite +12 (1d8+7 plus disease), 2 hooves +7 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks disease, rage call

STATISTICS

Str 24, **Dex** 13, **Con** 18, **Int** 1, **Wis** 14, **Cha** 5

Base Atk +6; **CMB** +14 (+16 bull rush); **CMD** 25 (27 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Lightning

Reflexes, Power Attack, Toughness

Skills Climb +14, Perception +10

ECOLOGY

Environment temperate plains

Organization solitary, pack (2–11), or herd (12–25)

Treasure none

SPECIAL ABILITIES

Disease (Su) *Waste Trembles*: Bite—injury; *save* Fort DC 19; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Str and 1d3 Dex damage, target must succeed at a second Fort save or be drained of 1 point of each type of ability damage instead; *cure* 2 consecutive saves.

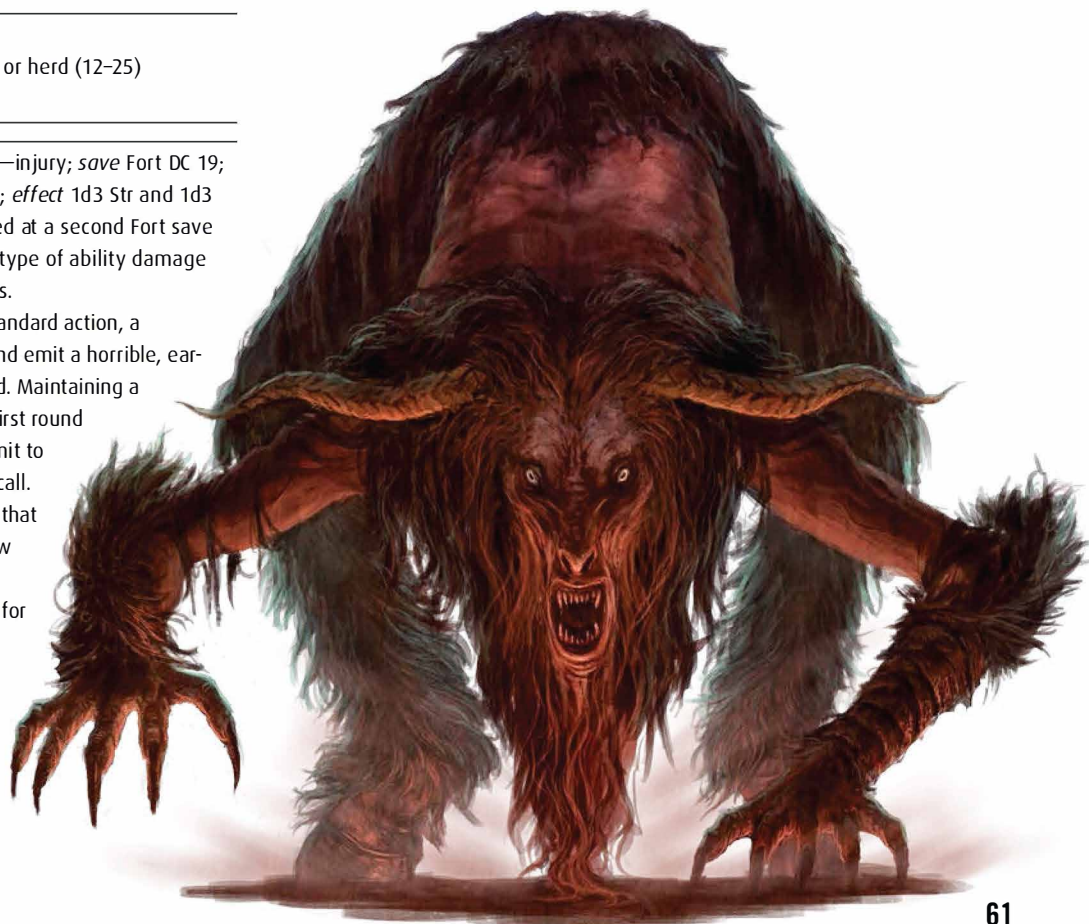
Rage Call (Su) Once per day as a standard action, a capramace can open its mouth and emit a horrible, ear-piercing scream to call for its herd. Maintaining a rage call on any round after the first round is a free action and there is no limit to the duration of a sustained rage call. Non-capramaces within 120 feet that fail a DC 18 Fortitude saving throw are deafened for as long as the capramace maintains its call and for 1d4 minutes afterward.

Any other capramaces within 1 mile can hear this high-pitched cry regardless of external noise conditions, and they instinctively react by sprinting to the capramace in need, moving as fast as possible toward

the capramace for as long as it maintains its rage call. A capramace moving toward the source of a rage call is treated as though it possessed the Run feat. Any capramace that comes within 60 feet of another capramace's rage call goes wild with fear and anger, stomping about and attacking the nearest creature in sight for as long as the rage call lasts.

Sound-mitigating effects such as *silence* or a *muzzle of suppression* (see page 26) can prevent a capramace from performing its rage call, as can effects that suffocate a capramace. Similarly, a capramace with the deafened condition cannot be affected by the rage cry of another capramace. The save DC is Constitution-based.

Capramaces are wild, monstrous beasts native to the Mana Wastes. While their exact origins are unknown, scholars speculate that they are an unholy abomination resulting from some combination of goat, human, and the Mana Wastes' mutative energies. Farmers must be careful when removing them from farmlands for fear of startling them and awakening their terrible, deafening screams. Brave inhabitants of remote Mana Wastes settlements sometimes use capramaces as work animals, but most regard this a foolish endeavor at best.



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CLOCKWORK SNAIL

The torso of this constructed gastropod is elongated and eerily humanoid. Smog pours from the shell-like posterior of the machine, while toxic green ooze courses through its translucent pipes.

CLOCKWORK SNAIL

CR 10



XP 9,600

N Large construct (clockwork)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 14, flat-footed 21 (+3 Dex, +2 dodge, +12 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +9, **Will** +4

DR 5/adamantine; **Immune** construct traits, eidite sickness

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., climb 20 ft.; improved charge, tracks

Melee mwk dire flail +18/+13/+8 (1d8+7), mwk dire flail +18 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 36 (can't be tripped)

Feats Improved Initiative^B, Lightning Reflexes^B, Two-Weapon Fighting^B

Skills Climb +23

SQ swift reactions, undersized weapons, winding

ECOLOGY

Environment any

Organization solitary, squadron (2–4), or cavalry (5–10)

Treasure incidental (mwk dire flail, other treasure)

SPECIAL ABILITIES

Eidite Trail (Ex) A clockwork snail can release a noxious trail of poisonous ooze, coating any surface it treads upon with viscous liquid eidite. Any square that the clockwork snail moves through while this ability is active is covered in a nonmagical *web* effect that acts in all ways as the spell (DC 16 negates), but also has a chance of infecting whoever touches it with eidite sickness (see page 19). A clockwork snail can activate or deactivate this ability as a swift action, and can cover a total of 40 squares per day, though these squares need not be consecutive. The save DC is Constitution-based.

Improved Charge (Ex) A clockwork snail excels at charging into enemies; it can move up to triple its speed when using the charge action, and ignores any effects of difficult terrain while charging.

Tracks (Ex) A clockwork snail's tracks allow it to climb even sheer surfaces with ease, granting it a +16 racial bonus on Climb checks instead of the usual +8 for having a climb speed,

and it can make attacks with its upper body normally even while climbing.

Although their upper bodies resemble the clockwork soldiers from which their forms were no doubt inspired, these mechanical monstrosities are in fact a horrific blend of gastropod and clockwork, fusing the cruellest aspects of calculated war machinery and the foul influence of eidite. A clockwork snail is 12 feet tall and weighs 2,000 pounds.

Construction

The creator of a clockwork snail must start with crafted clockwork pieces worth 7,500 gp and 1,000 gp worth of refined eidite ore.

CLOCKWORK SNAIL

CL 12th; **Price** 100,000 gp

CONSTRUCTION




Requirements Craft Construct, *animate objects*, *freedom of movement*, *geas/quest*, and *poison*, creator must be at least caster level 12th; Skill Craft (clockwork) DC 20; **Cost** 50,000 gp





GUNPOWDER OOZE

This lurching mass of slime and gunpowder leaves a trail of shiny black residue in its wake, and shudders with the concussive energy of an explosive.

GUNPOWDER OOZE	CR 14	  
XP 38,400		
N Large ooze		
Init +0; Senses Perception –5		
DEFENSE		
AC 9, touch 9, flat-footed 9 (–1 size)		
hp 230 (20d8+140)		
Fort +13, Ref +6, Will +1		
Defensive Abilities split (slashing or fire, 46 hp); Immune cold, ooze traits		
Weaknesses vulnerable to fire		
OFFENSE		
Speed 20 ft., climb 20 ft.		
Melee slam +23 (1d8+13 plus grab and gunpowder residue)		
Ranged blast +14 touch (4d6+7 plus gunpowder residue)		
Space 10 ft.; Reach 10 ft.		
Special Attacks combust, constrict (1d8+13)		
STATISTICS		
Str 28, Dex 11, Con 24, Int —, Wis 1, Cha 1		
Base Atk +15; CMB +25 (+29 grapple); CMD 35 (39 vs. grapple, can't be tripped)		
Skills Climb +17		
ECOLOGY		
Environment any land		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		

Blast (Ex) Once every 1d4 rounds, a gunpowder ooze can fire a concentrated blast of gunpowder from its body as a ranged touch attack, dealing damage equal to 4d6 + the ooze's Constitution modifier (+7 for most gunpowder oozes). Any creature struck by this blast is also potentially exposed to the ooze's gunpowder residue (Reflex DC 27 negates). This attack has a range of 180 feet with no range increment. The save DC is Constitution-based.

Combust (Ex) Because of the volatile nature of its composition, a gunpowder ooze is susceptible to combusting when an ignition source is present. Anytime a gunpowder ooze takes fire damage or damage from a ranged firearm attack, it spontaneously explodes, dealing 10d6 points of fire damage to all creatures and objects in a 30-foot-burst cone toward the damage source that

ignited the ooze. If there is no method of determining the damage source's direction (such as a burst or spread centered on the ooze), the ooze instead combusts in a 15-foot-radius burst. A successful DC 27 Reflex save halves the damage taken from this attack. A gunpowder ooze that combusts automatically splits. The save DC is Constitution-based.

Gunpowder Residue (Ex) Whenever a gunpowder ooze successfully strikes a creature with its blast or slam attack, the target must succeed at a DC 27 Reflex save to avoid being coated in sticky gunpowder residue. Though the residue is not harmful in itself, if a creature covered in the residue uses a firearm, wields any weapon capable of dealing fire damage, takes fire damage from any source, or is exposed to a suitable spark, the residue immediately ignites and explodes, dealing 5d6 points of fire damage to the creature. Creatures adjacent to the exploding creature take half damage (Reflex DC 27 half). Gunpowder residue remains flammable for 24 hours, until it is ignited, or until it is scrubbed away (which requires soap, water, and at least 1 hour of bathing and washing). A creature can only be covered in one layer of gunpowder residue at a time. The save DC is Constitution-based.

Common throughout the Mana Wastes, where wild magic and gunpowder are both more prevalent than elsewhere in the world, gunpowder oozes are the combination of these two dangerous and unpredictable elements.



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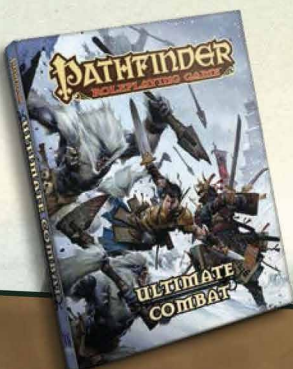
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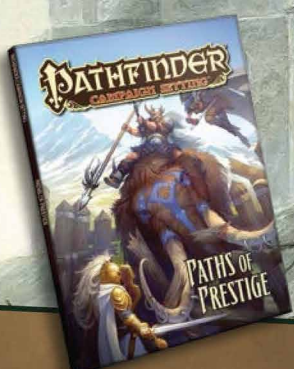
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