

FOUR HORSEMEN PRESENT

PAKUVRESH, AUTOMATED FLESH GOLEM FACTORY

The shadow and astral planes provide homes to countless remote sites, sometimes abandoned when ill fate falls upon their proprietors. The horrific facility known to specialized scholars as Pakuvresh is a disturbing example of such places. Here, bound or automated servants maintain production of a vast army of grotesque constructs. Though flesh golems are the most common among these animated monsters, recent claims include more dire creatures within its walls as well. Such is the reputation of Pakuvresh that the native inhabitants of the plane of shadow give it a wide berth in their travels. Unfortunately, visitors to the plane may not know, or be able, to avoid it.

Centuries ago, a sinister being named Soldemuir (NE male human half-fiend necromancer 18) built Pakuvresh on the Plane of Shadow. He intended for its terrible practices to be carried out in secrecy, away from the prying eyes of his prime material rivals. Satisfied that the factory was self-sufficient and capable of defending itself, the Nether Mage departed to pursue the remainder of his layered schemes. Those few scholars who study such dark subjects disagree on the current whereabouts of Soldemuir. Some have dismissed him from their minds entirely, presuming his death to be certain. While others hold to the belief that he will one day return with an artifact called *Creator's Band* to unleash an army upon his adversaries.

The following encounters describe Pakuvresh in brief, providing enough material to explore the lurid location during a single game session. The following text supplies relevant statistics for encounters, these are further detailed in the *Construct Companion* from Rogue Genius Games. Pakuvresh supplies encounters for the Pathfinder Roleplaying Game, suitable for a party of 4-6 adventurers of level 9 or 10.

DESCRIPTION

The primary site of Pakuvresh is an immense, gray citadel, devoid of color save the dirty red-browns of greasy soil and dried blood. The factory fairly bustles with activity as bound fiends teleport in and out of

the main grounds, performing their duties as the primary workforce for abducting new 'livestock'. Undead and elemental laborers harvest bits and pieces from these humanoid cattle to complete their wicked work. Traps and security measures remain in place. Larger constructs and animated "machines" still butcher, prepare, and attach portions of captured visitors, fashioning the horrific troops that await orders from anyone wearing a minor artifact believed to be the *Creator's Band*.

Like rays of light through a glass pane, locations on the shadow plane shift over time. Each time Pakuvresh finds itself in a new location, bone devil servitors scout the material and shadow planes using *shadowstones* and teleport abilities. When they discover a settlement or resource that meets the factory's needs, they move in under cover of *invisibility*, kidnapping victims for later use.

The factory operates at nearly full capacity, but does show signs of abandon and disrepair. Its long-forgotten founder exercised forethought in designing repair mechanisms and a system for harvesting new bodies. Numerous homunculi were charged with keeping the site clean and efficient. Unfortunately, a minor error in the facility's orders caused the homunculi to be consumed during a shortage of suitable eyes. Today the stench of ammonia and the presence of slick filth on the floors and walls characterizes the citadel and its surrounding buildings.

In this scenario, Pakuvresh conducts its macabre business entirely under one roof. An expanded location likely also has a few supporting facilities that operate outside the main citadel. These smaller buildings house preserved limbs and organs, functional parts of animated objects (saw blades, needles, hoses, etc), and essential biological and alchemical fluids. A separate building, under heavy guard, imprisons the starving and desperate humanoid captives, held for slaughter until conditions are right for attaching their parts to new golems. Occasionally the fortress happens near more unusual creatures, presenting greater challenge and variety to the bone devils' task. These subjects are taken to a special portion of the facility where some of their magical abilities are preserved for installation into greater flesh golems. The resulting monsters are among the most intriguing found at the Pakuvresh site. Different from other flesh golems, these creatures have a level of intelligence and self-awareness. They are able to exert some control over their mindless

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counterparts, giving orders as if Soldemuir himself were present. For now, the orders are to take their place with the other constructs and await activation. Such an awakening in multiple golems is unprecedented, and no one can speculate when the constructs might exercise their independence.

LOCATIONS AND ENCOUNTERS

A. DONATIONS WANTED CR 11

An otherwise quiet day is interrupted by a woman's scream, quickly followed by shouts of alarm. A lumbering creature made of bone strides among the panicked crowd, skewering those who flee past with a giant scorpion stinger. A larger version of the same fiend appears suddenly behind two residents, impaling them with giant claws before the three of them dematerialize together.

The "recruiting" compliment charged with bringing flesh to the factory consists of three bone devils who grapple and impale their quarry before returning with fresh meat worthy of their product. Usually they return via *shadowstones* so they can transport living samples, who await a dispassionate execution at the hands of Pakuvresh's animated chiurgeons. The attack of these devils means the factory has teleported nearby, occupying space on the material or shadow plane.

Creatures: The remaining two bone devils stalk the community then strike by teleporting in to incapacitate or grapple as many subjects as possible. They use *shadowstones* to return to the plane of shadow, then teleport to Pakuvresh to report the location. If pressed, they teleport away with the best parts of the corpses around them, but prefer to use *shadowstones* to trap targets on the shadow plane where they can return to them.

BONE DEVILS (2)

CR 9

XP 6,400

Hp 105 each (*Pathfinder RPG Bestiary*)

DEVELOPMENT

The PCs may dispatch the bone devils without knowing where they come from or why. A DC 25 Knowledge (arcana) or (planes) check reveals the rumors regarding Pakuvresh and its reputation for appearing nearby to

terrorize citizens with violent abductions. *Identify* or similar magic (on the *shadowstones*) tells the PCs they might be able to find the facility and rescue those who vanished with the bone devils.

REWARD

Each of the bone devils bears a *shadowstone* marked with ancient runes.

SHADOWSTONE

Aura moderate conjuration; **CL** 9th
Slot none; **Price** 16,200 gp; **Weight** —

DESCRIPTION

A *shadowstone* is a small piece of rune carved obsidian from the plane of shadow. This murky black crystal absorbs light and casts shadow, reducing the illumination level within 30 feet by one step. Once per day the possessor can trace the runes on the stone to create an effect similar to *plane shift*. The stone transports its bearer and up to 2 other creatures. Unwilling creatures can make a DC 17 Will save to negate the effect. *Shadowstones* are carved with runes that allow the bearer to return within 5-500 feet of a structure that has a similar rune carved into it, so long as that structure resides fully on the plane of shadow. A *shadowstone* can transport creatures to other planes with the usual distance from the target location.

CONSTRUCTION

Requirements [Craft Wondrous Item](#), *plane shift*;
Cost 8,100 gp

B. THE SHADOW PLANE

The landscape changes to a bleak, blurred caricature of reality. The same horizon fills the space behind an identical settlement, but the sky is dim and every detail seems subdued. Colors fade to a murky depressive state and the air is stale and bitter. Ahead lies a walled fortress of dark gray stone. Two large figures flank its main entrance.

The party arrives within sight of Pakuvresh whether they travel via *shadowstone* or other means. The stone wall is ten feet high and a foot thick. As the PCs near the main entrance, they recognize the figures as large patchwork humanoids. They stand vigil, offering no signs that they detect the party.

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DEVELOPMENT

In the abbreviated scenario, the walled citadel has one entrance and a single main building. Expanding Pakuvresh to a larger adventure with more encounters may open up a host of supporting structures.

C. FACTORY ENTRANCE CR 9

The single entrance is a dense iron door with heavy reinforced bolts. Set into thick stone walls, which seem darker and colder than mere stone, the entry appears nearly impenetrable. A flat fortress continues behind, with no other doors or windows apparent.

The complex has little use for a main entrance, since the recruiting team travels via teleport and the constructs either serve the facility internally or

wait in the storehouses below ground. Soldemuir constructed a normal entrance and other amenities for his own sake, and expects to use them when he returns to retrieve his army of flesh golems.

A locked interior door and an animated outer door guard the creator's private chambers. When the PCs arrive, one golem opens the iron portal and holds it, revealing a 10-foot by 10-foot entryway and a more elegant entrance within.

Creatures: A pair of flesh golems guard the main door. They are programmed to flank the entrance and open the door for any living creature that approaches, but the invitation is less than sincere. One round after any creature enters the main door, the golems push it shut. The outer door then animates and moves on its own along a mechanical track. The first round, it moves 5 feet, pushing all creatures in the entryway into the two squares at the end of the hall. The second round, the door pushes itself against the inner door, crushing anyone in its path for 2d6 points of bludgeoning damage per round. The door moves forward automatically, but trapped PCs can prevent it from moving by making a DC 15 Strength check every round.

If any PCs remain outside the entryway when the door is closed, one flesh golem attacks the PCs and the other adds his strength to the outer door. This increases the DC of the Strength check needed to prevent being crushed to 20, and adds the golem's Strength bonus to the door's damage on an unsuccessful attempt.

FLESH GOLEMS (2) CR 7

XP 3,200

Hp 79 (*Pathfinder RPG Bestiary*)

Trap A complicated animated lock secures the inner door. PCs can pick this lock with a series of three DC 35 Disable Device checks. These checks need not be consecutive, but the lock resets itself as a standard action on any round that no one attempts to pick it.

LOCK TRAP, ANIMATED CR 3

XP 1,200

Type animated trap; **Perception** DC 35; **Disable Device** DC 35

N Tiny construct

Hp 5 (1d10)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5



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AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

Defensive Abilities hardness 10, construct traits

EFFECTS

Trigger special; Reset automatic

Effect An animated lock adds +5 to the standard DC of any Disable Device check to pick the lock (this addition is included in the DCs above). The animated lock may break any lock pick or similar device that is inserted into it as a standard action on its initiative. An animated lock may lock, unlock, or unjam itself as a standard action.

DEVELOPMENT

The inner door is iron reinforced with adamantine bands. The structure has a hardness of 10 (adamantine weapons don't ignore this hardness) with 80 hit points and a break DC of 40. Protracted combat outside the door draws the attention of a single bone devil in four rounds. Rather than joining the fight, it teleports to another location and solicits assistance, unless stopped. A total of three bone devils arrive at the beginning of the 6th round and immediately join the fight. If the battle continues, four additional flesh golems enter from inside the facility at the beginning of round 10.

The main entrance leads to various parts of the citadel, including Soldemuir's quarters. Though the living accommodations are barren in the basic scenario, the PCs might find information related to the magic user, his long ranging plans, or notes on the *Creator's Band* in a set of furnished private chambers. Such chambers might be undisturbed on orders from the factory's designer, or possibly feature traps or guards assigned to protect his secrets.

The other halls and rooms inside Pakuvresh reveal the facility as a horrific automated golem factory. The following encounters highlight the gory purpose of Pakuvresh and the encounters travelers might have there.

D. SOLE SURVIVOR

CR 8 OR 9

Several open-air pens closed with iron bars cover the left wall, across the far wall lie three low, wide tables, stained with the gore of countless victims. To the right, three glass chambers hold partially constructed creatures, each with a grotesque mixture of human and monstrous parts. At the ceiling, a

mechanical arm connects to a series of gears and reinforced bars to form an animated crane. One of the tables holds a large creature trapped by one of the mechanical arms. Another holds a group of wailing humans similarly pinned in place.

The PCs can hear desperate, low growls, and weak sobbing well before they reach the entrance of this room. No door separates the chamber from the hall that leads to it, as the constructs have little concern for matters like noise or privacy. This area serves a unique purpose—here, animated machines carve up living monsters and bind them to powerful flesh golems with intelligence and even a few donor abilities. Unfortunately, the procedure for creating such a being requires that contributors be alive until the very moment of assembly. The process takes considerable time without a more powerful intellect to guide improvements. Because of this, especially hardy creatures might endure a decade or more of agony while their body and soul are surgically altered to build a better golem.

The machines intend to combine the bebilith with a flesh golem in order to create a soldier that can *plane shift* at will. The magical chiurgeon has already extracted the ability from the bebilith in a painful procedure that acquires a magically charged tissue sample. The factory begins combining the still-living humanoids into one flesh golem two rounds after the PCs witness the scene. The machinery is AC 5 with hardness 7 and 50 hit points, but if the machine takes any damage it immediately releases the bebilith and attempts to assemble a new golem before the bebilith's organs becomes useless. This process takes days to complete, but kills the weakened humanoid subjects in three rounds.

Creatures: One of the flat tables holds an injured bebilith. Its central body is held down by another of the mechanical arms, legs pinned in place by additional machines while it screeches in protest. The beast struggles against the animated restraints, desperate to escape intact. If the machines release the creature, it immediately tries to *plane shift* away, but attacks the PCs when it realizes it can't. The bebilith fights to the death.

A second creature inhabits the room, a longsuffering abductee named Glimix Stillsole. With only a few spells and the tools he constructed from scraps, Glimix does what he can to slow down the automated factory when live stock is delivered

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to the pens. Trapped here more than a decade ago, the now one-legged gnome has witnessed hundreds of brutal deaths. Driven mad by his helplessness he hobbles from one disguised safe room to another, using his limited magic and engineering knowledge to damage equipment and slow the processes. Contributing to his madness is the certainty that anyone brought to Pakuvresh is eventually doomed.

Glimix intends to stop the creation of the plane shifting golem pinned on the third table. He knows this chamber dissects magical beings to slowly craft more powerful golems, so he resolves to sabotage the machines once the bebilith is dead. If the PCs choose not to save the human subjects, he attacks the machines and invites the party to free the helpless captives. If the PCs attempt to stop him, he tries to unleash the bebilith, hoping to keep the intruders busy while he frees his charges. If the PCs refuse to act and the captives die in their presence, Glimix decides that even outside help is hopeless and surrenders his will to defeat the factory. He attempts to free the bebilith and helps it attack the party until they defeat him.

INJURED BEBILITH CR 8

XP 4,800

Hp 100/150 (*Pathfinder RPG Bestiary*)

GLIMIX STILLSOLE CR 6

XP 2,400

Male gnome sorcerer 4/rogue 3

CE Small humanoid (gnome)

Init +3; Senses low-light vision; Perception +2

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 armor, -1 Dex, +1 size)

Hp 45 (4d6+3d8+14)

Fort +6, Ref +3, Will +7; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +1

OFFENSE

Speed 5 ft.

Melee improvised heavy mace +6 (1d6+1/×3)

Ranged improvised sling +4 (1d4+1)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, sneak attack +2d6

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—*laughing touch*

Gnome Spell-Like Abilities (CL 4th; concentration +8)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*scorching ray*

1st (7/day)—*entangle* (DC 15), *reduce person* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage hand*, *mending*, *read magic*

Bloodline fey

STATISTICS

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

Base Atk +4; CMB +0; CMD 9

Feats Deft Hands, *Eschew Materials*, Great Fortitude, Improved Initiative, Iron Will

Skills *Bluff* +8, *Craft* (alchemy) +5, Disable Device +15, *Disguise* +5, Knowledge (arcana) +8, Perception +8, Sleight of Hand +11, Spellcraft +7, Stealth +13, *Use Magic Device* +8

Languages Common, Gnome, Sylvan

SQ bloodline arcana compulsion spells +2 DC), gnome magic, rogue talent (quick disable), trapfinding, woodland stride

Other Gear improvised heavy mace, improvised thieves' tools

SPECIAL ABILITIES

Make Do (Ex) Glimix is proficient with improvised weapons he manufactures himself. Other creatures using his improvised weapons still take penalties normally.

One Leg (Ex) Glimix lost his leg to one of the creations in the factory, using makeshift crutches and prosthetics to move around Pakuvresh. He has a -4 penalty to CMB, CMD, and Strength checks, but takes no penalties on attack and damage rolls. He uses his Intelligence modifier instead of his Dexterity modifier on Disable Device, Sleight of Hand, and Stealth checks.

DEVELOPMENT

If the PCs attempt to halt the process prematurely, Glimix dispels his invisibility spell and demands they stop in a harsh whisper. While he loathes risking future harm to the humans, he believes they are doomed to die on the plane of shadow. His only objectives are to rescue the prisoners and prevent the creation of a flesh golem that can replicate the bebilith's *plane shift* ability.

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REWARD

The bebilith organ remains useful for one hour after the creature dies. Though it makes for an appalling trophy, a character can activate its *plane shift* ability (using the bebilith's caster level of 12) one final time with a DC 25 Use Magic Device check.

E. CAGES

CR 11

This vault is divided into two sizable chambers—an anteroom and a prison cell. Two metal gates offer access to the room—one sealing the interior cage and the other segregating the anteroom from the hallway. The scent of rot and waste hangs heavily in the air, and a number of withered humanoids skulk between piles of heaped bodies.

Pakuvresh has a number of chambers similar to this one, where the living and dead remain together until the factory's animated servitors arrive to harvest limbs or whole bodies. With no regard for the prisoner's health or hygiene, automatons deposit gruel through holes in the ceiling, which falls directly on the bodies within. Those with the will to eat, find the gruel (and occasionally bits of deceased captives) and wait another day to see if they will feed or die.

Creatures: A pair of animated cell gates guard the dirty pens where the factory holds its prisoners. In keeping with the compounds orders, the outer gate opens to allow any living creature to enter, but the inner gate only opens for select constructs who serve the site. Once any living humanoid creature stands in the middle of the room's entry, the outer gate closes to lock the presumed intruder inside. If the gates are assaulted, the animated gatekeepers attack. If the inner gate is broken or the cell is breached, a crawling horror emerges from one of the piles of bodies and skitters toward the offenders.

The gates attack by sliding open or shut, swinging in or out, or by lashing out with a single animated iron bar. They can attack any creature in the central chamber without moving out of position or opening the portals they guard.

GATEKEEPER (2)

CR 7

XP 4,800

N Huge construct

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

DEFENSE

AC 19, **touch** 8, **flat-footed** 19; (-2 Dex, +11 natural)

Hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** -3

Defensive Abilities hardness 10; Immune construct traits

OFFENSE

Speed 5 ft.

Melee slam +15 (3d6+15) plus grab

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

Special Attacks constrict (3d6+15)

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —,

Wis 1, **Cha** 1

Base Atk +7; **CMB** +19

(+23 grapple); **CMD** 17

(can't be tripped)

Languages none

SQ construction

points (5 CP);

constrict (1 CP), grab

(1 CP), imitation**

(0 CP), improved

attack (1 CP),

metal (2 CP)



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ADVANCED CRAWLING HORROR CR 9

XP 4,800

N Huge construct

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

DEFENSE

AC 21, **touch** 9, **flat-footed** 20 (+1 Dex, +12 natural, -2 size)

Hp 111 (13d10+40)

Fort +4, **Ref** +5, **Will** +4

DR 5/ adamantine; **Immune** construct traits, magic

OFFENSE

Speed 50ft., climb 20 ft.

Melee 4 slams +17 (2d8+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks berserk, trample (2d8+9, DC 22)

STATISTICS

Str 22, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 32 (can't be tripped)

Languages none

SQ split

SPECIAL ABILITIES

Flesh Golem: A crawling horror is a variant flesh golem (*Pathfinder Roleplaying Game Bestiary*). It has the berserk and magic immunity special qualities of a flesh golem in addition to the abilities listed below.

Split (Su) Whenever a crawling horror suffers a critical hit from a piercing or slashing weapon, it splits into two smaller horrors, each with half the original creature's current hit points. Split horrors are Large creatures, but otherwise have the same statistics as the original horror except for the following: AC 21, Melee 4 slams +16 (2d6+6), CMB +18, CMD 28. Split horrors lose their trample special attack. A crawling horror with 20 hit points or less cannot be split and is destroyed if reduced to 0 hit points.

DEVELOPMENT

Most captives arrive with the expectation of escape or rescue, but quickly adopt the bleak despair of those who came before. Should the PCs prevail in combat, a few more hearty captives might thank

them as they flee the site, but most move cautiously or not at all—preferring to die, as they've come to expect, rather than dare hope they can fight their way to freedom. PCs must succeed at a DC 15 Diplomacy check to convince the captives to even attempt an escape. The pen holds 11 living prisoners and 16 corpses, not counting the crawling horror. None of the captives at Pakuvresh possess the strength or health to aid in battle.

F. MAXUET

CR 13

The scent of rotting meat fills the air in this dim chamber, with the odor strongest in the direction of a large, dirty bin. A pair of high tables displays a number of grisly bladed implements and severed body parts.

The osyluth Maxuet leads the contingent of bone devils contracted to abduct victims so the factory can continue its work. Believing that there are worse ways to spend eternity than hunting and dismembering new "donors", Maxuet engineered an accident that resulted in the dismantling of his commanding officer into spare parts. Now, when the shifting landscape of the shadow plane brings Pakuvresh close to a fresh settlement, it is Maxuet who sends out his fiendish fellows to capture as diverse a crop of limbs, glands, and organs as possible. If Soldemuir never returns to mobilize his troops, Maxuet is content to fulfill this role and no other. If Soldemuir does return, the osyluth expects to be rewarded for his loyalty with command of the self-aware golems in whatever battles await them.

Creatures: When the PCs arrive, Maxuet is completing delivery of four captives to a crew of steel butchers. The bone devil throws unconscious bodies onto a high table for the waiting constructs, who then unceremoniously position the bodies and begin cutting. If Maxuet notices the PCs, he barks a command and the butchers (literally) drop their work and move to attack.

MAXUET, ADVANCED BONE DEVIL CR 11

XP 12,800

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60ft., see in darkness; **Perception** +22

Aura fear aura (5 ft., DC 20, 1d6 rounds)

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DEFENSE

AC 26, touch 15, flat-footed 20 (+5 Dex, +1 dodge, +11 natural, -1 size)

Hp 136 (13d10+65)

Fort +13, Ref +13, Will +8

DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 22

OFFENSE

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

Melee bite +18 (1d8+6), 2 claws +19 (1d6+6), sting +18 (3d4+6 plus poison)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 11th, concentration +15)

Constant—*fly*

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—quicken *invisibility* (self only)

1/day—*summon* (level 4, 1 bone devil, 35%)

STATISTICS

Str 22, Dex 21, Con 20, Int 16, Wis 15, Cha 18

Base Atk +13; CMB +19; CMD 34

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*), Weapon Focus (claw)

Skills Bluff +20, Diplomacy +20, Fly +24, Intimidate +20, Knowledge (planes) +19, Perception +22, Sense Motive +22, Spellcraft +19, Stealth +17

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.

STEEL BUTCHERS (4)

CR 7

XP 4,800

N Large construct

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

DEFENSE

AC 25, touch 9, flat-footed 25; (+16 natural, -1 size)
Hp 85 (10d10+30)

Fort +3, Ref +3, Will +3

DR 5/adamantine; Immune construct traits

OFFENSE

Speed 30 ft.

Melee shears +16 (1d8+8/19-20) and slam +16 (2d6+8/x3 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks grab, flay and grind (DC 15)

STATISTICS

Str 27, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +10; CMB +19

(+23 grapple); CMD 29



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SPECIAL ABILITIES

Flay and Grind (Ex) Whenever a steel butcher successfully uses its grab ability to grapple a living opponent, the creature must succeed at a DC 15 Fortitude save or be partially skinned and deboned. A failed save means the subject takes 2 points of Strength, Dexterity, and Constitution damage, as well as 2 points of Charisma drain.

DEVELOPMENT

The PCs recognize some of the humans Maxuet offloads as the same ones he abducted in the scenario's beginning. While rescuing them and dispatching the monsters holding them is indeed heroic, winning the fight against the bone devil and his servitors is more significant still.

Destroying Maxuet prevents the factory from recruiting new bodies and producing flesh golems. While the site still functions after these encounters, communities on the prime material and shadow planes no longer suffer the abductions the factory was responsible for. The relative victory saves thousands of lives over the coming century.

CONCLUSION

The facility's design includes full automation, with only a few functions dependent on a creative intellect. Pakuvresh is programmed with enough contingency orders that it even resolves some issues mechanically, though these should frequently result in unintended consequences. Pakuvresh is a large facility, easily expanded to include more powerful threats and additional gruesome dangers. The PCs could venture further into the complex, ultimately locating a stored army of flesh golems crafted over centuries and awaiting their master's final return. They might be able to recover information about Soldemuir or the *Creator's Band*. Extended exploration of the Pakuvresh factory provides fertile ground for epic-scale adventuring, including intelligent constructs, constructs that use the supernatural abilities of their donor creatures, and an abstraction golem with authority over the concept of time (see the *Construct Companion*).

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