

Terah

Arc #1

1 of 6

•Pebble in the Pond•

Within Wheels

By Justin P. Sluder



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Within Wheels

Pebble in the Pond,
Arc #1.1

by Justin P. Sluder

A 1st-level Terah adventure



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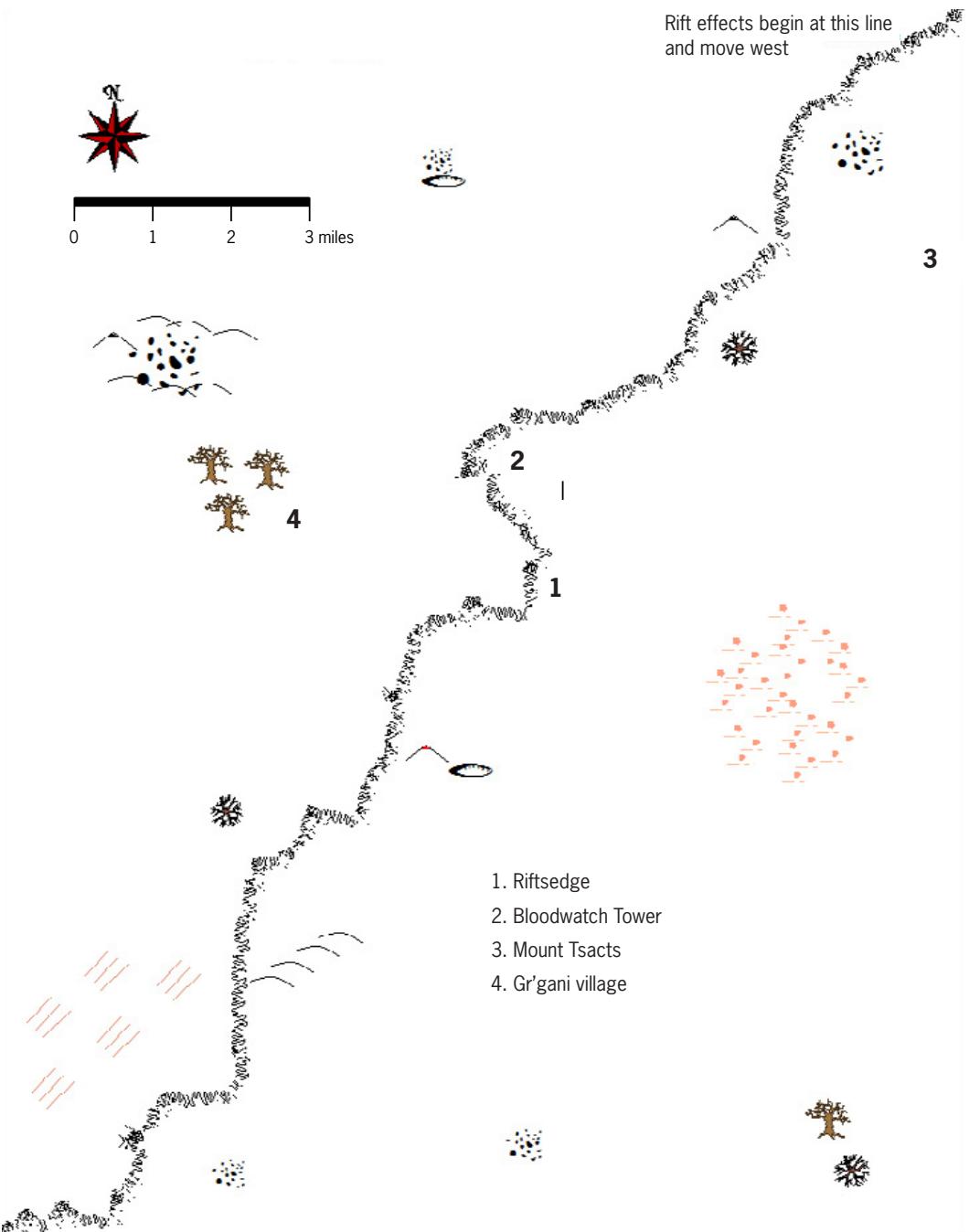


2

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1. Riftsedge
2. Bloodwatch Tower
3. Mount Tsacts
4. Gr'gani village





Adventure Background

The town of Riftsedge is a curiosity to any social engineer. It is a town of old and new; savage and civilized; science, magic, and mentalism. Constructed among the nameless ruins of a megalithic settlement, Riftsedge is but one of many “frontier” towns built around the idea of exploring the Blüdvast, itself being nestled within the intimidating view of Mount Tsaeats. Founded by a group of eccentric archaeologists and engineers in 78 AH, Riftsedge is renowned for the number of mysterious artifacts and odd creatures flowing through it from the Barrier Rift to be sold in the markets and exhibited in zoos and circuses all across the continent.

Though rough, life on the Razor is typically good, with few denizens of the Blüdvast possessing the desire or the ability – thankfully—to scale the walls of their blighted prison. However, strange things have been occurring in and around Riftsedge, in and above the Rift. Most believe it to just be a natural fluctuation in the so far unquantifiable energies within the Rift. Others are not so sure, believing there could be a foul source for the oddities.

Advancement Track

“Within Wheels” assumes the medium experience point track, detailed on page 30 of the *Pathfinder Roleplaying Game Core Rulebook*. Characters should be 1st level when they begin the adventure. The PCs should be 2nd level by the time they return to Riftsedge, and at or nearing 3rd level before they attempt to venture beneath the Ruined Tower, achieving 3rd level before exploring too deeply. By the end of this adventure, the PCs should be 4th level.

Effects of the Rift

Reality within the Rift is vastly harder on both magic and technology. Within the Rift, all spellcasters suffer a spell failure chance equal to 50%, reduced by 5% per point of spellcasting ability modifier. Alchemist’s bombs have a 50% chance of dealing minimum damage. Manufactured equipment, anything created with a Craft or Spellcraft skill check, gains the fragile quality while inside the Rift. Firearms double their misfire chance. There is a 25% chance an eidolon becomes an unfettered eidolon (*Pathfinder Roleplaying Game Bestiary 3* ‘Unfettered Eidolon’) if their summoner dies while they are summoned.

Oddly, psychic abilities are unaffected by the Rift.

Regardless of the cause, strange things are happening ... and someone has to figure it out, perhaps making a hefty profit while doing so.

Adventure Summary

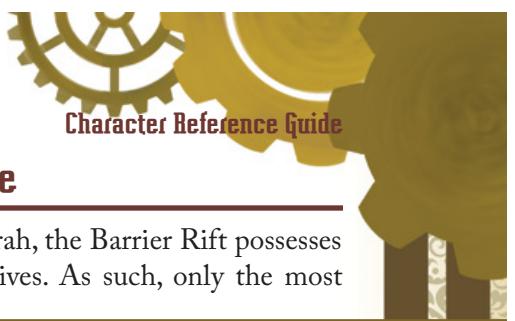
For whatever reason the PCs are in Riftsedge, they fight an elf and his savage associates from the Blüdvast, only to black out mid-fight and wake to find themselves apparently framed for the crime they had been fighting to prevent. Remembering the fight but not knowing what happened to their foes, the PCs find an ally in the noted personage of a dwarven craftsman.

After a night in his spare room, and many questions—and possible answers—later, the PCs head for the Blüdvast in search of the savages from the night before. They do find them, and their tribe. A short fight and long explanation later, the PCs recover evidence of the night's crime, return to town, and meet the mayor. They continue their investigation and find in another of the towns a better known—and far less reputable—craftsman is involved. While questioning him, they find he is more than he appears, and he escapes. They chase him, and he disappears into a crowd. After a little searching—and even more questions—the PCs discover they need to climb Mount Tsaets to learn more. It is, of course, rumored to be haunted.

The truth is much worse.

Arriving at the mountain, the PCs find themselves faced with a small army, which they defeat due to overall poor tactical planning on the "army's" part. The PCs discover some very old ruins, but find them to be surprisingly modern in their contents. After fully exploring a tower, they venture below, and find ... you guessed it, undead! Thankfully, the undead they find are easily dispatched.

After a few more random soldiers from the defeated army, and some more undead, the PCs finally find the mage behind things, again. They fight, the mage manages to escape, though neither the PCs nor the mage know for certain where. The PCs also returned the Guardian of Everywhen to its rightful place of power, by accident. Of course, the Guardian thanks the PCs, and then sends them to somewhere else, where they find themselves surrounded by an entirely new army.



Part One: Along the Razor's Edge

One of the roughest regions found on Terah, the Barrier Rift possesses a truly formidable hate for that which lives. As such, only the most stalwart and stubborn of beings are capable of surviving within it. Though mostly barren, there are regions of the Rift able to support some life. The Blüdvast is one such area.

A tiny region of the Barrier Rift, the Blüdvast is known for its bloodspice, a wondrous dust collected and exported to most large cities of the Western Continent. Due to bloodspice, the Blüdvast is a relatively tame area, except for when compared to the peacefully pleasant pastures of the Central Zenache.

A. How to Steal a Geyser (CR 8)

In the central square of the merchant town of Riftsedge, someone is up to no good. Read the following dialogue slowly, pausing after each sentence to allow the players to interrupt you with their own, alternate actions. If they do not offer any alternate actions, read the box all the way through and begin combat once you are finished reading.

Riftsedge

LN small town

Corruption +0; Crime +1; Economy +1; Law—2;
Lore—1; Society +4

Qualities notorious, prosperous

Danger +10

Demographics

Government council

Population 1,834 (1,379 humans, 411 high elves,
25 dwarves, 19 other)

Notable NPCs

Head Councilman Fredrick Steel (LE male
human charlatan 2/fighter 5/sorcerer 1)

Councilwoman Bertha Flynn (NG female human
cleric 7)

Bloodwatch Commander Druk Sigurn (LN male
dwarf ranger 5)

Engineer Genrus (N male high elf spark 12)

Master Clocksmith Gunnar Fredrickson (LG
male dwarf spark 8)

Speaker Augustus Din (N male human charlatan 4)

Marketplace

Base Value 1,600 gp; Purchase Limit 10,000 gp;

Spellcasting 4th

Minor Items 3d4; Medium Items 1d6; Major
Items —

[Read Aloud]

While out for a walk to enjoy the night air, you can't help but hear the sound of cracking marble. Rushing around a corner you see four savages with baked red skin and sun-bleached hair hammering away at a fountain. One of them strikes the beautifully carved waterspout head of the fountain, breaking it off the ancient sculpture. Bouncing and rolling, the head stops at the feet of a tall, robed figure patiently standing near the fountain, a slightly glowing darkwood staff in one hand. As the robed figure reaches down for the head, he notices you and says softly, "Kill them all."

The savages charge.

Roll Initiative!

Creatures: There are four warriors, plus Ismior the Dark Sage, with Ismior being the only one paying attention as the four warriors focus on their work. Unless the PCs yell out, Ismior is the only one of the five to act in the surprise round, as he noticed the PCs arrival unless they make an effort to remain hidden.

Round 1: Ismior casts *haste* on himself and the four Gr'gani warriors after standing with the marble head in one hand. The warriors rage and charge; a pair of warriors focus on the two nearest PCs.

Round 2: Ismior takes a five foot step away from any attackers and uses *dimension door* to return to his camp (Area I) in the foothills around Mount Tsaets. The warriors continue attacking the same PC as before, moving to the next nearest if their previous target has fallen unconscious.

Rounds 3 through 6: Any remaining enemies repeat their actions from the second round. When all of the Gr'gani warriors have been defeated—or at the end of the sixth round—the combat ends and the PC's black out, only to wake up

Ismior the Dark Sage

Having long been obsessed with discovering the secrets of time, Ismior has traveled to Riftsedge in search of an ancient source of temporal quintessence, which he hopes to use to undo the destruction of his homeworld.

Ismior the Dark Sage

CR 7

XP 3,200

hp 48 (see page 65)

Gr'gani warrior (4)

CR 1

XP 400 each

hp 25 each (see page 72)



Ismior

Development: The PCs black out and wake on the ground around the fountain an unknown amount of time later. There is no sign of their foes, aside from the broken fountain, and the PCs wounds have all mysteriously disappeared. They can clearly hear the sound of guards growing closer as the city watch approaches the fountain to investigate the disturbance.

B. Moist and Confused

[Read Aloud]

As you stand, confused and wet, a small humanoid clockwork creature appears from the mouth of an alley and beckons you to follow. A tiny voice says, “Come with. Come with.”

The construct is a semi-intelligent creature partially repaired by a local clockmaker. If the PCs fail to follow the Seeker, a trio of watchmen arrive in three rounds, making the lives of the PCs far more difficult than would be good for their health.

Creature: Though not unknown in Riftsedge, constructs walking the streets are less common than in other, larger cities. The size of human children, Seekers were originally built by the high elves as tools for exploration. They should be treated as young clockwork soldiers (*Pathfinder RPG Bestiary 3*).

Development: As long as the PCs don't attack it, the Seeker leads them to the back door of a three story building, within which the sound of clicking can be heard.

C. Clocksmith Questioning

[Read Aloud]

The Seeker stops at the back door of a three story building one street away from the central square where the fight took place. It opens the door and steps aside to let you all in.

There are no lights, but you hear the Seeker moving within after closing the door. A moment later, the door from the storage room to

the merchandise-filled showroom opens. The door leads to the space behind a glass counter, and the Seeker motions for you to continue following it. Instead of moving into the showroom, it remains behind the counter, leading you to another door which, when opened, reveals a set of stairs leading to the second floor.

Following the Seeker up the stairs leads you to a hall with two doors on either side, a fifth at the end. The end door is open and the sound of faint music can be heard from within. The Seeker walks to the open door, lets out a mechanical squeak, and moves inside.

Within the room is a library with a leather couch and two low set leather chairs. On one shelf sits a miniature mechanobard, the source of the faint music. One chair has a dwarf sitting in it, still wearing his clocksmithing apron, a book in hand. As you enter the room, the Seeker arrives at his side, squeaking again. The dwarf sets the book on a small side table, stands, walks to the window and says, "Thank you for coming. I wasn't sure you would, considering the scuffle at the fountain. The watchmen are currently trying to figure out what happened." He gestures out the window. Looking out, you see a clear view of the fountain and at least a dozen watchmen.

Turning back, the dwarf returns to his chair and continues, "As you may be wondering, yes, I did think about leaving you there to speak with the guards. On the other hand, one moment I was watching you fight four Bloodskins and an elf, the next, I'm sitting in my chair reading 'General Repurposing of High Elven WarStrikers'. It's a first edition that belonged to my father which I read every year in his memory." He sighs heavily, placing a hand on the book he set down earlier.

"I am sure you must be curious as to who I am. I am Master Clocksmith Gunnar Fredreickson, and this is my home. Above is my workshop, below is my store 'Watching Wonders', started by my great grandfather, Hendrick the Watcher, builder of the watch's tower, and one of the founders of Riftsedge. I wish I had known him, he died before my birth."

"Before we continue, please have a seat. Would any of you like a bite to eat? A drink?" He claps, and you hear a door open in the hall, quickly followed by the arrival of a wiry clockwork man pushing a cart with various pastries and a frosty decanter of what looks like whiskey.

While the new clockwork man serves the PCs whatever they like from the cart, Gunnar checks over the Seeker, making sure the construct is working properly.

While conversing with Gunnar, he answers three questions before cutting off the conversation. He responds to some of the most likely questions as follows:

What happened? "Aside from fighting four savages and an elf, I imagine I know as much as you."

Why did they destroy the fountain? "Maybe its artistic style disagreed with them. Or perhaps the elf was after the decanter of endless water in the head." Gunnar didn't see the elf pick up the head.

What is a *decanter of endless water*? "A magical flask capable of pouring endless amounts of water. My grandfather added one to the fountain as part of making Riftsedge a town capable of supporting a permanent populace."

Where did the savages come from? "They appeared to be Bloodskins. Savages from the Blüdvast to the northwest. Supposedly there are a few tribes of them, but I try not to set foot there."

Do you know the elf? "No, but I believe I've seen him around town the last few weeks. He may have even stopped in. However, I have many people who come in and look at my wares, but never buy a thing."

Development: After answering three of the questions, Gunnar yawns and says, "Please forgive my rudeness, but I believe we could all use some sleep. If you like, I have a spare room. You are welcome to stay the night."

Unless the PCs already have a place to stay, Gunnar's offer of a room would be the safest option as the watchmen are stopping and questioning everyone on the streets. The room is a simple chamber with two sets of bunkbeds, all empty as Gunnar's employees are clockworks, and are stored in a different room when not in use.

Before going to bed, Gunnar offers to repair any of the PCs equipment damaged during the fight for free, as long as they intend to find and return the stolen *decanter*. He encourages the PCs to find out why the Bloodskins are breaking the truce they have with Riftsedge and attacking the town.

Should an enterprising—and sneaky—PC decide to check out Gunnar's home, they find that all the doors have superior locks (Disable Device DC 40). All doors are locked except the room the PCs are staying in, and the door to the kitchen. There are a trio of 4 ft. tall, wiry constructs standing to one side in the kitchen, waiting for orders.

If attacked, Gunnar's clockwork servants are effectively clockwork huntsmen.



Clockwork Huntsman

CR 3

XP 800 each

(*Midgard Bestiary Pathfinder RPG Edition*)

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception +8

Defense

AC 20, touch 12, flat-footed 18 (+3 armor, +2 Dex, +5 natural)

hp 36 each (3d10+20)

Fort +1, Ref +3, Will +1

Immune construct traits

Offense

Speed 40 ft.

Melee slam +7 (1d4+4 nonlethal)

Ranged net cannon +5 touch (see below)

Special Attacks net cannon

Tactics

During Combat Gunnar's servants work to knock unconscious anyone attacking them.

Morale Gunnar's servants fight until destroyed.

Statistics

Str 17, Dex 14, Con –, Int 4, Wis 10, Cha 1

Base Atk +3; CMB +6; CMD 18

Feats Power Attack, Weapon Focus (slam)

Skills Perception +8; Racial Modifier +5 Perception

Languages understands Common

SQ diligent sentinel, modifications

Special Abilities

Diligent Sentinel (Ex): Clockwork huntsmen are designed to seek prey, gaining a +5 racial bonus on Perception checks.

Modifications (Ex): Gunnar has modified his personal clockwork huntsmen. They have leather coats riveted on, pads over the backs of each hand, and lower arm, and they lack the mwk longsword their original creators equipped them with. This grants each servant a +3 armor bonus to AC, and makes their slam attack deal nonlethal damage.

Net Cannon (Ex): A mechanism within the clockwork huntsman's chest can fire a net at any target it is aware of once per round as a standard action. This is a ranged touch attack that does not provoke an attack of opportunity, and has a range increment of 10 ft. (maximum range 30 ft.) and a 30 ft. trailing cable (hardness 3, 10 hp) anchored within its chest. It

functions in all other ways as a standard net. Up to four nets may be fired from the huntsman, and it is a full-round action to retract and re-arm a net that has missed. This mechanism explodes when a huntsman is destroyed, dealing 3d6 damage (Ref DC 15 half) to all creatures within 5 ft. of the huntsman as they are subjected to superheated steam and shrapnel.

D. Honor and Bloodspice (CR 5 or 14)

[Read Aloud]

In search of answers, you leave town shortly after dawn for the village of the Gr'gan, the Bloodskin tribe nearest to Riftsedge. After a strangely peaceful journey, you are greeted at the gate by a low-shaman, and his eunuch guards.

While his guards stand silently, the shaman speaks in heavily accented common, "Greetings uplanders, we do not know you. Why are you here?"

As the shaman asks his question, two men walk around a hut, talking to each other. You recognize them both as two of the four who were destroying the fountain last night.

A moment after the PCs notice them, the two men notice the PCs and one yells out "They are here to kill us all!" [translate to Swahili] Then the two charge the PCs, with the other two from the night before appearing 1 round later, and joining the attack against the PCs.

A successful Sense Motive check (DC 15) against the shaman reveals he has no idea why his fellow tribesmen are attacking the PCs, and with a successful Wisdom check (DC 10), the PC knows it would be disastrous to attempt to kill the four, as the rest of the tribe would join their brethren, ending with the PCs being fed to the hogs. If the PCs deal lethal damage to each of the four attacking Gr'gani more than once, two additional Gr'gani warriors join the fight, against the PCs. Should the PCs kill any of the Gr'gani, five more join the fight, plus a shaman and their eunuchs for each Gr'gani killed, until a total of 41 warriors, 12 eunuchs, and 7 shamans are fighting against the PCs. If the PCs manage to defeat all 54 Gr'gani, the Chieftain decides to attack.

If the PCs fight defensively, or only deal nonlethal damage to the four Gr'gani warriors, the shaman orders his eunuchs to assist the PCs



in subduing the four aggressors. If the PCs continue to fight defensively and deal only nonlethal damage, the shaman joins his two eunuchs, and a dozen more Gr'gani warriors rush in, quickly subduing their brethren.

Gr'gani Warrior (4 or up to 41) CR 1

XP 400 each

hp 30 each (see page 73)

Gr'gani Eunuch (0 or up to 12) CR 5

XP 1,600

hp 70 each (see page 73)

Gr'gani Shaman (0 or up to 6) CR 5

XP 1,600 each

hp 31 each (see page 75)

Gr'gani Chieftain (0 or 1) CR 9

XP 6,400

hp 112 (see page 76)



Development: As long as the PCs do not kill any Gr'gani, the four are eventually subdued, and can be questioned. *Detect magic* reveals the four are under the influence of an odd mind-altering effect that continues to fade. After another 12 hours, the lingering effects fade, and the four realize the magnitude of what they did and reveal the reason for their treachery. Provided the Gr'gani are not too upset with the PCs, they will offer to give them shelter until the enchantment is broken.

If the PCs manage to deal no lethal damage to any of the Gr'gani, award them an additional 1,000 XP each.

The following are some of the most likely questions which the PCs may ask of the Gr'gani.

Why did you break the Four Tribes Treaty? “Yesterday while we hunted, an elf with skin as black as night appeared out of the dust. He invaded our minds with his, forcing us into the uplander village.”

Last night in Riftsedge—the uplander village—what happened during the fight? “We fought you because the elf made us.”

Why did we black out during the fight, and wake up to find you four and the elf gone? “We don’t know. We too blacked out. We awoke a few minutes later, some distance away from here.”

Why did you attack us again when we arrived here? “The elf’s last order must have still had some control of us. Thank you for not killing us.”

Do you know where the elf is now? Three of them say, “No.” The other hesitates a moment, then says, “I did overhear him thinking out loud. He said

something about the head having something he needed to complete a machine that would change everything.”

Did the elf give you anything? They all exchange looks. “Yes, we each had a hammer. We threw them away when we woke up.”

Would you take us to where to left the hammers? “Yes.”

Once the PCs learn about the hammers, go to section E.

E. Four to One (CR 3)

[Read Aloud]

After this last question, a shaman says “Two go, two stay.”

Two of the attackers are held by their fellow tribesmen, while the other two get flanked by two eunuchs each. The shaman you spoke with first steps forward and says, “We are ready.”

A short walk later, you see a beetle-like creature, roughly the size of a dog, eating something in the distance.

Creature: The beetle-like creature is a rust monster, it has already eaten two of the four hammers, and has started on a third. As soon as the PCs approach with 90 ft. of it, or attack it, the rust monster turns on them and charges the PC with the most metal.

Blood Ruster

XP 800

Rust monster (*Pathfinder RPG*

Bestiary)

hp 27

CR 3

Treasure: The rust monster leaves behind a rusted, partially eaten warhammer where it was, and another not yet rusted. A successful Appraise, Craft (weaponsmithing), Knowledge (local), or Perception check (DC 15) reveals both warhammers were crafted by a local weaponsmith in Riftsedge, Deeter Whimblestone, a gnome.

Additionally, if the rust monster took 10 or more points of slashing damage from a single attack during the fight, a pair of eggs can be noticed inside the corpse with a successful Perception check (DC 20).

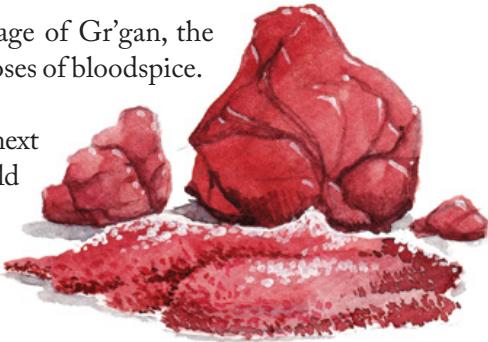
Bloodspice

This red, salt-like dust is created in rare spots of the Blüdvast after storms, and the effects of bloodspice differ based on how it is used. It can be substituted for normal gunpowder, burning with an eerie red color. It can be inhaled to lessen the effects of damage suffered for 1 minute, converting a single point of damage suffered each round to nonlethal damage. If added to food, it accelerates the natural healing of those eating spiced food as if one level higher than normal. Two doses can be tossed into an open flame, dazzling (DC 11) creatures within 5 ft. for 1 round. Drinking a cup of water (or other liquid) with a dose of bloodspice added stops 1 point of bleeding, with additional cups instantly stopping additional bleeding.

Bloodspice costs 1 gp per one ounce dose in Riftsedge, 5 gp elsewhere. The selling of bloodspice is tightly controlled by the Riftsedge Trade Committee. Consuming or inhaling a dose of bloodspice per day over prolonged periods bleaches any hair, and gives skin a reddish tint.

Before the PCs leave the village of Gr'gan, the shamans gift each of them two doses of bloodspice.

Development: Having the next piece of the puzzle, the PCs should be motivated to head back to Riftsedge to find Deeter Whimblestone. Additionally, a dozen Gr'gani go with the PCs to deliver the four transgressors so the “uplander elders” can deal with them appropriately.



Bloodspice

F. Steel Hammering

With their escort, the PCs and Gr'gani oathbreakers arrive at the base of the levitator, a purely mechanical device, but so named due to its similarity to the *levitate* spell. The levitator is the only way into Riftsedge from the Blüdvast, and although it was not mentioned before, the players had to descend into the Blüdvast using the levitator as well. After a quick explanation, the watchmen at the base allow the four prisoners and the PCs onto the lift, slamming the gate and latching it shut after them.

At the top, the PCs must explain to the watchmen there the reason the Gr'gani are with them, after which the watchmen insist on accompanying the PCs to the Riftsedge City Hall, and the office of Head Councilman Fredrick Steel. It becomes quickly apparent the destruction of the fountain is a bigger deal than the PCs may have initially thought.

Looking over the PCs and the four Gr'gani, Councilman Steel asks, “Who can explain why I have this group of degenerates dirtying my office?”

Development: Handled poorly, the Gr'gani are taken to the edge of the Rift, and shot, their corpses falling to feed the beasts of the Blüdvast. Handled properly, and with a successful Diplomacy check (DC 20), Steel listens to the full explanation of events and fines the PCs 10 gp each for public brawling and fleeing the scene of a crime they were involved with without properly reporting it to a duly appointed agent of the Bloodwatch. However, since the PCs delivered those persons directly responsible for the destruction of the fountain, Head Councilman Steel decides to be gracious, eliminating the fine.

[Read Aloud]

"In fact, I would like to offer you all a reward if you prove yourselves capable of retrieving the contents of the fountain's stolen head. Without it, Riftsedge will dry up and be just another ghost town amidst the ruins of a previous age, forgotten and ignored. Save my town, and I will give you 10,000 gold pieces, each." He sits back, looking over each of you.

At this point, the four Gr'gani are led away to be put to work helping to build some new city project (most likely the rail station) and the PCs are free to go about the business of finding Deeter Whimblestone. If asked, Steel has no idea where the gnome is, but suggests asking the merchants around the fountain.

Riftsedge Rumors

Many things happen in the town, not all of which are well known. All PCs know at least one of the following rumors. PCs can learn additional rumors by making a Knowledge (local) check, with a check of 10 granting one additional rumor, a check of 15 granting two additional rumors, and a check of 20 granting four additional rumors. If you roll the same rumor twice, reroll for a different rumor. If you roll the same rumor three times, counting the reroll, you gain the secret section of the rumor.

d8 Rumor

1 Riftsedge was built among the ruins of a giant built, dragon ruled temple-city. Secret: This is partially true. The ruins are giant built, but are dedicated to a long forgotten, snake-like deity.

2 If you dig down about a yard in the Blüdvast, a flammable, blood-like fluid oozes from the dirt. Secret: This is true, but only after a torrential downpour causing flashfloods across the region, and only in certain sections of the Blüdvast. The fluid dries to a dust within minutes of being removed from the ground. The dust is commonly called bloodspice.

3 Consuming multiple doses of bloodspice each day can lead to addiction. Secret: This is a psychosomatic addiction—as bloodspice itself is not chemically addictive—triggered by consuming four or more doses of bloodspice every day for a full week. There are no negative effects of addiction, aside from a compulsion to spend all your money on more bloodspice. Bloodspice addiction can be shaken off with a successful Fort save (DC 10 + 1 per day over a week the addict has consumed four or more doses), after not consuming any bloodspice for one week.

4 An abnormally quiet elf with close cut black hair has been seen around town. Nobody knows what he's doing. Secret: The elf is Ismior, a disguised dark elf searching for something near Riftsedge.

5 Though the Rift is a wasteland, there are cannibalistic tribes of degenerate savages roving across it. Secret: Supposedly, the savages of the Rift are the last remnants of empires lost to the fog of prehistory.

6 The Bloodskins are a tribe of cannibals surviving solely on the flesh of lost explorers they cook with bloodspice. Secret: Not true, the three tribes in the Blüdvast are just bloodspice addicts, not cannibals.

7 Bloodskin shamans know the secret to manufacturing bloodspice. Secret: This is not true. Bloodskin shamans always have the Sense Bloodspice trait.

8 The caves of Mount Tsaets lead to chambers full of undead bound by something, waiting for their food to come to them. Secret: The majority of "undead" in the caves are grotesque statues, some of which animate if the sanctity of their chambers are disturbed.

Sense Bloodspice

Your senses of smell and taste are especially strong when it comes to bloodspice. You gain a +3 trait bonus to Perception checks when searching for bloodspice.

6. Deeter's Designs (CH 7)

Treasure in This Adventure

Some of the loot in Deeter's safe (and some of the items the party comes across later in the scenario) is significantly more powerful than low-level characters generally have access to. This increased amount of treasure gives the party an edge in the difficult encounters they will come across later in the adventure. Later, when the party has been thrust back in time, these items will fill the people from the past with fear and awe, and no merchant will touch them. This unconventional disadvantage helps create a sense of separation between the party and the past peoples of Terah, while also providing balance for the initial advantage that the party gains from the better treasure.

A successful Diplomacy or Knowledge (local) check (DC 15) reveals the location of Deeter's Designs on the southwest side of town, near the train station. Even compared to other gnomes, Deeter Whimblestone is a truly unhinged individual, but none doubt his prowess for creating improbable, yet highly effective, merchandise—if you can find what you're looking for in his chaotically stocked shelves. If asked, Gunnar knows exactly where

Deeter's shop is, even going so far as to shut his shop early and accompany the PCs if they inform the dwarf why they seek the gnome.

Creature: Deeter always stands out in a crowd, mainly due to his random bouts of maniacal cackling, but also due to his clockwork prosthetics. Sometime before settling in Riftsedge, Deeter had both of his arms and legs replaced by clockwork substitutions crafted with masterful skill. Nobody knows what happened to his original arms and legs, but it's widely believed he replaced them himself as they didn't allow him to complete some long forgotten creation. In truth, the Deeter known in Riftsedge is not a gnome at all, but a doppelganger calling itself Link, whose soul has been bound with that of an evangelist kyton. Deeter has been held prisoner by Link for decades, suffering near endless tortures at the doppelganger's claws. If freed, Deeter is mentally broken from his torment, with only wish-level magics or greater being able to repair the damage he has suffered over the years.

As the PCs first enter, Link (in the guise of Deeter, of course) is working at the back of his shop, hammering loudly on some new masterpiece his brain has concocted. Once he notices the PCs—whether by them standing there for a minute, or by the PCs yelling out for his attention—he grins widely, showing his teeth have also been replaced by sharpened metal. Regardless of when the PCs bring it up, as soon as he is asked about or shown the remaining hammer, he attacks.

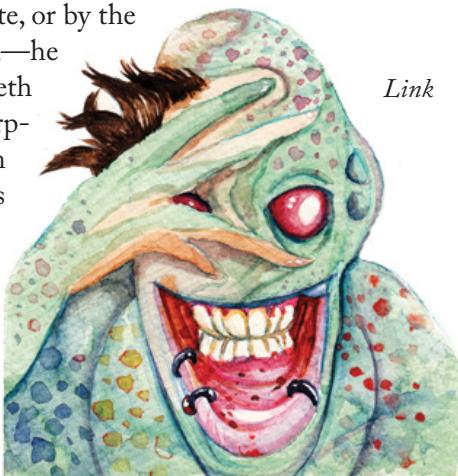
Link
XP 3,200
hp 71 (see page 68)

CR 7

Tactics

Before Combat—Unless the PCs are unexpectedly obvious in their search for Deeter, Link doesn't have time to prepare before combat. If he has time, he drinks one each of his *potions of blur*, *shield*, and his *potion of bull's strength*. These effects are not included in his stats.

During Combat—Once attacked, Link doesn't care about the safety of Deeter's shop, or the town in general. Against an obvious melee



combatant, he tosses his oil of *reduce person* at them, hoping to decrease their effectiveness. If he has a round before engaging in melee combat, he drinks a potion of *shield*, increases his AC to 27, flat-footed 23, and granting him immunity to *magic missile* spells for 1 minute.

Morale—As soon as he takes any damage, Link activates his booster boots and attempts to flee, changing shape to blend in as soon as he is out of sight of any pursuing PCs.

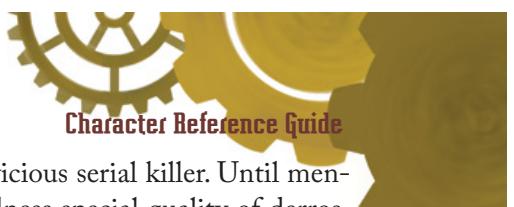
Treasure: Aside from the gear he carries, Link has a large safe concealed poorly beneath a pile of scrap in one corner of his shop. Inside are four small crates of trade bars, one platinum, one gold, and two silver, each with 18 one pound bars, and four bags of coins (11 pp, 102 gp, 37 sp, 55 cp), and a ledger. Within a hidden compartment (Perception DC 18) is the deed to Deeter's shop, a *wand of cure light wounds* (50 charges), a *wand of invisibility* (14 charges), a second ledger, and an intricate, cube-like wire cage containing a floating mass of multicolored liquid. Attempting to touch the liquid proves impossible, as does attempting to smash its container.

While both ledgers are written in a jumbled mix of draconic and Rahahadam, one is the official accounting of business at Deeter's Designs, and the other contains the true accounting of business. The “official” ledger is the one in the hidden compartment of the safe. A successful Linguistics check (DC 15) allows a character to slowly read both

ledgers as long as they know draconic and Rahahadam. The Linguistics check DC increases to 20 if the character only knows one of the two languages, or 35 if the reader doesn't know either language.

Beneath the safe is a trap door (Perception DC 20) which opens to a hand-dug basement with the true Deeter strapped to a table. He is alive, but insane. If released from his bonds, he remains on the table, reaching only to grab a

scalpel and slowly making fresh cuts to his already hideous flesh unless stopped by the PCs. Without wish-level magic, he eventually recovers



physically, only to become a particularly vicious serial killer. Until mentally healed, the true Deeter has the Madness special quality of derros (*Pathfinder RPG Bestiary 'Derro'*).

Development: If Link dies, the PCs need to decipher his ledgers to find out where Ismior is by spending an hour examining the two ledgers, and making the appropriate Linguistics check as stated above. If successful, the PCs discover Link sold Ismior a large quantity of staple goods a week ago, along with something called "a barricade wagon," a crate of dynamite (100 sticks), five large tents, and four boxes of 250 metal rifle cartridges each. Everything given to Ismior was listed as a "charitable donation." A successful Survival check (DC 15) allows the PCs to determine Deeter supplied a force of at least 20.

After 2d3 hours of gathering information around town, and a successful Diplomacy check (DC 15), the PCs learn an unusually rude elf with close cut black hair left Riftsedge on horseback with a company of Ordermen. According to an iron merchant, he noticed a large group of heavily armed mercenaries making their way up the Tsaets Trail while supervising the loading of a shipment of ore.

If Link manages to escape, he purposefully leaves an easy-to-follow trail to the Order of the Gun Camp (Area J), where he waits to report to Ismior. If captured, the PCs can interrogate him with a successful Diplomacy or Intimidate check (DC 28), getting him to reveal all of the information listed above.

The Order of the Gun

Composed entirely of outcast high elves and humans, The Order of the Gun is a highly structured mercenary order typically found in the service of high elves, who they serve at greatly reduced rates. They never contract with dark elves or gnomes.

Below are sample prices* to hire different amounts of Ordermen. Specialist units can be hired for wildly varying amounts, and are therefore not listed here.

5 gp/average level/ Orderman/day	Squad (3–6 squad members plus 1 squad leader)
10 gp/average level/ Orderman/day	Platoon (2–4 squads plus 1 platoon sergeant)
25 gp/average level/ Orderman /day	Company (2–10 platoons, 2 supply sergeants, 1 company commander)

*High elves pay 5% less per level they have, with a minimum discount of 10%.

Part Two: From the Razor's Edge to the Spear's Tip

Regardless of how, the PCs eventually discover Ismior's probable location and set out for it along the Blüdstrasse, the local railroad that travels from town to town along the Barrier Rift.

H. Vagrant Visions

[Read Aloud]

As you near the edge of town, a venerable, vagrant vykati with one milky-white eye stumblingly runs along with the train, yelling out, “You seek the darkness! The death of the past to reframe the present and make the future unknown is the goal of the darkness. Seek it. Destroy it. Save us all by saving the dust.” He trips, rolling into a heap of gnarled bone and fur. Despite the distance and noise of the train, you can somehow hear him giggling.

In the distance behind him, you see white smoke start to billow from the peak of Mount Tsaets.

If anyone tries to get more from the man, he just giggles and mumbles incoherently.

I. Rare Yet Recent (CR 3)

[Read Aloud]

After disembarking the train at the ore station, you travel up the dusty Tsaets Trail, taking the path that angles up into the foothills surrounding the trail's namesake instead of traveling to the mines.

As the PCs travel from the Blüdstrasse to Mount Tsaets, allow them a Survival check (DC 10) to determine the trail has been recently traversed by over a dozen horses and at least one wagon.

Creatures: Three miles from the Blüdstrasse, a pair of Order of the Gun Privates are posted as sentries. Both are wearing ghillie suits set up



to blend in with the sparse vegetation and rocky terrain of the foothills around Mount Tsaets. When they spot the party, they alert the Ordermen at the camp with a birdcall, which the party can detect with a Perception check (DC 14). Should the party discover the sentries, one of the privates immediately attempts to run back to the camp and—should he escape—returns 2 rounds later with two of the privates from area J.

Order of the Gun Private (2)

CR 1

XP 400 each

hp 16 each (see page 78)

Development: If the second Private is prevented from reaching the camp (Area J), the Ordermen stay there, ready and aware of the fight at the sentry position but remaining in camp. If captured and successfully made friendly (Diplomacy DC 19 or Intimidate DC 15), either of the Privates tell the PCs he doesn't know who hired his platoon. They're all being well paid, but in odd coin. He advises against approaching the camp farther up the trail as the camp is prepared for an assault from that direction. There are a total of 25 Ordermen in his platoon, 17 of them still in camp when he left to take up his post. They'd only been at their post for a few hours when the PCs arrived.

Satyr Repeating Longrifle, aka Repeater

Manufactured by Satyr Industries, the Satyr Repeating Longrifle is a sturdy, reliable piece of equipment to have, especially when you find yourself in the thick of it. With their patented, quick-firing internal magazine system, the repeater is a must have if you plan on stomping around in dangerous realms, such as a Barrier Rift. Repeaters use metal cartridges as ammunition.

Repeater (Two-Handed Firearm): *Cost* 1,000 gp; *Dmg* 1d8 (S), 2d6 (M); *Critical* x4; *Range* 100 ft.; *Misfire* 1; *Capacity* 6; *Weight* 8 lbs.; *Type* B and P; *Special* sniper

Sniper: A weapon with the sniper weapon quality is especially deadly against a flat-footed foe. Its critical threat range and critical damage are both increased by 1. Additionally, if the wielder of a weapon with the sniper quality has an ability that deals precision damage, such as sneak attack, they deal this damage with the sniper weapon if they make only a single attack with the weapon, and do not move in the round they attack with the sniper weapon.

New Equipment

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Stealth checks. (The suit's coloration can be changed with an hour of work. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Stealth), and melee attack rolls. It is donned and removed as a full-round action. Cost: 40 gp.

Scopes

Coming in multiple varieties, scopes are typically attached to longarms. Depending on the type of scope, a rifle's range and/or accuracy can be increased a little, a lot, or by vast amounts.

Scope, Advanced: Midway between the common and sniper scopes, the advanced scope increases a longarm's range increment by +20 ft., and extends the number of range increments in which attacks are made against touch AC by +1. Cost: 4,000 gp

Scope, Common: The common scope increases a longarm's range increment by +10 ft. Cost: 1,000 gp.

Scope, Sniper: A sniper scope is the ultimate in nonmagical longarm range and accuracy enhancement. It increases a longarm's range increment by +50 ft., and all attacks made with a longarm with a sniper scope attached are made against the target creature's touch AC. Cost: 10,000 gp

Suppressors

Designed to make it harder to hear a firearm being fired, suppressors are available for any kind of firearm, except those with the scatter weapon quality. Suppressors cost 10 gp x the square of the Perception DC increase they grant (10 gp +1, 160 gp +4, 1,000 gp +10, etc). Firearms must have their barrels customized to accept a proper suppressor. Improvised suppressors can be made of many things, but only function for a single shot and cost 1/10th the price of a properly manufactured suppressor.

J. Order of the Gun Camp (CR 6)

[Read Aloud]

Ahead on the trail, you see what appear to be two very narrow, partially buried wagons tipped on their sides, with their wheels removed. As you silently watch the camp, you see a single movement, someone scratching an itch.

If anyone approaches from the trail, three of the Ordermen in the camp open fire immediately. Unless the party attacks immediately, the first two shots are warning shots, missing purposefully, and the third is aimed to maim.

Creatures: Ismior hired a small company consisting of two platoons, two squads each, for his expedition. Though Ismior initially ventured further up the mountain with a single squad, he returned later for two additional squads, leaving only one squad to guard the camp.

The four Ordermen use the wagons as cover. If the PCs assault the camp from somewhere other than the trail, the corporal runs for the commander's tent, screaming orders for the three privates to hold off the PCs. The corporal intends to install the phlogiston core and climb inside his commander's clockwork armor. Unfortunately for the corporal, he lacks the training to do so and spends up to 10 rounds trying to get the construct functioning, returning to combat afterward.

If he escaped, Link (see Area G) is found here as well, substantially increasing the difficulty of this fight. The long journey has made it impossible for him to regain his hitpoints or abilities and has left him fatigued. In combat, Link does not work well with others, and so will not mind if his mercenary allies are harmed by his actions.

Order of the Gun Private (3) CR 1

XP 400 each

hp 16 each (see page 78)

Order of the Gun Corporal CR 3

XP 800

hp 29 (see page 79)

Treasure: Having been paid and supplied to operate out of this camp for 20 days, there are 6 crates containing additional supplies the mercenaries may need. These supplies are: bedroll (25), climber's kit (10), combat trained heavy horse (25), crowbar (5), healer's kit (10), parchment (100 sheets), pepper (1 lb.), portable ram (2), salt (10 lbs.), shovel (10), silk rope (10 x 500 ft.), tindertwig (100), tobacco (10 lbs., prepared for smoking), water barrel (2), waterskin (25), whetstone (25). Additionally, the Corporal in camp has a spyglass. There are six large tents, one for each squad and their squad leader, one for the platoon commander, and one for the supplies. The tents are arranged in a rough circle with ropes pinning in the horses. The two partially buried wagons are actually one that is specially designed to be taken apart and used as temporary barriers.

There is also a single suit of myrmidon battle armor given to Specialist B'haen as payment for the services of the Order. The cortex phlogiston core is not currently installed, and is stored in a small crate inside the commander's tent labeled as "cigars". To install the core requires a successful DC 30 Knowledge (engineering) check or successful DC 20 Craft (clockwork) and Knowledge (arcana) checks, after which the clockwork armor activates and awaits orders.

Development: After defeating the Ordermen and capturing the camp, the PCs have time to rest and heal; they could potentially travel back to town, but they must walk, ride horses, or use the wagon to return to town as another ore pick up isn't scheduled for two days. Though currently under their control, the PCs shouldn't feel completely safe in the camp due to the fact that there are obviously many more members of the Order of the Gun somewhere in the hills.

Once rested, the PCs have several trails to choose from. A successful DC 15 Survival check shows which trail has been used most recently, and is most likely the traill Ismior and his Ordermen traversed.

If the PCs manage to capture one of the Ordermen alive, he can be interrogated. He reveals the same information found in the Development section of Area I.

With the resources found here, and a successful DC 20 Knowledge (nobility) check the PCs gain a +10 bonus to Disguise checks to make themselves appear as Ordermen as long as they have the same general physical build as most members of the Order of the Gun.

K. *Holey Unsettling (CH 1)*

Following the trail, the PCs end up at the entrance to a tunnel with a tattered curtain across part of it. There are a number of wall sconces that line either side of the tunnel. The Specialists of the Ordermen bypassed an old trap without triggering it. The trap can be shut off by turning the first wall sconce upside down. Triggering the trap causes the first 10 ft. of the tunnel to collapse.

Pit Trap

CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger location; Reset manual

Effect 20 ft. deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area with a combined weight of 400 lbs. or more)

L. *A Ram Walks Into a Bar*

[Read Aloud]

Past the entrance, you travel down the tunnel for 200 ft., coming to a stone door covered in ancient runes.

A successful Knowledge (history) or Linguistics (DC 25) check by a PC with dwarven as a known language knows the runes are a form of dwarven that was ancient millennia before the Barrier Rift was new. A successful Knowledge (history) and Linguistics (DC 25) check by a PC with dwarven as a known language knows the runes are Barud'kai, the language of the first dwarves. The runes say, "The blood of the bastards shall see you through to yesterday."

The door has no keyholes or handles visible, and a Break DC of 25. To open the door, a creature with the dwarf subtype must place a bloody hand on the rune for bastard. A successful Perception check (DC 20) allows the PCs examining the door to notice the smell of dried blood and gore, most likely from the other side of the door.

Once touched the blood is absorbed into the door, the runes begin glowing, and the sound of jammed gears shudders from within the surrounding stone. Along with the stench of dried blood, a tiny sliver of blue light pours through a tiny line opening down the middle of the door.

A successful Perception check (DC 15) shows there is a heavy wooden beam barring the door from the other side. A DC 25 Strength check is required to break the bar.

M. Chamber of the Remembered (CR - or 5)

[Read Aloud]

To each side of this chamber are immense statues of dwarven warriors, elemental in appearance. In front of the statues are stone basins, each burning with a blue, liquid-like fire. At the far end sits the gem-encrusted skeleton of a dwarf on a throne, a large stone cauldron on either side of him with bubbling, foul smelling mud within. The source of the smell of blood and gore are obvious. All that remains of twelve Ordermen are strewn about the chamber, in pieces.

As you move into the room, the skeleton on the throne lifts its head and says, "More visitors so soon? Tell me mortals, why are you here?"

The skeleton speaks in the natural language of each of the PCs, though any dwarves in the party register the skeleton as speaking both modern dwarven, and barud-kai. If the PCs attack, the two cauldrons tip over, releasing their contents which coalesce to be two dwarven warriors composed of terra-cotta.

Terra-Cotta Barud-kai (2)

CR 3

XP 800 each

Variant terra-cotta soldier (*Pathfinder RPG Bestiary 3*)

N Medium construct

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

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 46 each (4d10+20)

Fort +1, Ref +3, Will +1

DR 5/bludgeoning; Immune construct traits, fire; SR 14

Offense

Speed 20 ft.

Melee mwk dwarven urgrosch +8 (1d8+12/x3) or mwk dwarven urgrosch +6 (1d8+8/x3), mwk dwarven urgrosch +6 (1d6+8/x3)

Special Attacks rank fighting

Tactics

During Combat: Each terra-cotta barud-kai attacks a different PC, using Power Attack every round.

Morale: Once reduced to 0 hit points or less, a terra-cotta barud-kai crumbles to dust, and the dust swirls back into the cauldron the terra-cotta barud-kai came from.

Statistics

Str 18, Dex 15, Con -, Int 1, Wis 11, Cha 1

Base Atk +4; CMB +8; CMD 20

Feats: Double Slice, Power Attack, Two-Weapon Fighting, Weapon Focus (dwarven urgrosch)

Skills: Perception +4

Special Abilities

Rank Fighting (Ex): Whenever a terra-cotta barud-kai is adjacent to another terra-cotta barud-kai, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Treasure: All remaining gear on the corpses has been destroyed. Anything still useable has already been removed.

Development: The easiest way to avoid combat in this encounter is to answer the skeleton's question. Given an acceptable answer, such as "To stop the darkness.", the skeleton nods its head. The spiral stone design to the skeletons left swirls open, revealing a short tunnel. The smell of fresh air wafts into the chamber. If the PCs manage to avoid combat, they gain 2,000 XP.

Should they attack it after the door has been opened, the skeleton is a medium adamantine golem (*Pathfinder RPG Bestiary 2* 'Adamantine Golem').

[Read Aloud]

After stepping from the short tunnel and back into the open world you see a four tiered stone tower standing before you in the center of what appears to be a caldera. At the base of the tower is a large black door with a long flat boulder near it. What looks like white smoke wafts from the top of the tower.

As you look at the tower a voice calls out, "Stand fast and identify yourselves or prepare to be fired upon!"

Creatures: In actuality, the boulder near the door is an Order of the Gun Sergeant under the cover of his ghillie suit. A pair of Order of the Gun Corporals are also wearing their ghillie suits, and situated 200 ft. to either side of the tower, also appearing to be rocks. Unless the PCs have disguised themselves as Ordermen the Sergeant opens fire one round after speaking. If disguised, the Sergeant stands, pulling back the hood of his suit in the process. He asks, "When did you arrive and why aren't you at the camp?" A successful Bluff check from the PCs opposed by a Sense Motive check from the Sergeant allows the PCs to talk their way past him.

Order of the Gun Corporal (2) CR 2

XP 600

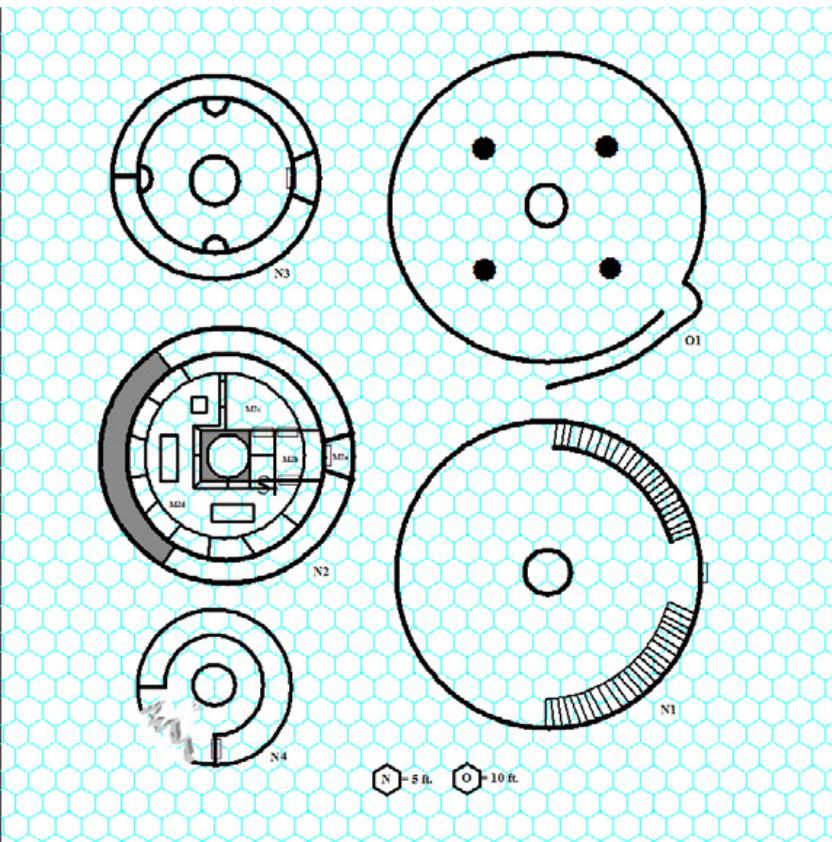
hp 29; currently 18 and 21 (see page 79)

Order of the Gun Sergeant CR 4

XP 1,200 each

hp 40; currently 34 (see page 80)

Development: Sadly for them, neither the Sergeant's kicking on the door nor the sound of gunfire does any good as Ismior and the remnants of his band are far, far below. Circling around the tower reveals no other doors or windows. Each tier of the tower is 20 ft. tall, with no apparent doors or windows on successive tiers. A successful Perception check (DC 25 at night, 15 during the day) show there is some kind of metallic object at the tower's broken top, the only other visible entrance.



Though wooden, the door is as strong as iron (Break DC 28) and locked (Disable Device DC 40). The PCs earn 3,000 XP if they manage to talk their way past the Ordermen without a fight. If asked about opening the door the Sergeant says, “Lord Ismior opened it by speaking a strange, gravely language I didn’t recognize. I and what’s left of my squad have been stationed here since they went in yesterday.”

N1. Ground Floor

Aside from light streaming through the doorway, nothing lights this 60 ft. diameter chamber. In the middle of the chamber is a multi-colored, metallic pillar running from floor to ceiling. Stone stairs wind along the tower’s inner wall, going up to the left of the door, and down to the right. With a little study (Survival check DC 25), the PCs can see both stairs have been recently traveled, but they can’t tell which stair was traveled most recently.

Any who approach the pillar notice heat emanating from it. Touching the pillar deals 1d6 fire damage to the person touching it.

N2. Technicians Quarter's

The second tier of the tower was once a living space and workshop intended to be used in the creation of human-sized and smaller constructs. The landing atop the stairs (Area M2a) has a strong wooden door, recently smashed in to reveal a cloakroom (Area M2b) with two doors on either side of it. The tattered remains of a single cloak hang from one of the hooks on the wall opposite the door. The door to Area M2c is unlocked but rusted shut (Iron door, Break DC 28). The door to Area M2d is also a locked, untrusted iron door (Break DC 28 or Disable Device DC 25).

N2c. Builder's Bedchambers (CR 3)

The long, smashed remains of six single beds and footlockers litter this chamber. There is a single door hanging ajar a few inches to the left of the entrance to this chamber, opening to reveal a closet with heaps of rags that used to be various articles of fine clothing.



Creature: Waiting inside the closet is an ancient and very rusted clockwork creature designed to mimic the properties of a choker. It leaps to attack the first person to open the door.

Clockwork Strangler

CR 3

XP 800

Variant choker (*Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*)

N Small construct (clockwork)

Init +6; Senses darkvision 60 ft., low-light vision; Perception –3

Defense

AC 22, touch 15, flat-footed 16 (+4 Dex, +2 dodge, +7 natural, +1 size, –2 broken)

hp 25 (3d10+35)

Fort +4, Ref +5, Will –4

Immune construct traits

Weaknesses vulnerable to electricity

Offense

Speed 10 ft., climb 5 ft.

Melee 2 tentacles +7 (1d4+5 plus disease and grab)

Space 5 ft.; Reach 10 ft.

Special Attacks constrict (1d4+5 plus disease), strangle

Tactics

During Combat The clockwork strangler focuses all attacks against the nearest non-construct.

Morale The clockwork strangler fights until destroyed.

Statistics

Str 20, Dex 18, Con –, Int –, Wis 9, Cha 3

Base Atk +3; CMB +5 (+9 grappling); CMD 21

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Climb +11, Stealth +4

SQ broken, quickness, reinforced construction, swift reactions, winding

Special Abilities

Broken: In extremely poor repair, the clockwork strangler suffers a –2 penalty on all d20 rolls, to AC, is subject to critical hits and precision damage, and has its land and climb speeds reduced by half. It only has half (rounded down) the number of hit points it would have if fully functional.

Should it suffer a critical hit, there is a 50% chance it becomes non-functional for 1 minute.

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All of this decreases the clockwork strangler's CR by 1.

Disease (Ex): Tetanus (tentacle and constrict)—injury; *save* Fort DC 14; *onset* 1d6 days; frequency 1/day; effect 1d4 Dex damage plus lockjaw; cure 2 consecutive saves.

Grab (Ex): A clockwork strangler can use its grab attack against a foe of up to Large size.

Quickness (Su): A clockwork strangler is supernaturally quick. It can take an extra move action during its turn each round.

Reinforced Construction (Ex): Though crusted with rust, the clockwork strangler is an amazingly robust piece of craftsmanship. Whenever a living creature would normally use its Constitution modifier for something, the clockwork strangler instead uses its Strength modifier.

Strangle (Ex): Clockwork strangler have an unerring talent for seizing their victims by the neck. A creature that is grappled by a clockwork strangler cannot speak or cast spells with verbal components.

Treasure: Aside from some shiny bits of glass and a femur, the only thing of interest in the clockwork choker's "nest" is a foot long, oddly notched piece of rusted iron. Anyone trained in Knowledge (engineering), or with the Craft Construct feat, knows the piece of iron is the windup key for the clockwork choker.

N2d. Workshop

With tables and shelves piled with various amounts of surprisingly well preserved materials, this is obviously a workshop. The walls along the outer edge of the room are much deeper and hold larger pieces intended to be used as parts of constructs. The smaller shelves, presumably built around the metallic pillar running through the center of the tower, hold many smaller parts for constructs.

The two tables hold partially completed humanoid constructs, one the size of a human, the other a halfling. On an armor stand in the back of the room is a partial suit of ornately-designed full-plate armor.

Treasure: Aside from the historical and intrinsic value of the material on the shelves, there is a completed, but currently inactive, suit of clockwork servant armor (see page 88) hidden within a secret chamber (Perception DC 25) behind the bookshelf to the right of the door as you enter the workshop. Its windup key hangs on a hook on the back of

the door to its hidden chamber. All totaled, this workshop contains enough materials to create 500,000 gp worth of constructs, as long as they are mostly metal in construction. Gunnar would gladly accept the contents of this chamber as credit towards future purchases.

Development: With a successful Perception check (DC 30), the PCs notice any damage to any mechanical equipment they possess has been instantly repaired and any dirt, blood, grime, etc. has been cleaned from all of their equipment.

Tetanus

This disease, also called “lockjaw” or “ironmaw,” is typically introduced via deep wounds from contaminated objects like rusty metal. Tetanus victims become more and more prone to violent muscle spasms, splitting headaches, fever and difficulty swallowing. Stiffness of the jaw is a common result of tetanus infection. Each time a victim takes Dexterity damage from tetanus, there is a 50% chance his jaw muscles stiffen—preventing speech, the casting of spells with verbal components, or even eating—for the next 24 hours.

N3. The Forge

Though long dead, the fire pits of the three forges in this chamber are still warm to the touch as they are built around the painfully hot pillar in the middle of the room. Nothing remains here except the empty fire pits and the slabs where anvils used to sit.

The door to this chamber is a strong—but broken—wooden door.

N4. Broken Aerie (CH 5)

[Read Aloud]

This disheveled chamber has a gaping hole in the other wall and part of the ceiling; rubble is strewn about the chamber. The metal pillar finally comes to an end about a foot above the top of this chamber’s roof.

Slumped against the pillar is the slowly cooking corpse of a winged, lion-like male humanoid, a pool of heat-baked blood around it.

Normally home to a family of primitive mafsets, the corpse of the father remains where it fell after being killed. A quick examination, and DC 10 Heal check, reveals a vicious chest wound, similar to what happens when a spear is driven clean through someone.

Creature: Hidden on the far side from the stairs amongst the debris from the tower's breach is the only remaining member of the

family, a small example of her species simply named 'Bug'. A DC 23 Perception check allows the PCs to notice her, and a DC 15 Sense Motive check reveals she is extremely frightened by their presence. Without assurances—and a DC 19 Diplomacy check—Bug leaps to attack anyone touching her father's corpse.



Bug

XP 1,600

hp 76 (see page 59)

CR 5

Development: If the PCs notice Bug before examining the corpse, they may be able to talk to her without a fight (Diplomacy DC 19). However, unless one of the PC's know Sphinx, magic will most likely be required to converse. Should the PCs manage to get her to talk, Bug can tell the PCs about the men and their loud sticks and how they killed her father and captured her mother. They didn't notice her because she was practicing her stalking skills by hiding in the rubble, like her parents taught her. She asks the PCs if they've seen her mother.



If the PCs gain her trust, Bug asks if she can come with them when the PCs are about to leave the top of the tower. If the PCs manage to avoid a fight with Bug and let her come with them, award each PC 400 XP. If they refuse to let Bug accompany them, each PC only gets 300 XP, and Bug sneaks along behind them anyway. If the PCs climb on top of the tower, the wind makes it a little difficult to stand for medium creatures, but they can crawl without issue. From the top, anyone can see the pillar is actually a tube with hot air rushing out of it. Inside the tube are horizontal metal bars supporting the sides, spaced every 4 ft., and roughly 6 in. in diameter. Climbing down the tube is one way of reaching Area O3, but not very safe, as the air rushing up the tube deals 2d6 points of fire damage each round.

Part Three: Time for S'mores

Whether by climbing down the steam spewing tube or the stairs, the PCs eventually make their way beneath the tower, exploring some or all of its subterranean chambers. Unless stated otherwise, the chambers under the tower lack their own lighting, and all construction is of worked stone.

Areas O2, O3a and O3c are “venting chambers” for excess temporal energy generated by Tovak Brukke.

O1. Pillars of Protection (CR 4)

[Read Aloud]

After nearly a mile of stairs, you come to a massive circular chamber with four elaborately carved pillars holding up the ceiling. In small, neat concentric rings starting at the perimeter of the chamber are hundreds of small stone benches with only two feet

Venting Chamber Effects

Having unusual effects on things exposed to it, Tovak Brukke radiates trace amounts of temporal energy even while inactive. Living things do not age, dead things do not decay, and food does not rot. Natural healing and resting are twice as effective, meaning you heal at twice the normal rate each day, and require only half the normal amount of rest you would elsewhere. Spells and spell-like abilities have their durations doubled. Instantaneous effects linger until the end of the round after they are activated, but are only half as effective as usual on the 2nd round.

Once activated, all living things gain fast healing 1 and are hasted while in a venting chamber. The Cavern of Time (Area O3) gains the benefits of a venting chamber while Tovak Brukke is active, but only the inactive benefits.

between rings. Multicolored lights dance up and down the pillars, pausing only slightly when the lights encounter the gems placed as eyes for the figures carved on the four pillars. The flickering lights make it seem as if the eyes are watching you. The ever-present metal pillar is in the center of the chamber.

Imperceptibly, this chamber begins rotating one round after the last member of the party enters the chamber, making it impossible to leave. With a successful DC 20 Perception check and either a DC 25 Knowledge (arcana) or Knowledge (religion) check a PC can determine there are two stones on each stone pillar that require repositioning to allow the lights to flicker along their lengths without pause. Should a PC fail either of the two checks while physically examining the pillars, the protectors rise and attack all non-worshippers of time. If done successfully, the chamber rotates to a different set of stairs than those used to reach here. The new stairs lead down.

Successfully repositioning the stones immediately causes the protectors to turn to dust and return to their coffins.

Creatures: The stone “benches” are, in reality, small stone coffins containing hundreds of tireless, flesh-stripped guardians charged with protecting Tovak Brukke until time isn’t. Unbeknownst to the PCs, the recent passage of Ismior and his men caused the protectors to rise and reduce both their numbers and those of the Ordermen a little more. Before all of the Ordermen died, Ismior managed to successfully reposition the stones, returning the rest of the protectors to their coffins and leaving them for any who may follow.

Only six of the protectors rise when awoken, swarming the PC who unsuccessfully repositioned the stones on the pillars.

Until time isn’t, the protectors here can never be completely destroyed. When reduced to 0 hit points or less they turn to dust and fly back into their coffins, rejuvenating to their full potential over the course of 24 hours, at which time they are again available to defend the Tovak Brukke. Any organic creature with a skeleton or exoskeleton whose corpse remains in this chamber for 24 hours, collapses to dust and flies into the nearest coffin, its corpse becoming yet another eternal guardian.

Protectors (6)**CR 1/2**

XP 200 each

Skeleton mite (*Pathfinder RPG Bestiary*)

NE Small undead

Init +6; Senses darkvision 60 ft.; Perception +0

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 4 each (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune undead traits

Offense

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3-1/19-20)

Ranged dart +3 (1d3-1)

Special Attacks swarming

Tactics

During Combat: The protectors always fight two to a square, and focus their attacks on any creature capable of wielding positive energy. Worshipers of the god of time are ignored by the protectors.

Morale: Protectors fight until reduced to 0 hit points, at which time they crumble to dust and return to their coffins.

Statistics

Str 8, Dex 15, Con -, Int -, Wis 10, Cha 10

Base Atk +0; CMB -2; CMD 10

Feats Improved Initiative^B

Skills Climb +7

Gear dagger, 6 darts

Special Abilities

Swarming (Ex): Up to two mite skeletons can share the same square at the same time. If two in the same square attack the same foe, they are considered flanking as if in two opposite squares.

Development: After surviving the swarm, the PCs find there is a different set of stairs leading from the archway they used to enter. These stairs lead to Area O2.

[Read Aloud]

Shimmering cascades of every color imaginable pulse up, down, and side to side on the walls of this 15 ft. wide, 100 ft. long chamber.

In addition to being a venting chamber, the walls of this chamber dance with the colors of the spectrum. In reality, these walls are harmless, and touching them causes 15 ft. of it to show images of the past, present, and possible future of the creature touching it, each in separate 5 ft. sections. The future aspect shows all the PCs huddled together on a field of beautiful green grass, surrounded by a legion of warriors wearing bronze scalemail and helms. Each soldier has a short sword at their hip, a large bronze shield in one hand, and a spear in the other. Those directly around the PCs have their spears pointed at the PCs. The looks on the faces you can see are a mix of anger and fear. A successful Knowledge (history) check (DC 30) reveals the soldiers to be part of the legionnaires of Shalekh, one of the two empires credited with the creation of the Barrier Rift while at war with Athraea.

At the hall's end are perfectly smooth, bronze doors that are warm to the touch. With a successful DC 20 Knowledge (arcana), Knowledge (religion), or Spellcraft check, any creature can open these doors by deducing they need to trace the symbol for infinity across the two doors.

03. Cavern of Time

Designer's Note

This is a very complicated location and it is recommended you read all of O3 and its sub-chambers several times before running the potentially extremely deadly encounter(s) here. If the PC's aren't using the advanced equipment they have received so far in this adventure I recommend having the Specialist and Lieutenant using the same statistics as the Sergeants.

[Read Aloud]

As soon as the bronze doors open your senses are assaulted with the rush of heated air, the mixed smell of ozone and stench of sulfur, and the cacophonous sounds of massive machinery at work. A dancing red light glows from below your current vantage



point, giving the massive golden sphere in the middle of the cavern ahead a reddish tint.

As the winds blow around you, you notice all your injuries heal themselves rapidly, quickly becoming nonexistent.

Looking at the generators, you see the same runic language etched as labels on them as on the door far above, behind which you encountered the gem-encrusted metallic skeleton.

The golden sphere is the legendary artifact, Tovak Brukke, which once housed the Guardian of Everywhen. As the PCs move from Area O2 through the generators and onto the balcony, they are returned to full health, and regain full use of any of their abilities as if having rested for 8 hours, including regaining any spells they may have used.

Read the following as the PCs exit the tunnel of generators.

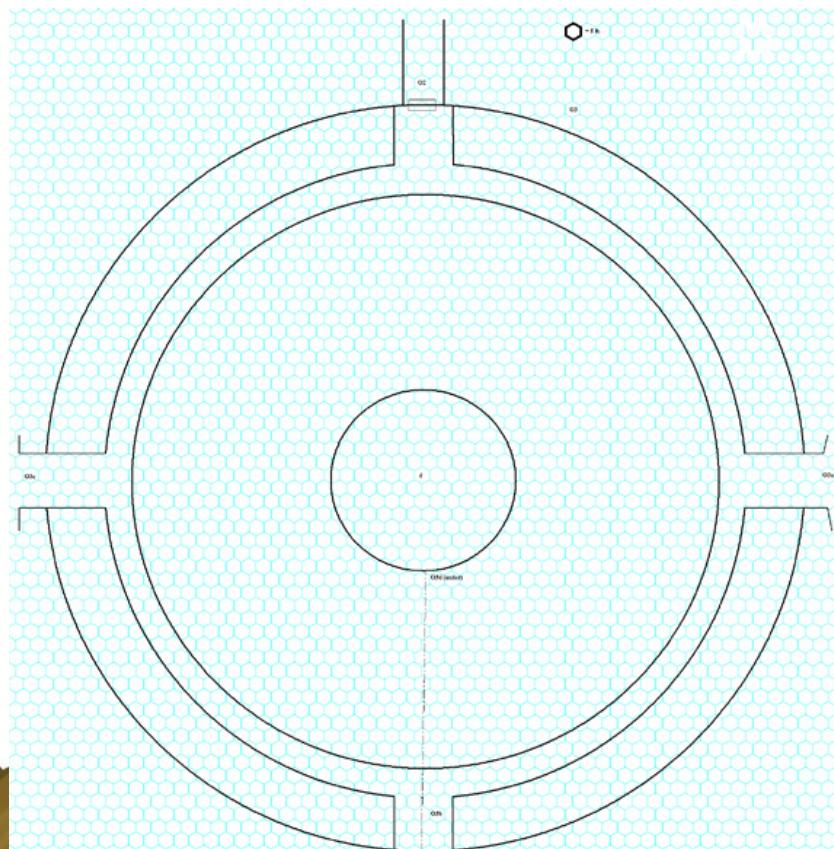
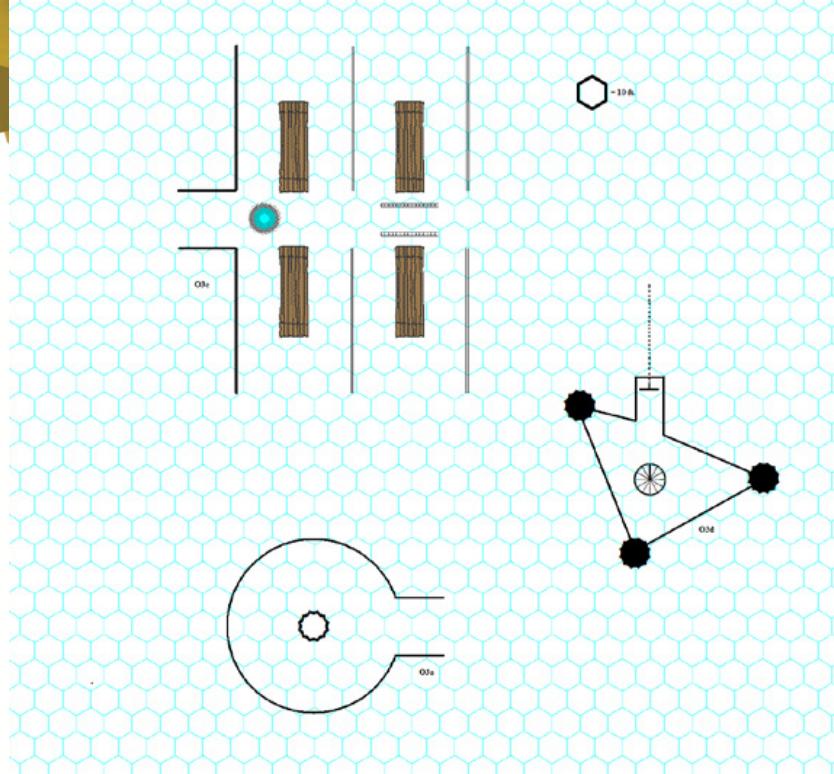
[Read Aloud]

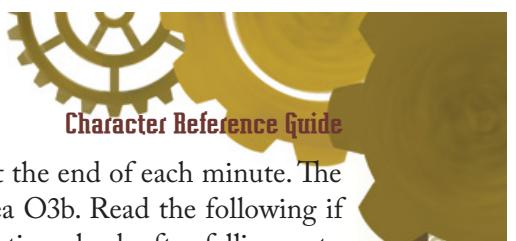
With only a three foot tall rail keeping you from plummeting into the roiling magma below, you take in the sight before you. Crackling with electricity, nearly two dozen massive cables stretch from generators to floating coils pointed towards a golden sphere perched atop a trio of pillars sticking up from the magma, the sphere's surface glowing slightly.

A massive single cable stretches from within the generator tunnel opposite the one you entered, angling down to the triangular platform below the sphere. On the platform, a set of spiral stairs twist up to the bottom of the sphere. A single humanoid can be seen on the platform.

As soon as the PCs reach the point where they can see Specialist B'haen on the platform beneath Tovak Brukke, make a Perception check for him and the Ordermen posted at the generator tunnels to Areas O3a and O3c to see if they notice the PCs. Any Orderman noticing the PCs use their signal whistle to alert their fellows, which requires a successful DC 25 Perception check to hear over the hum of the generators. Ordermen that have been alerted to the party's presence will rush to the central cavern and try to shoot the party as they navigate the various balconies and walkways in the chamber.

Falling from the platform does not result in falling 100 ft. into lava, but instead falling 90 ft. onto permanent walls of force. Standing on





the walls of force deals 1d6 fire damage at the end of each minute. The cable is explained in greater detail in Area O3b. Read the following if any PCs make a successful DC 15 Perception check after falling onto the walls of force.

[Read Aloud]

An upside-down geyser of water shoots from the bottom of the platform below the sphere, the water running along canals in the force floors. Beneath the generators, very near to the walls, the water plummets to the magma, quickly turned to steam which billows up and into tubes, presumably leading to the turbines which generate the power the generators are feeding to the golden sphere above.

Read the following if anyone looks back at the generators:

[Read Aloud]

Reaching 40 feet above and 20 feet below, the generators wrap all the way around the all too artificial looking cavern. Issuing from the tops of the generator stacks are slightly diminished streams of steam wafting their way to what must be the bottom of the ventilation tube at the center of the tower far above.

Creatures: Should any 10 ft. cube of the generators (hardness 10, 500 hit points, immune to fire and not especially vulnerable to other energy types) suffer any damage, a swarm of clockwork beetles scuttle from within the generators, repairing 2d4 points of damage each round. If a swarm is damaged, it leaves the generator it was repairing, attacking the nearest non-construct, returning to the generator after dispatching its target. There is a single swarm of repairing beetles for each generator. There are three rings of generators with 32 in the top and bottom rings, but only 28 in the middle ring, where the passages to Areas O2, O3a, O3b, and O3c are left empty of a generator.

Clockwork Beetle Swarm (up to 92) CR 4

XP 1,200 each

(Midgard Bestiary Pathfinder RPG Edition)

N Tiny construct (swarm)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +4

Defense

AC 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +2 size)
hp 33 each (6d10)

Fort +2, Ref +5, Will +3

DR 5/slashing; Immune construct traits, swarm traits

Offense

Speed 30 ft., fly 50 ft. (good)

Melee swarm (2d6 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13)

Statistics

Str 8, Dex 16, Con -, Int 1, Wis 12, Cha 7

Base Atk +6; CMB +7; CMD 17 (cannot be tripped, grappled, or bull rushed)

Feats Dodge, Improved Initiative, Mobility

Skills Fly +16, Perception +4, Stealth +12

Languages understands Common

Special Abilities

Poison (Ex): Bite—*injury*; save Fort DC 14; frequency 1/round for 4 rounds; effect sleep 1 minute; cure 1 save.

03a. Chamber of Quintessence (CR 2)

[Read Aloud]

The depression in the floor of this hemispherical chamber is filled with what appears to be a slowly boiling, mercury-like substance. Not even the smell of dust is noticeable here.

A successful DC 25 Knowledge (arcana), Knowledge (planes), or Spellcraft check reveals the silvery liquid is not metallic at all, but in truth is quintessence—time condensed into a fluid form. Theoretically, quintessence is impossible to create.

Without proper preparation, quintessence has no effect on living creatures touching it, but has a 50% chance of rapidly aging until dead any living creature ingesting even a single drop within a few seconds. A



successful DC 40 Knowledge (arcana), Knowledge (planes), or Spellcraft check reveals how to prepare quintessence in a variety of ways, all of which are beyond the scope of this adventure, and therefore not listed here.

Creatures: Stationed at the entrance to this chamber is a single Order of the Gun Corporal charged with making sure nobody tampers with the liquid within.

Order of the Gun Corporal CR 2

XP 600

hp 29; currently 19 (see page 79)

03b. Zipline [CR 4]

[Read Aloud]

There is no actual chamber going off this generator tunnel. Instead, this area has two sets of shelves with dozens of handles with hooks on them large enough to latch onto the cable. There is a smaller cable on a spool that attaches to the handles so they can be pulled back.

Aside from flight and a couple difficult climbs, the only way to reach the platform beneath the sphere is via the zipline. One shelf has handles for generally humanoid shape creatures to use, and the other shelf has sturdy netting to transport larger pieces of equipment across. Attaching a handle and drawback line normally requires two rounds, though anyone with one or more ranks in Climb, Knowledge (dungeoneering or engineering), or any mechanically or structurally related Craft skills can attach them both as a full-round action. A DC 10 Strength check is required to use the zipline if carrying a medium load, or DC 15 is carrying a heavy load. Failure by 5 or less results in falling onto Area O3d with a chance to fall off it, but a successful DC 15 Acrobatics check or Reflex save prevents the fall. Failure by more than 5 but less than 11 results in a fall to the walls of force over the magma (4d6 falling damage), while failure by 11 or more means the character falls (6d6 falling damage) and they land in one of the water troughs, with them possibly being swept away with the water and into the magma, though a successful DC 20 Acrobatics or Swim skill check, or Reflex save prevents them from being swept away. To reach

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Area O3d from Area O3b by use of the cable requires a DC 15 Climb check, and a DC 20 Climb check to make the return trip.

Creatures: Lurking behind the shelves, a pair of skeletal champions freed by Ismior have been posted here to prevent anyone but Ismior, Fester, or the Ordermen from using the zipline.

Skeletal Champion (2) CR 2

XP 600 each

hp 17 each (*Pathfinder RPG Bestiary*)

03c. Library of Time (CR 7)

[Read Aloud]

With simple yet sturdy shelves, this chamber is home to thousands of books, with each shelf locked away behind its own glass door.

Absolutely massive in size, one could walk for days without reaching the end of this library, but could return to the entrance with just a few steps. The shelves of this library are filled with books from the past, present, and future, but are accessible only by the Guardian of Every-when (see Area P).

Creatures: As the safest chamber for the Ordermen to occupy, they have claimed this room as theirs and there are currently three of them here resting, two Sergeants, with a Corporal guarding the door.

Order of the Gun Corporal CR 2

XP 600

hp 29; currently 15 (see page 79)

Order of the Gun Sergeant (2) CR 4

XP 1,200 each

hp 40 each; currently 27 and 11 (see page 80)

Development: Though not currently accessible, the books here possess knowledge of both advanced magic and science beyond what was known to the elven races before they destroyed their homeworld. Sadly,



the Guardian of Everywhen refuses to allow the PCs access to any of the volumes.

O3d. Last Line of Order (CR 10)

Located just 20 ft. below Tovak Brukke, this thin yet surprisingly sturdy platform has a set of spiral stairs leading up and into an opening in the bottom of Tovak Brukke.

Creatures: Ordered to remain here while Ismior and Fester study Tovak Brukke, Specialist B'haen and Lieutenant D'hin are presently engaged in a card game, and not paying much attention, they suffer a -5 penalty on Perception checks to notice non-flashy events occurring in the main chamber of Area O3.

The psychically charmed female mafret Aga, Bug's mother, sits patiently, waiting for Ismior to return. If Bug is still alive, the sight of her breaks the charm effect on Aga, and she fights wildly to defeat everyone and everything that is not Bug. With a successful DC 10 Diplomacy check Bug can calm her and get her temporarily on the side of the PCs.

Aga CR 6

XP 2,400

hp 147; currently 55 (see page 58)

Lieutenant D'hin, Order of the Gun Company Commander CR 7

XP 3,200

hp 66; currently 31 (see page 81)

Specialist B'haen, Order of the Gun Troubleshooter CR 8

XP 4,800

hp 48; currently 40 (see page 82)

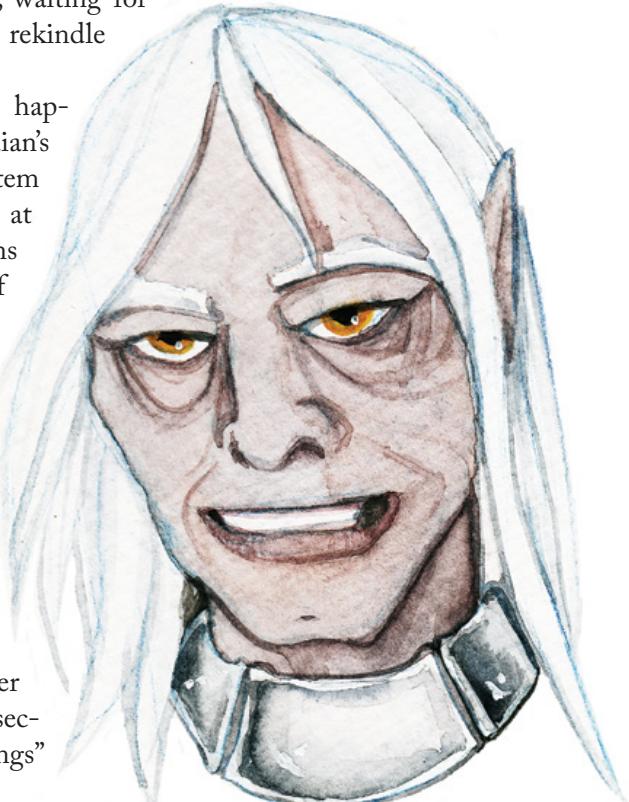
Development: Unless dead, Aga and Bug thank the PCs for reuniting them before leaving. If either of them dies, the survivor says nothing to the PCs and leaves with the corpse of their fallen family member.

[Read Aloud]

As you ascend the stairs, the hot, humid air of the cavern is replaced by calm, almost cold, air. The stairs go farther than they should, but eventually you make your way up, and find they end in what looks to be some kind of strange gallery. The walls are covered in magically animated paintings, and there are workbench-like tables in a semi-circle around the center of the gallery.

Larger within than without, Tovak Brukke is an artifact constructed by the finest engineers and spellcasters from a time not yet arrived for the purpose of watching, recording, and repairing all of time. Unfortunately, sometime in its existence the Guardian of Everywhen was removed from his position and imprisoned. Without the Guardian, Tovak Brukke sits inactive, waiting for its protector to return and rekindle its temporal energy.

Thankfully, the PCs happened upon the Guardian's Cage by luck. The strange item they found within the safe at Deeter's Designs contains the long confined essence of the Guardian of the Sphere. As soon as the PC carrying the cube enters the chamber with the portals, the cube shakes violently, ripping open whatever container it is in if not released within 3 rounds. Once free, the cube flies almost imperceptibly fast to the apex of the chamber where it floats for a few seconds before all the "paintings"

*Fester Sandeyes*



disappear. Everyone in the gallery hears a firm, feminine voice in their minds say, "I am the Guardian of Everywhen. All of you are here because the when of the resumption of my duties has arrived. For this, some of you shall be shown to when you should be." When the voice stops, the cube melts away, the pieces forming a wiry web across the dome of the gallery that glows blue.

Once the wiry web stops growing, the images return, this time rotating around the room, slow then fast, then slow, then fast again.

Creatures: Hiding on the other side of the benches are Ismior, Fester and Essence of Pain, a child-like shadow that has been accompanying Fester since Fester found it in one of the caves around Mount Tsaets. Essence of Pain remains at Fester's side, protecting him, unless someone attacks him by range, in which case the shadow moves to attack them. Fester stays beside Ismior unless the dark elf moves outside of his vision before he can follow. In combat, Fester focuses on defending Ismior, healing his patron as needed, and using his other spells to fend off the PCs advances.

In the event the PCs notice Fester, Ismior and Essence before the images start spinning, combat ensues. Once Ismior takes any damage, he shifts out of the melee and then dimension steps to the nearest portal, stepping through and traveling to the Shalekh Empire in 2700 BH, and leaving Fester to fend for himself. Once Ismior is gone, Fester surrenders, only to be swiftly drained by Essence of Pain. Unless destroyed, the shadow drains Fester until dead, with Fester not even trying to defend himself.

Essence of Pain

CR 2

XP 600

Young shadow (*Pathfinder RPG Bestiary*)

hp 19

Fester Sandeyes

CR 5

XP 1,600

hp 37; currently 22 (see page 61)

Ismior the Dark Sage

CR 7

XP 3,200

hp 48 (see page 66)

Read the following at combat's end...

[Read Aloud]

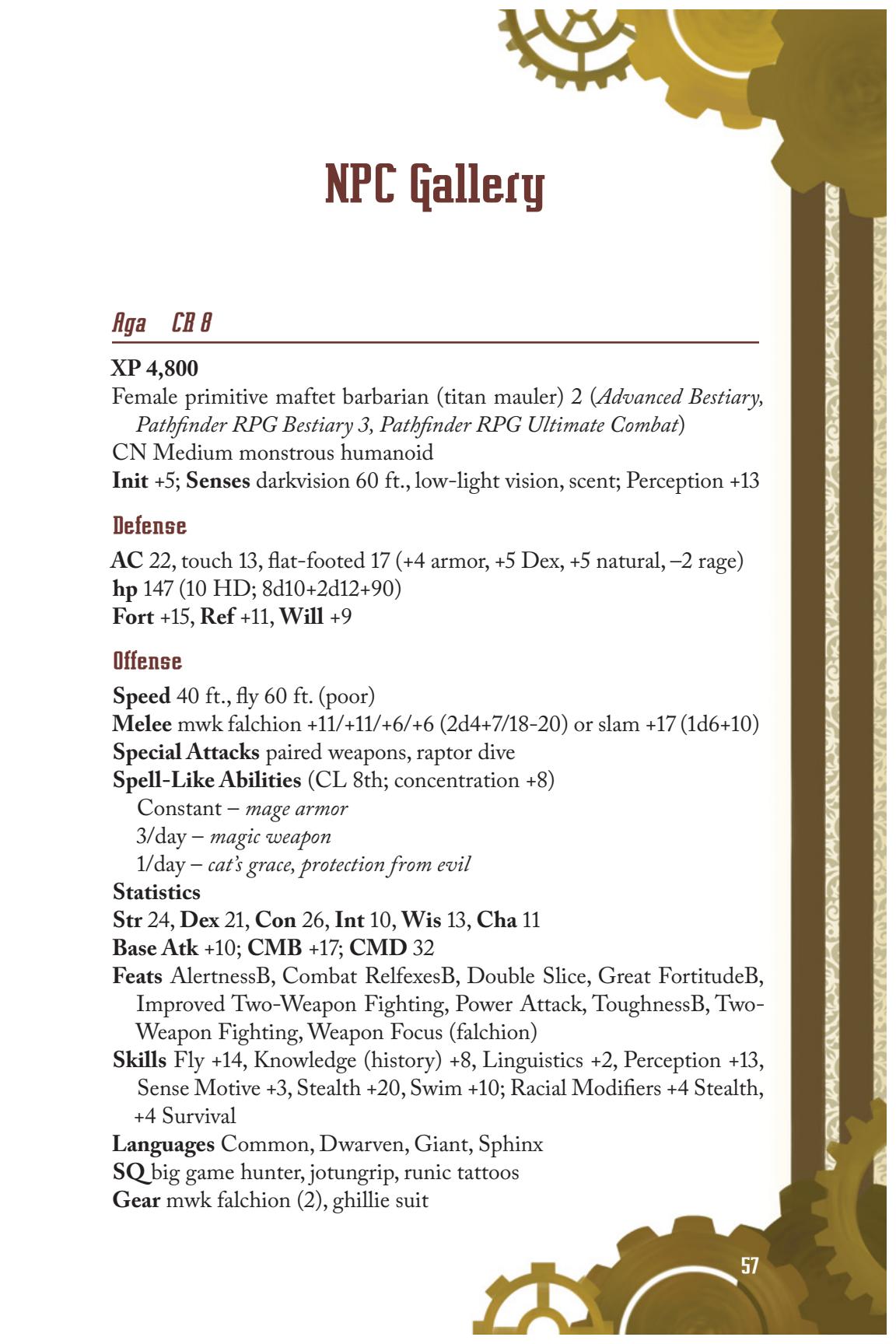
Seeing the end of hostilities, the Guardian of Everywhen manifests physically, floating a few inches above the floor and appearing as a beautiful human woman made of liquid mercury. While looking at the portal Ismior fled through she says, “It is such a shame what happens to him. He could have done such great things, wondrous things.” She floats to Fester. “This one never had a chance. His fathers made certain he would be alone.” She sighs. “No child should ever have to be alone.” A single silvery tears rolls slowly down her cheek, then rolls back up and into her eye.

She turns, looking at each of you individually. Something about her gaze gives you the impression she is learning everything about you with just a few seconds’ examination. She floats to each of you, taking your hands and cupping them, then placing one hand above, and one below. When she moves her hands, there is a tiny vial with a lightly glowing, silvery liquid within.

“Time for you to go to when you belong.” She explodes in a flash.....

Sometime later, you awaken face down. Getting up, you see you are in what used to be a field of wheat. Now, the wheat is trampled and ruined by the remains of a battle. As you are taking in the scene, soldiers in blood stained bronze-breastplates close in on you, their spears held out. Their faces are mixes of anger, fatigue, and fear. One of them, with a large red plume atop his helmet pushed his way through the rest. In heavily accented common he asks, “Who is your commander? What legion are you with?”

Development: The Guardian of Everywhen has sent the PCs back in time and placed them in the middle of a battlefield during the Desolation Wars between Athraea and Shalekh. When they woke, what is left of the 17th Legion of Shalekh noticed and quickly surrounded them.



NPC Gallery

Aga CR 8

XP 4,800

Female primitive mafset barbarian (titan mauler) 2 (*Advanced Bestiary, Pathfinder RPG Bestiary 3, Pathfinder RPG Ultimate Combat*)

CN Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

Defense

AC 22, touch 13, flat-footed 17 (+4 armor, +5 Dex, +5 natural, -2 rage)

hp 147 (10 HD; 8d10+2d12+90)

Fort +15, **Ref** +11, **Will** +9

Offense

Speed 40 ft., fly 60 ft. (poor)

Melee mwk falchion +11/+11/+6/+6 (2d4+7/18-20) or slam +17 (1d6+10)

Special Attacks paired weapons, raptor dive

Spell-Like Abilities (CL 8th; concentration +8)

Constant – *magic armor*

3/day – *magic weapon*

1/day – *cat's grace, protection from evil*

Statistics

Str 24, **Dex** 21, **Con** 26, **Int** 10, **Wis** 13, **Cha** 11

Base Atk +10; **CMB** +17; **CMD** 32

Feats AlertnessB, Combat ReflexesB, Double Slice, Great FortitudeB,

Improved Two-Weapon Fighting, Power Attack, ToughnessB, Two-Weapon Fighting, Weapon Focus (falchion)

Skills Fly +14, Knowledge (history) +8, Linguistics +2, Perception +13, Sense Motive +3, Stealth +20, Swim +10; Racial Modifiers +4 Stealth, +4 Survival

Languages Common, Dwarven, Giant, Sphinx

SQ big game hunter, jotungrip, runic tattoos

Gear mwk falchion (2), ghillie suit

Special Abilities

Big Game Hunter (Ex): Aga gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with Large and larger creatures. This ability replaces fast movement.

Jotungrip (Ex): Aga can use medium-sized two-handed melee weapons as one-handed melee weapons. When doing so, she suffers a -2 penalty to attack rolls, and the weapons used are treated as one-handed when determining the effects of Power Attack, Strength bonus to damage, and the like. This ability replaces uncanny dodge.

Paired Weapons (Ex): Because of its intense training wielding a scimitar in each hand, a mafset's off-hand scimitar is treated as a light weapon.

Raptor Dive (Ex): When airborne, a mafset can swoop down and strike at lightning speed. This is equivalent to aerial charge, but it must move downward at least 10 ft. and may dive at twice its normal flying speed. Doing so grants the mafset a +2 bonus on its attack rolls and allows it to make a full attack at the end of the raptor dive.

Runic Tattoos (Su): The tattoos scribed on a mafset's body power its spell-like abilities and glow when those abilities are used. A mafset can activate up to two of its spell-like abilities as a standard action. It may make a Fortitude save to resist the effects of an *erase* spell cast on its tattoos, but if it fails, it loses access to its spell-like abilities for 24 hours.

Unbeknownst to her, Aga is a child of a time long past. Centuries ago, the last time Tovak Brukke was activated, a pair of her ancestors accidentally stumbled through from a time before the Barud-Kai reached the surface of Terah.

Bug CR 5

XP 1,600

Female primitive young mafset (*Advanced Bestiary, Pathfinder RPG Bestiary 3*)

CN Small monstrous humanoid

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +9

Defense

AC 23, touch 16, flat-footed 18 (+4 armor, +5 Dex, +3 natural, +1 size)



hp 76 (8d10+32)

Fort +7, **Ref** +11, **Will** +8

Offense

Speed 40 ft., fly 60 ft. (poor)

Melee mwk scimitar +15/+15/+10 (1d4+3/18-20) or slam +14 (1d4+4)

Special Attacks paired weapons, raptor dive

Spell-Like Abilities (CL 8th; concentration +7)

Constant – *magic armor*

3/day – *magic weapon*

1/day – *cat's grace, protection from evil*

Tactics

During Combat The primitive young maftet attacks the PC nearest its father's corpse, moving to the next if they fall unconscious.

Morale The primitive young maftet believes it is all alone, its father dead and mother taken away by Ismior and his mercenaries.

Statistics

Str 16, **Dex** 21, **Con** 16, **Int** 6, **Wis** 15, **Cha** 9

Base Atk +8; **CMB** +10; **CMD** 25

Feats AlertnessB, Combat ReflexesB, Double Slice, Great FortitudeB, Skill Focus (Knowledge [history]), ToughnessB, Two-Weapon Fighting, Weapon Finesse

Skills Fly +10, Knowledge (history) +5, Perception +9, Stealth +18, Survival +11; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Sphinx

SQ runic tattoos

Gear mwk scimitar (2)

Special Abilities

Paired Weapons (Ex): See Aga's special abilities on page 59.

Raptor Dive (Ex): See Aga's special abilities on page 59.

Runic Tattoos (Su): See Aga's special abilities on page 59.

The only child of Aga, Bug is doomed to be the last of her family. Due to hundreds of years of inbreeding, Bug is infertile, and the nearest to a mindless savage of any of her family since they crossed the Great Bride by accident.

With the application of *greater restoration* or *heal*, she becomes fertile, and her Intelligence increases to 10.

Fester Sandeyes CR 6

XP 2,400

Male dhampir fighter 1/oracle* 6

NE Medium humanoid (dhampir)

Init +0; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 37 (7 HD; 1d10+6d8)

Fort +4, **Ref** +2, **Will** +5; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity, resist level drain

Weaknesses light sensitivity, oracle's curse (clouded vision)

Offense

Speed 20 ft.

Melee *Feather of Execution* +10 (2d6+6/19-20)

Spell-Like Abilities (CL 7th; concentration +10)

3/day – *detect undead*

Spells Known (CL 6th; concentration +9)

3rd (4/day) – *cure serious wounds*, *dispel magic*, *sands of time****

2nd (6/day) – *cure moderate wounds*, *gentle repose*, *resist energy*, *temporal bolts*

1st (7/day) – *cure light wounds*, *deathwatch*, *divine favor*, *memory lapse** (DC 14), *sanctuary* (DC 14), *shield of faith*

0 (at will) – *bleed* (DC 13), *create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*

Mystery time

Tactics

Before Combat In the event the PCs have revealed their tactics to Ismior and his minions, Fester casts *resist energy* on Ismior for an appropriate energy type, along with using his wand of *divine favor* on himself and his patron.



During Combat Unless Ismior moves away, Fester remains at his side, healing his patron over his own preservation. As long as Ismior is unharmed, Fester makes use of his wands to keep the Ordermen nearby on their feet, and himself out of the melee.

Morale A fanatical follower of Ismior, Fester fights to defend his patron until dead. If Ismior is slain while he still lives, he flees through the departure portal of Tovak Borocka, not caring where it deposits him.

Statistics

Str 16, Dex 10, Con 10, Int 13, Wis 10, Cha 16

Base Atk +5; CMB +8; CMD 18

Feats Brew Potion, Craft Wand, Power AttackB, Reach Spell*, Skill Focus (Sense Motive)

Skills Bluff +5, Heal +5, Knowledge (arcana, dungeoneering, engineering, planes, religion) +5, Knowledge (history) +11, Perception +2, Sense Motive +10, Spellcraft +10, Survival +5, Use Magic Device +13;

Racial Modifiers +2 Bluff, +2 Perception

Languages Common, Undercommon

SQ revelations

Combat Gear oil of gentle repose, potion of cure light wounds (5), potion of deathwatch, potion of shield of faith (2), wand of cure light wounds (27 charges), wand of divine favor (CL 6, 10 charges), wand of fireball (5d6 fire, DC 13, 5 charges); **Gear** Feather of Execution, double-barreled shotgun** with 20 rounds of scattershot, mithral full-plate, healer's kit (3), pocket-sized hourglass

Special Abilities

Oracle's Curse (Ex): Hindered as long as he can remember, Fester's sight is cursed with visions of other times, preventing him from viewing the present beyond 60 ft., but has retained his inherent darkvision.

Resist Level Drain (Ex): Fester takes no penalties from energy draining effects, though he can be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels he has are removed with the need for additional saving throws.

Revelations: Through his devotion to the mystery of time, Fester has had the following multiversal truths revealed to him:

Knowledge of the Ages (Su): Up to three times each day, Fester is able to retry any Knowledge skill check he has made within the past minute, gaining a +3 insight bonus to the retry.

Temporal Bolts

School evocation; **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Target up to 5 creatures, no 2 being more than 30 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A small sphere of static energy springs from your hand to strike a foe. You must make a successful ranged touch attack for each bolt. The spell causes a small portion of the target to rapidly age, causing 2d4 points of damage +1 point/level. Only organic creature, including most corporeal undead, can be affected.

For every two caster levels, you gain one such missile for a maximum of five at caster level 10 or higher. You may choose one target or multiple targets, but you must make an attack roll for each missile and all targets must be within 30 ft. of each other as well as within the caster's range.

Feather of Execution

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 18,400 gp; **Weight** –

Description

Weightless, this *+1 greatsword* is decorated with feather looking serrations. Due to its negligible weight, this medium sized greatsword can be wielded as a light melee weapon without penalty, and the wielder gains an additional +1 bonus to attack and damage rolls with attacks made using this weapon due to its ease of wielding.

Construction

Requirements Craft Magic Arms and Armor, *levitate*; **Cost** 9,400 gp

Time Flicker (Su): As a standard action, Fester can flicker in and out of time, gaining the effects of *blur* or *blink*, whichever he feels like using. He can flicker for up to 6 minutes each day, but need not use all 6 minutes consecutively, though even a single round of use counts as 1 minute.

* See *Pathfinder RPG Advanced Player's Guide*.

** See *Pathfinder RPG Ultimate Combat*.

*** See *Pathfinder RPG Ultimate Magic*.

The bastard son of a nobleman and a servant girl who became a vampire as he was being birthed, never has Fester known what it is to be welcome anywhere, let alone loved.

Found half-dead in an alley of a town, the name of which he never knew, Fester has been a devoted, yet demented minion of Ismior's since shortly after the dark elf arrived on the New Continent. Unlike many dhampir, Fester does not hate all undead, only those who spawn from unwilling stock.

As a sign of providence, Fester has proven to be an exceptional asset to further The Dark Sage's quest.

Gunnar Frederickson, Master Clocksmith CR 8**XP 4,800**

Male dwarf spark* 8

LG Medium humanoid (dwarf)

Init +1; Senses darkvision 60 ft.; Perception +1**Defense**

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 55 (8d8+16)**Fort** +4, **Ref** +7, **Will** +3**Offense****Speed** 20 ft.**Melee** adamantine dagger +8/+3 (1d4+1/19-20)**Ranged** *Katja* +8 (3d6+1 nonlethal; single slug or scattershot) or *Katja* +4 (6d8+1d6+1 nonlethal; double slug)**Experiments Prepared** (CL 8th; concentration +13)

4th – augmentative

3rd – augmentative, utilitarian

2nd – augmentative (2)

1st – augmentative, utilitarian

Tools (at will) – detect magic, light, mending

Statistics**Str** 12, **Dex** 12, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +7; **CMD** 18 (22 vs. bull-rush and trip)**Feats** Brew PotionB, Craft AutomatonB, Craft Minor DeviceB, Craft Magic Arms and ArmorB, Craft WandB, Craft Wondrous ItemB, Forge RingB, Gunsmithing, Improved Interdisciplinary Studies (physicist), Interdisciplinary Studies (physicist), Skill Focus (Craft [clockwork])**Katja****Aura** faint conjuration; **CL** 5th**Slot** none; **Price** 9,700 gp; **Weight** 15 lbs.**Description**

A truly magnificent example of a double-barreled shotgun, Katja is Gunnar's favorite weapon, painstakingly crafted by his own hands. It combines a +1 *merciful double-barreled shotgun* with the discipline benefits of both an 8th-level mechanist and physicist. It deals 3d6 nonlethal damage (or 2d6 lethal damage), has a 30 ft. range increment with slugs, and a 45 ft. cone with scattershot, and is so simple to use, a child could manage it, though Gunnar wouldn't dream of allowing such a thing to occur.

Construction

Requirements Craft Magic Arms and Armor, Gunsmithing, *cure light wounds*, creator must be have access to one more more sparks effectively 8th level mechanists and physicists; **Skill** Craft (firearms); **Cost** 4,850

Craft Minor Device [Item Creation]

You can create minor devices.

Prerequisite: Caster level 1st.

Benefit: You can create small devices that can be used to emulate a specific spell, mechanically identical to scrolls. A minor device cannot be used to scribe new spells into a spellbook.

Improved Interdisciplinary Studies

You grow more proficient with your secondary studies.

Prerequisite: Interdisciplinary Studies.

Benefit: Your effective spark level with a single secondary discipline increases by 4, to a maximum of your total spark level.

Special: You can gain this feat more than once. Each time you take this feat, it applies to a secondary discipline with an effective spark level less than your total spark level.

Interdisciplinary Studies

You are a student of more than one discipline.

Prerequisite: 4th-Level Spark.

Benefit: Select another spark discipline. You gain the benefits of that discipline as a spark of your level -4 (minimum 1st). These new disciplines are considered secondary disciplines.

Special: You can gain this feat multiple times. Each time you take it you gain another discipline. However, each additional time you gain this feat, the required spark level increases by 4 and your effective spark level for the new discipline decreases by -4.

level wealth, increasing his CR by +1.

Skills Appraise +15, Craft (alchemy) +13, Craft (armor, carpentry, glass, jewelry, sculptures, traps, weapons) +9, Craft (clockwork) +21, Craft (firearms, locks) +16, Craft (stonemasonry) +11, Diplomacy +8, Disable Device +14, Knowledge (arcana, dungeoneering, geography, history, nobility, planes, religion) +9, Knowledge (engineering) +16, Knowledge (local, nature) +12, Linguistics +10, Spellcraft +16, Use Magic Device +11

Languages Barud-kai, Common, Draconic, Dwarven, Elven

SQ cannibalize, craftsman, disciplines (mechanist, physicist), sparky

Combat Gear spell cartridge (; **Gear** adamantine dagger, *Katja* with 10 rounds of scattershot and 20 slugs, +1 *studded leather armor*, gunsmiths kit, mwk clockworkers tools, mwk thieves' tools

Special Abilities

Craftsman: This racial trait grants Gunnar a +2 racial bonus to all Craft and Profession checks that create objects made of metal or stone. This racial trait replaces the greed racial trait.

Enhanced NPC: Gunnar has 25 point ability scores and PC

With a successful DC 20 Diplomacy check Gunnar will agree to accompany the PCs should they seek him out and ask after investigating the source of the hammers used by the psychically controlled Gr'gani warriors.

Ismior the Dark Sage CR 7

XP 3,200

Male kollay conjurer 8

LE Medium humanoid (elf)

Init +3; **Sense** low-light vision; Perception +3

Defense

AC 23, touch 15, flat-footed 19 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +4 shield)

hp 46 (8d6+16)

Fort +3, **Ref** +5, **Will** +7; +2 vs. enchantment

DR 10/adamantine (80 points); **Immune** *magic missile, sleep*

Offense

Speed 60 ft., fly 90 ft. (good)

Melee +1 *darkwood quarterstaff* +5/+5 (1d6)

Ranged *acid splash* +8 touch (1d3 acid)

Special Attacks summoner's charm (+4 rounds)

Conjurer Spells Prepared (CL 8th; concentration +13)

4th – *charm monster* (DC 19), *dimension door, stoneskin1, summon monster IV*

3rd – *dispel magic, fly1, haste, summon monster III* (2)

2nd – *scorching ray, summon monster II, temporal bolts, touch of idiocy, web*

1st – *enlarge person, identify, mage armor1, magic missile, shield1, summon monster II* (2)

0 (at will) – *acid splash, detect magic, prestidigitation, read magic*

1 active spell

Opposition schools illusion, necromancy

Statistics

Str 8, **Dex** 16, **Con** 12, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +4; CMB +3; CMD 18

Feats Craft WandB, Craft Wondrous Item, Lesser Telepathic Manipulation, Scribe ScrollB, Skill Focus (Knowledge [history]), Telepathic Potential

Skills Craft (alchemy) +16, Fly +15, Knowledge (arcana, dungeoneering, geography, planes) +14, Knowledge (engineering, local, nature, nobility, religion) +9, Knowledge (history) +19, Linguistics +10, Perception +3, Spellcraft +16; **Racial Modifiers** +2 Perception

Languages Barud-kai, Common, Draconic, Dwarven, Elven, Kollish
SQ arcane bond (quarterstaff), dimensional steps (240 ft./day), psychic, shift (8/day)

Combat Gear potion of invisibility, wand of magic missile (1 missile, 15 charges); **Other Gear** +1 darkwood quarterstaff, headband of vast intellect +2 (Craft [alchemy]), ring of protection +1, robe of disguise (as hat of disguise), spellbook

Special Abilities

Psychic: Gifted with an especially strong mind, Ismior can use the following abilities a combined total of five times each day as a standard action.

Lesser Telepathic Manipulation (Psy): Ismior can force his will on a single creature as charm person (Will DC 19). The save DC is Intelligence-based, with a caster level of 8th.

Telepathic Potential (Psy): Ismior can establish a telepathic link with a single living creature within 120 ft. for 5 rounds (Will DC 19 negates). Once created, Ismior may speak freely with whomever they share the bond with, as long as they share a language. The save DC is Intelligence-based, with a caster level of 8th.

Shift (Su): As a swift action, Ismior can teleport up to 20 ft. as long as he can see his destination. This ability does not provoke an attack of opportunity, and he cannot bring other creatures with him.

Denounced by his family and exiled from the Old Continent, Ismior has been obsessed with finding a way to restore the homeworld of his ancestors since he first learned to read. Since his exile, he has traveled the New Continent in secret, searching for some way—any way—to change the fate of his people. A few months ago, he discovered a tome hidden in a dark corner of a nameless library in the metropolis of Neingottberg in the Central Reichlands. Within the musty pages of the

tome was the information which led him to Riftsedge, a small town on the edge of the Barrier Rift. Since his arrival he has explored the area around Riftsedge for many miles, both in the Blüdvast and above it.

Within the chain of hills he discovered numerous caves, most empty, but a few inhabited by undead bound to their chambers. Those he could, he unbound in exchange for their servitude until he dies from old age.

Link CH 7

XP 3,200

Male kyton-bound doppelganger alchemist 5

LE Small monstrous humanoid (evil, shapechanger)

Init +4; **Senses** low-light vision; Perception +14

Defense

AC 23, touch 18, flat-footed 19 (+1 deflection, +4 Dex, +5 natural, +2 profane, +1 size)

hp 71 (9 HD; 4d10+5d8+27); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +12, **Will** +7

Immune charm, fire, poison, sleep; **Resist** acid 10, cold 10

Offense

Speed 30 ft.

Melee +1 dagger +13/+8 (1d3+5/19-20)

Ranged +1 light crossbow +13 (1d6+1/19-20) or bomb +12 touch (3d6+5 fire)

Special Attacks animate rope or chain, bombs2 (8/day, DC 15), poison use2, unnerving gaze

Spell-Like Abilities (CL 18th; concentration +21)

At will—*detect thoughts* (DC 13)

Tactics

Base Statistics Medium monstrous humanoid; **Init** +3; **Senses** darkvision 60 ft., no low-light vision; **AC** 21, touch 16, flat-footed 18 (+3 Dex, no size); **Ref** +11; **Speed** 30 ft.; **Melee** +1 dagger + (1d4+5/19-20); **Ranged** +1 light crossbow + (1d6+1/19-20) or bomb + touch (3d6+5 fire); **Dex** 17; **CMB** +11; **Skills** Disable Device +9, Sleight of Hand +7, Stealth +15

Statistics

Str 18, Dex 19, Con 16, Int 16, Wis 14, Cha 16

Base Atk +7; CMB +10; CMD 27

Feats Brew PotionB, Deceitful, Extra Devices, Master Alchemist2, Skill Focus (Craft [alchemy]), Throw AnythingB, Tinkerer

Skills Appraise +10, Bluff +18 (+22 while using change shape ability), Climb +8, Craft (alchemy) +20 (+25 actively crafting), Craft (blacksmithing) +12, Disable Device +10, Disguise +18 (+38 while using change shape ability), Knowledge (arcana) +11, Knowledge (nature) +8, Perception +14, Sleight of Hand +8, Spellcraft +10, Stealth +20, Survival +6, Swim +8; **Racial Modifiers** +4 Bluff (+8 using change shape), +4 Disguise

Languages Common, Dwarven, Gnome, Rahahadam

SQ alchemy2, change shape (*alter self*), contract bound, discoveries2 (durable creations1, esoteric studies1), mimicry, mutagen2, perfect copy, spagyric devices1, swift alchemy2

Combat Gear acid (6), alchemist's fire (6), *chime of opening* (2 uses), deathblade poison (1 dose), *oil of reduce person* (DC 11), *potion of blur* (2), *potion of bull's strength*, *potion of cure light wounds* (2), *potion of shield* (2), smokestick (3), tanglefoot bag (3), thunderstone (3); **Gear** +1 dagger, +1 light crossbow with 20 bolts, alchemist's kit2, *amulet of natural armor* +1, mwk thieves' tools, *ring of protection* +1

Special Abilities

Animate Rope or Chain (Su): At will as a standard action, Link can animate rope or chain of any thickness as if using the animate rope spell. He can also cause any lock or manacle attached to a chain to lock or unlock as a standard action. This ability functions as a 1st-level spell with a caster level of 9.

Contract Bound (Ex): Having long ago sealed a pact with an evangelist kyton, Link and the kyton work together to corrupt the minds, bodies, and souls of those they encounter, the real Deeter being their primary audience at the present time.

Discoveries (Su): Link has the following alchemist discoveries.

Durable Creations: Link's spagyric devices are sturdy, meaning each device as either hardness of 5 and 20 hit points, or lacks vulnerability to any energy type.

Esoteric Studies: In addition to the alchemist and sorcerer/wizard lists, Link has the following spells only for the purpose of creating his spagyric devices: [pick 10]

Mimicry (Ex): Link is proficient in all weapons, armor, and shields. In addition, he can use any spell trigger or spell completion item as if the spells were on its spell list as a 4th-level caster.

Perfect Copy (Su): When Link uses change shape, he can assume the appearance of specific individuals.

Spagyric Devices (Su):

Unlike most alchemist's, Link does not possess the ability to create extracts. Instead, he knows how to create quasi-magical devices that mimic more commonly encountered magical items. His spagyric devices are designed to grow or shrink accordingly when he uses his change shape special quality, and have hardness 2 and 10 hit points.

Link has the following spagyric devices currently constructed, none of which are especially vulnerable to energy damage:

Booster Boots (1/day – combined *expeditious retreat* and *jump*; belt + feet; 1,600 gp): For two minutes, Link can improve his speed and acrobatic ability. His speed increases by 20 ft.

(30 ft. in doppelganger form), and he gains a +10 bonus to Acrobatics checks when jumping.

Phosphorescent Lantern (everburning torch; held + shoulders; 110 gp).

Shockers (3/day – *shocking grasp* [3d6 electricity]; hands + head; 3,600 gp): To activate these gloves, Link has the rub his gloved hands on the hat he's wearing and then touch the same target with both gloves. This still requires only one melee touch attack.

Extra Devices

You can build and maintain more spagyric devices.

Prerequisite: Spagyric device class feature.

Benefit: When determining your spagyric device gp limit, you use the limit of an alchemist one level higher than your class level.

Tinkerer

You are able to craft and repair nearly anything with enough time.

Prerequisites: Skill Focus in any Craft skill, 2 ranks in any two Craft skills.

Benefit: With any Craft skill you have at least 2 skill ranks in you add twice your Intelligence modifier (if positive) when making a Craft skill check.

Additionally, you never suffer the -2 circumstance penalty for not having the proper tools when crafting items.

Unnerving Gaze (Su): Range 30 ft., Will DC 17 negates. Link can make his face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves suffer a -2 penalty to attack rolls for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

1 See *Advanced Options: Alchemists' Discoveries*.

2 See *Pathfinder RPG Advanced Player's Guide*.

A truly vile creature, the doppelganger chemist calling itself Link found its way into the service of Ismior by chance. When the dark elf arrived in Riftsedge, Link was at the train station, casually reading the surface thoughts of those coming and going. Upon reaching the Dark Sage, the doppelganger encountered something he never expected, a telepathically gifted individual.

As they felt each other's minds touch, Ismior quickly constructed a telepathic bond and conveyed his desire to speak with Link. Shortly thereafter, with a few drinks between the two, and a carefully cast *charm monster*, the doppelganger became a devoted minion of the dark elf.

What Ismior doesn't know is that Link harbors the malevolent essence of an evangelist kyton within him. The kyton is waiting for the most deliciously painful moment to free itself from the doppelganger and attempt to lash itself to Ismior.

Gr'gani Bloodskins

Common Gr'gani abilities

Special Abilities

Brawler (Ex): While raging, Gr'gani barbarian's unarmed strike damage increases to 1d6.

Extreme Endurance (Ex): Inured to the harshness of the Bludvast, Gr'gani barbarians are protected from the naturally hot weather as though under the effects of *endure elements*. Gr'gani chieftains also gain fire resistance 1 from this ability. This ability replaces the 3rd-level barbarian trap sense ability.

Harsh Training (Ex): In their training, Gr'gani are pushed beyond their limits. This training grants them a +1 bonus on saving throws against effects that cause the exhausted, fatigued, or staggered conditions, or temporary penalties to ability scores. This ability replaces the 2nd-level fighter bravery ability.

Invulnerability (Ex): Bred for their ability to endure the rigors of combat, Gr'gani barbarians are tough. They have DR/- equal to half their barbarian levels, double against nonlethal damage. This ability replaces the barbarian abilities uncanny dodge, improved uncanny dodge, and damage reduction, and is an ability granted by the Invulnerable Rager barbarian archetype (*Pathfinder RPG Advanced Player's Guide*, Chapter 2 'Classes').

Rage Powers: The majority of Gr'gani have at least one level of barbarian, many have two. The following are rage powers commonly found amongst the Gr'gani.

Animal Fury (Ex): While raging, Gr'gani barbarians with this rage power gain a bite attack that deals 1d4 damage. This attack can be used during a grapple, granting a +2 bonus on grapple checks made by the barbarian if they make a successful bite attack as part of the action to maintain or break a grapple.

Brawler (Ex): While raging, Gr'gani barbarians with this rage power have their unarmed attack damage increase to 1d6 if they already have Improved Unarmed Strike, otherwise they gain Improved Unarmed Strike as a bonus feat.

Lesser Elemental Rage (Su): As a swift action, Gr'gani chieftains can cause their melee attacks to burst with fire for 1 round, dealing an additional 1d6 fire damage. This rage power can only be used once per rage.

Tough Guy (Ex): Gr'gani fighters are very tough, gaining DR/- equal to half their fighter level against nonlethal damage and damage taken while grappling. This ability replaces the 3rd-level fighter ability armor training 1.

Unarmed Strike: Gr'gani fighters typically have the unarmed fighter archetype (*Pathfinder RPG Ultimate Combat*, Chapter 1 'Classes'), gaining Improved Unarmed Strike and a single Style feat as bonus feats. Most unarmed fighter Gr'gani select Monkey Style as their bonus style feat (see below). This ability replaces the 1st-level fighter bonus feat.

XP 400 each

Human barbarian (invulnerable rager) 2

N Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)

hp 30 each (2d12+12)

Fort +8, **Ref** +1, **Will** +3

Defensive Abilities invulnerability; **DR** 1/–

Offense

Speed 40 ft.

Melee greatclub +6 (1d10+6), unarmed strike +1 (1d6+2)

Ranged composite longbow +3 (1d8+2/x3)

Special Attacks rage (9 rounds/day), rage power (brawler)

Tactics

Base Statistics AC 15, touch 11, flat-footed 14; **hp** 21; **Fort** +6, **Will** +1; **Melee** greatclub +4 (1d10+3), no claws; **Str** 15, **Con** 16; **CMB** +4 (+6 grapple); Climb +4, Swim +4

Statistics

Str 19, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 15

Feats Improved Unarmed Strike, Self-Sufficient

Skills Climb +6, Handle Animal +4, Heal +3, Perception +6, Survival +8, Swim +6

Languages Common

SQ fast movement

Gear hide shirt, greatclub, composite longbow (+2 Str) with 20 arrows

q'gani Eunuch CR 5

XP 1,600

Male human barbarian (invulnerable rager) 4/fighter (unarmed) 2

N Medium humanoid (human)



Init +2; **Senses** Perception +8

Defense

AC 16, touch 11, flat-footed 13
(+5 armor, +2 Dex, +1 dodge,
-2 rage)

hp 70 each (6 HD; 4d12+2d10+28)

Fort +11, **Ref** +3, **Will** +4

Defensive Abilities extreme endurance, harsh training +1, invulnerability; **DR** 2/–

Offense

Speed 40 ft.

Melee unarmed strike +12 (1d6+5), bite +6 (1d4+2) or greatclub +11/+6 (1d10+7), bite +6 (1d4+2)

Ranged mwk composite longbow +9/+4 (1d8+3/x3)

Special Attacks rage (12 rounds/day), rage powers (animal fury, brawler)

Tactics

Base Statistics AC 18, touch 13, flat-footed 15; **hp** 58; **Fort** +9, **Will** +2;

Melee greatclub +9/+4 (1d10+4) or unarmed strike +10 (1d3+3), no bite; **Str** 17, **Con** 14; **CMB** +9; **Climb** +9

Statistics

Str 21, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 22

Feats Alertness, Dodge, Improved Unarmed StrikeB, Monkey StyleB, Run, Self-Sufficient, Weapon Focus (unarmed strike) B

Skills Acrobatics +10 (+18 jump), Climb +11, Heal +9, Knowledge (nature) +6, Perception +8, Sense Motive +3, Survival +10

Languages Common

SQ fast movement

Combat Gear potion of cure moderate wounds (2), potion of expeditious retreat, bloodspice (2); **Other Gear** +1 hide shirt, greatclub, mwk composite longbow (+3 Str) with 40 arrows

Monkey Style (Combat, Style)

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

Prerequisites: Wis 13, Improved Unarmed Strike, Acrobatics 5 ranks, Climb 5 ranks.

Benefit: You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check.

Normal: You take a –4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

Sworn to defend the shamans of the Gr'gani, a pair of eunuchs are found at all times with a shaman.

Gr'gani Shaman CR 5

XP 1,600 each

Male human adept 7

N Medium humanoid (human)

Init -1; **Senses** Perception +1

Defense

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

hp 31 (7d6+7)

Fort +3, **Ref** +1, **Will** +6

Offense

Speed 30 ft.

Melee mwk sickle +4 (1d6)

Adept Spells Prepared (CL 7th; concentration +8)

2nd—*cure moderate wounds, web* (DC 13)

1st—*bless, command* (DC 12), *cure light wounds, obscuring mist*

0—*guidance, stabilize, touch of fatigue* (DC 11)

Statistics

Str 10, **Dex** 8, **Con** 12, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 12

Feats Brew Potion, Combat Casting, Craft Wand, Run, Self-Sufficient

Skills Acrobatics -1 (+3 jump), Climb +1, Craft (alchemy) +8, Heal +11,

Knowledge (history) +4, Knowledge (local) +4, Knowledge (nature)

+4, Knowledge (religion) +4, Profession (herbalist) +10, Spellcraft +5,

Survival +11

Languages Common

SQ summon familiar (lizard), trait (sense bloodspice)

Combat Gear *wand of burning hands* (CL 5, 50 charges), *wand of cure moderate wounds* (50 charges), alchemist's fire (2); **Other Gear** mwk

hide shirt, mwk sickle, wooden holy symbol, 4 gp

Gr'gani Chieftain CR 9**XP 6,400**

Male human barbarian (invulnerable rager) 6/fighter (unarmed) 4

N Medium humanoid (human)

Init +3; **Senses** Perception +4**Defense**

AC 19, touch 12, flat-footed 15 (+6 armor, +3 Dex, +1 dodge, +1 natural, -2 rage)

hp 112 (10 HD; 6d12+4d10+46)**Fort** +12, **Ref** +5, **Will** +5**Defensive Abilities** extreme endurance, harsh training +1, invulnerability, tough guy; **DR** 3/- (8/- vs. nonlethal); **Resist** fire 1**Offense****Speed** 40 ft.**Melee** unarmed strike +17/+12 or +15/+15/+10 (1d6+8), bite +11 (1d4+3)**Ranged** mwk composite longbow +13/+8 (1d8+3/x3)**Special Attacks** rage (16 rounds/day), rage powers (animal fury, brawler, lesser elemental rage)**Tactics****Base Statistics** AC 21, touch 14, flat-footed 17; **hp** 92; **Fort** +10, **Will** +3;**Melee** unarmed strike +15/+10 or +13/+13/+8 (1d3+6), no bite; **Str** 18,**Con** 14; **CMB** +14; **CMD** 28; **Skills** Climb +10**Statistics****Str** 22, **Dex** 16, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +10; **CMB** +16; **CMD** 28**Feats** Alertness, Dodge, Double Slice, Improved Unarmed StrikeB, Monkey StyleB, Run, Self-Sufficient, Two-Weapon Fighting, Weapon Focus (unarmed strike)B, Weapon Specialization (unarmed strike)B**Skills** Acrobatics +12 (+20 jump), Climb +12, Heal +9, Knowledge (nature) +5, Perception +10, Sense Motive +3, Survival +10**Languages** Common**SQ** fast movement**Gear** +2 *hide shirt*, mwk composite longbow (+3 Str) with 40 arrows, *amulet of natural armor* +1, *belt of giant strength* +2

Order of the Gun Boster

Common Order of the Gun Abilities

Special Abilities

Hardy (Ex): Ordermen with this ability are prepared to endure extreme hardship and environmental conditions. They can go twice the normal number of days without water and triple the normal number of days without food before suffering the effects of thirst or starvation. This ability replaces the trapfinding of ordermen who have it.

Rogue Talents: Ordermen often have rogue levels. The following are rogue talents commonly acquired by ordermen.

Canny Observer (Ex): This talent grants a +4 bonus on Perception checks to hear details of a conversation or to find concealed or secret objects (including doors and traps).

Follow Clues (Ex): This talent allows the use of Perception to follow tracks as per the Survival skill.

Grit (Ex): This talent grants Amateur Gunslinger and one grit feat, typically Extra Grit, to ordermen possessing it. Unlike normal talents, this rogue talent does not require the firearm training talent as firearms are simple weapons on Terah.

Guileful Polyglot (Ex): This talent grants two additional languages, or four if the orderman has at least 1 rank in Linguistics.

Trap Spotter (Ex): This talent grants an immediate Perception check to notice a trap as soon as the orderman possessing this talent comes within 10 ft. of it.

Rogue Talents, Advanced: Though rare, there are ordermen who have advanced rogue talents. The following is one advanced rogue talent commonly possessed by ordermen able to gain it.

Skill Mastery: Ordermen with this advanced talent select 3 + their Intelligence modifier skill. They can take 10 with these skills even if stress and distractions would normally prevent them from doing so.



Order of the Gun Private CR 1

XP 400 each

Male half-elf fighter 1/rogue (survivalist) 1 (*Pathfinder RPG Ultimate Combat*)

LE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +13

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 16 each (2 HD; 1d10+1d8+2)

Fort +3, **Ref** +5, **Will** +2; +2 vs. enchantments

Offense

Speed 30 ft.

Melee short sword +4 (1d6+1/19-20) or rifle butt +4 (1d6+1)

Ranged repeater +4 (2d6/x4)

Special Attacks sneak attack +1d6

Statistics

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Rapid Reload (repeater), Skill Focus (Perception)B, Weapon FinesseB

Skills Acrobatics +7, Climb +5, Escape Artist +7, Perception +12, Profession (mercenary) +6, Sense Motive +6, Sleight of Hand +7, Stealth +7 (+17 with ghillie suit), Survival +6, Swim +5; **Racial Modifier** +2 Perception

Languages Common, Elven

SQ hardy

Combat Gear *potion of cure light wounds* (2); **Gear** repeater with 30 metal cartridges, short sword, mwk studded leather armor, common scope, ghillie suit, pouch (2 pp, 5 gp)

Shadow Strike [Combat]

You accurately strike even those you cannot clearly see.

Prerequisite: Base attack bonus +1.

Benefit: You can deal precision damage, such as sneak attack damage, against targets with concealment (but not total concealment).

Order of the Gun Corporal CR 3

XP 800 each

Male half-elf fighter 3/rogue (survivalist) 1 (*Pathfinder RPG Ultimate Combat*)

LE Medium humanoid (elf, human)

Init +4; Senses low-light vision; Perception +13

Defense

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 29 each (4 HD; 3d10+1d8+4)

Fort +4, Ref +7, Will +3 (+4 vs. fear); +2 vs. enchantment

Defensive Abilities bravery

Offense

Speed 30 ft.

Melee mwk short sword +8 (1d6+1/19-20) or rifle butt +7 (1d6+1)

Ranged mwk repeater +9 (2d6/x4)

Special Attacks sneak attack +1d6

Statistics

Str 13, Dex 18, Con 12, Int 10, Wis 14, Cha 8

Base Atk +3; CMB +4; CMD 18

Feats Rapid Reload (repeater), Shadow Strike, Skill Focus (Perception) B, Weapon Finesse B, Weapon Focus (repeater longrifle) B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Perception +13, Profession (mercenary) +7, Sense Motive +7, Sleight of Hand +8, Stealth +8 (+18 with ghillie suit), Survival +6, Swim +5; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ armor training 1, hardy

Combat Gear alchemist fire, *potion of cure moderate wounds* (2), smoke-stick (2), thunderstone; **Gear** mwk repeater with 30 adamantine cartridges, mwk short sword, +1 *chain shirt*, common scope, *everburning torch*, ghillie suit, signal whistle, suppressor +5, pouch (10 pp, 50 gp)

Order of the Gun Sergeant CR 5

XP 1,600 each

Male half-elf fighter 3/rogue (survivalist) 3 (*Pathfinder RPG Ultimate Combat*)

LE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +17

Defense

AC 23, touch 17, flat-footed 17 (+6 armor, +1 deflection, +5 Dex, +1 dodge)

hp 40 each (6 HD; 3d10+3d8+6)

Fort +5, **Ref** +9, **Will** +4 (+5 vs. fear); +2 vs. enchantment

Defensive Abilities bravery, evasion

Offense

Speed 30 ft.

Melee mwk short sword +11/+6 (1d6+1/19-20)

Ranged +1 repeater +12/+7 (2d6+1/x4)

Special Attacks sneak attack +2d6

Spell-Like Ability (CL 3rd; concentration +2)

Constant – *endure elements* (self only)

Statistics

Str 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 23

Feats Amateur GunslingerB, Dodge, Extra GritB, Rapid Reload (repeater), Shadow Strike, Skill Focus (Perception)B, Weapon FinesseB, Weapon Focus (repeater)B

Skills Acrobatics +11, Climb +8, Escape Artist +11, Intimidate +5, Perception +14, Profession (mercenary) +8, Sense Motive +8, Sleight of Hand +10, Stealth +10 (+20 with ghillie suit), Survival +8, Swim +7; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ armor training 1, grit (3), hardy, rogue talent (grit)

Combat Gear potion of bull's strength, potion of cure serious wounds (2);

Gear +1 repeater with 30 adamantine cartridges, mwk short sword, mithral breastplate, advanced scope, belt of incredible dexterity +2, everburning torch, ghillie suit, ring of protection +1, signal whistle, suppressor +10, pouch (20 pp)

Lieutenant D'hin, Order of the Gun Company Commander CR 9

XP 6,400

Male half-elf fighter 5/ranger 2/rogue (survivalist) 3 (*Pathfinder RPG Ultimate Combat* Chapter 1, 'Survivalist')

LE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +20

Defense

AC 27, touch 20, flat-footed 20 (+7 armor, +3 deflection, +6 Dex, +1 dodge)

hp 66 (10 HD; 7d10+3d8+10)

Fort +9, **Ref** +13, **Will** +4 (+5 vs. fear); +2 vs. enchantment

Defensive Abilities bravery, evasion

Offense

Speed 30 ft.

Melee mwk short sword +16/+11 (1d6+2/19-20) or 2 mwk short swords +14/+14/+9 (1d6+2/19-20)

Ranged +1 seeking repeater +18/+13 (2d6+4/x4)

Special Attacks favored enemy (human +2), sneak attack +2d6, weapon training (firearms +1)

Spell-Like Ability (CL 3rd; concentration +2)

Constant – *endure elements* (self only)

Tactics

During Combat While engaged in ranged combat, Lieutenant D'hin targets enemies capable of effective ranged combat, followed by healers, and then whoever presents themselves as an easy target.

Morale D'hin fights until dead, only fleeing up the stairs and into Tovak Boroecka if Major B'haen orders him to do so.

Statistics

Str 14, **Dex** 22, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +11; **CMD** 31

Feats Amateur GunslingerB, Dodge, Double Slice, Extra GritB, Rapid Reload (repeater), Rapid ShotB, Shadow Strike, Skill Focus (Perception)B, Two-Weapon Fighting, Weapon FinesseB, Weapon Focus (repeater)B, Weapon Specialization (repeater)B



Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +6, Perception +20, Profession (mercenary) +9, Sense Motive +8, Sleight of Hand +12, Stealth +19 (+29 with ghillie suit), Survival +9, Swim +9;
Racial Modifiers +2 Perception

Languages Common, Elven

SQ armor training 1, combat style (ranged), grit (3), rogue talent (grit), track +1, wild empathy +1

Combat Gear *potion of bull's strength, potion of cure serious wounds (3);*

Gear +1 *seeking repeater* with 30 adamantine cartridges, mwk short sword (2), +1 *mithral breastplate*, advanced scope, *belt of incredible dexterity* +4, *everburning torch*, ghillie suit, *ring of protection* +3, signal whistle, suppressor +10, pouch (40 pp)

Specialist B'haen, Order of the Gun Troubleshooter CR 9

XP 6,400

Male half-elf rogue (trapsmith) 10 (*Pathfinder RPG Advanced Player's Guide* Chapter 2, 'Trapsmith')

LE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +22

Defense

AC 24, touch 17, flat-footed 20 (+7 armor, +3 deflection, +4 Dex)

hp 48 (10d8)

Fort +3, **Ref** +11, **Will** +6; +2 vs. enchantment

Defensive Abilities evasion, trap sense +3

Offense

Speed 30 ft.

Melee +1 *keen rapier* +12/+7 (1d6+1/15-20)

Ranged +1 *keen seeking repeater* +12/+7 (2d6+1/19-20/x4)

Special Attacks sneak attack +5d6

Statistics

Str 10, **Dex** 19, **Con** 10, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +7; **CMB** +7; **CMD** 24

Feats Alertness, Craft Wondrous Item, Master Craftsman (Craft [trapmaking]), Skill Aptitude (Craft [clockwork], Knowledge [engineering]), Skill Focus (Disable Device)B, Weapon Finesse

Skills Acrobatics +17, Craft (clockwork)* +18, Craft (trapmaking) +20, Disable Device* +30, Knowledge (engineering)* +15, Linguistics +6, Perception* +22, Profession (mercenary) +16, Sense Motive +20, Sleight of Hand +15, Stealth +17; **Racial Modifiers** +2 Perception

*Skill Mastery

Languages Aklo, Common, Dwarven, Draconic, Giant, Goblin, Elven, Rahahadam, Undercommon

SQ careful disarm, rogue talents (canny observer, follow clues, guileful polyglot, skill mastery, trap spotter), trap master, trapfinding +5

Combat Gear *potion of cure serious wounds (4), potion of fly (10 rounds), spell cartridge (2, fireball [5d6, DC 14]; see page 91); Gear +1 keen seeking repeater with 30 adamantine cartridges, +1 keen rapier, +3 mithral shirt, sniper's scope, belt of physical might +2 (Dex, Con), everburning torch, ghillie suit, mwk thieves' tools, ring of protection +3, signal whistle, suppressor +10, pouch (diamond worth 5,000 gp)*

Special Abilities

Careful Disarm (Ex): Whenever Major B'haen attempts to disarm a trap using Disable Device, he does not spring the trap unless he fails by 10 or more. If he does set off a trap he was attempting to disarm, he adds double his trap sense bonus (+6) to avoid the trap. This ability replaces uncanny dodge.

Trap Master (Ex): Whenever Major B'haen successfully disarms a trap using Disable Device, he can bypass it even if his check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, he can modify which creatures it allows to pass, adding his allies and restricting enemies if he desires. This ability replaces improved uncanny dodge.

Skill Aptitude

You are especially adept at associated skills that are normally studied separately.

Prerequisite: 1 rank in two skills using the same ability modifier.

Benefit: You get a +2 bonus on all skill checks with two different skills that use the same ability modifier. If you have 10 or more rank in one of these skills, the bonus increases to +4 for that skill.

Special: You cannot select skills for this feat that are already paired in other feats, such as Perception and Sense Motive in Alertness, but you could select Perception and Survival.

Myrmidon Battle Armor CR 7

XP 3,200

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 74 (8d10+30)

Fort +2, **Ref** +4, **Will** +2

Defensive Abilities absorb magic; **Immune** construct traits; **Resist** electricity 5, fire 5

Weaknesses delicate systems

Offense

Speed 30 ft.

Melee mwk heavy pick +12/+7 (1d8+4/x4), slam +11 (1d6+6)

Ranged railgun +9 (8d6 see below)

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

Special Attacks alchemical flame jet, grease spray, immense heat

Statistics

Str 19, **Dex** 14, **Con** –, **Int** –, **Wis** 10, **Cha** 1

Base Atk +8; **CMB** +13; **CMD** 25

Skills Perception +5; **Racial Modifiers** +5 Perception

Languages understands Common

SQ accessories (cannon, energy channeling), wearable

Ecology

Environment any (Zobeck)

Organization solitary or squad (2–6)

Treasure none

Special Abilities

Absorb Magic (Ex): The phlogiston core powering myrmidon battle armor draws in energy to fuel itself, making the construct immune to all spells and spell-like abilities that allow spell resistance. The construct cannot lower this resistance, but a wearer can while wearing the armor.

Alchemical Flame Jet (Ex): A mechanism within the myrmidon battle armor's chest can fire a 20-ft.-long fiery stream at any target it is aware

of 1/round as a standard action, dealing 4d6 fire damage. This is a ranged touch attack that does not provoke an attack of opportunity. The reservoirs inside the construct can only hold four charges of this alchemical fire before it must be refilled. This mechanism explodes when myrmidon battle armor is destroyed, spraying each creature within 5 ft. of the construct with flame and shrapnel (3d6 damage, Reflex DC 14 for half).

Cannon (Ex): Equipped with an external railgun on one shoulder, myrmidon battle armor can launch a two inch slug as a standard action with a ranged increment of 100 ft., and is resolved as a touch attack while within the first 100 ft. Though it reloads automatically as a move action, the railgun requires 1d4 rounds to recharge before it can fire again. A typical myrmidon battle armor's railgun can only be fired ten times before needing to be reloaded.

Delicate Systems (Ex): Due to necessary changes in design, myrmidon battle armor is susceptible to nonmagical ability damage and drain, fatigue, exhaustion, paralysis, and stunning effects. The armor cannot independently recover from these effects, requiring separate DC 21 Craft (clockwork) or Knowledge (engineering) skill checks to remove each condition. As they are powered by steam, they are susceptible to dehydration and suffocation, and should be treated as having a Constitution of 10 for such purposes, treating nonlethal damage as lethal. Damage and fatigue from dehydration are removed immediately once its tanks have been refilled. Reactivating a suffocated suit of myrmidon battle armor requires a DC 20 Craft (clockwork) or Knowledge (engineering) check.

Energy Channeling (Ex): Myrmidon battle armor has carefully engineered conduits funneling energies into its core, granting it electricity and fire resistance 5.

Grease Spray (Ex): A mechanism within a myrmidon battle armor's chest can fire a spray of alchemical grease 1/round as a standard action that does not provoke an attack of opportunity. This has a range of 30 ft., and the effect acts in all other ways as *grease* (CL 4th, Reflex DC 14). The reservoirs within the construct can only hold four uses of this alchemical grease before it must be refilled. This mechanism explodes when the armor is destroyed, making one final grease effect on each square within 5 ft. of the construct.

Immense Heat (Ex): The cooling subsystem of myrmidon battle armor is quickly overwhelmed in combat. It deals an additional 1d6 fire damage with its melee attacks and while grappling.



Wearable (Ex): Unlike most clockwork myrmidons, myrmidon battle armor can be donned by a single medium humanoid. While worn, the armor grants a +9 armor bonus to AC, has a maximum Dexterity bonus to AC of +1, 35% arcane spell failure chance, adds 50 lbs. to the wearers load, and the wearer is treated as wearing full-plate. If not protected during combat, the wearer suffers the effects of the armors immense heat. While worn, the wearer can use the armors alchemical flame jet, grease spray, and railgun. The wearer is not in danger of damage from the destructive side effects of the armor's alchemical flame jet, but does suffer the effects of the grease spray. If disabled by any means other than raw damage, the armor ejects the wearer as an immediate action, the wearer falling prone in an adjacent square unless they make a successful DC 15 Acrobatics check.

Nearly identical to the standard clockwork myrmidon, myrmidon battle armor is a new take on an idea learned from the technology of the high elves.

Modified from and still able to function independently as a clockwork myrmidon (*Midgard Bestiary Pathfinder RPG Edition*), this massive suit of armor has specifically designed gears allowing a single medium humanoid to wear it. While worn, the construct does not act on its own, remaining under the control of the wearer, and any attacks directed at the wearer first target the armor. When the armor is destroyed while serving as armor, the wearer loses all the benefits, but retains all the hindrances until the armor is removed, taking the same time as a breastplate to remove. While active, the wearer can order the removal of the armor as a swift action, at which point the wearer exits the armor's space and enters an adjacent square. Donning myrmidon battle armor takes a full-round action as long as it still functions. The armor cannot be worn if reduced to or below 0 hit points.

Myrmidon battle armors are powered by phlogiston cores, typically cells that can power the armor for five years.

Construction

Myrmidon battle armor is solid and tough, requiring a heavy, specialized chassis and components, including a masterwork Large heavy pick (included in the cost). To build these requires a specially designed, reusable chamber costing 750 gp and requiring three successful DC 20 Craft

The Terah Project

(clockwork) feats. Powering a clockwork myrmidon requires phlogiston core (see below), the cost of which is not included in the price of the myrmidon battle armor.

Treasure

Myrmidon Battle Armor

Aura moderate transmutation; **CL** 11th

Slot none or armor; **Price** 51,400 gp; **Weight** 2,000 lbs. (50 lbs. worn)

Construction

Requirements Craft Construct, Craft Magic Arms and Armor, *animate objects, grease, magic weapon, make whole*, creator must be CL 11th; **Skill** Craft (clockworks) DC 28; **Cost** 26,300 gp.

Phlogiston Cores

Phlogiston is the potential energy of fire found in burnable objects. The volatile substance's power can be stored and slowly released to whatever ends a roaring fire might be applied. Most commonly, tinkerers use reinforced phlogiston cores to power steam engines, freeing their devices from bulky boilers. While a core is nonmagical, many of its components can only be forged magically. The quality of a phlogiston construct's core directly affects its dependability, reflected as additional hit points per hit die. Phlogiston cores cannot normally be purchased, typically crafted specifically for whatever machine they are to power.

Type	Bonus hp	DC	Cost to Create	Lifespan
Core	—	30	100gp/HD	1 year
Battery	1/HD	35	200gp/HD	2 years
Cell	2/HD	40	400gp/HD	5 years
Cortex	4/HD	45	800gp/HD	15 years

Constructing a phlogiston core requires the following spells: *lightning bolt, heat metal, stone shape*. The engineer does not need to cast these spells, but they must be cast during each skill check. For every spell unavailable, increase the Craft DC by +5. Removing a Phlogiston



Construct's core immediately renders it inanimate. Doing so requires one minute of work and a DC 30 Knowledge (engineering) check.

When purchasing a phlogiston core you pay twice the cost to create one.

Clockwork Servant Armor CR 3

XP 800

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

Offense

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle)

Statistics

Str 19, **Dex** 14, **Con** –, **Int** 11, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative_B, Lightning Reflexes_B, Skill Focus (Craft [clockwork])

Skills Craft (clockwork) +5, Knowledge (engineering) +2

Language Common

SQ repair clockwork, swift reactions, wearable, winding

Ecology

Environment any

Organization solitary, team (2–4), or squadron (5–10)

Treasure none

Special Abilities

Net (Ex) As a standard action, clockwork servant armor can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servant armors are outfitted with masterwork or even magic nets, although the construct presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servant armors are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, clockwork servant armor can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Swift Reactions (Ex): Reacting swifter than most other constructs, clockwork servant armor gains Improved Initiative and Lightning Reflexes as bonus feats, and gains a +2 dodge bonus to AC.

Wearable (Ex): Able to be worn by a medium or small humanoid, this construct grants its wearer a +6 armor bonus to AC, has a maximum Dexterity bonus to AC of +3, 25% arcane spell failure chance, adds 30 lbs. to the wearers load, and the wearer is treated as wearing breastplate. While worn, the construct does not act on its own, remaining under the control of the wearer, and any attacks directed at the wearer first target the armor. When the construct is destroyed while serving as armor, the wearer loses all the benefits, but retains all the hindrances until the armor is removed, taking the same time as a breastplate to remove. While active, the wearer can order the removal of the armor as a swift action, at which point the wearer exits the armor's space and enters an adjacent square. Donning clockwork servant armor takes a full-round action as long as it still functions. The armor cannot be worn if reduced to or below 0 hit points.

Winding (Ex): Clockwork servant armor must be wound with a special key in order to function, functioning for 2 days when fully wound.

Though the typical clockwork engineer today does consider clockwork servants acceptable candidates for conversion into armor, there are some who feel otherwise.

While clockwork servant armor still has four arms, only two are usable in combat, the others being more useful when the wearer is creating constructs. If worn while actively working to create or repair a



construct, the second set of arms grant the wearer a +5 circumstance bonus to Craft checks.

Clockwork servant armor is always awakened, proving to be useful as both armor and an independently functioning construct.

Aura strong transmutation; **CL** 13th

Slot none or armor; **Price** 48,500 gp; **Weight** 400 lbs. (30 lbs. worn)

Construction

Requirements Craft Construct, Craft Magic Arms and Armor, *animate objects*, *geas/quest* and *make whole*, creator must be at least caster level 13th, creator must start with 500 gp of crafted clockwork pieces; **Skill** Craft (clockwork) DC 20; **Cost** 24,500 gp.

Time Cage (minor artifact)

Aura strong conjuration and transmutation; **CL** 20th

Slot none; **Weight** –

Description

Used to lock away immortal entities, the exact number of these cages is unknown. Unless a cage is empty, the possessor can use it to do various things, depending on the possessors Hit Dice. While in possession of an occupied time cage, the possessor can use its abilities a combined number of times per day equal to one-half the possessors Hit Dice (minimum 1/day).

Hit Dice	Effect
1–3	<i>expeditious retreat</i> (10 minutes)
4–6	<i>hold person</i> (1 minute, DC 19)
7–9	<i>haste</i> (self only, 1 minute)
10–12	<i>slow</i> (single target, 10 minutes, DC 24)
13–15	<i>feeblemind</i> (DC 27)
16–18	<i>waves of exhaustion</i>
19+	<i>time stop</i>

Destruction

As a manifestation of divine will against the ever present flow of time, *time cages* are nearly impossible to destroy. If submerged in quintessence and then smashed against a stone that has never known time a *time cage* vaporizes.

Spell Cartridge

Aura strong evocation (plus aura of spell stored); **CL** 13th

Slot none; **Price** 175 gp (least), 375 gp (lesser), 655 gp (standard), 1,015 gp (greater) gp; **Weight** –

Description

Coming in a variety of calibers and capacities, these metal cartridges do not contain gunpowder, bullets, or pellets, they contain a spell effect waiting for a target. There are four varieties of spell cartridges. Least can hold only 0-level spells, lesser can hold up to 1st level spells, standard can hold up to 2nd level spells, and greater can hold up to 3rd level spells.

As firearms ammunition, spell cartridge must strike something solid meaning using them is always resolved as a ranged touch attack. Missing the target means the cartridge continues until it strikes a solid surface, at which point the spell effect in the cartridge activates, for good or ill.

Spell cartridges are single-use items, once fired they are spent.

Spell cartridges can be used in any firearm capable of using metal cartridges, resizing to fit the gun into which they are being loaded.

Construction

Requirements Craft Magic Arms and Armor, the spell to be held in the spell cartridge; **Skill** Craft (firearms) DC 15 + 2 per spell level; **Cost** 95 gp (least), 195 (lesser), 335 (standard), 515 gp (greater)

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The image is a composite of two main parts. On the left, a screenshot of the TT TopRPG 2.0 game interface is shown. The interface includes a top menu with 'File', 'Session', 'Resources', 'Visual Aid: Guiga Cenuchi', and 'Players' (set to 100). Below this are tabs for 'Kalek', 'Selinda', 'Navin', 'Attacks', 'Skills', 'Saved', and 'Combat'. The main area shows a 5x5 grid of characters: a dragon-like creature, a woman with a green circle over her head, a woman with a blue circle over her head, a man with a red circle over his head, and a man with a blue circle over his head. A text box on the left says, "Perfect...versatile... If I ran Windows, I'd use it..." and "Simple, robust, intuitive...". A text box at the bottom left says, "The foul intelligent creature is the unholy union between an oghush and a demon. Its history is shrouded in mystery." On the right, a large promotional banner for TT TopRPG 2.0 reads: "Coming soon for the Mac! TT TopRPG 2.0 Free online tabletop for Windows Get it at http://www.ttoprpg.com/TTopRPG". The banner features a dragon-like creature and a woman with a green circle over her head.