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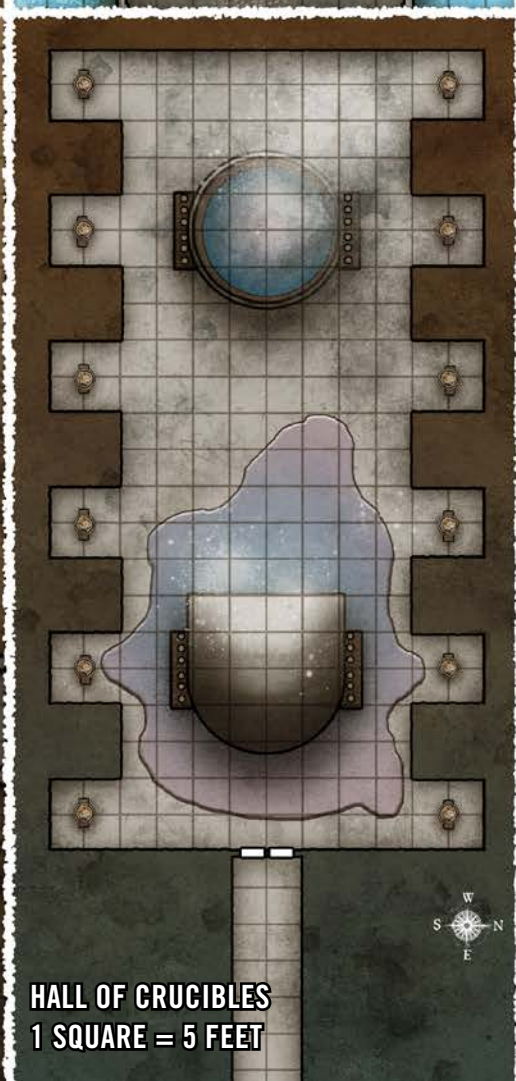
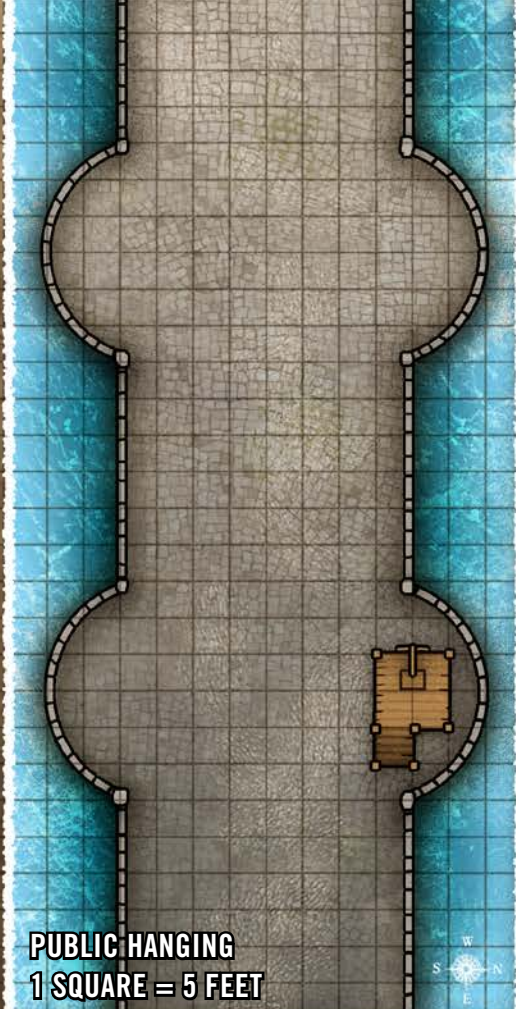
## OUTLAWS OF ALKENSTAR

ADVENTURE PATH

### THE SMOKING GUN

By Cole Kronewitter







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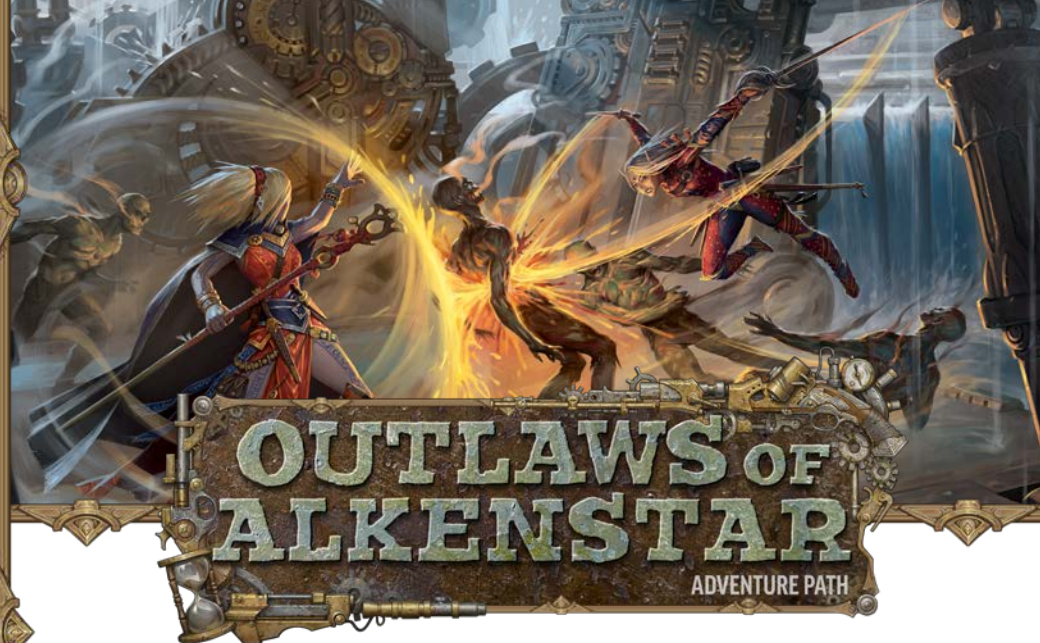
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# The Smoking Gun

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## Chapter 1: Arms Race ..... 4

Grand Duchess Trietta Ricia approaches the characters directly and explains that the situation has become dire. To find Loveless and the pyronite buyers, the party must investigate Loveless's headquarters in the shieldmarshals' Vault of Secrets and rescue Alkenstar citizens who knew too much about the deputy's schemes. The party's best lead takes them to the Gunworks far west of Alkenstar, where they learn about their enemies' plot to use pyronite to level Alken Falls.

## Chapter 2: Alkenstar Falls ..... 24

Around Alken Falls, their investigation leads the characters to the Tinwound Hydroforge, where Parsus has used necromantic powers to fill the water purification plant with undead minions. The party must navigate electrified undead, clockwork monstrosities, and dangerous technology to find and defeat Parsus, who reveals that Loveless and Ibrium are on a luxury riverboat headed right this way, pyronite in hand.

## Chapter 3: Blood in the Bilge ..... 40

To save the day, the outlaws board a high-society riverboat called the *Gears smoke* as it cruises down the Ustradi. The vessel is loaded with volatile pyronite, so the party must sneak around to disarm the bombs before finally facing off against Deputy Loveless and Ibrium, upending the villains' plot once and for all.

## UNLIKELY HEROES

By the climactic conclusion of the final adventure in the Outlaws of Alkenstar Adventure Path, the characters will have found themselves in the roles of not only heroes, but veritable saviors of the Alkenstar. This might feel like a dramatic twist considering the characters' ignominious beginnings as vengeance-seeking bank robbers.

Your players' dispositions and play styles will obviously impact their feelings about this turn of fate. Some players might sigh in relief as their character is redeemed in the eyes of the public. Others might wish to retain their character's hard-won hard-boiled reputation.

Fortunately, "The Smoking Gun" includes a diverse array of motivations for undertaking the adventure's final chapters. Those who want to save Alkenstar for moral reasons might require no further impetus, while mercenary-minded adventurers can rest assured that their efforts will be well compensated. Furthermore, saving the day offers a pragmatic solution to a problem that's hounded the characters since the campaign's start: their criminal status. The grand duchess herself promises that if the party stops Loveless's plot, she'll pardon them of their past crimes. No matter what a character intends to do with their newly won freedom, it's hard to deny that a clean slate opens countless doors in the City of Smog.

## ADVANCEMENT TRACK

"The Smoking Gun" is designed for four characters.

- 8** Characters should begin this adventure at 8th level.
- 9** Characters should advance to 9th level before Chapter 2.
- 10** Characters should advance to 10th level before Chapter 3.

The characters should reach 11th level after completing the adventure.





## Chapter 1: Arms Race

At the end of the last adventure, the characters exacted vengeance on the malevolent mogul Ambrost Mugland. Some of them though may still bear a grudge toward Deputy Anjelique Loveless, whose machinations have been a thorn in the party's side since the outlaws first came together. Furthermore, pyronite has fallen into far more dangerous hands than even Mugland's. Parsus and Ibrium, powerful spellcasters from Geb and Nex respectively, have purchased the explosive's formula for their own mysterious ends. Loveless—who is nowhere to be found—is the only one with the information necessary to find the buyers. With the cat thoroughly out of the bag, the leader of Alkenstar,

Grand Duchess Trietta Ricia, is worried it may be only a matter of time before the secrets of pyronite are disseminated throughout the entire Inner Sea region.

Unbeknownst to Ricia, Loveless has, in tandem with Parsus and Ibrium, already solicited the manufacture of a large quantity of pyronite. They plan to blow up Alken Falls and eliminate Alkenstar's heavily monitored mechanical ship lift system, the Screw. In the process, they'll sow chaos throughout the Grand Duchy of Alkenstar and create a new, faster waterway for shipping troops and goods across the Mana Wastes.

The obvious question for this nefarious plot is: why?



Ibrium and Parsus know a quicker route along the Ustradi would be invaluable for both sides in case war between their two nations resumes, and they'd stand to make a good profit from their sponsors across the borders. Even if war doesn't break out between Nex and Geb, the two will at least get to see what their newly purchased weapon of mass destruction is really capable of.

For Loveless's part, the twisted deputy has always yearned for greater power within shieldmarshal hierarchy, and this development poses a unique opportunity to grasp the authority she believes she deserves. Up until now, all her power grabs have been stymied by (legitimate) accusations of corruption. But if a devastating explosion rocks the very foundations of her city, few will be able to argue against stronger, stricter shieldmarshal legislation—legislation which, conveniently, would place her in charge. If all goes according to Loveless's plan, mandatory conscription will become the norm in Alkenstar and she will lead this new army of shieldmarshals as a general. With so much power at her disposal, she could change the fate of Alkenstar forever.

## GETTING STARTED

The previous adventure, "Cradle of Quartz," ended with the characters finally exacting their revenge on Ambrost Mugland. After hearing the news, Foebe Dunsmith asks the characters to meet at the Barrel & Bullet Saloon just before dawn the following day to discuss the future of pyronite and Alkenstar. When they arrive, Dunsmith escorts the characters to a back room, where they find a mysterious figure waiting.

A black ten-gallon hat rests on a table near the back of the room. Behind the hat sits a woman wearing unassuming, yet fine, clothes embroidered with the crest of Alkenstar.

With a deferential bow and a murmur of, "My lady," Foebe Dunsmith closes the door, ensuring this meeting is private.

Rising from her seat, Grand Duchess Trietta Ricia dons her hat and leans over the table. She arches an eyebrow before speaking. "Agent Dunsmith has kept me apprised of your efforts regarding the pyronite situation. I'd hoped the trail might end with Mugland, but it seems Deputy Loveless is still at large with the pyronite formula, along with two new faces—wizards from Geb and Nex named Parsus and Ibrium, respectively. Obviously, the implications of this discovery are dire.

"Pyronite is too powerful a weapon for one nation to wield alone," Ricia continues. "If the formula can't be kept secret here in Alkenstar, I fear it must be spread to all nations equally. The political situation between Nex and Geb is tenuous, to say nothing of nations more distant from Alkenstar. If any single power were to gain access to pyronite, they would gain a devastating advantage in matters of war. To prevent this, I've begun preparations to distribute the pyronite formula to as many foreign powers as necessary, including the hands of unscrupulous nations close to home such as Nex and Geb. Take a moment to let that set in."

Ricia paces the room slowly and speaks methodically. "With all nations ensured equal access to this new weapon, the current balance of power will be preserved. At the moment, my hands are tied and the world will be forever changed because of Gattlebee's devastating invention."

She stops pacing and looks up from the floor. "There's still a small chance to avoid this, however. If you can find Loveless, Parsus, and Ibrium, you could

## CHAPTER 1 SYNOPSIS

At the beginning of this adventure, Grand Duchess Trietta Ricia herself approaches the characters and explains the situation has become dire. Pyronite isn't only in the hands of the characters' arch-rival Anjelique Loveless, but Mugland managed to sell the formula to buyers before the characters defeated him at the end of the previous adventure.

In this chapter, the characters must track down the elusive Deputy Loveless and the pyronite buyers. To do so, they must first investigate Loveless's headquarters in the shieldmarshals' Vault of Secrets. The investigation takes the party to a lavish gala in one of the city's highest towers where they meet high-rollers who can clue them into Loveless's ultimate motives.

Finally, the characters must traverse the city to rescue citizens on Loveless's hit list. This takes the party to the infamous firearms manufactory outside the city's walls, the Gunworks. Here, the party must earn the garrison commander's trust by resolving mysteries and defending the Gunworks from a wasteland war horde's assault. All the while, a tempestuous mana storm rages on.



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prevent the formula from spreading further. This is my preferred solution by far. Obviously, Alkenstar would be in a far safer position if no one—or, at least, only our own nation—had access to this powerful new weapon.”

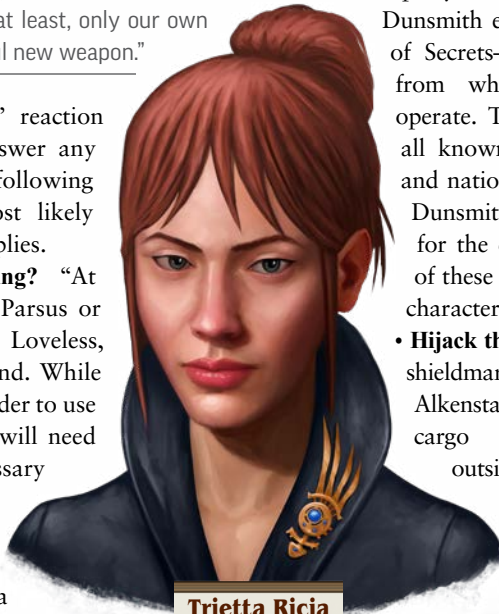
Ricia gauges the characters’ reaction to her news and offers to answer any questions they might have. The following are a few of the party’s most likely questions, along with Ricia’s replies.

**Where do we start looking?** “At present, we know little about Parsus or Ibrum, so the trail ends with Loveless, who’s also nowhere to be found. While we don’t know their plans, in order to use the pyronite formula, the trio will need large quantities of the necessary reagents to craft the explosives. This means they need funding, material, transportation—all things that can be tracked. As a first step, I need you to infiltrate the Ironmaster’s **Vault of Secrets**, where Loveless and her cronies have their offices. Hopefully, you can find some clues there.” Dunsmith can provide the party with more info about the Vault of Secrets after the grand duchess departs (see below).

**Why us? Shouldn’t Alkenstar’s best be working on this?** “Loveless has many allies, both high and low, who’ve already stymied my official efforts. Even aside from the risk of alerting Loveless to our plans, Alkenstar’s bureaucracy is... formidable. Our city is like a lumbering engine set on a track: it’s difficult to slow down and even more difficult to change directions. For nimble adjustments, I’ve found unorthodox solutions—such as agents like you—are far more effective. So far your efforts have been outstanding, which is why I’ve selected you for this important mission.”

**What’s in it for us?** “Apart from averting an international disaster and saving Alkenstar? Money, of course. Reputation, for another—or should I say ‘redemption’? Let me put it simply: if you’re successful, I will personally ensure you’re amply rewarded. Moreover, my political powers are significant. For complying with my requests, I can absolve you of the laws you’ve thus far broken, including any damage to your status Mugland or Loveless may have inflicted. I can also help you out of binds in the future—within reason, of course.”

Once she’s answered all of their questions, Grand Duchess Ricia excuses herself and leaves Dunsmith to discuss the particulars of the party’s mission.



Trietta Ricia

## INTO THE VAULT OF SECRETS

The party’s first step toward finding Loveless, Dunsmith explains, is to infiltrate the Vault of Secrets—a secret underground fortress from which Alkenstar’s shieldmarshals operate. The Vault has several entrances, all known only to vetted shieldmarshals and national defense bureaucrats. Luckily, Dunsmith and Ricia have arranged a way for the characters to gain access to one of these entrances. Dunsmith outlines the characters’ mission as follows.

- **Hijack the stagecoach.** From time to time, shieldmarshals act as armed escorts for Alkenstar, transporting government cargo across the harsh wasteland outside the city walls. An armored stagecoach accompanied by four shieldmarshals is scheduled to return from the town of Martel later this afternoon. To gain access to the Vault of Secrets, the characters will need to sneak aboard the stagecoach, either by stowing away or staging a stickup. The stagecoach is pulled by a pair of mindless clockwork steeds programmed to take the coach into the Vault of Secrets regardless of who’s aboard.
- **Find info on Loveless.** Once the characters are inside the Vault, they can collect info on Loveless. Dunsmith suggests they keep an eye out for suspicious paperwork which might indicate Loveless’s whereabouts, her most recent dealings with Alkenstar power brokers, or the names of potential accomplices.
- **Escape undetected.** The Vault of Secrets is crawling with shieldmarshals, both good and bad. Fighting their way out simply isn’t an option. “I’ve no doubt you can handle a few of Loveless’s goons,” Dunsmith says, “but don’t stick around any longer than you have to. Escape the way you came, and don’t look back.”

Dunsmith is able to provide a few additional details about the stagecoach. It’s crewed by four shieldmarshals; two, named Otto and Lillie, are toughened warriors believed to be associated with Loveless and capable of putting up a real fight. The other two, Payton and Oakley, are shieldmarshal bookkeepers responsible for auditing, managing the Vault stockpiles, and other financial affairs—these two are unlikely to be involved in Loveless’s schemes, and so Dunsmith asks the characters to refrain from using lethal force against them.



Many of Loveless's lower-level lackeys have taken to wearing pins or getting tattoos that depict a broken heart to signify to other shieldmarshals they enjoy the fearsome deputy's favor and protection. Once the characters are inside the vaults, they should keep an eye out for any shieldmarshals matching this description, then tail them to Loveless's offices if they can't locate them on their own. Loveless and her closest minions operate out of Vault 14, which should be right next to the hangar where the stagecoach stops.

## EVENT 1: STAGECOACH HEIST

LOW 8

The stagecoach Dunsmith described arrives at Alkenstar from Martel shortly after noon, entering the city in the Ferrous Quarter and rambling through the streets to a warehouse in Steamhaven. This unassuming brick warehouse contains a secret elevator down to the infamous Vault of Secrets.

The characters are free to stage their heist anywhere along the stagecoach's route. Built to transport heavy cargo, the steel-sided stagecoach is 10 feet wide, 15 feet long, and pulled by two powerful clockwork steeds. If necessary, you can use the vehicle rules from the *Pathfinder Gamemastery Guide*; use the stats for an armored carriage (*Pathfinder Guns & Gears* 94) for the stagecoach.

**The Coach Heist:** To approach the stagecoach without being spotted, at least half the characters must succeed at a DC 25 Stealth check or Deception check to Create a Diversion. Once they're close, the characters can break into the stagecoach with four successful DC 25 Thievery checks or cling to the underside of the stagecoach with a successful DC 25 Athletics check. Finally, the characters also have the option of a simple stickup: it takes three successful DC 25 Intimidation checks to get Otto and Lillie to lay down their arms. In the event of combat, the two shieldmarshals defend the top of the carriage while Payton and Oakley attempt to flee and get help.

**Creatures:** While traveling through dangerous territory such as the city outskirts, Payton and Oakley sit on a bench at the front of the stagecoach steering the steeds, while Otto and Lillie ride atop the stagecoach's roof, which is fortified by a low wall for cover. Once they reach the safety of Alkenstar however, the two drivers reprogram the clockwork steeds to charge ahead on auto-pilot. Likewise, Otto and Lillie holster their guns and lounge on the roof, chit-chatting. Stat blocks aren't provided for Payton and Oakley, as these two shieldmarshals are clerical workers and aren't trained for combat. For Otto and Lillie, as well as many of Loveless's other lackeys, use the following stat block.

## CORRUPT SHIELDMARSHALS (2)

CREATURE 7

UNCOMMON LE MEDIUM HUMANOID

Various law enforcers

**Perception** +18 (+20 to Sense Motive or vs. Conceal An Object)

**Languages** Common, Dwarven, Kelish

**Skills** Acrobatics +17, Crafting +15, Diplomacy +15, Legal Lore +13

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

**Items** breastplate, +1 *clan pistol* (*Pathfinder Guns & Gears* 152) or +1 *jezail* (*Guns & Gears* 153), longsword

**AC** 25; **Fort** +15, **Ref** +18, **Will** +12

**HP** 120

**Speed** 25 feet

**Melee** ♦ longsword +17 (versatile P), **Damage** 1d8+7 slashing



Corrupt Shieldmarshal



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**Ranged** ♦ *clan pistol* +19 (concussive, fatal d10, magical, range increment 80 feet, reload 1), **Damage** 1d6+3 piercing

**Ranged** ♦ *jezail* +19 (concussive, fatal aim d12, magical, range increment 90 feet, reload 1), **Damage** 1d8+3 piercing

**Firearms Critical Specialization** When the shieldmarshal makes a critical hit with a firearm weapon, the target must succeed at a DC 25 Fortitude save or be stunned 1.

**Lawbringer** ♦ The shieldmarshal marks a foe for judgment, granting the shieldmarshal a +10-foot circumstance bonus to Speed whenever it Strides toward that creature. The shieldmarshal's Strikes against that creature deal an additional 2d8 precision damage.

**Reloading Strike** ♦ The shieldmarshal makes a melee Strike against an opponent within reach and Interacts to reload a firearm in their other hand.

**Aftermath:** However the party boards or follows the stagecoach, the clockwork steeds automatically take the vehicle straight to a dingy warehouse in Steamhaven. The carriage pulls into a clockwork freight elevator that, with a screeching of gears, lowers down into area **A1** in the Vault of Secrets below.

**XP Award:** If the characters sneak aboard or stick up the stagecoach without causing a fight, award each character 60 XP as if they'd overcome a combat encounter.

## LOVELESS'S OFFICES

The Ironmaster's Vault of Secrets is a sprawling underground complex divided up into a large number of interconnected vaults and hangars. The shieldmarshals use these chambers as offices, holding cells, armories, and storage rooms. Now that they're inside, the characters need to find their way into Loveless's office to search for clues. The immediate areas they can explore are described below; these descriptions correspond to the Vault of Secrets map on the inside front cover of this volume. The vault sprawls far beyond what's shown on the map, but the characters needn't explore the facility any further than this section. The ceilings in this area are 15 feet high, and the rooms are all illuminated by oil lamps.

If the characters seriously bungle the operation and manage to raise a full alarm, groups of three shieldmarshals arrive in area **A1** every 6 rounds until the characters either escape or are apprehended.

**A1. Carriage Hangar:** When the characters first descend the elevator, they're deposited in this small loading area reserved for armored stagecoaches. The clockwork steeds automatically park the stagecoach and the four shieldmarshals (if able and unaware of the characters' presence) exit the vehicle and walk away

from the hangar, leaving the characters alone. From time to time, groups of shieldmarshals walk through this area. A door labeled "Vault 14" stands along the southeast wall, marking the party's destination. The door north of that one is labeled "Vault 15."

**A2. Shieldmarshal Bullpen:** This room is filled with desks normally staffed by Loveless's shieldmarshal cronies. The bullpen is currently empty.

**A3. Loveless's Office:** Two large glass windows look out from this room to the bullpen outside, allowing Loveless to glare at her subordinates. A large desk stands in the center of the room, with two chairs sitting in front of it. As befits a deputy so exacting, Loveless's office is organized with meticulous precision.

**A4. Shieldmarshal Offices:** These two offices belong to Loveless's closest allies and confidants, Skedra and Thorne. In stark contrast to their captain's tidy office, Skedra and Thorne have stacks of papers piling their desks, along with drawers full of misplaced evidence and pilfered trinkets.

**A5. Vault 15 Offices:** The rooms in this area mirror areas **A2** through **A4** in terms of layout and furniture. Vault 15 is another division of the shieldmarshals, run by a man named Braye Braisley. Braisley and his reports are completely ignorant of the corruption festering in the vault next door. Currently, six shieldmarshals are working in this area.

## EVENT 2: GETTING THE GOODS MODERATE 8

Once they've entered the Vault of Secrets, the characters need to search areas **A2**, **A3**, and **A4** for clues. To do this, they must sift through stacks of logbooks and official documents by attempting a DC 25 Society or Accounting, Legal, or Underworld Lore check. For each successful check, a character discovers one of the leads below.

- **Christia Tombend:** A tattered day log indicates Loveless has met with a wealthy Alkenstar benefactor named Christia Tombend on many occasions. Tombend is hosting a gathering at her flat in Graeson's Fingers tomorrow, and the day log contains invitations to the event.
- **Rhangyl Foruza:** An auspicious newspaper clipping stands out amid Loveless's things. According to the article, a local river merchant named Rhangyl Foruza was captured by the shieldmarshals and is scheduled for public hanging in 2 days' time.
- **Dash:** Loveless's minions have been searching for a cattle rustler named Dash, a known associate of the aforementioned Rhangyl Foruza. So far, however, the shieldmarshals haven't been able to find the elusive rancher.



After 1 round of searching, loud footsteps echo through the hall in area A1, alerting the characters that someone is approaching. If they want sneak out of the vault undetected, they need to find the remaining clues fast! The characters have 2 more rounds to search, after which the door to area A2 opens. At this point, the party can't continue searching without being detected, so they need to find some way to deal with the newcomers.

**Creatures:** When the door opens, read or paraphrase the following.

With a loud squeal, the vault door swings open and a uniformed shieldmarshal steps into the room, accompanied by four burly dwarves wearing dark suits and bowler hats.

"Alright, boys," the shieldmarshal says, "Loveless wants us to get rid of anything that might raise questions before the big show. Let's get cleaning."

The shieldmarshal is a Loveless lackey named Atticus, whose hat prominently displays a broken heart pin. A character who makes a successful DC 22 Society check to Recall Knowledge identifies the four toughs as Leadsmiths, private detectives and mercenaries who serve Alkenstar's wealthy. The leader of the Leadsmiths is a fearsome cyclops gunslinger named Vewslog, though he isn't present at this time. Loveless knows that agents of the grand duchess are aware of her plans, so she's hired the Leadsmiths to clean up her back trail, removing any clues that might make her look bad along the way.

If the characters are still in the room when Atticus and the Leadsmiths arrive, use encounter mode to determine everyone's movements round by round. Unless the characters are being exceptionally noisy or purposefully standing out, the interlopers don't immediately notice them. Atticus and the Leadsmiths fan out and begin rifling through papers, starting on the north end of area A2 and then moving into the northern hallway to check out the areas marked A4. If the characters are patient and careful, they might be able to sneak by the group without ever revealing their presence. This requires each member of the party to succeed at a Stealth or Deception check against the Perception DC of the nearest enemy. If any characters are spotted, the Leadsmiths attack at once.

Though he thinks highly of himself, Atticus is totally in the dark about Loveless's actual plans. He's been calling her scheme "the big show," but beyond vague promises that Atticus will serve as one of the lieutenants of Loveless's grand army, the deputy has given her stooge no information of real value.

## ATTICUS

## CREATURE 7

UNIQUE LE MEDIUM HUMAN HUMANOID

Male human corrupt shieldmarshal (page 7)

**Initiative** Perception +18

**Skills** Intimidation +15 (replaces Diplomacy)

## LEADSMITHS (4)

## CREATURE 5

UNCOMMON NE MEDIUM DWARF HUMANOID

Various dwarven investigators for hire

**Perception** +12; darkvision

**Languages** Common, Dwarven

**Skills** Athletics +17, Crafting +12, Intimidation +15, Stealth +12, Society +15

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

**Items** breastplate, club, dwarven scattergun (*Guns & Gears* 153)

**Private Detective** (1 minute) **Frequency** once per hour; **Effect** The Leadsmith spends 1 minute examining a subject for clues. For the next 24 hours, whenever the Leadsmith makes a Perception check or a skill check using Intelligence, Wisdom, or Charisma to Recall Knowledge about this subject, the Leadsmith gains a +2 circumstance bonus to the check.

**AC** 22; **Fort** +12, **Ref** +15, **Will** +10

**HP** 75

**Speed** 20 feet

**Melee** ♦ club +15, **Damage** 1d6+6 bludgeoning

**Ranged** ♦ club +15 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

**Ranged** ♦ dwarven scattergun +15 (concussive, dwarf, kickback, scatter 10 feet, range increment 50 feet, reload 2), **Damage** 1d8 piercing

**Bully Effect** The Leadsmith's melee and ranged Strikes deal an additional 2d6 bludgeoning damage to creatures that were Shoved within the past round.

**Clear A Path** ♦ **Requirements** The Leadsmith is wielding a firearm or crossbow in one hand, and their other hand either wields a one-handed melee weapon or is empty; **Effect** The Leadsmith makes a melee attack and then reloads their gun in one fluid movement. The Leadsmith makes a one-handed melee weapon Strike or unarmed Strike against an opponent within reach, then Interacts to reload. The Leadsmith doesn't need a free hand to reload in this way.

**Treasure:** The corrupt shieldmarshals have hidden some useful loot within their offices, including one dose of *lich dust*, an *invisibility rune*, two *lawbringer's lassos* (page 73), and a single firearm round of *explosive ammunition*.

**XP Award:** If the characters recover the clues and sneak out without battling the Leadsmiths, award each character 90 XP.





## CHASING LEADS

After searching Loveless's offices, the characters have three new leads to follow up on. The first of these is the Ironmaker's Art Gala, which takes place at 7 P.M. that evening, and the second is a public hanging at noon tomorrow, which provides a natural order to pursue these events. The characters' third lead is a cattle hand named Dash, whose location will be difficult to determine without first rescuing Rhangyl Foruza, as Dash has gone into hiding. Thus, the party should most likely pursue this lead last.

### EVENT 3: THE IRONMAKER'S ART GALA MODERATE 8

While searching through Vault 14, the characters discovered invitations (one for each character) to attend the Ironmaker's Art Gala. This high society soiree is the perfect place for the characters to gather information from Loveless's most powerful supporter, an art collector named **Christia Tombend** (LN female human aristocrat 8). The gala is scheduled to begin at 7 P.M. that evening, which gives the characters some time to prepare.

**Going Up:** The only way to reach the gala is through a long elevator ride to Tombend's suite, which is near the top of a skyscraper in Graeson's Fingers. Just before the elevator doors close on the bottom floor, a group of four gala guests rushes in and asks to ride the elevator up with the characters. On the ride up, one guest introduces himself as Irvine (a local nobleman) and asks how the characters know Tombend, along with a few other probing questions, giving the characters a chance to practice their lies.

When the elevator doors open, two Leadsmiths greet the characters and ask for their invitations. Small firearms and decorative knives are common wardrobe accoutrement in Alkenstar high society but any characters carrying large weapons are asked to leave them at the door.

**Arrival:** When the characters arrive at the ball, read or paraphrase the following to set the scene.

Crimson light from the setting sun filters into this large ballroom through dozens of ornate glass windows. A crystal chandelier hangs above the center of the space, ornamented with electrical wires that spark and jolt. The floor is decorated with a mosaic of guns arranged in elaborate geometric patterns. Two dozen large sculptures crafted from steel and colored glass are arranged throughout the room, each with a small plaque at their base. The sculptures depict a mixture of the natural and mechanical, blending the disparate elements together with sweeping lines and curves. On the east end of the ballroom, a large banquet table is covered with delicate food and drink.

**Event Security:** Unfortunately for the characters, security for this event is run by the Leadsmiths, who have thirty members in attendance, including their cyclops leader Vewslog. The Leadsmiths' leader possesses a cunning mind and wears fashionable, aristocratic clothes to maintain a sophisticated appearance. His professionalism and discipline have made the Leadsmiths into a powerful organization with the support of many wealthy nobles.

Before she left, Loveless made sure Vewslog had descriptions of each character. However, she was also sure to give him strict orders to avoid open bloodshed at the gala; such violence might cause her to lose the support of her high society backers.

**Art Critique:** Not long after the gala begins, Vewslog begins to worry the characters will get too much information out of Tombend, especially if they approach her directly. To head them off and cause a distraction, he whispers to Tombend that the characters are famous art critics and asks her to introduce them. She steps into the center of the room and claps her hands, announcing that the characters are her special guests. She asks if they would honor her by providing an artistic analysis for the gala's attendees. Tombend directs the party to a large statue of metal and glass that resembles a scintillating jellyfish made from cubic blocks. The crowd falls silent and steps back from the characters, making them the center of attention for the entire ballroom.

Each character can explain their reaction and make a skill check to deal with the situation. For example, characters can offer an intriguing critique of the art with a successful DC 24 Art Lore check, or they can bluff their way through the encounter with a successful DC 26 Society or Deception check. Each character who rolls a successful check to publicly resolve the situation gains a +2 circumstance bonus to Deception, Diplomacy, Intimidation, and Society checks for the remainder of the gala. Alternatively, characters who succeed at a DC 29 Stealth or Deception check can surreptitiously sneak away, cause a distraction, or otherwise excuse themselves from the situation, though in this case they don't gain the aforementioned circumstance bonus.

While this is happening, two Leadsmiths approach Christia Tombend and attempt to escort her to the elevator and out of the party. Tombend is flustered about being forced to leave her own gala but acquiesces. If a character catches up to her before she leaves, they can convince her to stay with a successful DC 19 Diplomacy check. In this case, she orders the Leadsmiths away and gaily rejoins the party, to Vewslog's dismay.



**Gathering Information:** In order to find out the details of Loveless's plan the characters must interview the gala's guests. The following are a few examples of suitable guests; feel free to devise your own as well.

**Christia Tombend:** Tombend is the best source of information for the characters, if they can keep her at the party. She's an ardent nationalist who believes Alkenstar should be much more than just a great city—it should be a great nation! She's donated significant funds to Loveless and happily reveals clues about her plans to any characters who succeed at a DC 19 Diplomacy check to Make an Impression on her.

**Powle Guthroy:** An avid art enthusiast, Guthroy has snuck several bottles of elven absinthe (*Gamemastery Guide* 121) into the party, which he claims help him see the artwork as it truly exists. Characters can gather clues from him by drinking the absinthe and succeeding at a DC 24 Society or Art Lore check to discuss the art.

**Helain Maudele:** This whimsical dance instructor believes the body is a form of art all on its own. Characters can gather clues from Maudele by succeeding at a DC 24 Acrobatics or Athletics check to demonstrate their physical grace.

**Professor Hoop:** A scholar of both the magical and mechanical, Professor Hoop roams about the party looking bored stiff. If the characters can impress her with a successful DC 24 Arcana, Religion, Occultism, or Engineering Lore check to Recall Knowledge, she calls over her wife Theome, who is an avid gossip and can provide the characters with one or more clues.

**Clues:** Before the characters leave the gala, they should learn the following clues from Christia Tombend or the other guests:

- Tombend purchased an enormous number of firearms (enough to outfit an army) and donated them to the shieldmarshals.
- Tombend is gathering support for a bill that would enact mandatory conscription within Alkenstar, forcing 20% of all citizens to be part of a standing army at any given time. This army would be placed under the control of a high-ranking shieldmarshal. Deputy Anjelique Loveless, as a senior officer with decades of experience and a history of command, would be a prime contender for the role.

- The conscription bill currently faces dim prospects as many feel the shieldmarshals and Alkenstar's other defenses (like the Gunworks's massive cannon, the Maw of Rovagug) are more than enough to defend the lands of Alkenstar.

In addition to these clues, the gala is also a great opportunity to reveal some background information about Loveless, Ibrium, and Parsus, contextualizing these villains' histories and foreshadowing their abilities and personalities. Details for each of these NPCs can be found in the Adventure Toolbox starting on page 86. Limit such foreshadowing to the villains' personal histories and proclivities and take care not to give anything away about their current plans (which the characters will still need to investigate later in this adventure).

**XP Award:** Once the party discovers all three clues, award each character

80 XP.

## TOMBEND'S SUITE

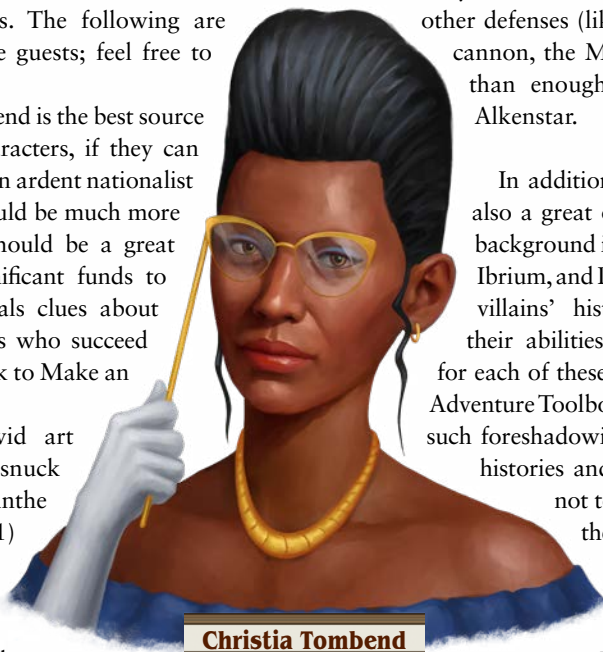
Christia Tombend is from a wealthy noble family who has lived among the upper crust of Alkenstar for generations. She owns two entire floors on one of the nine towers that compose the wealthy Alkenstari district called Graeson's Fingers. The upper floor serves as Tombend's personal living quarters while the lower floor is detailed below. The following areas correspond to the map of Tombend's Suite on the inside front cover of this volume.

**B1. Elevator:** This large mechanical elevator runs from the ground floor of the skyscraper all the way to the roof. A complex series of numbered levers on the western wall of the elevator allow riders to choose their floor destination.

**B2. Hallway:** The southern wall of this hallway is completely lined with windows, providing the characters with a sweeping view of smoggy Alkenstar.

**B3. Ballroom:** This large ballroom is the center of Tombend's social life. Nearly a hundred members of the Alkenstari upper class are gathered in this room.

**B4. Lion Room:** This guest bedroom is outfitted with a safari theme, including bed quilts that resemble jungle leaves and a stuffed lion's head over the bed. A gold statue of a chimera with the head of lion, elephant, and giraffe sits atop a dresser in the room. It's worth 100 gp.



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**B5. Cloud Room:** This entire guest bedroom is white and decorated with furniture that depicts a cloud motif. A rain cloud mosaic, embedded with two small sapphires (worth 250 gp each), covers the ceiling of the room.

**B6. Kitchens:** Twelve kitchen staff busily work in this hot room, preparing food that's whisked away by six waiters. The head chef is preparing the main course, which consists of 50 roasted peacocks.

**B7. Library:** This small private library is draped with Alkenstari flags and filled with nationalistic books. A character who peruses the library and succeeds at any DC 26 Lore check to Recall Knowledge locates a particularly rare book worth 10 gp. The characters can find a total of 10 such books.

**B8. Gun Room:** This guest bedroom has a gun motif, including a bed frame made of welded musket balls. A decorative musket worth 75 gp hangs on the wall.

#### EVENT 4: GOING DOWN

**MODERATE 8**

The only way in or out of Tombend's suite is through the mechanical elevator that spans the height of the impressive tower (area **B1**). The Leadsmiths have set up an ambush for the characters as they leave the gala, away from prying eyes.

**Elevator Walls:** The walls of the elevator are made of thin sheets of steel. Though they adequately hide the lift's dangerous clockwork gears, the steel sheets are relatively flimsy. Each 10-foot-square section of wall has the following features.

**Hardness 5, HP 20 (BT 10)**

**Force Open DC 20**

**Churning Gears** If a wall is broken, a creature that moves into the exposed shaft surrounding the elevator falls down (DC 24 Reflex to Grab an Edge). Tombend's suite is 100 feet above the streets of Alkenstar. A creature that falls down the shaft takes 3d6 bludgeoning damage each round (DC 25 basic Reflex save), plus damage as usual depending on the height of the fall.

**Creatures:** When the characters leave the gala via the elevator instead of going all the way to the ground floor, the elevator descends only one floor. Here, the doors open to six waiting Leadsmiths. The Leadsmiths attempt to all shuffle into the elevator and, once the doors close, they attack the characters while the elevator descends.

Alternatively, if the characters refuse to let the Leadsmiths enter the elevator, they jam the door open and attack from the hallway. In this case, use areas **B1** and **B2** for this encounter, as the hallway on both floors is identical in layout.

If the characters attempt to flee using another route (perhaps taking the elevator to the roof and flying down), then the Leadsmiths pursue as best they can.

#### LEADSMITHS (6)

**CREATURE 5**

Page 9

**Initiative** Perception +11

**XP Award:** If the characters manage to escape without battling the Leadsmiths, award them each 90 XP.

#### EVENT 5: PUBLIC HANGING

**MODERATE 8**

The characters' next lead is the public hanging of Rhangyl Foruza, which takes place at noon the day after the Ironmaker's Art Gala.

From time to time, the shieldmarshals occasionally use the Old Bridge to gather a crowd for public



**Leadsmith**



hangings of particularly heinous criminals. Foruza is a successful river merchant who Loveless hired to procure pyronite supplies. Once Foruza's job was done, Loveless fabricated evidence to implicate him in an unrelated murder, then had him arrested. The characters know when and where Foruza is scheduled to be executed, but otherwise have no idea where he's currently being held, making a last-minute rescue mission their only option.

As the characters arrive at Old Bridge, read or paraphrase the following aloud to set the scene.

The hot sun beats down on the worn cobblestones of the bridge. A large wooden platform topped with a hangman's noose is situated along the bridge's northern side. A symbol of crossed guns—the badge of the shieldmarshals—is etched into the wood of the platform.

A map of this area appears on the inside front cover of this volume.

**Creatures:** In addition to the traffic moving along the southern half of the bridge, roughly 50 spectators are gathered near the platform to watch the hanging. At 10 minutes to noon, an armored stagecoach (identical to the one in **Event 1**) arrives, escorted by three corrupt shieldmarshals. A character who succeeds at a DC 19 Perception check notices that each of these shieldmarshals has a broken heart tattoo on their neck, marking them as Loveless's goons. If unopposed, one shieldmarshal removes Foruza from the stagecoach, reads the charges against him (murder in the highest degree), and then hangs him at noon sharp. The other two officers draw their guns and scan the crowd, watchful for trouble.

The characters can rescue Foruza however they like. The most obvious solution is to stage a raid and attack the shieldmarshals. As soon as an attack occurs, the shieldmarshals immediately pull the lever on the platform, which drops Foruza. He suffocates after 6 rounds if the characters don't free him. A character can sever the rope (which has an AC of 30) with a successful ranged or melee Strike that deals piercing or slashing damage. Alternatively, the characters could use subterfuge, perhaps posing as agents of Loveless with new orders. In this case, the characters must succeed at a minimum of three successful skill checks (such as Deception, Diplomacy, or Intimidation) against the shieldmarshals to convince them to let the prisoner go.

### **CORRUPT SHIELDMARSHALS (3)** **CREATURE 7**

Page 7

**Initiative** Perception +18

**Skills** Intimidation +15 (replaces Diplomacy)

**Aftermath:** The hanged man, **Rhangyl Foruza** (NG male human river merchant 4), is a jocular fellow in his fifties. After his rescue, he thanks the characters profusely and invites them all to dine with him at the nearest available restaurant, where he attacks his food with special gusto. He happily provides the characters the following clues.

- A wizard named Ibrium hired Foruza to procure chemicals, soda ash, and white salt from the Spellscar Desert (all key components for crafting pyronite) a week ago. He delivered a huge quantity of these supplies to the cattle yards in Steamhaven and was arrested shortly afterward.
- Foruza delivered the supplies to a cattle rustler named Dash. The merchant tells the characters to look for her at a place called the Dead Spot outside of Alkenstar, which is where she hides when laying low.

**Treasure:** One of the corrupt shieldmarshals wears a *gallows tooth* on a hemp necklace. Additionally, Foruza gives the characters 250 gp from his personal wealth in thanks.

**XP Award:** If the characters rescued Foruza without fighting the shieldmarshals, award each character 90 XP, as if they'd defeated them in combat.

### **EVENT 6: THE DEAD SPOT** **MODERATE 8**

After asking around, the characters can easily learn the Dead Spot is roughly 25 miles outside Alkenstar, halfway between the city and the Gunworks to the west. It's a featureless circle of black sand, roughly a mile wide, where nothing grows. The place has an ill reputation and it's rumored that anyone who dies in the Dead Spot rises as an undead. Depending on how fast they travel it takes the characters 1 to 2 days to reach the Dead Spot. Read or paraphrase the following when they arrive at its edge.

The dusty wasteland abruptly ends at a circle of coal black sand that stretches roughly a mile wide. The edge of the circle is stark, as if the entire spot were made by a giant drop of ink spilled from the heavens. The sun beats down on the dark soil, creating lines of wavering heat, and the area exudes an aura of hanging dread, like an executioner's axe waiting to drop.

Characters who succeed at a DC 22 Arcana or Occultism check can determine the earth here is suffused with necromantic energy, perhaps filtering up from some source buried miles deep.

**Creatures:** A cattle rustler named Dash has set up a small camp in the exact center of the Dead Spot,

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along with a herd of about 20 cattle. Dash is wary of the party at first, but relaxes a little if the characters mention they're also outlaws.

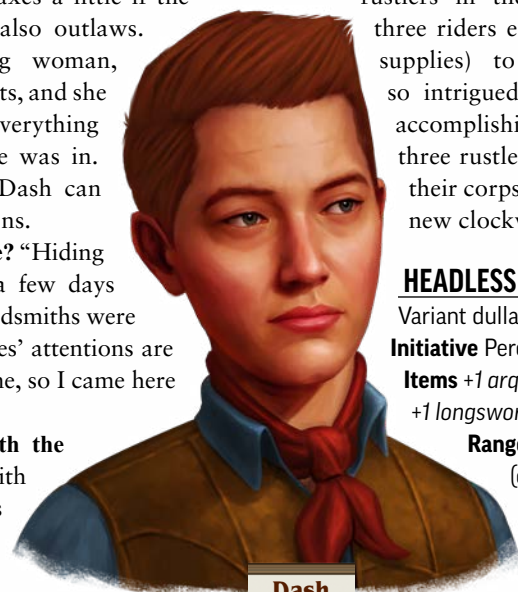
Dash is a scrappy young woman, toughened by life on the streets, and she has a habit of comparing everything to past street fights that she was in. During their conversation, Dash can answer the following questions.

**What are you doing out here?** "Hiding of course! I left Alkenstar a few days ago, soon as I learned the Leadsmiths were on my trail. Those mercenaries' attentions are rarely healthy for folks like me, so I came here to lie low."

**How are you involved with the pyronite supplies?** "I run with a gang of three other rustlers named Emil, Anna, and Jessie, deadeyes all. Last week, a fancy fella named Ibrium paid us to transport a bunch of supplies outside the city with our cattle—a real hush-hush type deal. We took the goods here to the Dead Spot and met a necromancer named Parsus. What a creep. I bugged outta there right quick, the whole thing felt so wrong."

**Where did the pyronite supplies go?** "I dunno. Emil, Anna, and Jessie went on with Parsus with the shipment and I went back to Alkenstar to collect the next herd. My crew should be back here soon though, and I can put in a good word for you if you stick around. Maybe they can tell you where the supplies ended up."

After the characters are done asking questions, Dash gathers up the cattle. Emil, Anna, and Jessie are expecting Dash to be alone and are always wary of a trap, so she tells the characters to make themselves scarce or else the three riders might not come. Once they approach, Dash explains, she'll provide the necessary introductions. With no other terrain nearby, the best place for the characters to hide is among the cattle, which a character can accomplish with a successful DC 22 Stealth check. Alternatively, less stealthy characters can simply cling to the side of a cow, hiding themselves from view with a successful DC 24 Fortitude save or Athletics check. After roughly 20 minutes, the characters see three riders approaching on pale white horses, their faces under heavy cowls. When the riders get within 30 feet Dash screams that something's wrong and runs. The riders remove their cowls, revealing that their heads have been replaced with clockwork skulls. If the characters don't intervene, they chase Dash with the intention to kill her.



Dash

Roughly a week ago, after meeting the cattle rustlers in the Dead Spot, Parsus and the three riders escorted the cattle (and pyronite supplies) to the Gunworks. Parsus was so intrigued by the Dead Spot that, after accomplishing their mission, they killed the three rustlers and returned here to animate their corpses into dullahans, complete with new clockwork heads.

### HEADLESS RUSTLERS (3) CREATURE 7

Variant dullahans (*Pathfinder Bestiary* 140)

**Initiative** Perception +14

**Items** +1 arquebus (*Guns & Gears* 152), full plate, +1 longsword

**Ranged** ♦ keen striking arquebus +18 (concussive, fatal d12, kickback, magical), **Damage** 2d8+10 piercing **Headshot Hunter** Any firearm wielded by the headless rustler becomes *keen* (even if it's not a slashing weapon) and *striking*. If the headless rustler kills a creature with a critical hit using a firearm, the target is treated as if they were decapitated by the headless rustler's Reap ability. These effects remain only while the headless rustler holds the firearm.

**Throw Skull** ♦♦ Interact; **Frequency** once (until a new clockwork skull is crafted); **Effect** The headless rustler throws its clockwork skull at a target within 30 feet. The skull explodes, dealing 8d6 fire damage to creatures in a 15-foot radius (DC 23 basic Reflex save).

**Treasure:** After they're destroyed, the headless rustlers' steeds evaporate into a cloud of brimstone, but their saddlebags remain. Inside the saddlebags is some mundane traveling gear, plus a *grim trophy* and two *skull bombs* (page 76).

**Jessie's Journal:** Jessie's saddlebag also contains her personal journal, which details her encounter with Parsus and their journey transporting the pyronite supplies to the Gunworks.

For her part, Dash has no wish to continue onward and returns to Alkenstar with the cattle.

## AN EXPLOSIVE SITUATION

Still tracking the pyronite supplies, the characters next travel to the Gunworks, where Alkenstar's vast supply of guns is manufactured. When they arrive, they find the mood at the fortress is tense. Loveless and Ibrium recently visited to have their pyronite supplies manufactured and they left the place in turmoil.

Loveless needs to build support for Tombend's upcoming conscription legislation but many in



Alkenstar feel a larger army is unnecessary. The Maw of Rovagug, a massive cannon mounted on the Gunworks' walls, more than adequately protects Alkenstar from the west, most believe. Loveless knows she needs to undermine the public's confidence in this legendary siege engine.

To accomplish this, Loveless's hired minion Vewslog arrived 2 days ago (while the characters were still in Alkenstar preventing a hanging) and surreptitiously released a horde of gremlins into the Gunworks workshops, causing chaos. While this was occurring, he ventured into the Shattered Range to meet with his criminal contacts. These marauding bands of ogres and giants are called the Slugs of the Wastes by most in Alkenstar, or simply "slugs" in casual conversation. Using Alkenstari coin, Vewslog convinced the slugs to attack the Gunworks during an upcoming mana storm, promising help from within the fortress's walls. Vewslog knows the raid is doomed to failure, but he hopes that during the chaos of the attack he can damage the Maw of Rovagug, temporarily removing Alkenstar's greatest weapon and raising an outcry from Alkenstar's citizenry.

By now, the party knows the pyronite supplies were smuggled to the Gunworks with a herd of cattle, but they still need to piece together what happened next. In this part of the adventure, the characters have some time to explore the Gunworks, restock their supplies, and collect clues from the Gunworks' inhabitants before ultimately helping defend it from Vewslog's monstrous forces. A gazetteer of the Gunworks, including details of key locations, can be found on page 64.

If the characters need some direction, the local saloon owner—a mysterious ranger called Hatchet—suggests they ask around the Gunworks and provides a few helpful hints on where to get started. This is a natural segue to **Event 7**.

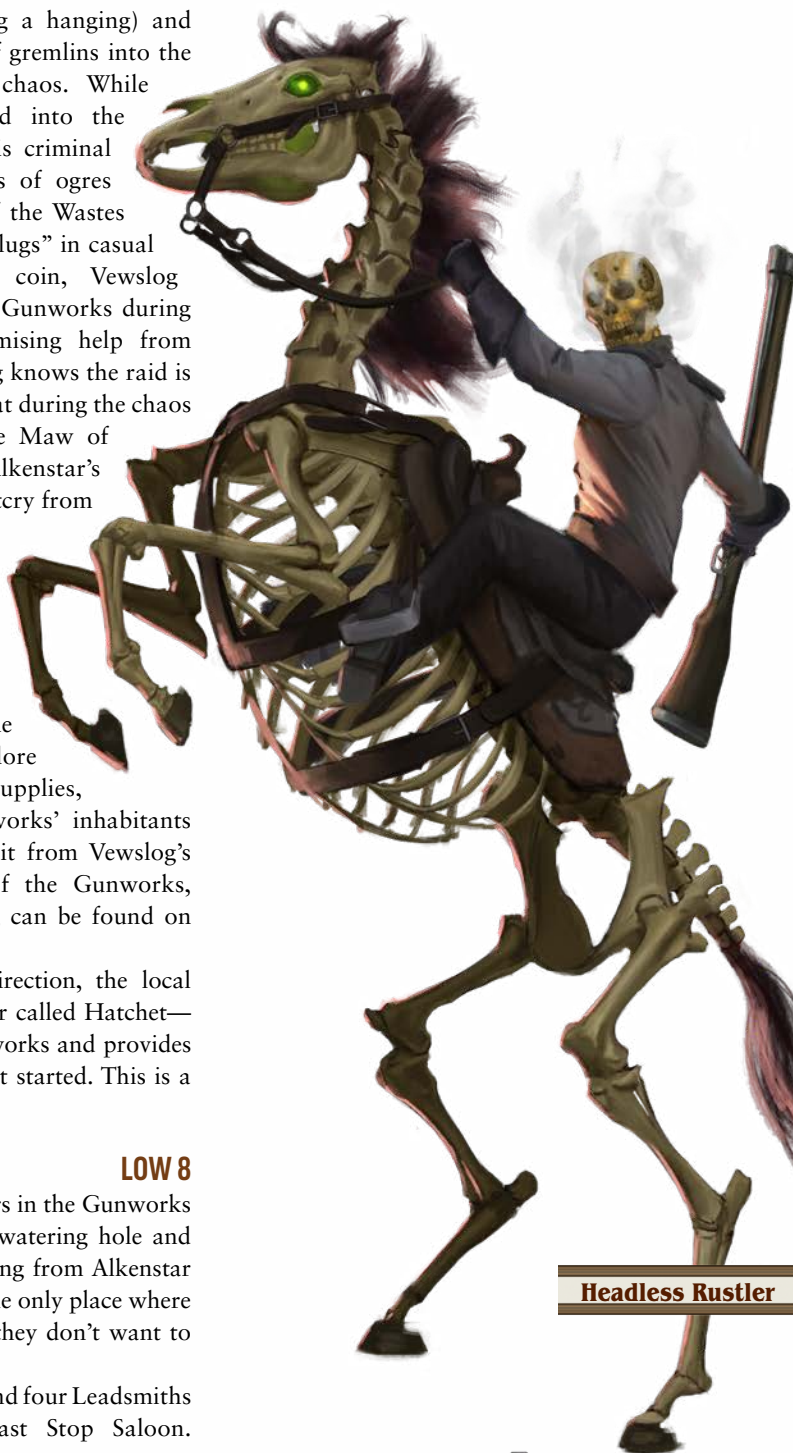
## EVENT 7: ASKING AROUND

LOW 8

The best place to hear recent rumors in the Gunworks is the Last Stop Saloon, the final watering hole and resting place for adventurers heading from Alkenstar into the Western Ravage. It's also the only place where the characters can rent a room if they don't want to spend the night under the stars.

**Talking with Vewslog:** Vewslog and four Leadsmiths are currently staying at the Last Stop Saloon.

When the characters first arrive, the cyclops is sitting on a rocking chair on the saloon's front porch, polishing his firearms. He tips his hat to the characters when they arrive and, if they approach, regards them cryptically. "Turn over enough stones out here," he says ominously, "and you're bound to meet a rattlesnake."



Headless Rustler

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The characters will likely want to vanquish Vewslog immediately, but over a hundred shieldmarshals defend the Gunworks, making open combat unwise. Still, canny characters might arrange a covert battle with the cyclops during their stay. His statistics appear on page 21.

**Gathering Clues:** The Last Stop Saloon is filled with hardened outriders and wasteland travelers. Characters who succeed at a DC 26 Diplomacy or DC 22 Intimidation check can learn one of the following pieces of information from the tavern's rough and tumble patrons.

- The talk of the town is that the Gunworks' two inventor hubs—the Tower of Metallurgy and the Tower of Engineering—both experienced strange accidents recently and each side is currently blaming the other. The heads of the towers (both geniuses with enormous egos) have grown increasingly paranoid and aren't talking with anyone outside their own organization, fearful of spies. Both towers are demanding the shieldmarshals deal with the "problems" in their workshops, but so far Loy Ayton, the Gunworks' garrison commander, has chosen not to act.
- Deputy Loveless and a guest named Ibrium both stayed at the saloon last week. Loveless met several times with the Tower of Metallurgy, and Ibrium met several times with the Tower of Engineering. They both had dinner with Loy Ayton during the final night of their stay and then left on a small boat. No one knows where they went.
- The garrison commander in charge of the shieldmarshals at the Gunworks is named Loy Ayton. While not necessarily an ally of Loveless, he's dealt with her many times in the past, as they're both high-ranking shieldmarshals. If anyone knows where Loveless went, it's likely him.
- Yesterday, Vewslog—a cyclops currently staying at the Last Stop Saloon and the leader of a notorious mercenary outfit called the Leadsmiths—was spotted traveling

into the Western Ravage alone. He was gone all day and returned just before sundown.

**The Leadsmiths' Rooms:** The Leadsmiths keep their two rooms locked with good locks. If the characters find a way in, they discover the rooms are filled with dozens of small metal cages. A character who succeeds at a DC 24 Arcana or Occultism check to Recall Knowledge realizes these cages are Nexian in origin and designed to dampen the effects of hexes or curses. The Leadsmiths used these cages to ferry gremlins into the Gunworks.

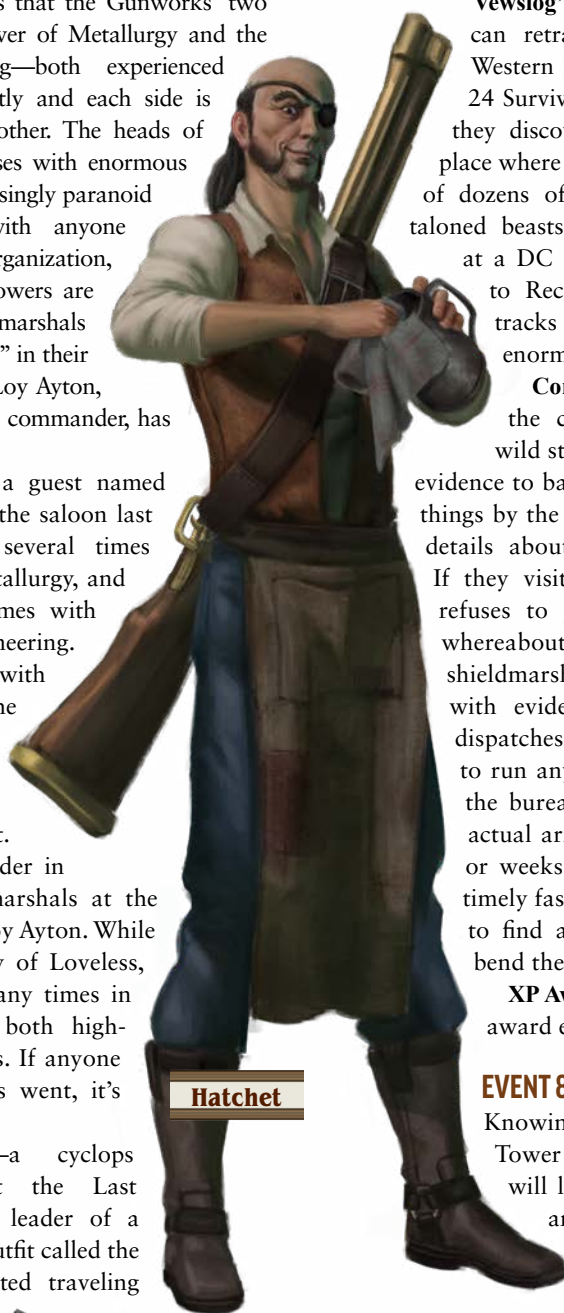
**Vewslog's Tracks:** The characters can retrace Vewslog's trip into the Western Ravage with a successful DC 24 Survival check to Track. If they do, they discover, far in the wilderness, a place where his tracks intersect with those of dozens of monstrous humanoids and taloned beasts. A character who succeeds at a DC 26 Survival or Nature check to Recall Knowledge identifies the tracks as belonging to ogres and enormous bats.

**Convincing Ayton:** By this point, the characters likely have some wild stories to tell and at least some evidence to back it up, but Loy Ayton runs things by the book. (See page 67 for more details about the garrison commander.) If they visit asking about Loveless, he refuses to provide any details on her whereabouts, because that's official shieldmarshal business. If presented with evidence that she's corrupt, he dispatches a representative to Alkenstar to run any charges of treason through the bureaucracy there, but getting an actual arrest warrant could take days or weeks. To solve the situation in a timely fashion, the characters will need to find a way to convince Ayton to bend the rules.

**XP Award:** For gathering the clues, award each character 60 XP.

## EVENT 8: BOMBS AWAY MODERATE 8

Knowing that Loveless visited the Tower of Metallurgy, the party will likely want to investigate the area and find out what she was up to. A few days ago, the Leadsmiths secretly



Hatchet



unleashed a group of pugwampi gremlins (*Bestiary* 193) into the laboratories to cover Loveless's tracks. This caused a series of explosions and chemical reactions, which spilled over onto the remaining pyronite supplies and created a pyronite ooze.

When the characters arrive, a sleepless Della Sangrey greets them. She explains that the bottom floor of the tower, the Hall of Crucibles, has been the site of countless small explosions over the past few days. Yesterday the explosions died down long enough for Sangrey to send two alchemists to investigate, but that only set off another round of explosions that killed them both. Sangrey asked Loy Ayton for shieldmarshal reinforcements, but so far he's refused, claiming his soldiers aren't equipped to deal with alchemists' messes.

If the characters explain their interest in Loveless, Sangrey listens politely but doesn't provide any information. She fully believes her current bad luck is the result of spies from the Tower of Engineering and worries the characters might secretly be working for Erdrik Marth, that tower's master engineer. Only if the characters agree to investigate the source of the explosions does Sangrey promise to tell them about her dealings with Loveless.

Before they venture into the Hall of Crucibles, Sangrey offers to lend the characters her *blast suit* (page 74) to use, which is a prototype armor she built to protect from explosions.

Read or paraphrase the following aloud to set the scene for this encounter.

Two enormous crucibles, each larger than a wagon, stand in the center of this large hall. The westernmost crucible stands upright, while the eastern crucible has tipped over, spilling a vast amount of cooled metal over the floor, which glistens with an unusual sheen. Overhead, the ceiling arches to a height of thirty feet and is painted with images of cannons firing upon collapsing castles. A dozen smaller alcoves circle the outer walls of the room, each containing a small crucible. Scorch marks and blast residue cover the walls and floor in this room.

All is initially quiet when the characters enter the room, as the pyronite ooze doesn't immediately attack. Once they deal with the ooze, the characters are free to investigate for clues.

A map of the Hall of Crucibles appears on the inside front cover of this volume.

**Environmental Hazard:** The eastern crucible in this room was filled with a batch of highly reactive metal, which spilled all over the floor when the crucible toppled. The molten metal is now completely cooled,

but each time it's in the area of an energy attack (such as the pyronite ooze's explosion or a spell), the metal randomly changes its composition. Each time the spilled metal is caught in the area of an energy effect, roll 1d6 and refer to the table below to determine the metal's new composition.

### EXPERIMENTAL METAL COMPOSITIONS

d6	Effect
1	Transforms into a sandy material, making the area difficult terrain.
2	Crystallizes into razor shards, dealing 5d6 slashing damage to creatures that use the Stride action in the area (DC 26 basic Reflex save).
3	Transforms into a surface more slippery than glass, making the area difficult terrain. Creatures that Stride in the area must succeed at a DC 26 Acrobatics check or fall prone.
4	Liquefies into a pool of molten metal, dealing 5d6 fire damage to creatures that begin their turn in the area (DC 26 basic Reflex save).
5	Transforms into a glue-like substance. To Stride in the area, creatures must first succeed at a DC 26 Athletics check to pull their legs free.
6	The metal becomes inert and has no effect. It begins in this state.

**Creature:** After the pugwampis were released in this room, their unlucky magic caused a chain reaction that transformed the pyronite supplies into a pyronite ooze. The ooze quickly killed the pugwampis, but was unable to blast its way through the thick metal doors leading out of the room. With nothing left to do, it went into hibernation, waiting for new creatures to enter its lair. It's currently hiding within the tipped-over crucible and can't be seen from the door into the room. When the characters walk around the crucible, it emerges to attack.

### PYRONITE OOZE

### CREATURE 10

Page 83

Initiative Perception +14

**Aftermath:** After the characters slay the ooze, they can investigate the room and find out what happened. A character who succeeds at a DC 24 Perception check discovers remnants of saltpeter, soda ash, and other pyronite supplies, indicating the materials were stored here. Characters who succeed at a DC 24 Crafting check can tell that a chain reaction recently occurred in the hall, exposing a variety of chemicals to the pyronite supplies and creating the ooze. With a successful DC 26 Survival check, a character uncovers



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the dead pugwampis' tracks, which lead to the scorched (and nearly unidentifiable) remains of a dozen pugwampis in one corner. Finally, a character who succeeds at a DC 26 Arcana or Occultism check can determine the pugwampis' unlucky aura likely triggered the chain reaction. With all these clues discovered, only two questions remain: who released the pugwampis? And why?

Presented with this new information, Sangrey admits Loveless contracted the alchemists to make a bulk supply of chemical compounds. Since she doesn't know the formula for pyronite, Sangrey has no idea what Loveless wanted with the chemicals; she'd simply assumed they were for shieldmarshal forensic work. A day or two before she departed, Loveless carted away an entire wagon full of the chemicals and left the rest behind for later.

After the investigation, Sangrey is convinced something nefarious is afoot, so she agrees to help the characters. She explains while the Gunworks' garrison commander is in charge of military matters, the two inventors' towers have just as much sway on day-to-day operations. Sangrey proposes that she arrange a dinner meeting between the characters, herself, Master Engineer Erdrik Marth, and Garrison Commander Loy Ayton. If the characters can get Marth to come around to the idea, Sangrey and Marth together can outvote Ayton and force him to act against Loveless.

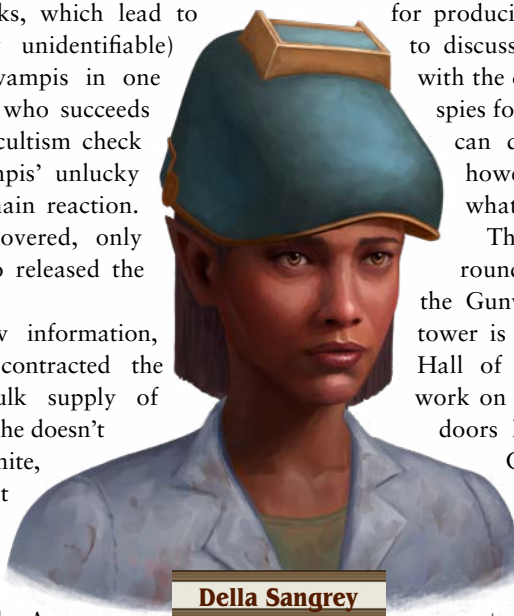
**Treasure:** As thanks for defeating the pyronite ooze, Sangrey gifts the characters her *blast suit*.

## EVENT 9: SPUN OUT

## SEVERE 8

The second Gunworks individual of note for the characters is Erdrik Marth (further detailed on page 67), master engineer at the Tower of Engineering. Just like in the Tower of Metallurgy, several days ago a Leadsmith released a horde of gremlins (jinkins, in this case) into the tower's lowest level, the Hall of Siegemcraft, to cause mischief. Marth is aware of the gremlins, but believes they're part of a plot by Della Sangrey to ruin his reputation. He petitioned Loy Ayton for shieldmarshals to clear out the gremlins, but Ayton considers the issue more akin to vermin removal and beneath the dignity of a military response.

Over the past week, Marth worked with Ibrum to manufacture the necessary casings and stabilizers



**Della Sangrey**

for producing pyronite. Marth is unwilling to discuss the details of his arrangement with the characters, whom he suspects are spies for the Tower of Metallurgy. If they can deal with his gremlin problem, however, he promises to tell them what he knows.

The Tower of Engineering is a large, rounded tower on the western end of the Gunworks. The lowest floor of this tower is a single large hanger called the Hall of Siegemcraft where the engineers work on their largest creations. Two steel doors lead from the courtyard of the Gunworks into the hall. When the characters enter the area, read or paraphrase the following.

The ground floor of this entire tower is one large hangar filled with mechanical contraptions. Four large wagons, festooned with armor plating, cannons, and mounted musket turrets, have been parked throughout the room. Overhead, the ceiling arches to a height of thirty feet.

Use the map of the Hall of Siegemcraft on the inside front cover of this volume for this encounter.

**Creatures:** Last year, Marth uncovered a damaged spiral centurion in the Spellscar Desert. The engineers have been tinkering with it ever since, outfitting it with dozens of guns and repairing it piece by piece. When the jinkin gremlins were released into this area, they quickly took up residence with the construct and reactivated it with their tinkering. The gremlins (see Hazard below) and centurion lie in wait until the characters come within 30 feet, at which point the centurion whirs to life and the gremlin horde uses its Hexed Calamity reaction.

## BROKEN CENTURION

## CREATURE 9

Variant weak spiral centurion (*Pathfinder Bestiary* 2 6, 250)

**Initiative** Perception +18

**Misaligned Gears** The spiral centurion loses access to its Rev Up ability, and if it Strides more than once per round, it takes 1d10 damage per Stride after the first.

**Melee** ♦ dulled blade +21 (agile, sweep), **Damage** 2d10+3 slashing

**Ranged** ♦ cannon +21 (concussive, fatal d8, range increment 60 feet), **Damage** 3d6+4 piercing

**Reload Guns** ♦ The spiral centurion loads ammo into its many guns.

**Whirling Fire** ♦♦♦ **Requirements** The spiral centurion has used Reload Guns three times since the last time it used



Whirling Fire; **Effect** The spiral centurion spins furiously in place, firing its guns wildly and dealing 8d6 piercing damage to creatures in a 60-foot radius (DC 28 basic Reflex save). Creatures further than 30 feet away gain a +4 circumstance bonus on their save against this attack.

**Hazard:** The gremlins are not a threat individually, but as a large group they form a hazardous gremlin horde that shares the same space as the spiral centurion. Once the three gremlin gangs composing the horde are scattered (see below) or the centurion is destroyed, hunting down and defeating the individual gremlins becomes a trivial task.

## GREMLIN HORDE

## HAZARD 6

COMPLEX MAGICAL


**Stealth** +18 (expert)

**Description** Three gangs of gremlins hide within the spiral centurion, cackling with glee and hurling blasts of hex magic. The hazard occupies the same space as the spiral centurion, moving with it.

**Disable** DC 25 Arcana, Occultism, or Religion (trained) to devise counter-hex symbols that frighten and scatter a gremlin gang, or DC 28 Acrobatics or Stealth (expert) to capture and scatter a gremlin gang

**AC** 27; **Fort** +11, **Ref** +17

**Hardness** 15 (while inside the centurion); **HP** 22 per gremlin gang

**Hexed Calamity**  **Trigger** A creature comes within 30 feet of the gremlin horde; **Effect** Every firearm within 30 feet misfires (*Guns & Gears* 152). If a creature is holding the firearm, they can attempt a DC 27 Will save, negating this effect on a success. The hazard rolls initiative.

**Routine** (3 actions; misfortune) The gremlin horde hurls one tinkering curse with each action, targeting an item within 60 feet wielded or worn by a creature. The creature must attempt a DC 27 Will save. The gremlin horde loses 1 action for each gremlin gang that's scattered.

**Critical Success** The hex bounces back to affect the gremlin horde. For 1 round, all creatures gain a +1 status bonus to checks to disable this hazard.

**Success** The item is unaffected.

**Failure** The item becomes unreliable for 1 round. If a creature attempts to Activate the item or Interact with it, it must succeed at a DC 5 flat check or the action is wasted. If the item doesn't have an active use (such as a mundane cloak), the creature wearing the item must instead immediately succeed at a DC 5 flat check or become tangled with the item and fall prone.

**Critical Failure** As failure, but the creature wielding or wearing the item also becomes clumsy 2.

**Reset** If not captured or killed, the scattered gremlin gangs regroup after 1d4 hours.

**Aftermath:** After the characters destroy the spiral centurion and scatter the gremlins, Marth bursts into the room with an excited "Hurrah!" He thanks the party profusely and is happy to explain that, over the past week, his engineers crafted a large number of casings and stabilizers for Ibrum, though he has no inkling of what these parts are for.

If the characters have already aided Della Sangrey, Marth agrees with her plan and promises to help the characters convince Ayton to aid the party's search for Loveless. If they haven't helped Sangrey yet, Marth proposes the plan as described in **Event 8**.

**Treasure:** As thanks for defeating the gremlins, Marth gifts the characters an *erraticannon* (page 75).

## EVENT 10: DINNER WITH AYTON

Loy Ayton doesn't make a habit of dining with suspected outlaws, but in exchange for helping them with their respective towers, Sangrey and Marth have set up a dinner party in the garrison tower with him and the characters next evening. Coincidentally, a mana storm is due to roll in that night. According to the Gunworks prognosticators, this storm is tied to transmutation magic, particularly magic that alters size. During storms such as these, the Gunworks seals and wards the doors and windows of its key structures, dampening the worst magic-altering effects. This has the added benefit of effectively trapping Ayton with the characters, giving them all night to work him over with flattery and suggestion. On their way to the garrison tower, Sangrey and Marth explain that Ayton is an unbending man, so they suggest playing along with his hosting and waiting until the end of the (hopefully pleasant) evening before asking him about Loveless.

Ayton has other ideas, however. As soon as they arrive in his dining room at the top of the Garrison Tower, the commander greets the characters and says that, rather than dancing around the subject all evening, he'd prefer to discuss Loveless now and be done with it.

**Discussing Loveless:** As the conversation begins, thunder rumbles outside and the mana storm begins to set in. Sangrey and Marth, with the help of the characters, recount their experiences over the last week manufacturing pyronite components and the sinister implications all this entails. Together, they press Ayton to act and, at the very least, reveal what he knows of Loveless's plan.

Although he wants to keep out of Loveless's affairs, Ayton grudgingly admits that, everything considered, the situation doesn't look good. Against his better judgment, he agrees to help the characters,

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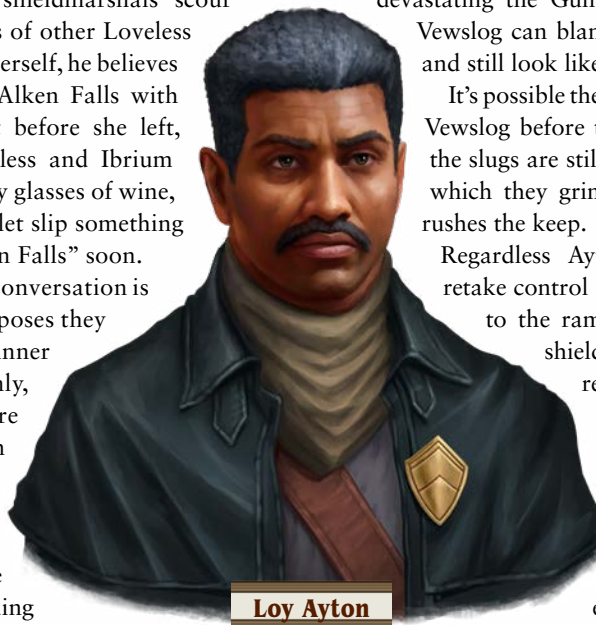
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even though doing so violates official protocol. He agrees to temporarily arrest the Leadsmiths in the fortress and have his shieldmarshals scour the countryside for signs of other Loveless cronies. As for Loveless herself, he believes she's likely headed for Alken Falls with the pyronite. The night before she left, Ayton dined with Loveless and Ibrium and, after a few too many glasses of wine, the Nexian accidentally let slip something about "heading for Alken Falls" soon.

**Under Attack:** As the conversation is wrapping up, Ayton proposes they sit down and enjoy dinner together. But suddenly, the sounds of gunfire erupt outside and alarm bells start ringing. The Gunworks is under attack!

**XP Award:** Award the characters 80 XP for finding out where Loveless is headed next.



Loy Ayton

## ATTACK ON THE GUNWORKS

When the alarms sound, Garrison Commander Ayton rushes to the balcony of his tower and looks below, beckoning the characters to come with him. Read or paraphrase the following to set the scene.

Sheets of rain pour over the stone fortifications of the Gunworks, which is alive with armed shieldmarshals rushing to the ramparts. Jolts of arcane energy sizzle through the sky and a sudden flash of green lightning illuminates the landscape for miles around. In the distance, a horde of monstrous warriors is charging through the hills toward the fortress. An army approaches!

The encroaching army is composed of several hundred ogres and hill giants—the so-called Slugs of the Wastes—who have banded together under the influence of Vewslog. Already, an advance war band mounted on enormous flying bats has killed the shieldmarshals surrounding the Maw of Rovagug and captured the cannon, clearing the way for their brethren to approach.

If everything has gone according to Vewslog's plan, the cyclops is still free inside the keep with his Leadsmith mercenaries. Vewslog advised the slugs to strike the Maw first and capture the cannon, but he also planned to betray them as soon as they'd accomplished this. By the time the characters are exiting the tower, Vewslog has already killed the ogres, reclaimed the

cannon, and secretly planted pyronite charges along it. With the fuses already lit, the cannon will soon blow, devastating the Gunworks' defenses. Meanwhile, Vewslog can blame the explosion on the slugs and still look like a hero at the end of the day.

It's possible the characters already eliminated Vewslog before the dinner party. In this case, the slugs are still in possession of the cannon, which they grimly defend while their horde rushes the keep.

Regardless Ayton asks the characters to retake control of the cannon while he rushes to the ramparts below to organize the shieldmarshals for battle and rally reinforcements.

**Mana Storm:** To complicate matters, all the fighting at the Gunworks occurs under the effects of a transmutation mana storm, which alters size. At the beginning of each round, roll 1d6 for each creature on the battlefield. On a roll

of 1, the creature shrinks one size smaller; on a roll of 6, the creature grows one size larger.

Transmutation magic can counteract these effects. As an action, a character can expend a prepared spell or spell slot for a transmutation spell they know to lock a creature's current size into place for the duration of the mana storm. For every 2 spell levels expended in this fashion, the character can also increase or decrease the creature's size by one category before locking it into place. The targeted creature must be within 30 feet and can attempt a Will save to resist this effect (against the caster's spell DC).

## EVENT 11: DEFENDING THE MAW

SEVERE 8

An enormous cannon, fashioned into the likeness of a snarling monster, juts from the top of this tower like the finger of an angry god. From end to end, the cannon measures roughly seventy-five feet long and is wide enough for multiple humans to stand atop. The mighty bombard rests atop a circular platform, powered by clockwork gears. Nearby, a ten-foot-wide steel hatch leads into the tower below. To the north, a single staircase winds from the courtyard of the Gunworks to the base of the cannon atop the tower, which is a hundred feet from the ground.

Loy Ayton has asked the characters to clear the enemies from this area. Once that's done, the party can proceed to **Event 12** to fire the cannon at the encroaching enemy horde.



Use the Maw of Rovagug map on the inside front cover of this volume for this encounter.

**Clock's Ticking:** By the time the characters reach the Maw of Rovagug, Vewslog has just lit the fuse of the pyronite charges he's attached to the muzzle. The pyronite will explode in 6 rounds, disabling the cannon, if the characters don't disarm the charges. A character can disarm the charges with a successful DC 24 Thievery check to Disable a Device (or another type of check, at your discretion). If the charges explode, they deal 20d6 fire damage to creatures and objects within 100 feet (DC 29 basic Reflex save).

**Ammo Hatch:** The large steel hatch in the floor of the Maw of Rovagug's tower leads down into the tower, which is filled with complex clockwork machinery and enormous cannon balls. If a creature falls into the hatch while it's open, the creature takes 5d6 bludgeoning damage at the beginning of its turn each round from the crushing gears inside the tower. A creature inside the hatch can attempt a DC 26 Athletics or Acrobatics check to escape and climb back out.

**Creatures:** If the characters haven't dealt with Vewslog yet, then he and four Leadsmiths are defending the top of the tower, standing on the bodies of the slain slug war party. Vewslog positions himself atop the cannon, midway up the barrel, to prevent the characters from reaching the pyronite charges at the muzzle. The Leadsmiths know they face hanging if their treachery is discovered, so they fight to the death to ensure their plan succeeds.

## VEWSLOG

## CREATURE 9

UNIQUE LE LARGE GIANT HUMANOID

Male cyclops gunslinger (*Pathfinder Bestiary* 68)

**Perception** +18; low-light vision

**Languages** Common, Cyclops, Jotun

**Skills** Athletics +20, Fortune-Telling Lore +19, Intimidation +16, Survival +18

**Str** +4, **Dex** +6, **Con** +3, **Int** +0, **Wis** +3, **Cha** -1

**Items** +1 striking dueling pistol (2; 40 rounds; *Guns & Gears* 152), greataxe, hide armor

**AC** 28; **Fort** +21, **Ref** +18, **Will** +15

**HP** 161

**Ferocity** (Pathfinder Bestiary 343)

**Flash of Insight** (divine, occult, fortune) **Trigger** Vewslog is about to roll a d20; **Frequency** once per day; **Effect** The cyclops peers into an occluded spectrum of possible futures. He gets a success (but not a critical success) on the roll instead of rolling.

**Pistolero's Retort** (Trigger) A foe within 60 feet critically fails an attack roll against Vewslog; **Effect** Vewslog makes a dueling pistol Strike against the triggering foe.

**Speed** 30 feet

**Melee** (greataxe) +19 (reach 10 feet, sweep), **Damage** 1d12+10 slashing

**Ranged** (dueling pistol) +21 (concealable, concussive, fatal d10, magical, range increment 60 feet, reload 1), **Damage** 2d6+3 piercing plus 4d6 precision

**Deadeye** Vewslog's ranged attacks deal an additional 4d6 precision damage.

**Firearms Critical Specialization** When Vewslog makes a critical hit with a firearm, the target must succeed at a DC 25 Fortitude save or become stunned 1.



Vewslog

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**Ricochet** ♦♦ **Frequency** once per round; **Effect** Vewslog makes a ranged Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within 60 feet of Vewslog. Roll damage only once and apply it to each creature hit. A ricochet counts as two attacks for Vewslog's multiple attack penalty.

## LEADSMITHS (4)

## CREATURE 5

Page 9

**Initiative** Perception +12

Alternatively, if Vewslog is out of the picture, then a war band of slugs occupies the Maw of Rovagug. This band consists of a slug warboss, three ogre slugs, and three mutant bats. The ogres fiercely defend the cannon to buy time for the rest of their horde to reach the Gunworks.

## SLUG WARBOSS

## CREATURE 8

Elite ogre boss (*Pathfinder Bestiary* 6, 253)

**Initiative** Perception +14

## OGRE SLUG (3)

## CREATURE 5

Variant elite ogre gluttons (*Pathfinder Bestiary* 6, 253)

**Initiative** Perception +8

**Throw Powder Keg** ♦♦ **Frequency** once (until the ogre acquires another powder keg); **Effect** The ogre lights and hurls a powder keg of gunpowder at a point within 40 feet. The fuse continues to burn for 1 round, during which time an adjacent creature can use an Interact action to remove the lit fuse, rendering the keg harmless. At the start of the ogre's next turn, if the fuse is still lit, the keg explodes, dealing 3d8 fire damage and 3d8 bludgeoning damage to creatures in a 15-foot burst (DC 22 basic Reflex save).

## MUTANT BATS (3)

## CREATURE 5

UNCOMMON N HUGE ANIMAL

Mana Wastes mutated giant bats (*Pathfinder Bestiary* 39)

**Perception** +16; echolocation (precise) 40 feet, low-light vision

**Skills** Acrobatics +13, Athletics +13, Stealth +13

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

**Echolocation** A bat can use its hearing as a precise sense at the listed range.

**AC** 22; **Fort** +13, **Ref** +12, **Will** +11

**HP** 75

**Wing Thrash** ⤵ **Trigger** An adjacent enemy damages the mutant bat; **Effect** The bat makes one or two wing Strikes—one against the triggering creature and one against another adjacent creature.

**Speed** 15 feet, fly 30 feet

**Melee** ♦ fangs +14, **Damage** 2d10+7 slashing

**Ranged** ♦ wing +14 (agile), **Damage** 2d8+7 piercing

## EVENT 12: FIRING THE MAW

## MODERATE 8

After the characters defeat the tower's defenders in **Event 11**, they can see the majority of the enemy horde is still in the distance, but an advance war band is approaching fast. The next wave of warriors will reach the Gunworks in just 3 rounds if the characters don't do something. The Gunworks' shieldmarshals are still fighting off other slug warriors on the rampart below the Maw of Rovagug, leaving the characters to defend the cannon by themselves. If they don't come to the idea themselves, Garrison Commander Ayton roars orders at the characters, telling them to fire the cannon at the incoming horde to demoralize the advance war band.

**Firing the Cannon:** Typically the Maw of Rovagug is operated by a crew of nine, with each member of the crew performing one skill check each round. In a pinch, a minimum of three people can fire the cannon, performing three skill checks per round each. Doing this is difficult, however; a character performing multiple skill checks in a single round takes a -1 penalty to the second check and a -2 penalty to the third check. If the party needs additional help, both Della Sangrey and Erdrik Marth are nearby. Although they avoid fighting, each has a skill check modifier of +18 for Crafting and Engineering Lore and gladly helps fire the cannon.

The Maw of Rovagug can be used to target any point within 100 miles, affecting a 60-foot burst around the point of impact. The damage dealt by the Maw of Rovagug depends on the number of successful checks the crew rolls while firing the cannon. For each successful check, the cannon deals 2d6 fire and 2d6 bludgeoning damage; these amounts are doubled for critically successful checks. For example, if the crew succeeds at all nine checks to fire the cannon, it deals 18d6 fire and 18d6 bludgeoning damage in a 60-foot burst. Firing the cannon occurs in three phases, with each phase requiring three DC 22 skill checks. Following are suggested skills for each phase of firing the cannon, but feel free to allow the characters to use different skills or class abilities if it seems appropriate.

**Load Ammo (Crafting, Engineering Lore, Thievery):** The crew must swivel the firing platform (which can rotate the cannon 360 degrees) and return the cannon to a neutral position so they can load a shell from the ammo hatch. This process entails operating many complex levers and controls.

**Ignite Cannon (Arcana, Crafting, Nature, Occultism, Religion):** The crew must measure, distribute, and



ignite a complex system of alchemical charges, timing the blast to occur at precisely the right moment.

**Aim Cannon (Engineering Lore, Perception, Warfare Lore):** The crew must swivel the firing platform and adjust the angle of the cannon to strike their target. If the crew doesn't succeed at any checks during this stage, the cannon misses its attack entirely, dealing no damage.

As the characters are operating the cannon, in the distance they can see that one hill giant in the approaching horde has grown to enormous size under the influence of the mana storm. The giant grows larger each round, becoming Gargantuan by the time they reach the Gunworks.

Each time the characters fire the cannon, a deafening boom shakes the stonework of the entire citadel and a blinding flash lights up the terrain for miles around. Using the cannon, the characters can scatter the approaching horde by dealing a total of 250 damage to it. This disbands the horde and routs the advance war party. Alternatively, if the party can score just one direct hit on the approaching Gargantuan hill giant, the horde immediately breaks and flees. Scoring a direct hit on the hill giant requires the characters to achieve three critical successes during the Aim Cannon phase.

**Creatures:** If the characters fail to turn back the horde after 3 rounds, the advance war party reaches the Gunworks' walls and begins scaling the fortification with ladders. Using cannons that fire grappling hooks, four ogres (or more at your discretion) climb to the top of the tower where the Maw of Rovagug is located to battle the characters.

Since the characters just completed a severe-threat encounter during **Event 11**, this battle is intentionally designed to be an easy skirmish, letting the characters demonstrate their strength against rank-and-file ogres. The real consequence of failing to repel the horde is dozens of shieldmarshals are slain during the brief siege, which ultimately fails.

## OGRE WARRIORS (4)

## CREATURE 3

*Pathfinder Bestiary 252*

**Initiative** Perception +5

**Aftermath:** With the slug horde scattered, Loy Ayton seeks out the characters and thanks them for their aid. If the party managed to defeat the slugs before the horde reached the keep, Ayton gifts them with a *greater staff of healing* from the

garrison armory as thanks for their incredible efforts. If the slugs reached the walls, the atmosphere in the keep is more somber as the defenders' bodies are laid to rest and the dead are counted.

In either event, Ayton suggests the characters check out the Glutton Golem, a riverside restaurant and saloon in the Ferrous Quarter. The restaurant is run by an old friend of Ayton's, an ettin with heads named Germ and Gur, who used to serve in the Ravage Raiders at the Gunworks.

**XP Award:** For surviving the siege, award the characters 80 XP each.

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Ogre Slug





## Chapter 2: Alkenstar Falls

In Chapter 1, the characters learned that Loveless, Ibrum, and Parsus have successfully manufactured a large quantity of pyronite, with which they intend to level Alken Falls. The party's next step is to investigate the area around the waterfall and uncover Loveless's scheme before it's too late.

### DISAPPEARANCES

This chapter begins with the characters trying to locate the villains' pyronite shipment. Their first stop is the neighborhoods of the Ferrous Quarter and Hellside, where locals have reported a recent rash of disappearances around Alken Falls.

### EVENT 13: GLUTTED GOLEM STANDOFF

At the end of Chapter 1, Loy Ayton suggested the party begin their investigation at a tavern called the Glutted Golem in the Ferrous Quarter. Read or paraphrase the following to set the scene at the tavern.

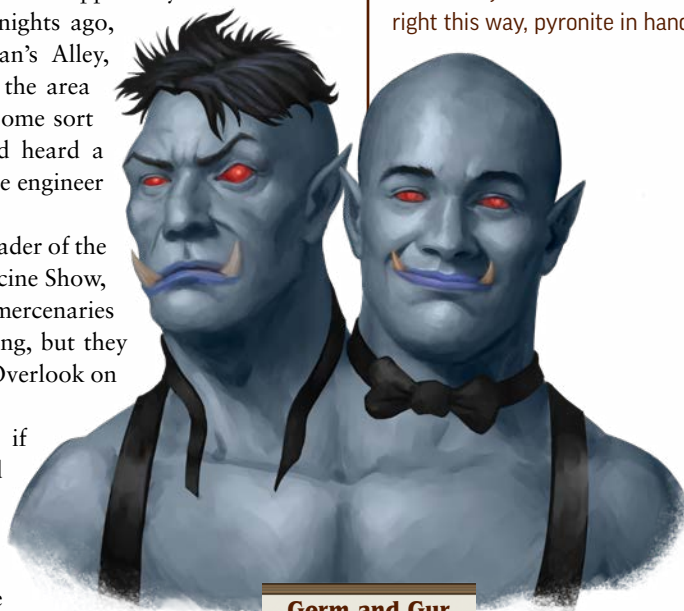
The potent aroma of seared beef, fish stew, and cigar smoke wafts from the open front doors of this ramshackle restaurant. Inside, several dozen tables surround a circular bar in the center of the large open dining area. The entire back wall of the establishment opens onto a balcony that overlooks Alken Falls, filling the restaurant with the low roar of rushing water in the distance.



The Glutton Golem's customers include private bodyguards, mercenaries, and gunslingers, making the restaurant an excellent place to gather rumors. An enormous ettin named Germ (left head) and Gur (right head) stands behind the Glutton Golem's bar polishing glasses. Loquacious and gossipy, Germ and Gur are also happy to dish out rumors to friends of Loy Ayton.

Each character can attempt a single DC 26 Deception, Diplomacy, Intimidation, or Society check to question a patron. On a successful check, the character learns one of the clues listed below (or two, on a critical success). If the party doesn't learn all the clues below, Germ and Gur provide them the remaining details.

- Dozens of people have gone missing around Alken Falls recently. Most of the disappearances have apparently been near the river at night.
- A bounty hunter recently told Germ that she was hired to kidnap Theevers Chalm, a local engineer who apparently owed money to bad people. Two nights ago, she chased Theevers into Deadman's Alley, but a sudden cloud of smog filled the area as soon as she got there. She saw some sort of phantom within the smoke and heard a gunshot. When the smog cleared, the engineer was gone. (See **Event 14** below.)
- Last night, Emelett the Alchemist, leader of the Incredible Emelett's Traveling Medicine Show, went missing. A group of local mercenaries was hired to investigate this morning, but they couldn't turn up much. (See **Screw Overlook** on page 26.)
- Apparently, Shoma Lyzerius (or, if Shoma is dead, an alchemist named Lyles Cogsmith) was also recently attacked by some sort of monster and has holed up in Hellside. Germ and Gur speculate that he might have useful information about whoever's doing the kidnapping. (See **Shoma's Refuge** on page 28.)



**Germ and Gur**

**Treasure:** If the characters succeed at two or more checks to gather clues from patrons, Germ and Gur, impressed, gift the characters two *moderate healing potions*.

**XP Award:** For tracking down the leads necessary to continue their investigation, award each character 60 XP.

## EVENT 14: DEAD ENDS

If the party investigates the missing engineer in Deadman's Alley, they find evidence of a fight. A character can uncover each of the following clues by succeeding at the indicated check or using the specified ability.

- **Society (DC 24):** The character notices soot stains and grime on the cobblestone much darker and denser than typical, even for Alkenstar.
- **Perception (DC 26):** The character spots a stray bullet made of enchanted obsidian lodged in an alley wall. This is a *corpsecaller round* (page 76) fired from Parsus's gun during the struggle.
- **Detect Magic (3rd level or higher):** The character determines that both the smog and the bullet radiate necromantic energy.

## CHAPTER 2 SYNOPSIS

To secure the pyronite, the characters delve into Alkenstar's hydro-electric power plant, the Tinwound Hydroforge. Here, a necromancer named Parsus has filled the water purification plant with undead minions. The party must navigate electrified undead, clockwork monstrosities, and dangerous technology to find and defeat Parsus, who reveals that their accomplices Loveless and Ibrium are on a luxury Ustradi riverboat headed right this way, pyronite in hand.



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## SCREW OVERLOOK

1 SQUARE = 5 FEET



While these clues don't reveal the location of the enemy, they do indicate that the characters are on the trail of a necromancer.

**Treasure:** A character who succeeds at a DC 30 Perception check while investigating the alleyway finds an unfired *corpsecaller round* (page 76), which fell from Parsus's pocket during the encounter.

## SCREW OVERLOOK

The Screw's engineering wonder attracts large crowds of visitors every day to marvel at its complexity or simply enjoy the sight of a machine that many in Alkenstar view as a point of pride. To accommodate these viewers, Alkenstar officials created a large viewing platform overlooking the Screw, which is often filled with covered wagons housing traveling hucksters and merchants.

Several weeks ago, Incredible Emelett's Traveling Medicine Show set up on the viewing platform to sell snake oil medicines and dangerous compounds collected from the Mana Wastes. Emelett is a self-trained alchemist with a handful of performers under his employ. The not-so-incredible alchemist

gives his employees potions that give them the strength to perform amazing feats of physical prowess while they hawk his wares. Last night, Parsus, seeking to add more collected heads to his monstrous experiments, sent a handful of shock zombies to kidnap Emelett. The wily alchemist managed to escape capture but was killed in the process. Now, it's up to the characters to find his body and discover what happened.

When the characters arrive at the scene, they find the four remaining medicine-show employees packing up their wagons and preparing to leave to town. Their unofficial leader, a grumpy gnome named Farnoll, explains that Emelett went missing last night during a thunderstorm. The employees fear that reporting Emelett's disappearance to the shieldmarshals would lead to their arrest for selling questionable wares, so Farnoll hired a mercenary band to investigate the scene this morning. As the mercenaries couldn't locate Emelett either, Farnoll and the others plan to skip town, leaving Emelett's wagon and mobile laboratory behind. Farnoll refused to pay the mercenaries for their failed work, but he's willing to reward the characters if they can locate Emelett.



The following locations correspond to the Screw Overlook map on page 26.

## C1. EMELETT'S WAGON

Farnoll suggests the characters start their search for Emelett in the alchemist's personal wagon.

The door to this sturdy wagon hangs slightly askew. Inside is a cozy living space with a small bed on the western wall. Shelves cover the other walls, crammed with books, jars of reagents, and pickled creatures. The cabin shows clear signs of a struggle. Shattered furniture is scattered throughout the room, and shards of glass sparkle on the floor.

The zombies initially attacked Emelett here, and he attempted to defend himself by hurling bombs. The thunderous rainstorm outside prevented anyone nearby from hearing the struggle and, with no help coming, Emelett eventually escaped out the back window of his wagon.

Characters who succeed at a DC 26 Crafting check to Identify Alchemy determine that the glass shards on the floor are remnants of fire bombs flung toward the door. A character who succeeds at a DC 26 Survival check notices that the shattered furniture was likely piled in front of the cabin door and then broken apart by whatever invaded the cabin; the character also sees boot prints on the bed sheets. The boot prints lead to a window in the back of the cabin that is still askew, then continue on the ground outside toward area C2.

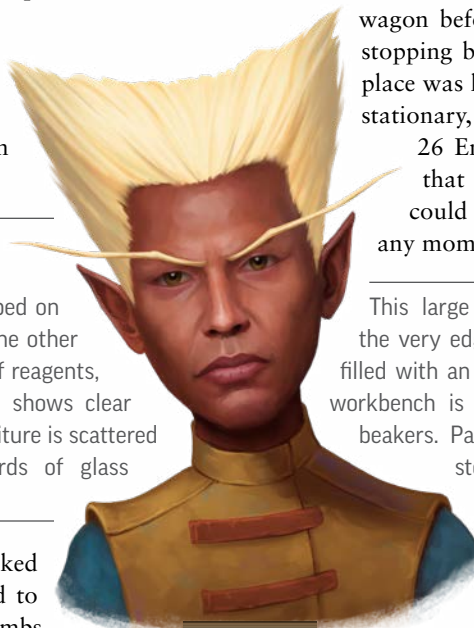
**Treasure:** A character who succeeds at a DC 29 Perception check finds Emelett's secret stash hidden in a compartment at the head of his bed. The stash contains a bottle of *mutagenic renovator* and a jar of mana-rattler liniment (both are detailed on page 77).

## C2. EMELETT'S LABORATORY

### MODERATE 9

Emelett's tracks from area C1 lead to a large nearby wagon where Emelett concocted his snake-oil medicines. The mercenaries searched this wagon as well, but the horrific dezullon stench that permeates the area dissuaded them from doing a thorough job.

Before the characters enter the wagon, Farnoll warns them that Emelett keeps two pet dezullons in a compartment at the back of the wagon. Emelett harvested venom from these plant creatures for his medicines. The plants pose a danger to everyone except Emelett, the one who feeds them.



Farnoll

If the characters search the outside of the wagon before entering, they notice that the stopping block holding the wagon wheel in place was kicked out. Although it's currently stationary, a character who succeeds at a DC 26 Engineering Lore check determines that weight shifting inside the wagon could cause it to roll down the hill at any moment.

This large wooden wagon sits near a hill at the very edge of the plaza. Inside, the wagon is filled with an overpowering putrid stench. A large workbench is covered with test tubes and glass beakers. Packed crates and jugs of liquids are stored along the walls of the wagon.

In the back is a wooden wall with a metal door. A sign on the door reads, "Danger: Keep Out."

After escaping his wagon, Emelett ran to this laboratory. He kicked out the stopping block keeping the wagon in place and went inside, hoping to lure the zombies after him. Once they entered, he opened the dezullon cage, planning to run through to the door in the back of the cage, escape the wagon, and then push the wagon down the nearby hill with the zombies still inside. Unfortunately, the electric sparks emitted by the zombies enraged the dezullons, causing them to attack both Emelett and the zombies. Each plant ate one creature and then retreated back to its cage to digest the meal.

A character who enters the wagon must attempt a DC 25 Fortitude save against the dezullons' stench aura. A character who succeeds at a DC 24 Perception check notices that the apparently closed metal door in the cabin is actually slightly ajar. A character who succeeds at a DC 26 Nature check identifies small amounts of dezullon venom sprinkled on the floor, indicating the plants were recently out of their cage.

**Runaway Wagon:** The wagon is currently counterbalanced by the two dezullons, heavy with digesting corpses, sitting in the back of the wagon. However, if these plants leave their cage, the weight in the wagon shifts toward the ramp to the east, causing the wagon to roll downhill. Once it's started rolling, the enormously heavy wagon is difficult to stop. It travels at a rate of 60 feet per round. Characters outside can halt the wagon for 1 round with a successful DC 28 Athletics check, permanently halting it on a critical success. Alternatively, characters who move something large in front of the wagon could potentially halt its progress, at your discretion.



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Creatures inside the rolling wagon must succeed at a DC 28 Acrobatics each time they Stride or fall prone. If it isn't stopped, after 3 rounds, the wagon crashes through a railing at the bottom of the slope, then plunges into the Ustradi River 200 feet below, quickly filling the cabin with water and sinking to the bottom of the 40-foot-deep waterway.

**Creatures:** After their release, the enraged dezullons quickly ate Emelett and one of the shock zombies. With Emelett gone, the remaining zombies retreated and the dezullons returned to their cage to digest their meals. When the characters open the door, the startled dezullons immediately attack. Sluggish with food, they move at half Speed at first, but they quickly vomit up their meals if attacked. Although Emelett is long deceased, the shock zombie is still half undead and, when vomited up, joins the fray.

### CAPTURED DEZULLONS (2)

### CREATURE 9

Weak dezullons (*Pathfinder Bestiary* 6, 94)

**Initiative** Perception +16

**Vomit** ➤ **Trigger** The dezullon is damaged by an attack;

**Effect** The dezullon vomits the contents of its stomach into an adjacent unoccupied space, filling the space with either a dead body or still-moving zombie (a body is in one of the dezullons, a zombie is in the other). Creatures adjacent to the dezullon must succeed at a DC 26 Reflex save or be splashed with a dose of the dezullon's amnesia venom.

### DISGORGED ZOMBIE

### CREATURE 6

Variant shock zombie (page 85)

**Initiative** Perception +14

**HP** 52

**Melee** ➤ fist +16, **Damage** 1d12+7 bludgeoning plus 1d12 electricity and amnesia venom (*Pathfinder Bestiary* 94)

**Aftermath:** After killing the dezullons, the characters can examine the corpses and determine that one of them is indeed Emelett; the dead huckster's floppy hat bears his name in garish embroidered letters. Farnoll thanks the characters for locating his missing boss, but he decides that getting out of town is likely still a wise move. He doesn't know why zombies were after Emelett, and he doesn't intend to stay to find out.

Characters who examine the dead zombie find that it was created using a combination of necromancy and clockwork engineering. Its body is reinforced with metal coils that seem to magnify and produce electricity.

**Treasure:** As a reward for finding Emelett, Farnoll gives the characters 200 gp. Additionally, eight doses of snake oil and two *effervescent decoctions* (page 76) are scattered throughout the laboratory wagon.

## SHOMA'S REFUGE

The characters' third and final lead is their old foe Shoma Lyzerius, who was reportedly attacked on the streets of Ferrous Quarter. Shoma has fallen on hard times since the characters saw him last. He spent nearly all his social and political capital trying to steal the pyronite formula and now has little to his name. The characters can still find him in his laboratory in Hellside (this location is fully described in *Pathfinder Adventure Path* #178: *Punks in a Powder Keg*).

If Shoma didn't survive his first encounter with the party, an arrogant upstart named **Lyles Cogsmith** (CN male gnome alchemist 3) has taken up residence in the lab and was the victim of the attack.

When the characters arrive, Shoma demands that they explain what they want. However, he quickly drops any pretense of pride and begs the characters for aid. His lair is largely unchanged since the characters last saw it, except that in his panicked state Shoma has piled debris in front of the doorways.

Whether the characters are dealing with Shoma or Lyles, the alchemist should convey roughly the following points during their conversation.

**What happened here?** "Nothing yet. But I think some... things... might be after me—and I'll bet they're coming back tonight. I've done too much work here to give it up, so I intend to make this my final stand."

**What things are after you?** "Last night, I was on my way home from the bar when a cloud of smog settled all around me. Amid all the coughing, I saw shapes floating through the smoke. I think they were corpses. I heard deep, booming laughter, and a voice called my name. I saw a floating figure, like a wraith made from smoke approaching me. Luckily, I had a few extra bombs on me, so I was able to cause an explosion and escape. But the voice told me that it would be back tonight. You have to help me!"

**Why is this creature chasing you?** "I don't know, but the voice seemed to know who I am. It told me that its master wanted to kill me—that they wanted to use my brain. What a hideous thought."

**How can we help?** "You can't do much right now, but come back this evening and spend the night with me in my lab. Whenever the smog creature returns, we can battle it together!"

### EVENT 15: ATTACK ON SHOMA

### MODERATE 9

If the characters agree to help, Shoma lets them into his laboratory and helps prepare their battle plans, but he encourages them to follow up on their other leads during the day. The monsters won't come until after dark, so the characters still have time to explore Emelett's caravan if they haven't already done so.



That night after the characters have fortified themselves in Shoma's lab, the moon rises and casts a bright light over the city. Any characters looking out from the laboratory windows have a clear view of Alken Falls and can see clouds of billowing smog emerge from the Hydroforge and move directly toward Shoma's laboratory.

**Hazard:** Shoma has booby-trapped his lab with dozens of vials of his custom explosive, lyzerium. ("If I'm going down," he explains, "I'm taking them with me!") Any area effects that deal fire damage within the lab trigger a chain reaction, dealing 1d8 fire damage to all creatures in the laboratory and setting the entire hideout on fire. Being a firebug, Shoma is reluctant to remove the booby-traps, but he can be convinced to do so by a character who succeeds at a DC 21 Diplomacy or Intimidation check.

**Creatures:** The clouds of smog are actually two smog wraiths, accompanied by a handful of their favorite floating corpses for decoration. The smog wraiths attempt to enter Shoma's lair through the front door if possible (so they can bring their corpses along too), but they're willing to incorporeally pass through the walls if necessary. They do their best to fill the entire laboratory with smog, and they smugly laugh at Shoma while they attempt to kill him and the party. Shoma does his best to contribute to the fight, but by this point in the adventure the characters' powers far outrank his capabilities; thus, his stats aren't included here, since he'll likely have only a tangential effect on the battle.

## SMOG WRAITHS (2)

## CREATURE 9

Page 84

**Initiative** Perception +19

**Aftermath:** Once the smog wraiths are destroyed, Shoma thanks the PCs for saving his life and promises (somewhat sincerely) to help them out in the future. If any characters were looking out the windows of the laboratory, they likely saw the smog wraiths emerge from the Tinwound Hydroforge, which provides a new lead for them to investigate. Alternatively, they could reach the same conclusion if they examine the floating corpses the smog wraiths brought along with them, which all wear the standard-issue uniforms of Hydroforge engineers.

**Treasure:** Among the corpses carried by the smog wraiths is a ruby ring worth 250 gp. Additionally, Shoma gifts the characters his last possession: a glassy, orange bauble he recently stole from a pawn shop. Unbeknownst to Shoma, this bauble is actually a reddish-orange *elemental gem*.

## TINWOUND HYDROFORGE

Thanks to Shoma, the characters know that at least some of the kidnappings around Hellside originated from the Tinwound Hydroforge, making this a natural place for them to investigate next.

The Hydroforge is a marvel of technomancy and eldritch engineering. It was originally built atop an ancient Nexian mage's tower in 4608 AR, and these days it supplies many key buildings throughout Alkenstar with electricity. Water-powered turbines in the lower levels generate electricity, which is channeled into electrified rails on the structure's upper levels. Below ground, the Hydroforge provides an even more important service: purifying drinking water from the Ustradi River for the citizens of Alkenstar.

A week ago, under orders from Loveless, Parsus marched a zombie horde across the bottom of the river at night and captured the Hydroforge. Loveless claims that she's planning to detonate the pyronite inside this building, but in reality she and Ibrium plan to betray Parsus. They will instead detonate the pyronite aboard a boat outside the Hydroforge, destroying the building and killing the necromancer inside. For their part, Parsus has also been preparing to betray Loveless and Ibrium. They quickly killed the engineers and technicians of the facility and used their corpses to explore the creation of undead-mechanical hybrids. The Hydroforge is isolated and receives few visitors; so far only a handful of people have noticed that the facility workers are missing. These cases all fell under the purview of Loveless's cronies, who quickly buried the investigations. To supplement the slain engineers, Parsus's minions also abducted nearly a hundred additional victims over the past week, mainly from among Alkenstar's poorest and most vulnerable residents. Having thus created a small army of undead, Parsus's plan is very simple: when Loveless lands with the pyronite, the necromancer's undead army will overwhelm her and Ibrium. Parsus will then set timers on the bombs to destroy the falls and flee the area, leaving no one alive knowing that they were ever involved.

Parsus has already created a host of undead monstrosities to inhabit the upper levels of the Hydroforge. To ensure that the undead remain undisturbed, Parsus flooded much of the lower level of the building. In addition to collecting victims from the streets of Alkenstar to serve as shock troops, Parsus recently started kidnapping skilled engineers and alchemists (such as Shoma and Emelett), whose severed heads they incorporate into a new undead-mechanical horror called a cranium preserver.

The following locations correspond to the map of the Tinwound Hydroforge on page 30.

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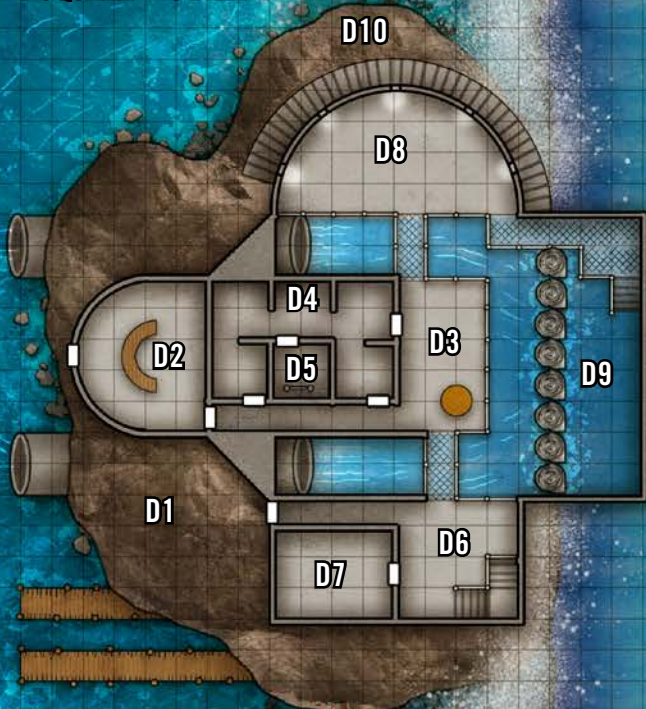
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# TINWOUND HYDROFORGE

1 SQUARE = 5 FEET

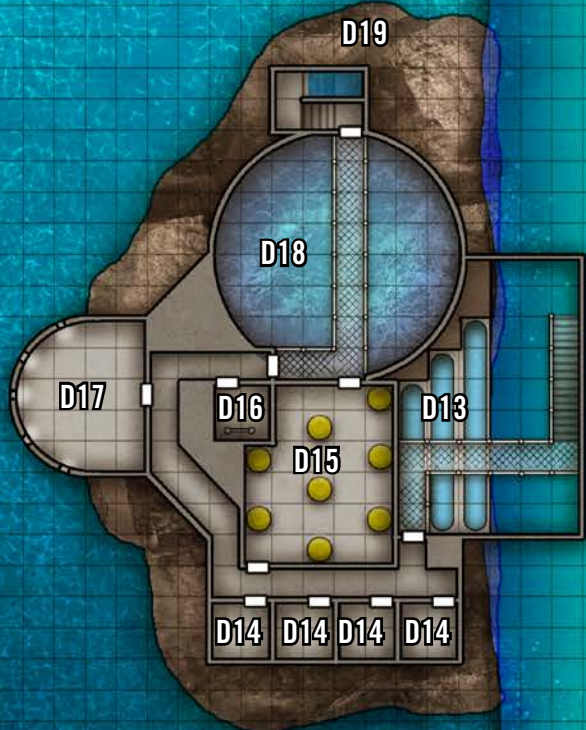


GROUND FLOOR

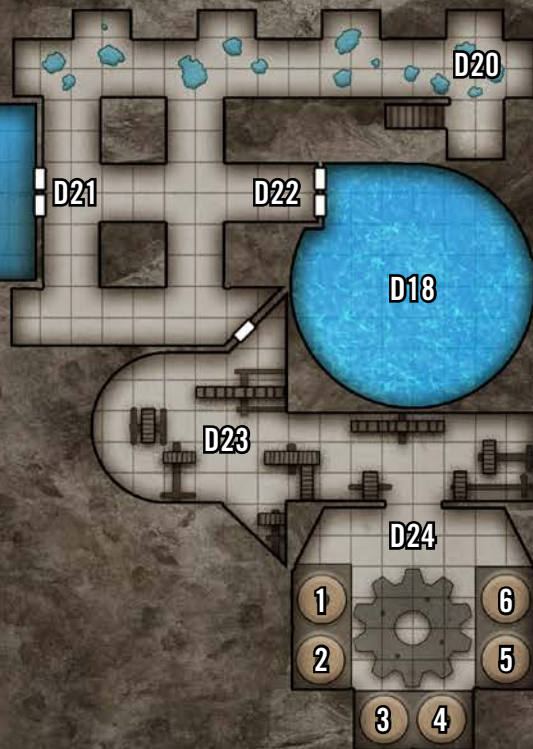
## ROOF



## SUB-LEVEL 1



## SUB-LEVEL 2





## D1. EXTERIOR

Read or paraphrase the following as the characters approach the Hydroforge.

The Tinwound Hydroforge sits atop a craggy island on the precipice of Alken Falls, like an ogre squatting atop a mound of skulls. A multitude of steel towers jut from the compound's domed roofs, crackling with electricity and shrouded in smog. Near the main entrance, two enormous stone pipes suck vast amounts of water into the bowels of the building. On the western edge of the Hydroforge, a winding staircase leads to the roof. On the eastern end of the small island, two small landings allow for boats to dock.

Although the Hydroforge is connected to Alkenstar through tunnels in the sewers, most visit the building by boat. The docks on the island connect to shore via a thick steel cable, which is used to tow them to and from the island against the waterfall's powerful current. Currently, four small boats are docked here, belonging to the Hydroforge workers.

The side door leading to area **D6** is locked with a good lock.

## D2. FOYER

White marble tiles and a domed bronze ceiling give this large room an air of ostentatiousness. A curved wooden visitor desk stands in the center of the room, while several large potted ferns decorate the walls. Sitting atop the desk is a small sign which reads "Tinwound Hydroforge Is Currently Closed to Visitors."

**Creature:** A humanoid figure wearing the overalls of a Hydroforge technician sits behind the desk with his feet propped up. The figure wears a wide-brimmed hat over his face and, when the characters enter, he points at the "closed" sign without lifting the hat. No matter what the characters say to the man, he merely points at the "closed" sign over and over again. This figure is actually a zombie controlled by the clockwork puppeteer in area **D8**.

Characters who succeed at a DC 26 Perception check can detect a faint whiff of rot emanating from the figure at the desk. Similarly, characters who succeed at a DC 28 Perception check to Sense Motive can tell that figure is clearly controlled by some outside force, like a puppet. If a character knocks the hat off the figure's face, they discover the creature behind the desk to be a corpse with a spiderlike clockwork device embedded in its neck. The zombie rises to attack and the wails of dozens of other zombies echo in unison from deeper within the building.

## CLOCKWORK SHAMBLER

## CREATURE -1

UNCOMMON NE MEDIUM CONSTRUCT MINDLESS ZOMBIE

Variant zombie shambler (*Pathfinder Bestiary* 340)

**Initiative** Perception +0

**HP** 20; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 5

## D3. VIEWING PLATFORM

## MODERATE 9

Rushing water surrounds this viewing platform on three sides. To the east and west, stone pipes pull river water from outside into two ten-foot-wide channels. The water rushes north through each channel, passes through a row of churning machines, and cascades over the edge of the waterfall. A circular table stands in the center of the viewing platform. Two steel bridges span the water channels and connect to other areas of the complex.

Creatures that fall into the swiftly flowing water channel are pulled 20 feet per round toward the waterfall unless they succeed at a DC 28 Athletics check to Swim. A creature that reaches the edge of the waterfall in area **D9** is sucked into a turbine and takes 10d6 bludgeoning damage at the start of their turn each round until they succeed at a DC 31 Athletics or Acrobatics check to wrench themselves free.

**Creatures:** If the party killed the zombie in area **D2** or otherwise alerted the clockwork puppeteer to their presence, the puppeteer sets an ambush here. As soon as the characters enter this area, the puppeteer orders the zombies in areas **D4** and **D7** to attack, attempting to flank the characters and crush them between two zombie hordes. In this event, the zombies in area **D4** swarm through the multiple doors in that area, while the zombies in **D7** rush across the metal bridge to attack. If a horde attempts to swim the channel, multiple zombies are swept away by the current, reducing the horde's HP to 160 and its size to just 12 squares.

## CLOCKWORK SHAMBLER HORDES (2) CREATURE 9

UNCOMMON NE GARGANTUAN CONSTRUCT MINDLESS TROOP ZOMBIE

Variant shambler troop (*Pathfinder Bestiary* 3 302)

**Perception** +14; darkvision

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

**Slow** A shambler horde is permanently slowed 1 and can't use reactions.

**AC** 25; **Fort** +21, **Ref** +16, **Will** +17

**HP** 240 (16 squares); **Thresholds** 160 (12 squares), 80 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 10, slashing 10, splash damage 5; **Troop**

**Defenses** *Pathfinder Bestiary* 3 306



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**Speed** 20 feet; troop movement

**Form Up** ♦ *Pathfinder Bestiary* 3 305

**Grave Tide** The shambler troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ♦ to ♦♦ **Frequency** once per round;

**Effect** The shamblers lash out at any enemies in their squares or within 5 feet (DC 25 basic Reflex save). The damage depends on the number of actions.

♦ 3d6+9 bludgeoning damage

♦♦ 3d8+13 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms

Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

#### Examining the Bodies:

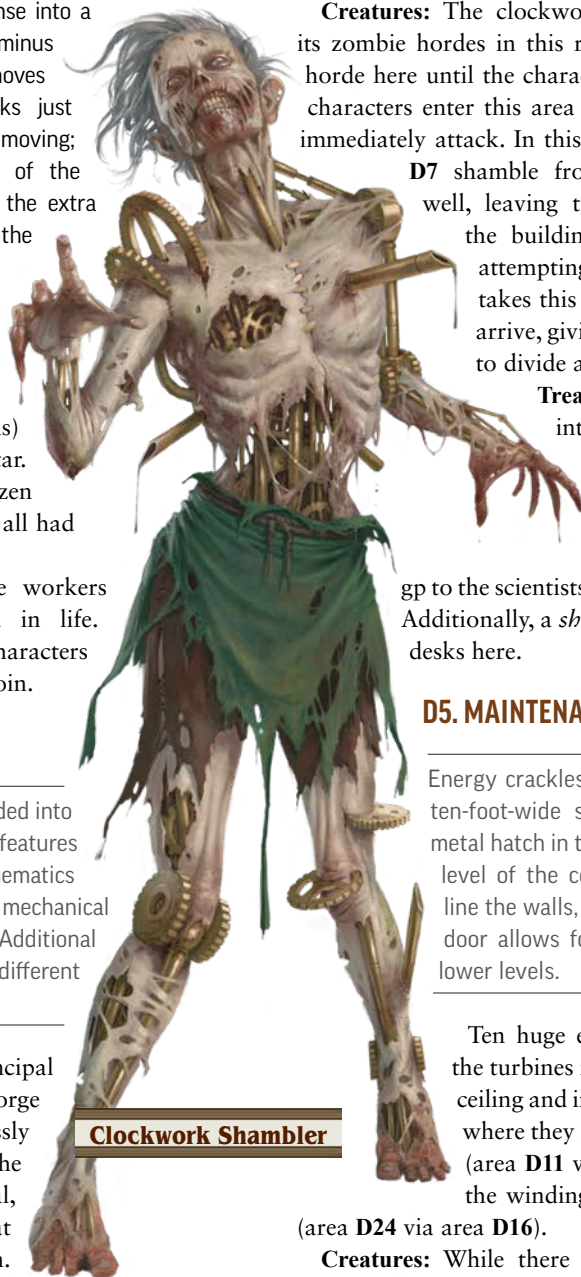
The hordes are made up of both Hydroforge workers (who wear blue-gray uniforms) and regular citizens of Alkenstar. Disturbingly, about two dozen of the engineers' bodies have all had their heads removed.

**Treasure:** The Hydroforge workers were all well compensated in life. Between their corpses the characters can recover 130 gp in spare coin.

### D4. SCHEMATICS ROOM

This large, open office is subdivided into five smaller alcoves. Each alcove features a drafting table covered in schematics and drawing tools. Complex mechanical blueprints cover the walls. Additional schematics, clearly penned by a different hand, lie scattered on the desks.

This area is the principal workspace of the Hydroforge engineers who worked tirelessly to maintain and modify the complex mechanical, magical, and electrical machinery that makes the building function.



**Clockwork Shambler**

For those who can understand the drawings on the walls, the blueprints reveal a great deal about how the Hydroforge is built. A character who succeeds at a DC 31 Engineering Lore or Arcana check can study the blueprints and derive a floor plan layout for one entire floor of the building.

The newer, rougher schematics scattered about the desks belong to Parsus, who used this area to devise the various technological innovations that currently haunt the Hydroforge's halls.

The door to area **D5** is labeled with signs that read "Maintenance" and "Danger: High Voltage." It's locked with an average lock.

**Creatures:** The clockwork puppeteer hid one of its zombie hordes in this room. Ideally, it keeps the horde here until the characters reach area **D3**. If the characters enter this area first, though, the zombies immediately attack. In this case, the zombies in area

**D7** shamble from their hiding place as well, leaving through the side door of the building and entering area **D2**, attempting to flank the characters. It takes this second horde 3 rounds to arrive, giving the characters a chance to divide and conquer their foes.

**Treasure:** Parsus's designs were intended for villainous uses, but they're undeniably brilliant and innovative.

If copied or taken, these schematics are worth 400 gp to the scientists and scholars of Alkenstar. Additionally, a *shock* rune lies on one of the desks here.

### D5. MAINTENANCE SHAFT

Energy crackles and hums throughout this ten-foot-wide shaft, which runs up to a metal hatch in the roof and down to a lower level of the complex. Thick metal cables line the walls, and a metal ladder near the door allows for access to the upper and lower levels.

Ten huge electric cables attached to the turbines in area **D9** run through the ceiling and into this maintenance shaft, where they route power up to the roof (area **D11** via area **D12**) and down to the winding gears of the Hydroforge (area **D24** via area **D16**).

**Creatures:** While there are no creatures on this



level, characters who peer down the maintenance shaft here can clearly see Glorianna Button huddled at the bottom of the shaft (area **D16**).

## D6. SECONDARY VIEWING PLATFORM

This area serves as a secondary viewing platform for observing the turbines, as well as an open space for workers to gather. The stairs in the northeast corner lead up 20 feet to area **D11** on the roof.

## D7. POWER PLANNING ROOM

City maps and engineering schematics hang on the walls of this room. A large table stands in the center of the area. Atop the table is a miniature model of the city of Alkenstar. Small red flags and lines of red thread crisscross the tiny city, all leading back to a central flag above a replica of the Tinwound Hydroforge.

The Hydroforge's engineers use this room to plot out the city's (currently limited) electricity grid.

**Creatures:** Similar to area **D4**, the clockwork puppeteer has hidden one of its zombie hordes in this room. Ideally, it keeps them here until the characters reach area **D3**, but if the characters enter this area first, the zombies immediately attack. In this case, the zombies in area **D4** shamble from their hiding place as well, moving across the bridge and trying to trap the characters in a pincer.

**Treasure:** A forgotten *shock* rune lies discarded on the table next to the model city.

## D8. THE MACHINING DOME

**SEVERE 9**

In this room, emerald light filters through five floor-to-ceiling glass windows, casting the area in a viridian glow. Several workbenches stand against the outer walls of the room and large gears, cogs, and pipes are scattered across the room. The ceiling rises forty feet upward into a shadowed half dome, from which hang dozens of chains and winches designed to lift heavy machinery. A half-dismantled mechanical device, as big as a merchant cart, hangs suspended five feet off the floor.

The Hydroforge is filled with custom-built machinery that requires near-constant maintenance. Technicians use this area to disassemble damaged equipment and fabricate new parts to keep the facility running. The chains hanging from the ceiling are used to lift heavy objects and are controlled by a system of levers on the western wall.

**Creature:** After taking control of the Hydroforge, Parsus placed their newest clockwork minion in

charge of monitoring the upper floor and maintaining a semblance of normalcy to avoid attracting undue suspicion. The clockwork puppeteer prefers to act from a distance and spends its time in the shadows near the ceiling of this room. It remains hidden even if the characters kill the two zombie hordes under its control, knowing that it can make a new army with little effort. When the characters enter this area, however, it descends from the chains to attack.

## CLOCKWORK PUPPETEER

**CREATURE 12**

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**Initiative** Stealth +25

**Treasure:** The various chains hanging in this room all lead to the center of the domed ceiling, where they are secured to an *immovable rod*.

## D9. POWER GENERATORS

The deafening sounds of crashing water and whirring machinery fill this area. Eight enormous turbines perch on the edge of a waterfall in the back of the building. Streams of water rush through them and then down the waterfall to the rocks below. The walls of the facility extend out into the air past the waterfall and downward to another level below. A steel catwalk leads to a descending staircase.

These massive machines generate the majority of the Hydroforge's power. The back wall of the building is built out over the waterfall, with no floor below; creatures that fall from the catwalk plummet 300 feet to the bottom of Alken Falls.

The stairs here lead down 20 feet to area **D13**.

## D10. STAIRS

These stairs wind up 20 feet to area **D11** on the roof of the building. Characters walking up the stairs can peer through the enormous green glass windows into area **D8**, but the heavily tinted glass imparts a -4 penalty on Perception checks to view the room inside.

## D11. ELECTRIC PILLARS

**MODERATE 9**

Ten pillars, each topped with a ring of metallic coils, are spaced in two even rows across the Hydroforge's roof. Lances of electricity jump at random from pillar to pillar, illuminating the stonework with an azure light. Constant sparks of lightning leap onto a large metal rail that hangs suspended between the pillars. Supported by steel pillars, the metal rail leads away from the rooftop, across the river, and into the city. Ten large metal cables lead from the base of each electric pillar to a metal hatch on the roof nearby.

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The electric cables in area **D5** lead up to the rooftop and eventually feed into these 10 pillars. Via complex technomancy, the pillars amplify the power of the electricity and charge it into a metal rail. The electricity is transported along this rail to major buildings in Alkenstar. This system, while effective, is incredibly expensive to maintain and works only over relatively short distances, which has kept the wonders of the Hydroforge from spreading beyond Alkenstar thus far.

**Hazard:** Normally, engineers working in the control room (area **D17**) regularly adjust the output of the electric pillars to dissipate excess energy. With all the engineers dead, dangerous amounts of energy have built up in the towers over the last week, creating

enormous arcs of lightning between them. While the characters explore the rooftop, assign each tower on the roof a number, 1 through 10. At the beginning of each round, roll 2d10; a bolt of lightning arcs in a straight line between the two numbered pillars you rolled, dealing 7d6 electricity damage to all creatures in its path (DC 28 basic Reflex save). If you roll the same number on both dice, no arc forms that round.

Additionally, the rail is also very dangerous, although it's safely suspended out of reach 20 feet from the ground. Creatures that come into contact with it immediately take 20d6 electricity damage (DC 28 basic Reflex save) as fatal amounts of electricity arc through their body.

**Creatures:** This area has proved a natural haven for some of Parsus's undead-mechanical creations. Six shock zombies hang from the rail between the pillars, feasting on the vast amount of electricity flowing through it. When the characters approach, the zombies drop down to attack.

## SHOCK ZOMBIES (6)

## CREATURE 6

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**Initiative** Perception +12

**Treasure:** The headless corpse of the Hydroforge's lead engineer lies here. The zombies killed her during their initial assault. The body still wears a suit of *electric eelskin*.

## D12. MAINTENANCE HATCH

A 10-foot-wide steel hatch here leads to the ladder in area **D5**. A hole in the top of the hatch allows for ten power cables from inside the facility to lead out onto the roof and into the electric pillars. The metal hatch is locked with a good lock from the outside, but it can be opened easily from the inside.

The two large domes near this area are covered with bronze plating, and each rise 20 feet above the rest of the rooftop.

## D13. FILTRATION BATHS

In this room, water is collected into pools and cleaned of physical debris by clockwork claws and mechanical filters. Pipes in this area pass through the walls and into area **D15**, where the water is purified further.

## D14. TECHNICIAN HOUSING

The Hydroforge requires constant supervision to run properly, and its technicians often work long hours. These four rooms were built to



**Clockwork Puppeteer**



accommodate workers who need to stay overnight at the facility, often for several days in a row. Each room has six bunk beds. All told, approximately 50 employees work at the Hydroforge.

**Treasure:** Each room has six locked footlockers (each with an average lock), which the workers use to store their personal effects. Parsus has little interest in material wealth and thus has not bothered to search these rooms, so characters who search through the chests in all four rooms can uncover 150 gp worth of valuables plus a standard *potion of flying*.

## D15. CHEMICAL FILTRATION

LOW 9

The acrid smell of chemicals suffuses this area. Eight large bronze tanks are spaced throughout the room with a complicated network of pipes connecting each tank to the next. Sounds of sloshing liquid and squealing pumps echo from inside the tanks. Metal barrels are scattered throughout the room in a haphazard fashion. Some are tipped over, while others have their lids pried open and contain an orange liquid.

Purifying chemicals added to the large tanks in this room make the water pumped here suitable for drinking. A character who succeeds at a DC 28 Crafting check to Identify Alchemy can recognize the orange liquid in the barrels as a potent chemical that, though harmless when mixed with water, is flammable and explosive when left exposed to air, such as now.

**Hazard:** If a fire source (such as a blast or even a critically missed Strike with a *flaming* weapon) strikes anywhere in this room, it triggers a chain reaction of chemical explosions, dealing 10d6 fire damage to all creatures in the area (DC 26 basic Reflex save).

The network of tanks and pipes in this room features several release valves that, if opened, spew gouts of water throughout this area, effectively soaking everything in the room. If the room is soaked in this fashion, the chemicals are sufficiently diluted to avoid triggering an explosion. Releasing the valves to trigger this effect requires a character to succeed at three DC 28 Thievery checks to Disable a Device. Alternatively, characters can

drench the area using a 3rd-level or higher water spell, such as a heightened *hydraulic push*, which similarly prevents an explosion.

**Creatures:** When Parsus discovered this room, they were delighted to find a new chemical with which to experiment in the creation of undead. Through trial and error, they eventually developed chemical zombies that proved to be highly explosive. Realizing the danger of creating too many of these creatures in such a confined space, Parsus abandoned their project after making eight such undead. Two of these chemical zombies currently hide within this room, completely submerged within the barrels of orange liquid. While inside the barrels, they can't effectively hear, so they don't emerge to attack unless the characters make a very loud noise or walk within 5 feet of a barrel.

### CHEMICAL ZOMBIES (2)

### CREATURE 6

Variant sulfur zombies (*Pathfinder Bestiary* 3 303)

**Initiative** Perception +12

**Quenchable Death Throes** When a chemical zombie dies, its body explodes in a 30-foot burst of fire and debris that deals 2d10 bludgeoning and 2d10 fire damage to each creature in the area (DC 21 basic Reflex save). If the chemical zombie is soaked with water before it dies (such as by dousing it with a bucket of water or hitting it with a water spell like *hydraulic push*), the chemicals are neutralized and this ability doesn't trigger.

**XP Award:** On their own, the pair of zombies here are a trivial threat, but the explosive chemicals stored in this area make the encounter significantly more dangerous. Award the characters an additional 30 XP each for defeating the zombies.

## D16. MAINTENANCE SHAFT

This area is the bottom of the maintenance shaft described in area

**D5.** Similar to **D12** above, the door leading into this area is locked with an average lock.

**Creature:** During their initial assault, Parsus quickly overtook the upper floor of the Hydroforge and then used their undead servants to slowly root out anyone hiding throughout the complex and turn them into a zombie. The only survivor of this massacre was an engineer named



Chemical Zombie

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**Glorianna Button** (CG female half-elf engineer 8), who is currently hiding in this room. When she realized the building was under attack, Glorianna grabbed her travel sack (packed with several dozen lunches) and headed for the maintenance shaft to escape. She was dismayed to discover both the roof and schematics room already occupied by undead, essentially trapping her in this area. Reasoning that help would surely arrive eventually, she's survived here for over a week now, rationing her sandwiches and collecting condensation gathered from the roof hatch to drink. When the characters arrive, she is bursting with joy to see living faces again.

Glorianna is a smart and dedicated engineer who lives for her work. She's prone to complimenting just about everyone she meets, and this is true for the player characters as well. Although cheerful by nature, Glorianna is scarred by the horrors of seeing her coworkers killed and wants to leave the Hydroforge as quickly as possible. Before she leaves, however, she's willing to help the characters drain the lower levels of the facility, if they can escort her into the control room. During their conversation, Glorianna can answer the characters' questions, the most likely of which follow.

**Who are you?** "My name is Glorianna Button. I'm an engineer here at the Hydroforge. I've been hiding in this maintenance room since the building was attacked a week ago. I think I'm the only one left."

**What happened here?** "It was horrible! I didn't see how it started, but I heard the screams. Next thing, I know, people are running and zombies chasing them, killing everyone. I grabbed my bag and scurried into this area quick, but once I got in, I discovered there were already zombies on the upper floors. I was totally trapped—until you heroes came along!"

**What do you know about Parsus or the zombies?** "Several days ago I tried to sneak out, but I almost got caught. I hid behind some barrels and, while I was hiding, a pale wizard walked through the room followed by some... thing. It was partly mechanical and spider-like, but the top of its back was covered with jars and inside the jars were heads. I recognized some of the faces. It was horrible..."

"The creature called the figure 'necromancer' and the two, they were talking, and the necromancer said, 'Loveless and Ibrum will be arriving any day now

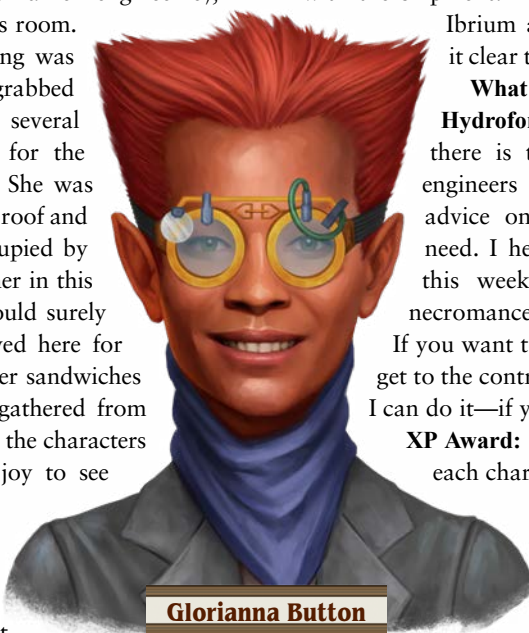
with the shipment.' I don't know who Loveless and Ibrum are, but the necromancer made it clear they were planning to kill them."

**What do you know about the Hydroforge?** "Just about everything there is to know. I'm one of the best engineers in this place! I can give you advice on where to head next, if you need. I heard the pumps running earlier this week, which probably means the necromancer has flooded the lower levels.

If you want to get down there, you'll need to get to the control room and reverse the pumps. I can do it—if you protect me, of course!"

**XP Award:** For rescuing Glorianna, award each character 40 XP.

**Treasure:** To thank the party for rescuing her, Glorianna gives them a *greater shrinking potion*. The engineers sometimes use these types of potions for maintenance tasks.



## D17. CONTROL ROOM

## MODERATE 9

Five tall windows in this rounded room look into the river outside, revealing an underwater vista of river fish, city litter, and effluvium. Dashboards are evenly spaced between the windows of the room, covered in a dizzying array of knobs, levers, and dials.

This is the central control room for the entire facility. Here, engineers can adjust the levels of electricity, manage the water purification, and control the flow of water into or out of the Hydroforge. The mechanisms and dials are very complex. In order to drain the cistern and/or the sewer tunnels (areas **D18**, **D19**, and **D20**), a character must succeed at three DC 31 Thievery checks to Disable a Device to manipulate the controls. Alternatively, if Glorianna is with the characters, she can handle the controls herself.

Parsus had little patience for learning the controls and instead created a new minion, called a cranium preserver, which holds the severed heads of Hydroforge engineers. When Parsus wishes to leave the lower levels of the complex, they simply order the cranium preserver to this room to adjust the controls. (This creature is currently in area **D24**).

**Creatures:** To protect the room in their absence, Parsus tasked two smog wraiths with guarding it. The characters are likely to encounter the wraiths here, but the undead sometimes patrol this level, drifting between areas **D13**, **D14**, and **D17**. Currently, the wraiths lie



in hiding just outside the glass windows, submerged in the waters of the river. When the characters enter the room, the smog wraiths drift through the glass to attack, filling the control room with smog.

### SMOG WRAITHS (2)

### CREATURE 9

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**Initiative** Perception +19

### D18. CISTERN

The steels walls of the circular room form a massive cylinder tank filled with crystal-clear water. A single catwalk extends over the water, leading through the center of the tank. The surface is completely still, and a hushed silence permeates the room.

This room is the final stage of the purification system. Clean water is stored in this cistern, with excess water flowing into the water tunnels in the Hydroforge's deepest sub-level (area **D20**). From the tunnels, the water travels via a complex network of pipes to the rest of the city.

The ceiling of the cistern room rises 20 feet above the catwalk. The catwalk is just a few feet over the surface of the water in the 40-foot-deep cistern tank. Although it's difficult to see it from the catwalk, there's a massive hatch at the bottom of the tank, in the southwest corner, which leads to area **D22**. The technicians use this hatch to periodically drain the tank for maintenance.

**Creatures:** There usually aren't any creatures in this room. If Parsus learns that there are enemies in the Hydroforge, they post guards on the catwalk here. The guards are either the smog wraiths from area **D17** or the chemical zombies from area **D23**; in the latter case, the zombies cling to the underside of the catwalk waiting to attack.

**Treasure:** Characters who succeed at a DC 26 Perception check can spot the outline of a corpse at the bottom of the tank. During the chaos of the initial attack, this untrustworthy engineer stole the funding lockbox set aside for facility maintenance and attempted to flee into the sewers. The engineer fell from catwalk and drowned in the cistern. If recovered, the body still carries the lockbox, which contains 500 gp.

### D19. SUBMERGED STAIRWELL

The stairs here descend 40 feet to area **D20** in the lowest level of the complex. If the characters haven't yet drained the lower levels of the facility, the lower portion of the stairwell is submerged in river water, making traversal difficult.

### D20. WATER TUNNELS

### MODERATE 9

The walls of these tunnels are built of old bricks, now covered in a thin layer of slime. Pipes crisscross the ceiling in these halls and lead to alcoves, where they disappear into the walls. Clockwork gears wind along the ceiling, powering pumps that push liquid through the vibrating pipes. Oil drips from the gears and leaks from the walls everywhere.

Once they've been purified, the waters of the Hydroforge are all routed here, where they're distributed through a series of pipes into Alkenstar's main water grid. Each alcove is a junction that connects to pipes that route water throughout the city. The controls in area **D17** can be used to activate pumps to flood or drain these tunnels.

If the characters venture into these tunnels while they're still flooded, this area is filled with murky river water, which reduces visibility to 10 feet.

**Creatures:** When Parsus traveled to Alkenstar from Geb, they took a Gebbite barge along the Ustradi River. Underneath the water, this boat was actually towed by three enormous skeletal crocodiles. These were some of Parsus's first undead creations, and the necromancer has been tinkering with them for years. Once Parsus arrived in Alkenstar, they hid the skeletons at the bottom of the river, then moved them to the Hydroforge once Parsus's takeover was complete.

Instead of a claw Strike, the crocodiles have bite and tail strikes, along with number of other stat modifications. The crocodiles spread themselves out through the tunnels in this area (including the tunnels near **D21** and **D22**) and attempt to use their Skull Shot ability to separate the party and pick off lone characters.

### SKELETAL CROCODILES (3)

### CREATURE 8

Variant elite skeletal hulks (*Pathfinder Bestiary* 6, 299)

**Initiative** Perception +18

**Melee** ♦ bite +20 (reach 15 feet), **Damage** 2d6+13 piercing plus Grab

**Melee** ♦ tail +20 (agile, reach 10 feet), **Damage** 2d6+13 bludgeoning

**Broad Swipe** ♦♦ As skeletal hulk, but with its tail Strike.

**Reconfigure** ♦♦♦ Part machine and part skeleton, the crocodile reconfigures its mechanical components, either reducing its size to Large or returning its size to Huge if it is currently Large.

**Skull Shot** ♦♦ The skeletal crocodile detaches its skull and fires it at a target within 30 feet, making a bite Strike. If the Strike is successful and the target is Large or smaller, the crocodile uses a heavy chain to retract its skull back to its body, dragging the targeted creature 30 feet. This ability replaces Massive Rush.

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### D21. RIVER GATE

A 10-foot-wide steel door is built into the wall of the tunnel here. This door opens directly into the Ustradi River. Engineers open this door via the control room (area D17) to periodically “flush” the tunnels.

The door can be opened from here with five successful DC 30 Thievery checks. Opening the door causes a wall of water to flood into the tunnels, likely crushing or drowning anyone caught in the deluge.

### D22. CISTERN GATE

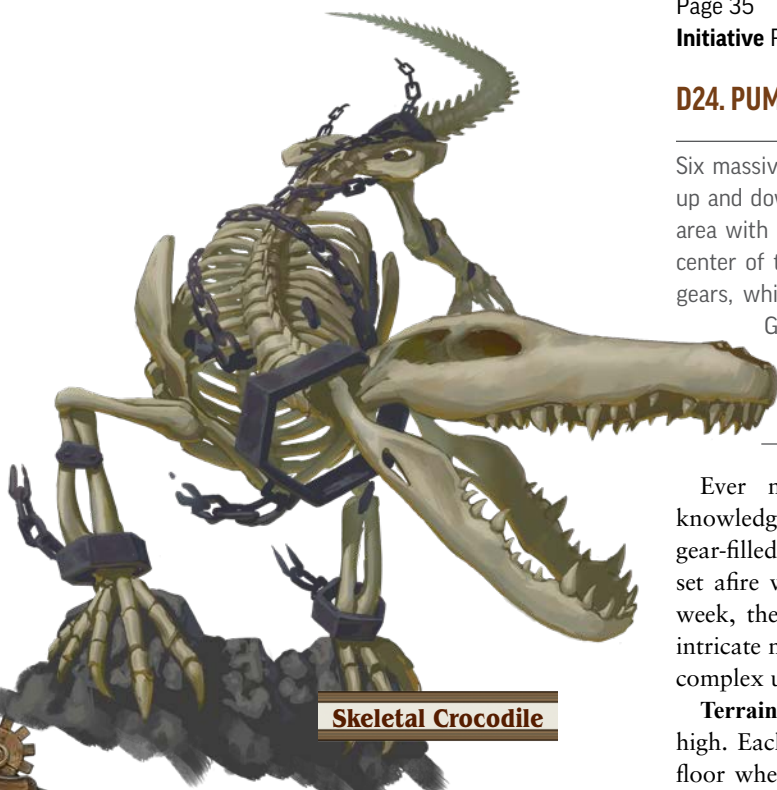
This door is identical to the one just south (area D21), except that it opens into the main cistern (area D18).

### D23. THE UNDERCOGS

#### MODERATE 9

An impossibly complex array of gears and cogs fills this cramped space. The top layer of cogs are mostly horizontal, creating a patchwork floor of rotating wheels. A number large of vertical gears also jut from the floor, creating a series of dangerous obstacles that obscure portions of the room.

While excavating the foundation for the Hydroforge over a hundred years ago, the builders of Alkenstar discovered the ruins of a Nexian tower. At the bottom of this tower was a network of clockwork gears still winding after all this time. Ever pragmatic, the architects incorporated the gears into the Hydroforge.



Skeletal Crocodile

**Hazard:** Creatures can safely move through the gear-riddled room at half Speed. Creatures attempting to move at full Speed must succeed at a DC 26 Acrobatics check to nimbly leap from gear to gear. On a failure, the creature falls prone. On a critical failure, the creature falls prone and becomes caught in the gears. In this case, the creature becomes restrained and takes 6d6 bludgeoning damage at the start of its turn each round until it succeeds at a DC 28 Acrobatics or Athletics check to free itself from the gears.

**Creatures:** To protect their refuge, Parsus has stationed six chemical zombies in this room. When the characters enter, three zombies are hunched down behind vertical gears in the room and three others are hidden below the gears in the floor of the room. While hidden beneath the gears, the zombies have greater cover, granting a +4 bonus to AC, Reflex saves, and Stealth. If possible, the zombies wait until the characters are in the middle of the room before shambling out to attack.

The zombies beneath the floor are automatically squished in the gears as they climb up through the floor, taking 6d6 bludgeoning damage. Rather than becoming caught, the gears merely tear through the flesh of the zombie, allowing the undead to clamber through by leaving pieces of itself behind.

### CHEMICAL ZOMBIES (6)

#### CREATURE 6

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Initiative Perception +12

### D24. PUMP ROOM

#### SEVERE 9

Six massive mechanical pistons, each ten feet wide, push up and down along the periphery of this room, filling the area with rushing gasps of air. An enormous gear in the center of the room interlocks with a network of smaller gears, which connect to the base of each piston pump.

Gory viscera, chunks of bone, and mechanical contraptions cover the surface of the great gear, rotating in a circle like a macabre museum display.

Ever motivated by the pursuit of forbidden knowledge, when Parsus discovered the lower gear-filled rooms of the Hydroforge, their mind was set afire with necromantic inspiration. Over the last week, they’ve worked at a feverish pace, using the intricate machinery here as a muse for the creation of complex undead-mechanical monstrosities.

**Terrain:** The ceiling of this room stands 40 feet high. Each of the six piston pumps are flush to the floor when depressed and rise to a height of 30 feet



when fully extended. These piston pumps are labeled 1 through 6 on the map. At the beginning of the first round of combat, the odd-numbered piston pumps lift 30 feet to their full height, while the even-numbered piston pumps plunge down to become flush with the floor of the room. At the beginning of each round after this, the piston pumps alternate positions, so that half the pumps are always raised and the other half lowered.

The central gear in the middle of the floor completes a full rotation every 4 rounds. At the beginning of each round, move all creatures standing on the gear one quarter-turn around the gear in a clockwise direction.

**Creatures:** After they slaughtered the engineers of the Hydroforge, Parsus quickly realized that a wealth of technological knowledge lay at their feet. They removed the severed heads of the engineers and incorporated them into a new creation called a cranium preserver. Using the collective engineering genius of these preserved heads, Parsus has made experimental breakthroughs at an alarming rate, to the point that they have nearly forgotten about their bargain with Loveless. When the characters arrive, Parsus at first assumes that the characters have come to steal from their genius, and they attack viciously. When they realize that the characters are merely interested in the pyronite, they're almost disappointed, but keep up the attack until defeat seems imminent (see Parsus Surrenders below).

During combat, the cranium preserver fights on the gear in the center of room, while Parsus jumps between the moving pumps, keeping out of range and peppering the characters with spells.

## CRANIUM PRESERVER

## CREATURE 10

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**Initiative** Perception +19

## PARSUS

## CREATURE 10

Page 91

**Initiative** Perception +20

**Parsus Surrenders:** When reduced to 30 Hit Points or fewer, Parsus calls off their attack and surrenders. They offer to help the party defeat Loveless in exchange for their life, calmly swearing to also

abandon their plans in Alkenstar and to return to Geb. If the characters accept the truce, Parsus tells them that

Loveless is planning to use a huge load of pyronite to demolish Alken Falls. The shieldmarshal hopes to use the resulting turmoil to place herself at the head of a shieldmarshal army. Parsus and Ibrium would also benefit from this outcome, since leveling the massive waterfall would expedite trade for both Geb and Nex, and they'd each stand to make a tidy profit from their sponsors across the borders. "Or, at the very least," Parsus muses, "we'd get to see exactly what this pyronite can really do."

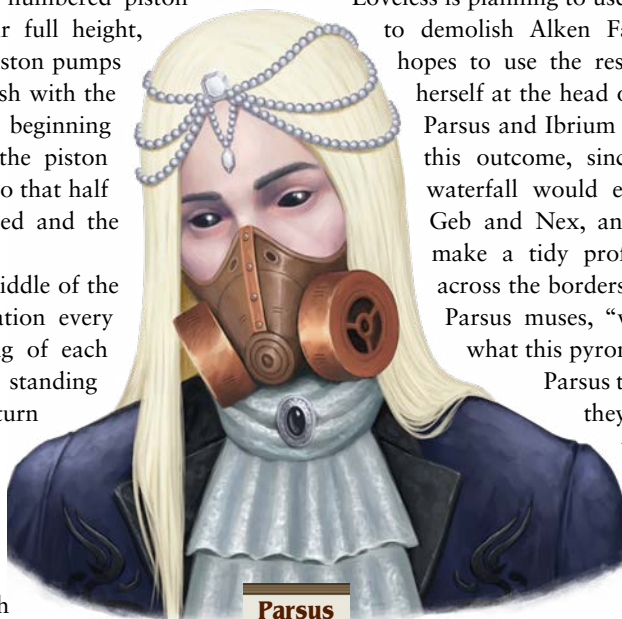
Parsus tells the characters that if they want to stop Loveless, they should head her off farther up the Ustradi, before she reaches Alkenstar. Loveless and Ibrium are currently aboard a

riverboat called the *Gearsmoke*, which is loaded with pyronite and set to arrive in Alkenstar within the next few days. Parsus contributed to the effort by creating three clockwork keys, each of which corresponds to one clockwork pyronite bomb somewhere on the *Gearsmoke*. Once armed, a clockwork bomb can't be disabled without first inserting the corresponding key. Deputy Loveless also has a remote detonator that she can use to trigger all three bombs as a last resort. Parsus gives the characters one clockwork key and says that Ibrium and Loveless have the other two keys.

From this information, the characters learn that they need to infiltrate the *Gearsmoke* and locate the three clockwork bombs and two remaining keys before confronting Loveless. If she triggers the remote detonator (which she'll almost certainly do if openly assaulted), the characters will have only moments to kill Loveless and then race through the ship to disarm any bombs that are still armed.

If the characters kill Parsus before the necromancer can reveal the final phase of the plan, the party can learn the above information from Parsus's cranium preserver minion. Once the preserver is destroyed, the preserved heads in its body regain enough of their former minds for long enough to relay what they know of Parsus's plans to the characters.

**Treasure:** A *grievous* rune is embedded within the clockwork gears of the cranium preserver, helping sharpen its cranium extraction tools. (This doesn't affect the cranium preserver's stats.)



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## Chapter 3: Blood in the Bilge

After the party leaves the Hydroforge, their employer Foebie Dunsmith seeks them out for a progress report. Once caught up on Loveless's plot, she helps the characters form a plan to board the *Gearsmoke*.

At the moment, the boat could be anywhere on the Ustradi River. "But," Dunsmith says, "it's scheduled to stop at a high-class tavern called the Bridgehouse in Martel tomorrow afternoon." The Bridgehouse is a large tavern and warehouse built on the side of the bridge that crosses over the Ustradi River in Martel. The *Gearsmoke* stops there to pick up wealthy clients staying in town. Passengers board by way of a lift attached to a crane that hangs over the boat.

Although the characters could potentially fly or swim onto the boat, Dunsmith cautions against this approach. They need to stay undercover long enough to explore the entire ship and locate the bombs, so stealth is key. Loveless's most skilled cronies will be aboard the ship, and they'll certainly be on the lookout for trouble. Dunsmith advises the party infiltrate the Bridgehouse and either convince some of the guests there to give them their boarding tickets (allowing the characters to pose as rich passengers) or stow away in the cargo as it's loaded from the warehouse to the ship. Once aboard, the party can take their time locating the bombs and bomb keys before confronting Loveless.



## THE BRIDGEHOUSE

The settlement of Martel holds most of Alkenstar's material wealth. Located halfway between Alkenstar and the Gunworks, the small city is centered around two immense buildings joined together by a series of metal and stone bridges. Attached to one of the larger bridges is a tavern called the Bridgehouse, frequented by wealthy clientele visiting Martel to check on their vaults. Rather than being built atop the bridge, the Bridgehouse juts out over the water from the side, supported by a grid of thick beams and steel bars.

The *Gearsmove* is set to arrive at the Bridgehouse midafternoon. The characters have two obvious options for boarding the boat: acquire some tickets in the common room or stow away in the luggage in the warehouse. To do so, they can explore the following locations of the Bridgehouse, which correspond to the map of the Bridgehouse on page 42.

### E1. COMMON ROOM

The sounds of jovial conversation and the scent of roasted meat fill this finely appointed common room. A sign on the door near the bar reads "Warehouse: Keep Out." In the center of the room, a wooden railing surrounds a circular opening in the floor, and the roar of the swiftly flowing Ustradi can be heard from far below. A thick chain connected to a mechanical crane holds a wooden platform aloft over the opening.

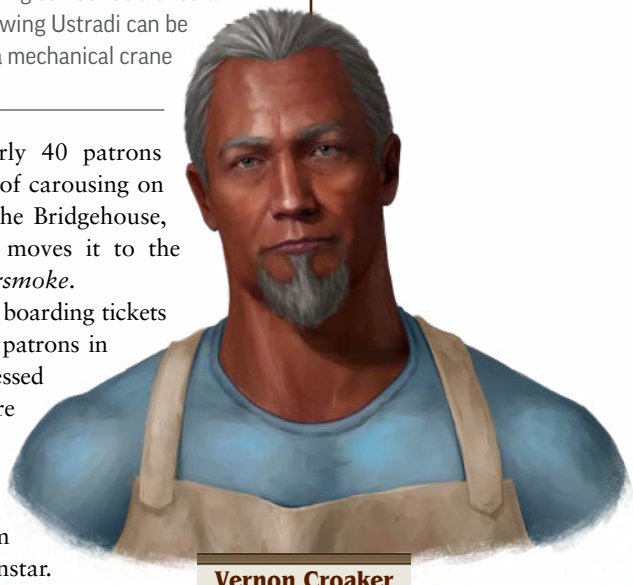
The common room is packed with nearly 40 patrons waiting to board the *Gearsmove* for a week of carousing on the Ustradi. Vernon Croaker, the owner of the Bridgehouse, collects luggage from waiting patrons and moves it to the building's warehouse for stowage on the *Gearsmove*.

**Finding Tickets:** The characters can acquire boarding tickets for the *Gearsmove* from any of a number of patrons in this room. The exact number of tickets possessed by each patron is left to you. The following are a few examples of patrons currently occupying the Bridgehouse.

**Lorassa Snoke:** This rough-necked rogue recently pilfered tickets to the *Gearsmove* from a passing merchant on the streets of Alkenstar. Lorassa brought her band of ruffians along with her to treat them to some high-class living. Currently, the group is boisterously drunk in the corner of the taproom; their tickets precariously sticking out from their pockets. A character can Steal a ticket with a successful DC 21 Thievery check (taking the usual -5 check penalty for Stealing from a pocket). If Lorassa or her crew catch the character in the act though, the ruffians throw punches and cause a scene. For Lorassa, use statistics for a fence; for her four ruffians, use statistics for burglars (both stat blocks appear on page 210 of the *Pathfinder Gamemastery Guide*).

Any time a fight breaks out in the Bridgehouse, Vernon Croaker emerges from the back to forcibly eject anyone involved in the brawl.

**The Gun City Revelers:** To kill time while waiting to board the *Gearsmove*, this troupe busks in the Bridgehouse taproom. If challenged, they're amenable to a friendly performance competition—singing, dancing, or otherwise. The Revelers can be convinced to wager their boarding tickets



Vernon Croaker

## CHAPTER 3 SYNOPSIS

In the final chapter of the Outlaws of Alkenstar Adventure Path, the characters stow away on a high-society riverboat called the *Gearsmove*. Whether by slowly cruising along the water or by way of Ibrium's powerful teleportation ritual, it's only a matter of time before the pyronite-laden vessel reaches its final destination at the end of the Ustradi River: Alken Falls. Unless the characters can find and disarm the three clockwork bombs aboard the ship and defeat Deputy Loveless and Ibrium, the city of Alkenstar as they know it will never be the same.

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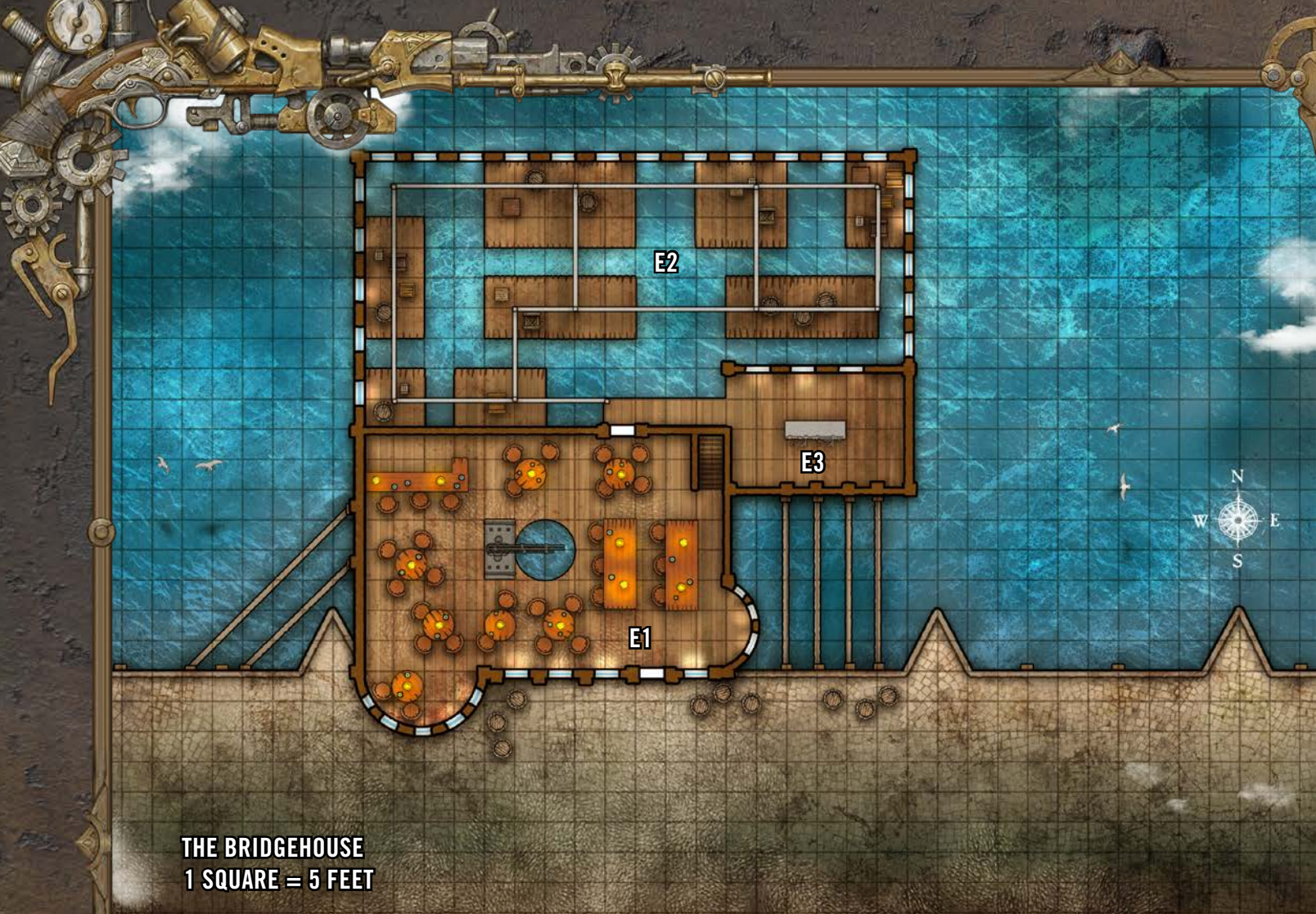
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## THE BRIDGEHOUSE

1 SQUARE = 5 FEET

if the characters bet something equally valuable, such as 30 gp or a small magic item. To win the contest, the characters must best the Revelers in at least two out of three increasingly difficult performances. The crowd in the taproom judges the contest. For the first performance, the characters must succeed at a DC 24 Performance check to outperform the Revelers. For the second and third performances, the DC is 26 and 28, respectively.

**XP Award:** For successfully acquiring enough tickets to board the *Gearsmove*, award each character 60 XP.

### E2. WAREHOUSE

### LOW 10

Much of the warehouse has no floor to speak of. Instead, a network of wooden platforms, each stacked with luggage and crates, dangles from a complex system of chain tracks attached to the ceiling. Many feet below, the Ustradi river flows steadily eastward.

In addition to providing food and lodging to travelers, Vernon Croaker also stores cargo and luggage in this warehouse. The rail system allows for the platforms

to be moved about the warehouse or lowered to ships waiting below. The rails are secured to the ceiling and hang 10 feet above the platforms; the ceiling itself is 20 feet above the platforms. Characters can use the rails to move from platform to platform, using either Climb (DC 26 Athletics) to hang from the rails or Balance (DC 26 Acrobatics) to walk atop them. Spaces with crates, barrels, or other cargo are difficult terrain.

Standing near the central platform is a large pile of bags and suitcases, which are tagged with labels marking them as cargo for the *Gearsmove*. Several crates and large bags are big enough to hold a person, allowing characters to stow away inside the luggage if they like. To Squeeze inside a container, a character must attempt a DC 26 Acrobatics check. On a success, the character gains a +2 circumstance bonus (or +4 on a critical success) to Stealth checks to Hide inside the crate during the inspection phase of moving the luggage (see **Event 16** on the next page). A character who critically fails the Acrobatics check takes a -2 penalty to Stealth checks instead.

**Creatures:** Before the characters can stow away inside the luggage, they must first contend with the



warehouse's unusual guardians. Years ago, Vernon Croaker purchased three large dweomercats to protect his warehouse. The beasts stalk across the rails and nap atop high crates in the corners of the room. They're trained to attack everyone but Vernon. If possible, they stay hidden behind cargo and spring forward to catch the characters by surprise.

Each dweomercat wears a clockwork collar that partially controls its actions. While the dweomercats are alive and fighting, characters can attempt to remove these collars during combat with a DC 31 Thievery check to Disable a Device. A character who lands a critical hit against a dweomercat can choose to break the collar instead of damaging the creature. As soon as a dweomercat is freed from its collar, it casts *dimension door* to flee back into the wilderness.

Vernon Croaker is currently working in area **E3**, but if combat breaks out in the warehouse he emerges to shout orders at his dweomercats.

### ELITE DWEOMERCATS (3)

### CREATURE 8

*Pathfinder Bestiary 2* 6, 103

**Initiative** Perception +17

### E3. WAREHOUSE CONTROL

This room houses a complicated system of levers that control the clockwork cranes in area **E2**. Anyone controlling the levers can move, raise, or lower cargo in the warehouse. Characters who examine the controls and succeed at a DC 21 Thievery or Engineering Lore check can figure out how to use the levers.

**Creature:** Vernon Croaker sorts through passengers' luggage in this room in preparation for the arrival of the *Gearsmove*. Vernon isn't a real threat to the characters (use the stats for an innkeeper from page 239 of the *Gamemastery Guide*) but this doesn't stop him from attacking potential stowaways. If the characters apprehend him, Vernon is willing to help them sneak aboard the *Gearsmove*—particularly if they appeal to his greedy nature by promising payment or some other favor.

**Treasure:** Croaker keeps a bag of *dust of disappearance* in this room.

### EVENT 16: TICKETS, PLEASE

### MODERATE 10

The *Gearsmove* pulls up to the Bridgehouse in the midafternoon. By this point, the characters should have either acquired enough tickets to pose as passengers or stowed away among the luggage in the warehouse. With a squeal of gears and chugging of clockwork engines, the *Gearsmove* comes to a halt directly beneath the Bridgehouse, approximately 60 feet below the building.

When the boat arrives, two *Gearsmove* crew members and four shieldmarshals ascend the lift to area **E1**. The crew are there to collect tickets and luggage, while the shieldmarshals have orders from Loveless to apprehend any suspicious boarders.

**Line Inspection:** Before boarding, the crew members instruct the passengers to form an orderly line and present their tickets. The shieldmarshals walk down the line looking for anyone matching the characters' descriptions. Characters who've donned a disguise can attempt a DC 24 Deception check to Impersonate a different passenger. Alternatively, characters who succeed at a DC 24 Deception or Performance check can Create a Diversion to avoid notice.

If a character makes no effort to hide or mask their identity, the shieldmarshals automatically notice them. The corrupt guards order the character at gunpoint to follow them to the building's warehouse where they intend to kill them, out of sight of the other passengers.

If they bypass the shieldmarshals' inspection, the characters are lowered down the elevator platform and shown to their rooms on the ship in area **F15**.

**Luggage Inspection:** After boarding the passengers, the shieldmarshals and crew members move back to the warehouse to load the luggage. The crew members operate the controls in area **E3** while the shieldmarshals inspect the luggage in area **E2**. Each character Hiding inside the luggage must attempt a DC 24 Stealth check. On a failed check, a shieldmarshal notices something suspicious and decides to plunge her blade into the luggage to "see if anything squeaks." The shieldmarshal makes a melee longsword Strike against the character's AC; the character is restrained while in the luggage. A hit character who succeeds at a DC 29 Fortitude save can hold completely still through the attack (which deals 1d8+7 piercing damage, as usual); at this the shieldmarshal shrugs, convinced there's nothing alive inside the luggage after all.

If the characters manage to avoid notice, they're lowered by crane, along with the rest of the luggage, down to the side of the ship. There the crew loads the luggage through a large metal hatch into area **F1**.

**Creatures:** If the characters fail to stay hidden in the luggage, the four shieldmarshals attack.

### CORRUPT SHIELDMARSHALS (4)

### CREATURE 7

Page 7

**Initiative** Perception +18

**XP Award:** If the characters manage to sneak aboard the *Gearsmove* without fighting the shieldmarshals, award each character 60 XP as if they'd defeated the shieldmarshals in combat.

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THE GEARSMOKE  
1 SQUARE = 5 FEET

### TOP DECK



### MID DECK



### PASSENGER DECK



### CARGO HOLD





## THE GEARSMOKE

Once a mere cargo ship, several years ago a group of Nexian financiers (led by none other than Ibrium) retrofitted the *Gearsmoke* into a luxury river cruiser. Since then, the vessel has proved enormously popular with Alkenstar's wealthiest aristocrats and business entrepreneurs as well as travelers and foreign dignitaries, all of whom use the river excursion to escape the heat and smog of the city.

The *Gearsmoke* has four levels, each with 10-foot-high ceilings, except for the lowest level, which is still a cargo hold and has 15-foot-high ceilings. The upper decks feature luxurious accommodations, dance floors, and gambling tables.

**Shieldmarshal Patrols:** Magical outflow, mutated river beasts, and raiders from the shore all make travel along the Ustradi a perilous endeavor. To keep the ship safe, an armed security detail patrols the upper decks at all times. For this particular trip, Loveless has "graciously" offered the security services of her own shieldmarshal squad free of charge. All told, approximately 24 corrupt shieldmarshals are currently aboard the *Gearsmoke*, with eight patrolling the ship at any given time. When not on patrol, shieldmarshals can be found sleeping in areas **F32** and **F33**, gambling in area **F18**, or smoking in the cigar lounge in **F12**. Many of Loveless's cronies are using the cruise as an excuse for debauchery, so most of the off-duty shieldmarshals the characters encounter will likely be unarmed and unprepared for combat.

The eight patrolling shieldmarshals usually move in groups of four. One group patrols the decks in areas **F18** and **F19**, while the other patrols the corridors between areas **F12** and **F17**. With no cover to hide behind, characters attempting to fly or swim to the boat are likely spotted immediately. Similarly, nearly all areas of the ship are in the line of sight of at least a few passengers, so characters who magically transport themselves to the boat quickly cause a stir and put the shieldmarshals on high alert. The best ways for the characters to board the ship discretely are detailed under **Event 16** (page 43).

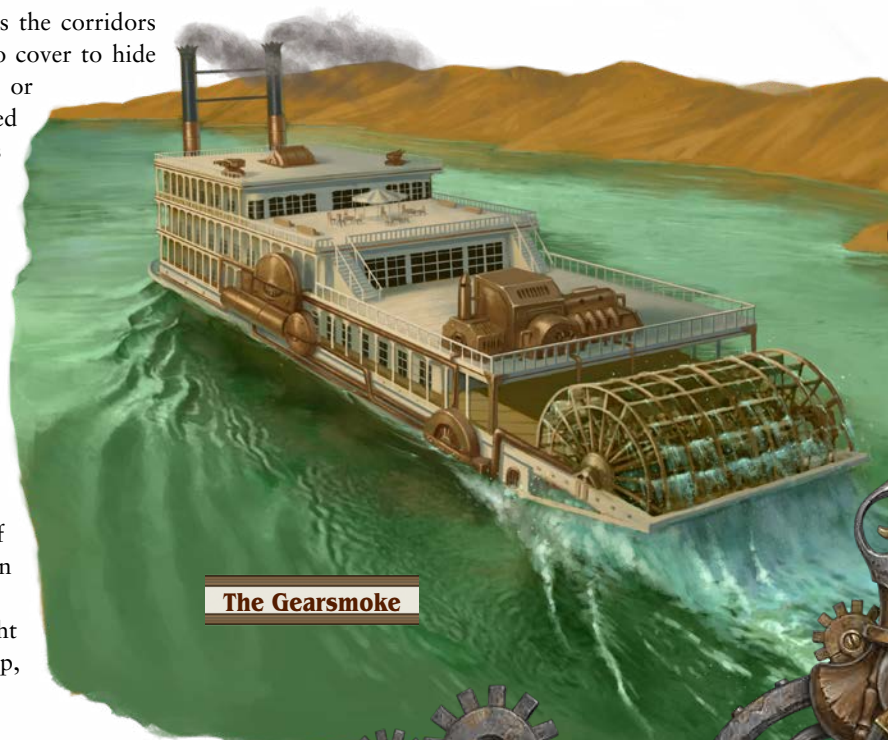
Once they're on the ship, characters who pose as passengers or who conceal their adventuring gear don't attract the attention of shieldmarshals unless they engage in openly disruptive behavior.

**Caught:** If the characters are caught trying to openly board the ship,

they're treated like any other band of raiders. Every 1d4 rounds, four shieldmarshals and one or more clockwork buccaneers (page 80) arrive and open fire on the characters until the party is overwhelmed or driven away. If the characters openly attack Loveless, she does exactly as Parsus warned and remotely activates the bombs on the ship. This means the characters have mere minutes to defeat Loveless, find all the bomb keys, and deactivate the bombs hidden throughout the ship. This will likely prove to be an impossible task and the *Gearsmoke* will explode, killing all aboard. For advice on moving forward after this dire event, see *Continuing the Campaign* on page 60.

**Navigating the Ducts:** A complex series of ventilation ducts pumps air throughout the lower three levels of the *Gearsmoke*. Medium creatures can enter the ducts and Squeeze through them with a successful DC 22 Acrobatics check, while Small creatures can move through the ducts as difficult terrain. The various duct entrances are marked on the map. To keep things simple, assume that the characters are able to travel from one duct entrance to another in a more or less straight line and measure the distance accordingly.

Due to a recurring problem with river oozes seeping onto the ship, the *Gearsmoke* now periodically flushes the ventilation system with steam several times per day at random intervals. During such flushes, all duct entrances automatically close for 30 minutes while hot steam is pumped through the system. This steam is severe heat, which deals 1d6 fire damage per round



The Gearsmoke

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## LOVELESS'S PLAN

Loveless's master plan is to detonate the pyronite piled inside the *Gearsmoke* near Alken Falls, leveling the waterfall entirely and killing Parsus, whom she believes to be in the Tinwound Hydroforge. She hopes the chaos of this attack, along with the destruction of the Maw of Rovagug by Vewslog, will be enough to create a panic in Alkenstar and pass her mandatory conscription bill. This will swell the ranks of the shieldmarshals by the thousands and put her in charge of a full-fledged army.

The original plan was to simply ride the *Gearsmoke* until it reached Alken Falls, but by this point, Loveless is aware that enemies are on her tail. As such, she and Ibrium came up with a contingency plan. Ibrium has secretly inscribed magical runes throughout the ship, which gradually absorb the wayward arcane energies emanating from the Mana Wastes. Once enough magic is absorbed, Ibrium can trigger the runes to instantly teleport the entire ship to the edge of Alken Falls. Of course, teleportation magic has at least a small chance of going awry in the Mana Wastes, so this backup plan is purely a last resort.

Once the *Gearsmoke* is near Alken Falls and the bombs are armed, Loveless plans to use a rowboat to escape the ship while the timer on the bombs ticks down. For his part, Ibrium plans to use teleportation magic to flee the scene.



to any creatures in the ducts. Trapped characters can open a sealed duct entrance by succeeding at a DC 27 Thievery check to Disable a Device or a DC 29 Athletics check to Force Open. Alternatively, a character can burst through the wall of the duct with a successful DC 31 Athletics check to Force Open.

The top floor of the *Gearsmoke*, where Loveless has set up her lair, is ventilated through windows alone and doesn't contain any ducts.

## GEARSMOKE EVENTS

The following event encounters occur while the party is on the *Gearsmoke*. Due to the freeform nature of this part of the adventure, these events could take place in any order and, in some cases, simultaneously.

### EVENT 17: RIVERBOAT RUMORS

Once the characters are aboard the ship they need to find the pyronite bombs and the matching clockwork bomb keys without drawing undue attention. The

best way to accomplish this is by talking to the other passengers and crew members to gain information about what's happening on the ship. According to the crew, the ship is due to arrive in Alkenstar tomorrow afternoon, which gives the characters all day and night to search the ship and rest before battling Loveless.

A character can learn a rumor with a successful check (or two rumors on a critical success) from the sources below. On a critically failed check, the character's current interlocutor clams up and refuses to give any further information.

**Golem Gamblers:** The most popular card game played on the *Gearsmoke* is called golem, which is popular throughout the Inner Sea region. You can simulate a game of golem by actually playing it (the rules for this card game can be found on page 76 of *Pathfinder Adventure Path #159: All or Nothing*). Alternatively, characters could win one or more hands by succeeding at a Games Lore or Deception check. Similarly, a character who succeeds at a Thievery check can palm enough cards to win a hand by cheating. The DC for these checks ranges from 25 (playing at a low-stakes table) to 29 (playing against seasoned gamblers for high stakes). The minimum bid at any table is 1 gp, but high rollers sometimes bid as high as 100 gp per hand. Of course, a character who wins too often will quickly find themselves without any takers left to gamble against.

Characters who win a hand or two tend to loosen tongues as people warm up to new winners at the table, allowing them to acquire one or more rumors.

**Ask the Crew:** Roughly 40 crew members constantly bustle around the ship, seeing to the needs of every guest. A character who succeeds at a DC 27 Diplomacy or Intimidation check can talk to a crew member long enough to learn a rumor or two. The crew members also know the layout of the ship, making them a good source of information for navigating.

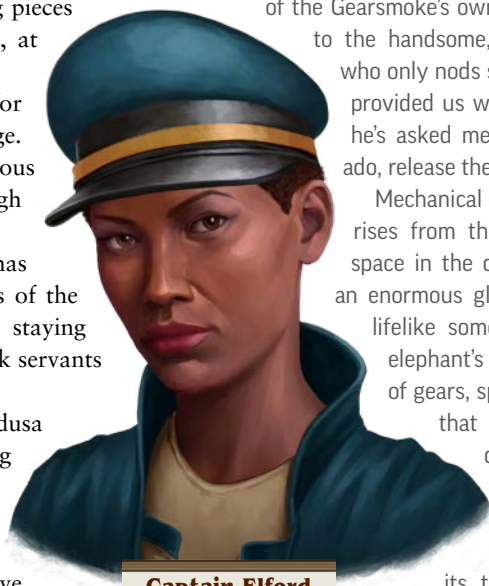
Characters who fail several checks to talk with a crew member (or critically fail a single check) cause the sailor to become suspicious and report the characters. In this case, First Mate Parker and two clockwork buccaneers summon the characters to area F25 for questioning. If the characters fail to dupe or impress the first mate, he might have them followed for the remainder of the journey to ensure they stay out of trouble.

**Spy on Shieldmarshals:** A character can attempt a DC 28 Stealth check to eavesdrop on some of the shieldmarshals patrolling the ship. A successful check yields a rumor, but on a failed check the shieldmarshals notice the character and report them to Loveless, who arranges an ambush (see **Event 20** on page 48).



**Rumors:** A character who succeeds one of the above checks learns one of the following pieces of information (or other rumors, at your discretion).

- Cargo hold #3 is closed for the remainder of the voyage. Strange noises and a hideous stench are wafting up through the vents above this area.
- The ship's owner, Ibrium, has suites in the Nexian quarters of the boat, where he's currently staying with a host of glass clockwork servants and his medusa lover.
- Alethsia, Ibrium's medusa companion, was seen carrying a strange clockwork key around her neck.
- Loveless and her crew of corrupt shieldmarshals have permanently rented out the bar and suites on the top floor of the boat.
- The shieldmarshals brought a lot of cargo with them when they boarded, including three massive crates and two astonishing metal contraptions. Unbeknownst to most, these crates contained the pyronite bombs and the metal contraptions are in fact high-powered gatling guns.
- As members of the upper class, many guests aboard the *Gearsmoke* might know biographical details about either Loveless or Ibrium, making this a good place to reveal information from their backstories; see the NPCs' full backgrounds on pages 86–89 of this volume.



**Captain Elford**

**XP Award:** For acquiring all these rumors or locating all three bombs, award each character 80 XP.

### EVENT 18: UNVEILING THE ELEPHANT

During late afternoon or early evening of the first day on the boat, Captain **Elford** (LN female human ship captain 6, *Gamemastery Guide* 243) invites all the guests up to area **F18** for a grand unveiling. Captain Elford and Ibrium walk up to the railing in area **F29** and address the crowd below.

Crowds of genteel gamblers and debutantes cluster around the outer edges of the upper deck's dance floor, looking up toward the stern at the captain on the top deck. The captain raises her hand and speaks.

"Greetings, esteemed guests," she says. "I'm Captain Elford and it's my pleasure to welcome you aboard the *Gearsmoke*. As some of you may know, we're able to sail on

this luxurious vessel thanks to the support and oversight of the *Gearsmoke*'s owner, Master Ibrium." She gestures to the handsome, dark-eyed human next to her, who only nods slightly. "Our host has generously provided us with yet another gift today, which he's asked me to unveil now. Without further ado, release the elephant!"

Mechanical cranks groan and a steel platform rises from the decks below, filling the open space in the dance floor. Atop the platform is an enormous glass sculpture of an elephant so lifelike some guests gasp. Inside the glass elephant's hollow torso is a dizzying array of gears, springs, and other clockwork parts that catch the light in a scintillating display. As soon as the platform stops moving, as if on cue, the glass elephant moves with mechanical precision, lifting its trunk before releasing a brassy trumpeting sound. The impressive display sends the crowd into a flurry of applause.

Although none of the guests would recognize it as such, characters who look inside the elephant can clearly see among its inner workings the tell-tale fuses and cylinders of a massive bundle of pyronite—one of the three clockwork bombs aboard this ship. Ibrium has chosen to hide this clockwork bomb in plain sight. After its unveiling, the clockwork elephant stays atop the elevator platform in area **F18** for the remainder of the voyage, making dramatic poses and unleashing the occasional trumpet. To disable the bomb without alerting anyone, the characters will need to find a way to lower the elephant back down to the cargo hold below.

### EVENT 19: DISARMING THE BOMBS

There are three pyronite bombs hidden in areas **F8**, **F18**, and **F33** on the *Gearsmoke*. The respective keys for these bombs are held by Parsus (see Chapter 2), Alethsia (area **F23**), and Loveless (area **F33**). Each bomb measures roughly 5 feet wide, 10 feet long, and 5 feet tall. The outer casings of the bombs are made of metal plating with intricate gears, concealing bundles of pyronite rods. Currently, the bombs are in a "ready" state, in which they're partially armed. In addition to her clockwork key, Loveless also carries a clockwork bomb control, which is remotely connected to all three bombs. When she activates the control, the bombs fully arm and explode in a matter of moments.

The exact length of time it takes for the bombs to explode is left up to your discretion and should depend



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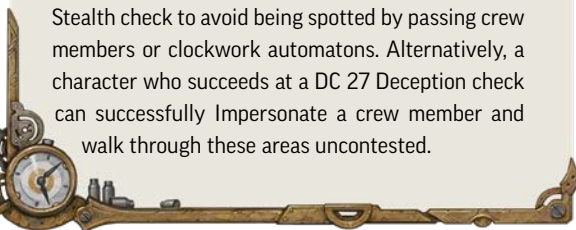
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## CREW LEVEL

The bottom level of the ship (areas **F1** to **F11**) consists of storage hulls, maintenance rooms, and living quarters for most of the crew members. This area is off limits to guests and, during daylight hours, often bustling with crew members going to and fro. The *Gearsmoke* doesn't typically have trouble with guests wandering down here, but if any passengers are caught on this level, they're escorted back upstairs. Following this, the clockwork buccaneers in area **F2** are ordered to patrol this level (and some of the hallways above) to keep an eye out for further intruders. The clockworks are programmed to escort passengers to the passenger level, grappling and forcibly moving anyone who refuses to comply. After 1 minute of nonlethal grappling, the clockworks switch to lethal tactics.

Each time the characters journey down to this level, everyone in the party must attempt a DC 24 Stealth check to avoid being spotted by passing crew members or clockwork automatons. Alternatively, a character who succeeds at a DC 27 Deception check can successfully impersonate a crew member and walk through these areas uncontested.



on how far the characters have made it through the *Gearsmoke*. In general, if the characters have acquired the keys or have a good plan for deactivating the remaining bombs, you should give them just enough to time (probably up to a minute) to successfully carry out their plan with only moments to spare. If the characters inadvertently trigger a bomb early, then you might give them several minutes to come up with a plan to flee the boat or perhaps toss the bomb overboard before it explodes. A character can determine how much time remains on an activated bomb with a successful DC 20 Thievery check to Disable a Device or a DC 20 Crafting or Engineering Lore check to Recall Knowledge.

Disarming a bomb with the matching clockwork key requires a character to spend one Interact action while adjacent to the bomb. Disarming a bomb without the key is far more difficult. Doing so requires five successful DC 30 Thievery checks to Disable a Device; a character who critically fails one check causes the bomb to fully arm and explode shortly thereafter. Once a bomb is disarmed, Loveless cannot reactivate it with her remote control.

Each bomb has a Bulk of 70, making them very difficult to move without at least four or five people helping. When they explode, each bomb deals 50d6

fire and 50d6 bludgeoning damage to each creature on the *Gearsmoke* and anyone within 150 feet of the boat (DC 33 basic Reflex save; a critical success is a success instead).

## EVENT 20: COUNTERATTACK

**SEVERE 10**

At some point during the journey—perhaps after the characters disable one of the bombs, defeat Alethsia in area **F23**, or sabotage the engine in area **F7**—Loveless pieces together that her enemies have managed to board the ship. Rather than openly attacking the characters, she attempts a subtler approach at first. She's still confident in her plan and believes she may even be able to use the situation to her advantage. The characters are outlaws, after all, and could be convenient scapegoats to blame for the *Gearsmoke*'s explosion if her scheme goes awry.

To set her trap, Loveless has three of her corrupt shieldmarshals haul a large 5-foot-by-10-foot crate (shaped like one of the clockwork bombs) out of her quarters on the top deck. The beleaguered shieldmarshals haul the heavy crate down through all levels of the ship to area **F9** (or some other area, at your discretion), making sure everyone on the ship sees them during the process.

**Creatures:** Loveless, of course, hopes her ruse will draw the characters to investigate the crate. When they arrive, they discover the three shieldmarshals lying in wait, ready to attack. Even worse, a powerful glass golem created by Ibrium is inside the crate. It bursts forth to attack when combat begins.

## GLASS GOLEM

**CREATURE 8**

*Pathfinder Bestiary 2* 131

**Initiative** Perception +14

## CORRUPT SHIELDMARSHALS (3)

**CREATURE 7**

Page 7

**Initiative** Perception +18

## GEARSMOKE LOCATIONS

Depending on how they managed to get aboard, the characters might begin their exploration of the *Gearsmoke* in the cargo hold (area **F1**), a guest room (any of the room in area **F15**), or somewhere else. Once aboard, they're free to explore the vessel as they please.

**Gearsmoke Features:** Unless otherwise noted, the ceilings in the *Gearsmoke* are 10 feet high (or 15 feet high on the lowest level), the walls are made of brass of equivalent strength to steel (Hardness 9, HP 36 [BT 18]), and the doors are all reinforced wood (Hardness 15, HP 60 [BT 30]).



The following locations correspond to the map of the *Gearsmove* on page 44. Within this text, relative features of the *Gearsmove* are described using nautical vessel terms. Thus, “forward” refers to the ship’s front (or bow); “aft” is toward the ship’s rear (or stern); and “port” and “starboard” refer to the left and right sides of the ship, respectively, while one is standing at the stern looking toward the bow.

## F1. CARGO HOLD #2

Motes of dust flit through the air of this large cargo hold. The hold is piled high with crates and boxes. A huge metal hatch built into the ship’s starboard hull allows access to the exterior.

If the characters sneak aboard the ship inside crates or luggage, they start their journey aboard the *Gearsmove* in this mundane cargo hold. As soon as the boat sets sail, crew members come and go from the area to collect luggage and distribute it to the guest bedrooms. If the characters don’t stealthily extricate themselves from the luggage they’ve stowed away in, they might get caught or find themselves delivered to an unsuspecting guest’s personal cabin.

After a few hours, once all luggage is delivered, the cargo hold remains largely empty. A big metal hatch in the starboard wall, used for loading cargo, opens up to the river outside; the water is roughly level with the floor of the cargo hold.

## F2. BREAK ROOM

The crew members of the *Gearsmove* seldom have time for breaks during their multi-day shifts, but when they do, they often congregate in small groups in this messy lounge. Posters on the wall depict famous performers from Alkenstar opera shows, and a round table in the room serves as a place to play cards. The door on the aft wall is a metal hatch that rusted shut long ago. The crew members now access the aft part of the lower level via the stairs in area **F7** or the elevator in area **F6**, but a character who succeeds at a DC 32 Athletics check can Force Open the door here.

**Creatures:** The *Gearsmove* keeps three clockwork buccaneers stationed in this room, where they can be retrieved quickly if there’s trouble on the upper decks. The constructs stand completely motionless along the wall. They ignore crew members but are programmed to escort any non-personnel they encounter upstairs.

### CLOCKWORK BUCCANEERS (3)

Page 80

Initiative Perception +18

### CREATURE 9

## F3. CREW QUARTERS

Each of these cramped rooms are filled with bunk beds stacked three high. Each room contains enough beds to house nine crew members. The crew members keep footlockers, locked with simple locks, below their bunks but they typically keep little of value in them. Crew members are on their feet working most of the day and come to these areas only to sleep between shifts.

## F4. SUPPLY ROOM

Here crew members store supplies such as bedding, pillows, and cleaning materials. During daylight hours, the supply room is busy as crew fetch supplies to take care of the passengers. A wooden rack on the wall holds spare keys for each guest bedroom on the ship (areas **F15**, **F19**, **F20**, **F21**, and **F24**).

## F5. STAIRS

These stairs lead up to area **F14**.

## F6. CARGO HOLD #3

MODERATE 10

This large cargo hold is stacked high with boxes and large crates. There is a wide opening in the center of the room, where four pillars lead up to a wide shaft in the ceiling. Clockwork gears cover the pillars, which are connected to a platform designed to lift cargo.

This room stores some of the largest cargo on the ship, which is loaded and unloaded by a clockwork elevator that connects to the top deck (area **F18**). The metal pillars, positioned at each corner of the elevator, are mechanical tracks along which it moves up and down. The forward starboard pillar houses a mechanical control panel that raises and lowers the elevator.

**Creature:** For the first few hours aboard the ship, a clockwork elephant composed entirely from glass stands on the elevator in this room, covered with a large cloth to keep it hidden. However, after **Event 18** (page 47), Ibrium has the elephant lifted to the upper deck for display. Even on the upper deck, it still stands atop the elevator platform, meaning the characters can lower the elephant back into this room using the elevator controls. As the characters likely discovered during the unveiling, Ibrium elected to hide his pyronite bomb within the clockwork elephant to keep it safe from tampering. The clockwork key to disable this bomb is located with Alethsia in area **F23**.

The elephant was programmed to put on a display and continues to make poses even after it’s lowered to this area. Characters who inspect the clockwork beast discover a large hatch on the elephant’s back, which can

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be unlocked to allow access to the pyronite bomb inside the construct. As soon as someone other than Ibrium or Alethsia touches the glass hatch however, the elephant goes berserk and attacks. As long as the glass elephant is attacking, opening the hatch to disable the bomb isn't easy. To attempt to open the hatch, characters must ride the elephant's back during combat. This requires a successful DC 27 Acrobatics check to Balance or Athletics check to Climb each round or they'll be thrown from the beast. The hatch can be opened with three successful DC 27 Thievery checks to Disable a Device or Athletics checks to Force Open.

Of course, characters could also access the bomb by simply destroying the elephant. This is also a tricky proposition though, considering the volatility of the explosive contained in the glass sculpture. Even simply attacking the clockwork creature is dangerous.

During combat, characters can choose to take a -2 penalty to their attack rolls to intentionally aim their attacks away from the center of the elephant. Rolling a successful attack in this way allows a character to damage the clockwork creature safely. If the characters choose to attack normally and roll a critical miss (or if they use another ability that might penetrate the elephant's chest), their attack strikes the clockwork bomb inside the elephant and causes it to arm. In this case, the party has only a few moments (5 rounds, possibly more at your discretion) to destroy

the elephant and disable the bomb (or perhaps push it overboard) before it explodes and destroys the *Gearsmoke*.

## GLASS ELEPHANT

CREATURE 12

UNIQUE N HUGE CLOCKWORK CONSTRUCT MINDLESS

Bomb-laden clockwork sculpture

**Perception** +22; darkvision

**Skills** Athletics +25

**Str** +8, **Dex** +0, **Con** +5, **Int** -5, **Wis** +3, **Cha** -5

**Wind-Up** 24 hours, DC 29, standby

**AC** 32; **Fort** +25, **Ref** +19, **Will** +17

**HP** 245; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** sonic 15; **Resistances** physical 10 (except adamantite or bludgeoning)

**Vulnerable to Shatter** The glass elephant is affected by the *shatter* spell as though it were an unattended object.

**Spell Reflection** ⤵ (abjuration, arcane) **Trigger** The glass elephant is targeted by a spell; **Effect** The elephant positions its reflective magical surfaces to turn the spell back on the caster. It tries to counteract the spell, making an Athletics check for its counteract check.

If it successfully counteracts the spell, the effect is turned back on the caster.

**Speed** 45 feet

**Melee** ⬥ tusk +21 (reach 15 feet),

**Damage** 3d8+15 piercing

**Melee** ⬥ trunk +21 (reach 15 feet), **Effect** grabbing trunk

**Melee** ⬥ foot +21 (reach 10 feet), **Damage** 3d10+15 bludgeoning

**Dual Tusks** ⬥ The glass elephant makes two tusk Strikes, each against a different creature. This counts as one attack for the elephant's multiple attack penalty, and the penalty doesn't increase until after both attacks.

**Grabbing Trunk** A Medium or smaller creature hit by the glass elephant's trunk is grabbed. If the elephant moves, it can bring the grabbed creature along with it.

**Trample** ⬥⬥⬥ Large or smaller, foot, DC 32

**Treasure:** A bag of glassblowing tools rests on the floor near the elevator, left behind and forgotten by Alethsia. In addition to the mundane tools, the bag also contains a greater thunderstone, which Alethsia occasionally uses to destroy her failed creations.

## F7. ENGINE ROOM

The scent of burning oil and river water fills this engine room. The stern consists of an enormous metal paddle



Glass Elephant



that churns through the river and propels the ship. Two enormous gears in the middle of the room pull giant chains that turn the paddle wheel. The chains are connected to a large clockwork engine, which whirrs and chugs noisily.

This cabin houses the *Gearsmoke*'s mighty engine. The staircase along the forward wall leads up the kitchen in area **F16**.

The engine is too big to destroy without serious demolition equipment, but characters can jam the device with three successful DC 29 Thievery checks to Disable a Device. This causes the ship to lazily drift with the river's slow current for 1d6 hours while crew members repair the engine. If the ship stalls in this way, Deputy Loveless becomes highly suspicious that the characters might be on board.

**Creatures:** Four crew members are stationed in this room at all times to mind the engine (use the servant statistics from page 222 of the *Gamemastery Guide*, if necessary). If the captain learns the engine has been tampered with, she activates three clockwork buccaneers from area **F9** and stations them here.

## F8. CARGO HOLD #1

An ungodly stench fills this cabin. The hold seems designed for cargo storage, but most of the crates and containers have been smashed and scattered about. A large metal box, clearly designed to cage some great beast, sits at the aft end of the room, its door wide open. In back of the box is an amalgamation of clockwork gears and fuse-laden explosives.

If the characters are unable to wrench open the door leading into this room from area **F11**, they'll likely have to enter through the ventilation ducts. Alternatively, there's a large metal hatch in the portside wall used for loading cargo; it opens up to the river outside and the floor of the hold is flush with the water level. The controls to open this hatch are located in area **F34**, but characters who succeed at a DC 32 Thievery check to Disable a Device can trigger the doors to open from this room.

**Creature:** While hiding one of the pyronite bombs in this cargo hold, Loveless discovered an enormous cage containing a catoblepas, which was captured in the Mwangi Expanse for research in Alkenstar. After placing the bomb in the back of the catoblepas's cage, Loveless opened the cage's latch and hurried out of the cargo hold. Once free, the catoblepas attempted to batter through the metal door, permanently bending it shut. Since the door is sealed, the *Gearsmoke* crew knows the beast can't escape, and they hope to deal with the problem in Alkenstar once all passengers

have departed. The catoblepas hasn't eaten in several days and is furious, attacking anyone in sight. If the characters manage to open the metal hatch to the river, the catoblepas jumps from the boat and swims away.

## CATOBLEPAS

*Pathfinder Bestiary 2* 48

**Initiative** Perception +22

**Treasure:** An intact crate in this room contains two vials of *oil of repulsion*.

**Clockwork Bomb:** One of the three clockwork bombs aboard the *Gearsmoke* sits in the catoblepas's cage. Miraculously, the beast has left the bomb unharmed. Parsus carried the key to this bomb; if the party acquired it, they can use it to disarm the bomb.

## F9. CLOCKWORK STORAGE

Shelves on the walls of this long storage room hold a wide variety of springs, gears, and widgets.

**Creatures:** Two rows of six clockwork buccaneers stand at military attention in the center of this room. Typically, these automatons patrol the upper decks of the ship, keeping an eye out for trouble. With Loveless's shieldmarshals handling security, Captain Elford has ordered 12 of the buccaneers to be deactivated to avoid overcrowding the decks. As trouble begins to spring up on the ship (likely caused by the characters), the captain activates the clockwork buccaneers in this room, three at a time, and sets them to patrol the ship.

The winding key to activate these clockworks is kept on a necklace around Captain Elford's neck at all times.

## INACTIVE CLOCKWORK BUCCANEERS (12) CREATURE 9

Page 80

**Initiative** Perception +18

## F10. CREW QUARTERS

These rooms hold 20 beds for crew members. They're otherwise similar to area **F3**.

## F11. STAIRS

The stairs in this area lead up to area **F13**. The door to area **F8** was bent outward by the beast within the cargo hold, jamming it shut. A character can Force Open the door with a successful DC 37 Athletics check.

## F12. CIGAR LOUNGE

Red-tinted lamps cast a dim, warm glow about this sitting lounge. Three evenly spaced braziers loaded with burning

## CREATURE 12

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## NEXIAN SUITES

Areas **F19** through **F23** make up the Nexian suites of the *Gearsmoke*. These rooms are devoted to housing Nexian travelers and are decorated in Nexian style, giving them all the comforts of home. Ibrium invested a substantial sum to finance the construction of the *Gearsmoke* and ensured there would be a wing that catered to travelers from Nex. He, of course, has recently insured the *Gearsmoke* with bankers in Quantum, meaning when the ship explodes he stands to make a tidy sum. For this leg of the voyage, Ibrium rented out the entire Nexian wing for him, his lover, and their entourage of clockworks and glass creatures. To help sell the insurance fraud, he has brought along a large number of unique and valuable clockworks and sculptures, which he plans to use as evidence that he had no hand in the explosion.

incense fill the air with a spicy scent. Underneath the pleasant aroma however, a cloying foulness occasionally wafts through the room—the stench of something rotten.

This large lounge is normally quite popular with guests aboard the *Gearsmoke*, but few people linger here currently due to the catoblepas stench wafting up through the vents connected to area **F8**. Crew are aware of the problem and have lit incense to mask the smell, with limited success.

**Treasure:** A large harp (or other instrument, at your discretion) chained to the floor in this room is actually a *moderate maestro's instrument*.

## F13. STAIRS

The door to this stairwell is locked with a good lock. A sign on the outside of the door reads “Crew Only.” Each crew member carries a key to this area, which they can use to access area **F11** below.

## F14. STAIRS

This stairwell is identical to **F13**, except the stairs here lead down to area **F5**.

## F15. GUEST ROOMS

This cozy sleeping cabin is appointed with a twin bed along one wall, plus two bunk beds along the other wall. A small closet and nightstand are the room's only other furnishings.

All unlabeled rooms on this deck are **F15**. The door to each of these rooms is locked with an average

lock; most guests carry their room keys with them wherever they go. Each guest room can comfortably accommodate up to four guests. During the small hours of the morning, most of these rooms are filled with sleeping occupants. Otherwise, roughly a third of the rooms are occupied at any given time.

**Treasure:** Since the guests traveling aboard the *Gearsmoke* are mostly the wealthy elite from Alkenstar, their rooms often contain a fair number of valuables. For each room they search, the characters can uncover 4d10 gp in jewelry or gambling earnings (up to a maximum total of 500 gp across all the rooms labeled **F15**). If more than a few rooms are robbed however, the captain responds by activating three clockwork buccaneers (page 80) to patrol the hall for thieves.

## F16. KITCHEN

A long wooden table runs down the center of this room, and two forward alcoves are filled with crates of food. The scent of cooked meat and spices hovers in the air. Stairs near the aft wall lead down to another deck.

This area is where the kitchen staff prepare meals for the ship's guests. The stairs near the aft wall lead down to the engine room (area **F7**).

**Creatures:** During the day, six crew members busily prepare food here, shouting out orders and making jokes. At night, the kitchen is swept clean and stays empty except for the occasional wayward guest or crew member wandering in for a late-night snack.

**Treasure:** Characters who succeed at a DC 29 Perception check while Searching the kitchen uncover a hidden stash containing wolfsbane poison, along with instructions to poison a meal intended for Ibrium's quarters. Trusting no one, Loveless made a backup plan to have the ship's head chef poison Ibrium if the mage became too problematic. Loveless suspects she may end up needing Ibrium's teleportation contingency to transport the *Gearsmoke* however, so the wizard is still alive for now.

## F17. DINING HALL

A long buffet table stands against the forward wall of this dining hall. Five dining tables are scattered throughout the rest of the space. The aft wall opens out to the massive paddle wheel that propels the boat, churning through the river with a rush of roaring water.

While many guests choose to eat their meals on the entertainment deck above, this area is the ship's



primary dining hall. It's busiest from breakfast at 7 A.M. until just after lunch at noon, then again from supper at 5 P.M. until after dark. The two staircases here lead up to area **F18**.

## F18. ENTERTAINMENT DECK

Round tables surround the outer rim of this open-air deck. A dance floor in the center abuts a mechanical elevator. Near the ship's stern, a small balcony juts out over the paddle wheel, providing a view of the churning wake of the boat. Large canopies hang over the top of the deck in many places, providing shade for guests.

This is the primary entertainment area of the *Gearsмоke*. Guests spend most of their time here, gambling or dancing away the hours. Even late into the night, at least a few guests wander the deck, looking out over the water.

**Creatures:** After the glass elephant's grand unveiling (**Event 18**), Ibrium's bestial construct stands atop the elevator platform in the center of this deck, making poses to entertain the guests. It's presumed the characters move the elephant below deck and disarm the bomb inside it in area **F6**. If the characters try to access the bomb inside the elephant while it's up here, guests call out and alert the shieldmarshals in area **F32**, three of which arrive on the scene to dispatch the characters.

## F19. NEXIAN GUEST ROOMS

This room is a lavishly decorated sleeping quarters, complete with a large, plush bed, gilded dresser, and elegant dining table. A tile mosaic covers one entire wall of the room and details the skyline of a city filled with palaces, hanging gardens, and floating spires.

These two cabins are identical and currently unoccupied. The door to each is locked with an average lock. The mosaic in the back of the room depicts Quantum.

## F20. IBRIUM'S ROOM

**MODERATE 10**

This richly furnished private cabin is outfitted with a canopy bed covered in lavish furs, a finely carved wooden table and chairs, and an elaborately painted wardrobe complete with a viewing mirror. The ceiling is decorated with a mosaic depicting a majestic spellcaster towering over a city, the third eye on his forehead aflame with power.

Ibrium sleeps in this room, though he spends most of his time elsewhere on the ship. The door is locked with an average lock. The mosaic on the ceiling is of the archmage Nex.

**Creatures:** Ibrium has created several prototype glass clockwork buccaneers as part of his experiments with glass and geomancy. He views the current clockwork buccaneers of the *Gearsмоke* as brutish and crude. After the explosion of the ship, he plans to build an even bigger, more elegant vessel, which will be crewed by his beautiful glass clockworks. He's left three glass buccaneers in this room to protect his belongings.

### GLASS BUCCANEERS (3)

### CREATURE 9

Variant clockwork buccaneers (page 80)

**Initiative** Perception +18

**HP** 154; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** sonic 10; **Resistances** physical 5 (except adamantite or bludgeoning)



Glass Buccaneer

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**Vulnerable to Shatter** The glass buccaneer is affected by the *shatter* spell as though it were an unattended object.

**Spell Reflection**  (abjuration, arcane) **Trigger** The glass buccaneer is targeted by a spell; **Effect** The buccaneer positions its reflective magical surfaces to turn the spell back on the caster. It tries to counteract the spell, making an Athletics check for its counteract check. If it successfully counteracts the spell, the effect is turned back on the caster.

**Treasure:** Ibrium has a number of valuables stashed in the drawers of this room, including 280 gp, an engraved mithral scarab talisman worth 400 gp, and 12 jade gems worth 10 gp each.



**Alethsia**

## F21. LUXURY ROOM

This area is identical to area **F20**, except this room is unoccupied and has no treasure. The door is locked with an average lock.

## F22. SERVANT'S QUARTERS

This simply decorated room is equipped with four bunk beds, a wardrobe, and several chests for storing luggage or clothing.

These rooms are intended for the servants of Nexian aristocracy, who rarely travel without at least a small entourage. Normally, Ibrium would bring servants as well, but given the illicit nature of his current journey, he opted to leave his servants behind in Nex. These rooms are currently empty.

## F23. GRAND DINING ROOM

**MODERATE 10**

A large wooden dining table stands in the middle of this hall beneath a crystal chandelier. Glass statues, life-sized and eerily lifelike, are scattered throughout the area. Most depict humanoids with an unmistakable look of terror on their faces.

This large dining room is the main attraction of the Nexian suites and can be used to host small dances or parties if the table is moved aside. Currently, the perimeter of the table is surrounded by petrified glass sculptures, victims of Alethsia's Glass Gaze, though she and Ibrium have also summoned elemental glass sentries to blend in with her victims and help guard the room.

**Creatures:** When the characters arrive in this room, Alethsia is here, but Ibrium is with Loveless in area **F33** discussing the final details of their plan. He's entrusted his bomb key to Alethsia and she wears it around her neck. Alethsia fights until reduced to 15 Hit Points or less, at which point she offers to surrender the clockwork key in exchange for her life.

### ALETHSIA

**CREATURE 8**

Variant elite medusa (*Pathfinder Bestiary* 6, 234)

**Initiative** Perception +18

**Glass Gaze** As Petrifying Gaze, except victims are transformed into glass instead of stone.

Spells such as *stone to flesh* still affect the petrified creatures as usual.

### GLASS SENTRIES (4)

**CREATURE 7**

Variant elite sand sentry (*Pathfinder Bestiary* 2 6, 109)

**Initiative** Perception +16

**Melee**  fist +19, **Damage** 2d8+10 slashing plus blinding sand



**Treasure:** There are a total of six glass statues in the room that could potentially be revived with a *stone to flesh* spell. One of the victims is a wealthy Nexian merchant who, if revived, thanks the party with a gift of 800 gp. In addition to this, Alethsia also carries a clockwork key around her neck, which is keyed to the bomb within the clockwork elephant (area F6).

**New Feat:** Upon destroying Alethsia, the characters gain access to the Glass Skin feat (page 77).

## F24. LUXURY ROOMS

These luxury rooms are similar to area F19, except they lack the Nexian theme and are decorated in a more typical Alkenstari fashion. All three of these rooms are currently rented by high rollers who spend most of their time gambling on the entertainment deck. Each room is locked with an average lock.

**Treasure:** Each of these rooms contain roughly 350 gp in jewelry or gambling earnings. If a guest discovers their room has been burglarized, the captain responds by activating clockwork buccaneers and posting them in the hall outside these quarters.

## F25. CAPTAIN'S DINING ROOM

Stained-glass windows depicting brave sailors on a stormy sea have been inlaid to either side of every door in this room. The center of the room contains a long oval table beneath a chandelier crafted from antique pistols.

The captain and first mate of the *Gearsmoke* typically dine in this room. On most nights, Captain Elford carefully selects a handful of guests aboard the ship to dine with her as a special honor. For the remainder of the day, this room is usually empty.

## F26. CAPTAIN'S CABIN

This spartan room is decorated with sturdy, well-crafted furniture and little else.

This room is the living quarters of Captain Elford. Elford is a stern woman who hopes to one day command a fleet of ships on the open sea. She's vastly overqualified for her current post and somewhat resents being a cruise captain, but she does her job well nonetheless. After dusk, she can usually be found here reading or sleeping, but during the day she spends most of her time piloting the boat in area F34.

**Treasure:** Captain Elford keeps a chest, locked with a good lock, stowed beneath her bed. Inside are 125 gp, a *vanishing coin*, and an *explosive ammunition* firearm round.

## F27. STAIRS

This stairwell has a bench for sitting, but is otherwise empty. The staircase here leads up to area F34.

## F28. FIRST MATE'S CABIN

This room is filled with rich furnishings, most of which are covered beneath piles of crumpled clothing and clutter.

This room is the living quarters of First Mate **Parker** (CN male human bosun 3, *Gamemastery Guide* 243). Parker is a slovenly fellow who seems surrounded by perpetual disorder. Despite this, he performs his job adequately and is well regarded by Captain Elford. Unbeknownst to the captain, Parker routinely sneaks off during his night shift at the helm to gamble in disguise. He's deeply in debt and his room contains no wealth whatsoever, although characters who succeed at a DC 26 Perception check can discover his ledger of massive gambling debts hidden among the clutter.

## F29. UPPER ENTERTAINMENT DECK

Two wide staircases lead up to this area, which is the highest open-air deck on the ship. The aft end of the deck is defined by a carved wooden railing that looks out over the larger entertainment deck below. The forward end of the deck ends with a wall of cabins lined with arched glass windows.

Like area F18, this deck has a number of gambling tables around the outer edge, with a small clearing in the middle for dancing or entertainment. The door leading into area F30 is locked with an average lock. A sign hanging from the door reads "Private Party: Bar Closed." Characters who succeed at a DC 27 Perception while examining the door discover a small alarm bell is attached to the other side; the bell can be disabled with a successful DC 29 Thievery check.

Characters can also peer through gaps in the window curtains and see into areas F31 and F32. Looking through the windows without being seen by the shieldmarshals within requires a character to succeed at a DC 28 Stealth check.

## F30. THE KILL ZONE

Loveless and her lackeys have laid a trap in this hallway to kill any intruders. The door leading into this hallway from area F29 is rigged with a small alarm bell that, if triggered, alerts the shieldmarshals in areas F32. To avoid accidentally triggering their own trap, shieldmarshals wishing to enter this hallway first knock on the window to area F32. This alerts the shieldmarshals inside, who look out to see who

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knocked and then walk to area **F30** to switch off the bell alarm to allow the newcomers to enter. Unlike most of the *Gears*moke, this interior hallway (along with the areas marked **F31**) was built after the ship was created and has walls made of wood.

**Creatures:** All told, six shieldmarshals lurk in the areas marked **F32**, three in each room. If alerted, one shieldmarshal in each room runs to the gatling gun, while the other two ready actions to shoot anyone who enters from area **F31**. The gatling guns are powerful enough to shoot straight through the walls of areas **F30** and **F31**, which are composed of thin wood, so when the shieldmarshals open fire they fill this hallway and the adjacent sitting rooms (areas **F31**) with a spray of bullets. Creatures in either area take 2d12+13 piercing damage (DC 29 basic Reflex save), but they have standard cover thanks to the walls and gain a +2 bonus to their Reflex saves against the gatling guns. A full description of how each gatling gun works is provided in area **F32**.

### **CORRUPT SHIELDMARSHALS (6)**

### **CREATURE 7**

Page 7

**Initiative** Perception +18

### **F31. LUXURY SITTING ROOM**

Several cushioned benches and ottomans decorate this cozy sitting room. A large oil painting hangs from the wall, depicting ships at sea. Arched windows, mostly shrouded by white curtains, run along the aft wall of the room.

Two luxury suites (composed of areas **F31** and **F32**) stand on opposite sides of the hallway in area **F30**. These two sitting rooms are otherwise identical. The windows on the wall look out onto the upper entertainment deck in area **F29**. The shieldmarshals typically spend their time in the larger bedroom suite, so this room is usually empty.

### **F32. BEDROOM SUITE**

### **TRIVIAL 10**

This large bedroom is outfitted with rich furniture, including a canopy bed, wardrobe, sofa, and small dining table. Dim light filters into the room through arched windows in the corner, which are mostly covered by curtains. In one corner of the room, a white sheet is draped over a bulky statue or mechanical contraption, shrouding it from view.

These two bedrooms flank opposite sides of the same hallway (area **F30**). They both fetch a high price as luxury suites, each with an adjacent sitting room (areas **F31**) and positioned on the top deck of the ship

right next to the bar (area **F33**). Loveless has rented out these rooms and the bar nearby to house her shieldmarshal lackeys. Each room contains one gatling gun and several crates of ammo hidden beneath the white sheet in the corner of the room.

**Gatling Guns:** Loveless commissioned this pair of experimental firearms years ago from the Gunworks. They've proved to be powerful weapons but are often short-lived as the barrels quickly overheat and warp from repeated use. For short bursts of fire, though, they're quite deadly.

A person trained in the use of the gatling gun can operate it by spending 3 Interact actions each round to feed ammo into the machine while it fires a spray of bullets. The gun deals 2d12+13 piercing damage to all creatures in a 60-foot cone (DC 29 basic Reflex save). The gatling gun can fire for 4 rounds before it must be reloaded, which takes 1 minute. Each gun is 50 Bulk and, if moved to a new location, takes 10 minutes to properly assemble. Each round the gatling gun fires, there is a 5% chance (roll a DC 2 flat check) that the barrel jams and explodes, breaking the machine.

A character can figure out how to use a gatling gun by succeeding at a DC 29 Engineering Lore or Crafting check. Note the walls to area **F33** are composed of steel bulkhead, so the gun can't be fired through the wall into the room where Loveless resides.

**Creatures:** Three shieldmarshals are stationed in each of these rooms at all times. If they hear the sound of the alarm in area **F30**, the guards quickly get ready to attack, as described in that area. If they spot people peering into their room from the aft windows, they usually just curse at them before rising to close the curtains completely. If they recognize the characters, however, they run out to fight the party head-on.

The characters most likely fight all six shieldmarshals as part of a single encounter in area **F30**. If the characters avoid that ambush though, they can attack each group of shieldmarshals individually. In this case, each trio is a trivial encounter.

### **F33. CRUISE BAR**

### **SEVERE 10**

A large bar fills the center of this room, surrounded by cushioned red stools and several small tables. Sleeping cots, clearly set up for temporary use, are scattered throughout the large cabin.

During most trips, this room is the ship's liveliest area, filled with drinking and gambling guests. For this trip however, Loveless has rented out the entire bar.

Loveless and Ibrium spend the majority of the river cruise hidden away in this room, remotely monitoring



the ship's progress through the eyes and ears of Loveless's shieldmarshals and the boat's crew, who regularly report here. When the characters first arrive, Loveless and Ibrium are accompanied by two of the deputy's loyal followers.

Before confronting Loveless here, the characters have hopefully recovered Alethsia's clockwork key and disabled the two bombs elsewhere on the *Gearsmove*, meaning there's only one bomb left. Loveless didn't trust leaving the final bomb out of her sight, so it's located in this room with her. By the time the characters enter this area, Loveless has already armed all remaining functional bombs on the ship, which are set to explode in just seconds or minutes. She carries the clockwork key to the final bomb in this room in her pocket.

**Final Countdown:** By now, Loveless and Ibrium know their plan is close to failure, so they trigger their last contingency. Just as the characters enter this area, several things happen all at once, starting with Ibrium activating his teleportation ritual, which instantly transports the entire boat to the precipice of the Alken Falls. The sudden teleportation causes catastrophic damage to the ship, rupturing the hull in several places and throwing the boat off kilter.

**Off-Kilter Boat:** Once Ibrium enacts his ritual, the entire boat is teleported to a rocky outcropping just on the edge of the Alken Falls, now directly under the middle of the ship's hull. For the next 10 rounds, the boat slowly rocks back and forth as it reaches equilibrium atop the rock. At the beginning of the first round of combat, before any creature can act, the boat tilts toward the bow. Each creature standing on the deck of the *Gearsmove* must succeed at a DC 27 Fortitude or Reflex save (creature's choice) or stumble 10 feet toward the bow of the boat and become flat-footed until the start of the next round; on a critical failure, the creature also falls prone. At the start of the next round, the boat tilts toward the stern, triggering the same process in reverse. The boat continues to rock this way for 10 rounds or until the pyronite bomb detonates, whichever happens first.

**Runaway Bomb:** At the beginning of the first round of combat, before any creature can act and after Ibrium has enacted his ritual, a hole ruptures open in the floor of this room, causing the bomb to fall through to the hallway outside area **F22** as the ship tilts toward the bow. On the second round

of combat, the boat tilts toward the stern, causing the heavy bomb to crash through the hallways and doors of the ship until it reaches the edge of the stern in area **F18**, where it becomes stuck in place, jammed on a rupture in the deck. On the third and fourth round of combat, it remains stuck here. On the fifth round, the bomb finally crashes through the floor to area **F17** below, then slides across the ship toward the bow, tumbling through a hallway before coming to a rest in area **F12**. It remains stuck in this room until it explodes or is disarmed.

**Creatures:** This is where Deputy Loveless, Ibrium, and two of Loveless's favorite underlings make their final stand against the party.

## **IBRIUM** **CREATURE 10**

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**Initiative** Perception +20

## **CORRUPT SHIELDMARSHALS (2)** **CREATURE 7**

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**Initiative** Perception +18

## **ANJELIQUE LOVELESS** **CREATURE 11**

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**Initiative** Perception +24



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**Gatling Gun**



## THE FINAL ENCOUNTER

The encounter against Loveless, Ibrium, and the elite shieldmarshals in area **F33** is the final, climactic encounter of the Outlaws of Alkenstar Adventure Path. It's on the high end of a severe-threat encounter for 10th-level characters, so the party will almost certainly need to stick together to survive. If one or more characters abandon the fight to pursue the runaway bomb, consider having one or two of the enemies from this room pursue them to ensure the characters who remain in this room aren't totally overwhelmed.

A lot of this final encounter hinges on the assumption that Ibrium activates his teleportation ritual as soon as the characters enter the area. If your players have taken great efforts to hide their efforts from the adventure's villains or found some way to get the jump on Ibrium and Loveless, this unintermittible scene might seem farfetched or outright unfair. In this case, you can modify the encounter so Ibrium instead completes the ritual in the midst of combat; to do so, he must spend 2 actions to Cast a Spell, and the characters might be able to interrupt this spell.

When in doubt, err on the side of your players. Simply put, if the people at your table would have more fun disrupting Loveless and Ibrium's scheme before it has even the slightest chance of success—and their characters make all the right moves to accomplish this feat—then you're likely better off playing out that scene rather than forcing a potentially frustrating climactic scene. (Of course, it's highly unlikely the characters don't bungle at least part of their mission on the *Gearsmove*, in which case you shouldn't be afraid to say "Bombs away!" and run the encounter as written.)

**Aftermath:** After defeating Loveless and Ibrium, the characters will still need to recover the clockwork key from Loveless and then scramble to disarm the last bomb (or bombs). See **Event 21** for details of how to handle this final race against the clock.

## F34. CAPTAIN'S WHEEL

The curved wall of this room is filled with floor-to-ceiling windows that look out the bow of the ship and over the river below. A shiny steel steering wheel stands in the center of the room, surrounded by an assortment of mechanical levers.

This room contains all the controls necessary to operate the *Gearsmove*. A character who succeeds at a DC 22 Sailing Lore check can use the wheel and levers to alter the course of the ship, increase or decrease the engine speed, or open and close the cargo hatch containers in areas **F8** and **F6**. The stairs in this room lead down to area **F27**.

**Creatures:** During the day, Captain Elford can usually be found in this room along with several crew members. At night, the wheel is usually manned by First Mate Parker, although on quiet nights, he sometimes abandons his post to go gambling, leaving lower-ranking crew members in charge.

## CLOCK'S TICKING

After the party has confronted Deputy Loveless and her accomplices in area **F33**, the characters must overcome one final event encounter to save the day and finish the adventure.

### EVENT 21: TICKING TIME BOMB MODERATE 10

Once Loveless activates the clockwork bomb in area **F33**, the characters don't have long before it explodes, taking them and everyone on the *Gearsmove* with it. After recovering the final clockwork key from Loveless, the party must race through the ship as it teeters at the edge of Alken Falls.

During this chase encounter, the characters must overcome six obstacles in order to reach the bomb and disarm it. The characters have 6 rounds to overcome these obstacles, after which the bomb explodes as described in **Event 19** (page 47). Each chase round represents 1 minute of in-game time, but this duration can be modified depending on how far away the bomb is from the party. This chase assumes the runaway bomb (area **F33**) has traveled its entire course and ended up in area **F12**. If the characters somehow managed to slow down or stop the bomb along the way (a difficult prospect given the heavy bomb's weight and momentum), then each chase round might instead represent 30 seconds of in-world time or, on the extreme end, just 6 seconds.

This chase encounter uses the same rules detailed on page 156 of the *Gamemastery Guide*. For convenience, the rules are summarized here.

Each round, the characters must attempt checks to earn enough Chase Points to overcome their current obstacle, with each character attempting one of the listed checks for the obstacle. Each success earns the party 1 Chase Point, whereas a critical success awards 2 Chase Points. On a critical failure, the party loses 1 Chase Point (the party can never have fewer than 0 Chase Points). The party must collectively accrue the



number of Chase Points indicated in the obstacle. For example, for the first obstacle, Rocking Boat, once the party accrues 4 Chase Points, they progress to the next obstacle; it might take only two characters to overcome the obstacle (if they both roll critical successes), in which case the remaining characters in the party can proceed to roll checks for the next obstacle. Initiative order doesn't matter; players can take their turns each round in any order they like.

Players can and should come up with creative ways of overcoming obstacles that play into their strengths, in which case you should use one of the listed DCs for whatever type of check the player convinces you is appropriate. At your discretion, an especially useful action—such as a character casting their highest-level spell or activating an item's once-a-day ability—allows the party to bypass an obstacle entirely.

If the characters didn't disarm the other bombs before Loveless triggered the detonation sequence, they'll need to scramble all over the boat to disarm those as well. In this case, you can divide the following obstacles between the total number of bombs that need to be disarmed, or you can devise additional chase obstacles for the other bombs.

### ROCKING BOAT **OBSTACLE 10**

**Chase Points 4; Overcome** DC 23 Acrobatics to Balance and avoid falling, DC 26 Athletics to grab onto something, or DC 22 Sailing Lore to keep your sea legs

The *Gearsmove* suddenly shifts and rocks violently.

### TELEPORTATION ARCS **OBSTACLE 10**

**Chase Points 4; Overcome** DC 23 Arcana, Nature, or Occultism to predict the path of the arcs and avoid them, DC 27 Will save to avoid being teleported after being struck

Latent magical energy, leftover from Ibrium's powerful spell, arcs through the ship in flashes of purple lightning. The lightning teleports those it strikes to random nearby locations, slowing their progress.

### PANICKED CROWD **OBSTACLE 10**

**Chase Points 4; Overcome** DC 22 Diplomacy to Make an Impression or Intimidation to Coerce the crowd to clear a path, DC 25 Religion to calm the crowd with an appropriate maxim or religious passage

A crowd of panicked guests completely blocks the characters' path as a panicking crew member tells everyone to make peace with their gods.

### RUPTURED HULL **OBSTACLE 10**

**Chase Points 4; Overcome** DC 22 Crafting check to plug the rupture with debris, DC 25 Acrobatics to Tumble

Through the turbulent rupture, DC 29 Fortitude save to force themselves through the painful stream of water  
The hull ruptures, spewing a powerful stream of water into the ship.

### MALFUNCTIONING CLOCKWORK **OBSTACLE 10**

**Chase Points 4; Overcome** DC 22 Crafting or Thievery check to remove the debris and calm the clockwork, DC 25 Deception to feint and dodge around the clockwork  
A clockwork buccaneer, damaged by debris, goes berserk and blocks the characters' path.

### CRASHING WAVE **OBSTACLE 10**

**Chase Points 4; Overcome** DC 25 Athletics check to Swim through the wave, DC 22 Nature or Fishing Lore to accurately predict the movement of the tides and act accordingly, DC 29 Perception to hear the wave coming and find a safe refuge

A wave of water crashes through the hallways and decks of the ship, rushing from one end of the boat the other.

**Concluding the Chase:** After navigating through all six obstacles, the characters reach the clockwork bomb and can use the key to deactivate it. Shortly afterward, the *Gearsmove* finally reaches equilibrium atop the waterfall and stops rocking back and forth, allowing all passengers to be safely evacuated. If the characters fail to overcome their obstacles within 6 rounds, the bomb explodes. For suggestions on how to proceed in the instance of this dire possibility, see What if the Party Fails? on page 63.

**XP Award:** For successfully overcoming all the obstacles, award each character 80 XP.

## CONCLUSION

With Loveless defeated and the bombs disabled, the characters are celebrated as heroes who rescued the *Gearsmove* and saved Alkenstar from disaster. Over the coming weeks, the *Gearsmove* is hauled from its perch atop the falls and a statue of the characters is erected in its place, honoring them as saviors of the city. If they're still alive Loveless, Ibrium, and Parsus are all put on special trial, which Grand Duchess Trietta Ricia personally ensures is fair. They're all eventually sentenced to lifelong imprisonment.

For saving the day, the grand duchess awards the party with 2,000 gp. She also ensures the crimes for which they were wrongly accused at the beginning of the Outlaws of Alkenstar Adventure Path are expunged from the city's records.

The Adventure Path may be over, but your campaign doesn't have to be. For ideas for future adventures, see Continuing the Campaign on page 60.



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# Continuing the Campaign

The Outlaws of Alkenstar Adventure Path concludes with the heroes vanquishing Deputy Loveless and saving Alkenstar from disaster. But what does this mean for the story you and your friends have created? This section includes suggestions for how the world could change in the aftermath of the characters' heroics, ideas for continuing your players' adventures, and advice for how to keep the game going even if the party didn't survive the campaign.

## CAMPAIGN CONSEQUENCES

In the aftermath of Loveless's downfall, Grand Duchess Ricia promotes Foebe Dunsmith to the position of temporary inquisitor, allowing her to lead a thorough investigation of the entire shieldmarshal force and purge any remaining Loveless supporters from their ranks. With this last task accomplished, Dunsmith then elects to retire to a small ranch outside the city to raise and breed mutant cattle. Now that the powerful criminal organizations headed by Loveless and Mugland are both dismantled, Vivielle Ramsley fills the power vacuum, becoming one of the largest power brokers in the Alkenstar underworld.

Of course, the most significant consequence of the campaign hinges on the fate of Gattlebee's pyronite formula, which had fallen into the hands of Loveless, Ibrium, Parsus, Mugland, and Kosowana (and perhaps others) over the course of the campaign. Ricia has many other agents, so it's possible that, if the characters apprehended all the major villains with access to the formula, the grand duchess's forces were able to capture all the remaining criminals who knew the formula as well. In this case, the pyronite formula remains a secret—at least for a while. This puts the characters in the enviable but dangerous position of being the only actors at large with access to the formula. Eventually, a mysterious (and inhuman) broker calling himself Mr. Gallows approaches them with an offer to sell the formula. He takes the characters to a private auction attended by representatives from nations such as Nex, Geb,

Katapesh, and Cheliex. Potent artifacts, deeds to gem mines, keys to private demiplanes, and even more outlandish offers are all on the table for the characters. Will they maintain their allegiance to Ricia and Alkenstar or play the bidders against one another for the highest offer?

It's more likely, however, that the secret for pyronite does escape out into the world, either during the campaign or shortly after. In this case, the first two powers to adopt the pyronite for military use are Nex, which develops units of flying apes capable of bombarding enemies with pyronite from the sky; and Geb, which create legions of quickened zombie sappers strapped with pyronite to devastate enemy fortifications. Luckily, as Ricia predicted, the relatively even disbursement of the formula means that the nations maintain an uneasy stalemate, since no one side is eager to provoke the others into an all-out war. Soon, the secret of pyronite spreads farther afield to Qadira, Osirion, and Absalom, changing the world forever.

The new demand for pyronite creates a sudden rush to the Spellscar Desert, which contains deposits of the special white salt required to stabilize the potent explosive, a salt found nowhere else in Golarion. Overnight, a horde of adventurers and prospectors flock to the region to harvest the salt and sell it to alchemists in distant lands for a massive profit. Bidding wars erupt over guides and gunslingers from Alkenstar who know how to navigate the strange wasteland and find salt deposits. The greatest beneficiaries of this sudden salt rush are the mutant denizens of the Spellscar Desert, who intimately know its terrain and ultimately decide who may enter and who may leave their unpredictable home territory. The incredible wealth flocking to the region allows formerly small mutant war bands to purchase powerful weaponry, expand their ranks, and unify into powerful forces. In time, as mutant leaders battle for supremacy, a new nation might be born within the Spellscar Desert, its coffers filled by ever growing demand for pyronite salt.

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## MORE ADVENTURES IN ALKENSTAR

Following the events of the campaign, the characters have a number of new avenues of adventure.

### THE BLOOD LORD'S REVENGE

Upon Parsus's defeat, word of the matter eventually reaches their vampiric father, **Drakar Fademore** (NE male vampire overlord 14). Drakar bears only a distant love for Parsus, but he nonetheless ventures to Alkenstar to seek vengeance as a matter of honor. The vampire and his six children, along with their pack of vampiric yeth hounds, establish a lair in a Ferrous



**Drakar Fademore**

Quarter slaughterhouse from which they can torment all those involved in Parsus's death or other downfall.

Drakar begins his campaign of terror by leaving a talking severed head at the gates of Alkenstar Castle to deliver a dire message: during tomorrow's first night of the full moon, Drakar's hunt will begin—starting with Grand Duchess Ricia. In response, Ricia gathers her most powerful servants (including the characters) and fortifies the castle. But Drakar and his minions possess innate abilities that make them nearly impossible to detect or track. The blood lord and his children slip into the castle and begin a wild hunt through the fortress halls, forcing the characters to move Ricia from room to room and battle Parsus's lesser siblings.

By the end of the night, Ricia (hopefully) still lives, but Drakar and several of Parsus's surviving siblings have escaped. In order to capture the vampires running amok in her city, Ricia proposes releasing Parsus from prison (or raising them from the dead). Once returned to action, Parsus is more than willing to help locate and exact revenge on their father, although likely via unorthodox and possibly grisly methods. Eventually, with Parsus's help, the characters can track Drakar to his slaughterhouse domain and slay the wicked vampire and his damned entourage.

Although this brings an end to Parsus's dhampir siblings, Drakar himself is not so easily dispatched. Parsus explains that their father removed his withered heart centuries ago and hid it somewhere within the Fademore estate. To kill the blood lord for good, the party must journey to Geb and assault the haunted ancestral home. Inside a cursed hedge maze in the center of the grounds, the characters locate a blood-weeping tree guarded by the ghosts of every Nexian wizard Drakar has ever killed.

Deep inside the tree, the vampire's heart still beats, waiting for the characters to drive a stake through it.

### THE BOOK OF NEX

After vanquishing Ibrium, the characters discover a missive from a mysterious benefactor among his things. According to the missive, the benefactor sent Ibrium an enormous sum of money as part of the next stage in their grand plot. This fortune of cold, hard cash, along with details on how it should be used, now sits in Ibrium's personal vault in the town of Martel.

Of course, the grand duchy has officially sealed the vault until further notice, so the characters must stage a daring heist into the supposedly impervious "twinning treasury." The two buildings' security systems are inextricably intertwined: to unlock the doors or disable the traps in one building, the counterpart trap or door in the other building



must be undone at the same time. Thus, to reach the bottom of the treasury and access Ibrium's vault, the party must infiltrate both sides of the structure at once.

Accomplishing this feat requires at least eight heist members to activate all the various timed locks in unison, meaning the characters will need to assemble a crack team of cat burglars to execute their scheme. Luckily the party has a wealth of Alkenstar contacts to draw from, including Phera Wyndslow, Vivielle Ramsley, and others, though convincing everyone to take part in such a risky endeavor might not be easy.

After infiltrating the facility, disabling deadly traps, and battling clockwork guardians, the characters at last breach Ibrium's vault. Inside, they find a pile of gold and also learn that Ibrium's benefactor is an Arclord of Nex named Kiamal, who possesses some of Nex's original writings detailing methods for teleporting huge objects. It was Kiamal who taught Ibrium how to teleport the *Gearsмоke* using latent magic from the Mana Wastes, and it seems that her plan this whole time was merely to use the ship as an initial test. In anticipation of this test's success, she provided Ibrium with construction diagrams (not yet knowing of his failure) for building vast teleportation stabilizers within Alkenstar. If her theories are correct, these stabilizers would be capable of transporting the entire city across the face of Golarion.

No doubt troubled by these plans and perhaps at the behest of Ricia, the characters must journey to Quantum to confront Kiamal. The Arclord lives within a flying tower that randomly teleports throughout the city and leaves uninvited guests floating in thin air. To access the tower, the characters will need to ingratiate themselves with Kiamal's monstrous associates, including a sphinx named Apitesh and a calikang noble named Uluoshko, who each possess magical tokens allowing them to safely visit the tower. Inside the tower, the characters battle Kiamal's many teleporting minions before confronting Kiamal herself—only to discover that their foe is a mere simulacrum.

The real Kiamal teleported to the Mana Wastes shortly after Ibrium's demise. For years, she has delved ever deeper into Nex's book of magic, mastering potent teleportation spells. Giddy with power, she intends to transport all of Alkenstar to the outskirts of Quantum, combining the two cities (and eventually all the other major cities of Golarion) into one grand, chimeric metropolis. To save Alkenstar, the party must race through the city and dismantle her half-finished teleportation stabilizers—all the while battling extraplanar and alien creatures magically transported into the city from every side of the cosmos—before finally defeating the evil Arclord.

## WHAT IF THE PARTY FAILS?

It's possible that the characters fail to stop Loveless's plan, particularly if she triggers her bombs on the *Gearsмоke* before the party can defuse them. Even the utter destruction of the ship and the characters along with it doesn't have to spell the end of the campaign, however. The following scenario presents one possible option for continuing the campaign in the instance of the characters' deaths.

Six months after their defeat, the characters wake in the middle of the Spellscar Desert. As their memories gradually return, they discover that after their death, Parsus re-animated their corpses, turning them into clockwork servants that blend elements of machinery and necromancy. The party served Parsus for months as personal bodyguards before a freak mana storm returned their souls to their bodies. Parsus fled amid the turmoil. If Parsus didn't survive the campaign, then it was Ibrium who animated the characters' corpses—encasing them in glass like grim trophies.

The characters track Parsus across the desert to exact their revenge before returning to Alkenstar, a city that looks very different from the way they left it. Loveless has ascended to the highest levels of power after either surviving her plan or being resurrected in a similar fashion to the characters. Under her influence, the shieldmarshals now make up a powerful army. Loveless plans to wield this force against both Nex and Geb in a bid for power over eastern Garund.

To reverse their undead conditions, the characters must brave Alkenstar's most conflict-torn districts. In the anarchic Ironside Quarter, they find unusual allies in the form of like-minded outcasts and leaders of the rebellion. However, only by returning to pyronite's ground zero—the flooded crater that was Alken Falls—can the party reverse-engineer Parsus's necromantic designs and restore their living forms.

Now once again among the world of the living, the characters become the new leaders of the resistance against Loveless. By enlisting the aid of geniuses from around Alkenstar, the underdogs amass a force of clockwork warriors to combat Loveless's legion of murderous shieldmarshals. Loveless herself is fortified within a massive rolling castle powered by clockwork gears, from which she commands an ever-widening swath of wasteland around Alkenstar. The castle is equipped with mighty cannons and protected by deadly pyronite golems whose lobbed ammunition can quickly reduce enemy fortifications to rubble. To put an end to Loveless's ironclad tyranny, the characters must infiltrate this mighty fortress, best Loveless's most deadly servants, and destroy the arch-deputy once and for all.

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# The Gunworks

Perched atop a craggy hill on the edge of Lake Ustradi sits a massive castle with a commanding view of the surrounding wasteland. This citadel is the Gunworks, where Alkenstar's engineers and metallurgists labor to advance the city's black powder and firearms technology. The walls of the keep are angular and jutting. Behind their protection stand three large towers as well as the Gunworks' proudest achievement: a massive cannon known as the Maw of Rovagug, which looms atop the castle like the horn of a mighty beast.

The acrid scent of gunpowder lingers over the fortress, spread through the wastes by a near-constant breeze that wafts from Lake Ustradi. During the day, the courtyard hums with the haggling of artificers and the whinnying of horses, punctuated frequently by resounding booms. Newcomers often dive for cover during the first explosion of the morning, while local residents barely look up from their tasks, accustomed as they are to the deafening crescendos that emanate from the Gunworks' testing chambers.

After a brief flurry of bartering in the Artificers' Market at dusk, blessed quiet falls over the castle at nightfall. Behind the protection of the keep's wall, engineers and inventors scribe their latest innovations to parchment by lantern light, while adventurers and card sharks carouse late into the evening at the Last Stop Saloon. Meanwhile, stoic shieldmarshals stand watch atop the walls, eyes and ears alert for any encroaching raiders or mutated beasts. Occasionally, the booming of ominous drums echoes across the lake from deep within the Western Ravage—a grim reminder that past the walls of the Gunworks, the comforts of the city come to an abrupt and violent end.

## HISTORY

War bands have battled for dominance along the rocky outcropping upon which the Gunworks is built since the beginning of Nex and Geb's ancient war millennia ago. A strategic mound on the shore

of Lake Ustradi, the site provides an unparalleled view of the surrounding region. When the city of Alkenstar was founded, Ancil Alkenstar knew river trade would be key to his fledgling nation's survival and growth. He devoted substantial resources to securing the Ustradi River, which at the time was ruled by dozens of petty kings, each vying to maintain absolute control over their section of the water. One by one, Ancil defeated each of these would-be rulers until he reached a fortress atop a prominent rocky outcropping near Lake Ustradi. After driving out the violent berserkers inhabiting the wooden fortress, Alkenstar's commanders left behind a strong garrison of shieldmarshals to protect the spot, which has remained in the hands of the Grand Duchy of Alkenstar ever since.

Construction of the Gunworks, as it's known today, was completed in 4620 AR. With the might of Alkenstar growing, Ancil recognized the shieldmarshal's demand for more, deadlier firearms was quickly outstripping the city's ability to manufacture them. He also knew the best alchemical and metallurgical experiments were usually the most dangerous, and permitting such work to be conducted within the city's walls was folly. He ordered the wooden fortress near Lake Ustradi leveled and raised a new fortification in its place. This castle would have three functions: a bastion against giant raiders from the west, a manufactory where firearms could be produced at a rapid pace, and a research and development facility for new types of dangerous technology.

When it was finished at last, the Gunworks swiftly filled with brilliant young minds from the city seeking to work on innovative science. Over the decades, they outfitted the shieldmarshals with powerful firearms and ever-greater siege bombards. Eventually, they developed a massive mobile cannon, greater than any the world had seen. They boasted that its fearsome size alone could inspire opponents to lay down their arms in surrender, thus winning battles without ever firing a shot. This theory was put to the test

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## THE GUNWORKS

## SETTLEMENT 8

LN TOWN

Military fortress in charge of producing firearms for Alkenstar

**Government** garrison commander (appointed military leader)

**Population** 875 (85% human, 8% dwarves, 2% halflings, 5% other)

**Languages** Common, Dwarven, Halfling, Kelish

**Religions** Abadar, Brigh, Erastil

**Threats** giant raiders from the Western Ravage, mana storms, spies from other nations, subterranean mutants in ancient tunnels

**Gun Smithy** The Gunworks is the primary production point for firearms in all Golarion. Visitors from Alkenstar can purchase firearms up to 18th level in this fortress, although items of 12th level and higher are usually made to order and may still be in the experimental stages of development. Selling firearms to foreigners is discouraged; when bartering for goods, NPCs begin with an attitude two steps worse than usual toward characters who aren't citizens of Alkenstar. Firearms higher than 8th level aren't sold to foreigners without special dispensation from the garrison commander.

**Della Sangrey** (CG female half-elf metallurgist) brilliant lead scientist for the Tower of Metallurgy

**Erdrik Marth** (LG male human engineer) excitable and easily flustered lead engineer for the Tower of Engineering

**Goltor Baird** (LN female half-giant ranger) grizzled veteran of hundreds of wilderness campaigns; leader of the Ravage Raiders

**Loy Ayton** (LN male human gunslinger) disciplined and stern garrison commander of the fortress

in 4684 AR, when the Gorilla King of Usaro led a surprise attack against Alkenstar. His army invaded Alkenstar's hinterlands via hidden tunnels beneath the Shattered Range. The Gunworks' bombard was wheeled to the field of battle, but when the invaders refused to retreat and it came time to ignite the cannon, the weapon misfired. The gorilla hordes quickly overran the cannon's position, slaughtered the artillerists there, and hauled the cannon away as a prize for their simian lord.

The forces of the Gorilla King were eventually repulsed. Although the Gunworks stood unconquered,

the pride of Alkenstar was tarnished. But the citizens of the Gunworks were used to sudden turns of fortune, and they weren't disheartened for long. They began building a new, even more fearsome bombard with renewed vigor. Though somewhat smaller than their previous effort and lacking its mobility, this latest weapon had a far greater range and was thoroughly tested. Because the new cannon was effective at a distance of nearly 50 miles, the engineers could construct it within the walls of the Gunworks, ensuring it would not easily fall into enemy hands. They dubbed their devastating new weapon the Maw of Rovagug.

In 4699 AR, new troubles began brewing in the Western Ravage. After a successful raid on the docks of the Gunworks, a mutated giant calling himself Lord Gorge united several war bands from the wastes. Dubbing them his "Slugs of the Wastes" (as poetic a phrase as the warmonger could muster), Lord Gorge quickly set about organizing the monstrous hordes into a fierce guerilla force to torment Alkenstar. The hordes engaged in regular raids along the Ustradi River. By hurling boulders and triggering landslides, the giants sank or blockaded dozens of river boats and rafts bearing firearm-laden cargo from the Gunworks.

River traffic slowed to a crawl. For three years, the Gunworks relied upon "gun runs" to deliver new firearms to Alkenstar—madcap sprints in which grim shieldmarshals steered heavily armored stagecoaches pulled by clockwork steeds. Usually, such gun runs were successful. Occasionally, the runs ended in tragedy as marauding giants intercepted carriages, slaughtered the crew, and made off with the goods. Lord Gorge ordered any captured stagecoaches to be retrofitted for his ogre minions. Soon, berserkers astride spike-covered war wagons chased shieldmarshals across the desert, practically eliminating the viability of gun runs.

One summer, a band of daring shieldmarshals ranged deep into the Western Ravage and located Lord Gorge's war camp. At the cost of many lives, they relayed the camp's coordinates to the Gunworks. Once the coordinates were received, a single blast from the Maw of Rovagug obliterated the camp and Lord Gorge along with it. Without their leader, the might of the united war bands was shattered at last.

The returning shieldmarshals were hailed as heroes and formed into a new special unit called the Ravage Raiders. These elite commandos were charged with patrolling the Mana Wastes to ensure no Slug war bands ever united again. However, some whisper rumors that a new power is emerging along the Western Ravage. Supposedly, one of Lord Gorge's daughters survived the blast that killed her father and is looking for a way to continue Gorge's bloody legacy.



Harnessing the rogue magic of the Spellscar Desert, she purposefully mutates her giant servants so they can breathe underwater, burrow underground, and, in some cases, fly. If her efforts are allowed to continue, “Lordess Gorge” will soon have a force of mutated raiders far surpassing the original Slugs of the Wastes.

## NOTABLE PERSONALITIES

The Gunworks is filled with a strange blend of personalities, ranging from eccentric intellectuals who pursue knowledge for its own sake to leathery roughnecks whose gruff and ruthless personalities make them well-suited to guarding the remote outpost.

### DELLA SANGREY

Della Sangrey is the head metallurgist of the Tower of Metallurgy. All in the Gunworks recognize her brilliance, even though she has a habit of speaking slowly and overexplaining things to those she deems her intellectual inferior, which is nearly everyone. Sangrey is meticulous in her methods and teaches the same precision to her students when overseeing their (often quite dangerous) experiments. Outside the scientific arena, she is considerably more flexible and has a reputation for bending rules and finding loopholes in pursuit of the greater good. She frequently associates with adventurers who display a similar willingness to play outside the lines and often pays them to procure rare materials for her research.

### ERDRIK MARTH

Erdrik Marth is chief engineer of the Tower of Engineering. He’s an excitable man, small in stature, with a habit of speaking in hurried bursts. Although he finds the longstanding rivalry between the Tower of Engineering and the Tower of Metallurgy a tad childish, he nevertheless finds himself frequently at odds with Della Sangrey. Erdrik has a fascination with the ancient golems and constructs of the Spellscar Desert. Every year, he takes a monthlong sabbatical and leads a group of hired adventurers into the bizarre wasteland to excavate mechanical wonders from the hard-packed soil.

Erdrik was raised by a rock gnome named Olteo, who taught Erdrik everything he knew about metalworking and artisanship. Deeply passionate about his work, Erdrik saves his highest respect for other engineers and artisans. According to the customary bylaws of the Tower of Engineering, Erdrik is bound to meet with any visitor to the tower who requests an audience. After several months of particularly annoying petitioners seeking his engineering expertise, Erdrik had a complex mechanical door installed in

his office—part vault door and part puzzle. Visitors are still welcome to visit Erdrik any time they please, provided they can figure out how to open his door.

### GOLTOR BAIRD

The current leader of the Ravage Raiders is Goltor Baird, a half-giant ranger with decades of wasteland experience. Goltor grew up among the Slugs of the Wastes and served under Lord Gorge during his reign of terror. The course of her life changed when a band of shieldmarshals, led by a young Loy Ayton, cornered and slaughtered Goltor’s war band. Loy sensed something unusual in Goltor and ultimately decided to spare the young ranger’s life. She joined the Ravage Raiders soon after and has served them loyally ever since.

Goltor assumed command of the Ravage Raiders four years ago after a mutated blue dragon with eight eyes and spider-like pincers ate her predecessor. She still hunts for the dragon, named Y’maxxinara, to this day.

### LOY AYTON

Loy Ayton is the Gunworks’ garrison commander. Although he’s ostensibly in charge of the entire fortress, Loy usually allows Della Sangrey and Erdrik Marth to run their towers with little intervention. Now in his later years, he’s a surprisingly laconic man whose typical leadership style is to let non-fatal matters work themselves out. Ayton runs things by the book and is usually content to follow all the necessary bureaucratic protocols, even if they take unreasonably long. Once his mind is made up, however, he is quick to act and unbending in his convictions.

Although one could scarcely guess it by his easy manner, Loy is a battle-hardened gunslinger who has served in countless dangerous missions throughout the wastelands. He has an uncanny eye for talent and for solving multiple problems simultaneously, especially when it comes to trading favors with visiting adventurers.

## THE THUNDER FAIR

Every year during the height of summer, pavilions are erected, dozens of boats dock along the riverside, and the wealthy elite of Alkenstar arrive to see the latest wonders manufactured by the minds of the Gunworks. This festival, called the Thunder Fair, is the main battleground in the intense rivalry between the Tower of Metallurgy and the Tower of Engineering.

The Thunder Fair’s most spectacular and hotly anticipated competition is called the Bombard Battle. In the days before the fair, the towers set up

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boulders (and sometimes statues) at intervals in the desert beyond the Gunworks' walls. The factions then compete to see who can demolish the boulders most effectively and at the greatest range, while spectators watch from a safe distance with spyglasses. The Bombard Battle keeps adventurers in demand year-round at the Gunworks, as each tower constantly work to secure rare reagents for testing their latest engines of destruction. Most years, the grand duchess or her most trusted bureaucrats personally attend the Bombard Battle, making note of promising inventions that should receive grants from the Grand Duchy of Alkenstar.

Past Thunder Fairs were plagued by attacks from mutated titan centipedes (*Pathfinder Bestiary* 2 50; burrow speed of 50 feet instead of climb speed). These beasts seem attracted to the explosions that pulverize the desert sands during the festival. To keep the centipede numbers down, the garrison commander annually honors the bravest and most cunning badlands rangers with the position of wastehunter. Each wastehunter leads a hunting party that scours the desert for miles around the citadel. The hunts almost always encounter at least a few centipedes, and the battles are fierce and deadly, but the result is a safe Thunder Fair. By the end of the month, up to half a dozen titan centipede heads are mounted above the gates of the Gunworks where they remain as grisly trophies for the duration of the Thunder Fair.

Another unique Thunder Fair attraction is blast lancing. Blast lancing bouts are essentially jousting tournaments, except the jousts ride clockwork steeds and carry special weapons called *blast lances* (page 74). The *blast lance* delivers a powerful blast upon striking an opponent, occasionally throwing a rider up to a dozen feet from their mount. To mitigate the fatal nature of blast lancing contests (severe injuries and death are common occurrences), wealthy contestants often enter clockwork jousts into the competition in their stead. Nowadays, roughly half the jousts in blast lancing bouts are constructs. Of course, young and foolhardy aristocrats eagerly compete each year, and many do so with the protection of specially reinforced plate armor. The winner of last year's blast lancing tournament was a mysterious figure whose name on the tourney bracket was Sable Clockwork. The stoic competitor appeared in a suit of full plate mail festooned with gears and powered by clockwork windings. The figure spoke no words during the entire tournament and bested each challenger with unmatched skill. None can say for sure whether Sable Clockwork was a construct or actually a

living person hidden beneath the suit of armor. Sable Clockwork is the talk of the upcoming Thunder Fair, and all hope for the enigmatic joust's return.

This year, special foreign security measures are underway; according to rumors, a group of powerful thieves calling themselves the Wraith Council is planning a heist at the upcoming Thunder Fair. The thieves are rumored to be remnants of distant Westcrown's defunct but legendary Council of Thieves. When Cheliox caught wind of the rumors, the country sent a contingent of Hellknights from the Order of the Gate to the Gunworks to apprehend the rogues. The Hellknights are led by Signifer Dolazzan, who claims to have special knowledge of the Wraith Council and has asked shieldmarshals to aid Cheliox in preventing the upcoming heist. So far, Dolazzan's entreaties have been rudely rebuffed. Many at the Gunworks speculate about the Order of the Gate's arrival, since this branch of Hellknights is known to specialize in conjuring and summoning outsiders. The order's presence in Alkenstar could indicate a potential extraplanar threat, though Dolazzan has remained tight-lipped on the matter until he secures local aid.

## LOCATIONS

The following locations correspond to the map of the Gunworks on page 70.

### 1. STOCKYARD

In addition to larders of grain and preserved foods, the Gunworks also maintains a large herd of cattle that keeps the garrison supplied with fresh meat year-round. Since raiders are a constant danger, the herd is typically moved within the fortress walls at night and kept within this fenced area. During the day, they are let out to graze on the dry grasses surrounding the keep under the watchful eye of Clif Warken, the head cattle hand.

Several times per year, Clif is provided with a large stipend to purchase new cattle for the Gunworks. For the past several years running, instead of buying normal cattle, he's purchased stolen cattle from cattle rustlers for half the price and pocketed the difference. He has yet to be caught, further emboldening him to experiment with smuggling illicit goods into the fortress at night along with the herd.

### 2. LAST STOP SALOON

This large saloon is the last watering hole for adventurers headed from Alkenstar to the Western Ravage. The saloon is frequented by a wide variety of gunslingers, card sharks, and deadly mercenaries in addition to off-duty shieldmarshals. Due to the



local presence the Ravage Raiders, many of whom are half-ogre or half-giant, roughly a third of the furniture and lodgings in the saloon are sized for Large creatures. A wide porch runs around the entire saloon, from which gunslingers lounging in rocking chairs size up the Gunworks' newest arrivals.

The proprietor of the inn is a retired one-eyed ranger called Hatchet. No one knows Hatchet's real name, despite much speculation by saloon regulars. Hatchet remains tightlipped on the issue. Some say he is merely stoic, while others say Hatchet has a troubled past and built the Last Stop Saloon to lay low on the edge of civilization.

The saloon gets rowdy during afternoons and evenings. A popular drinking game involves ordering a round of shots every time the patrons hear a boom outside (which is often, due to the constant testing of explosives and black powder in the Gunworks). Years ago, an adventuring band returned to the saloon with the skull of a half-giant skald from a Slug war band. During mana storms, this skull—now mounted on the wall over the bar—takes on a life of its own and sings guttural battle ballads. Regulars know the words to these songs by now, but newcomers often gawk in horror.

### 3. TOWER OF METALLURGY

Inside this reinforced tower, Alkenstar's finest alchemists and metallurgists continually devise new alloys and explosive compounds under the guidance of Master Metallurgist Della Sangrey. The tower's rank-and-file researchers live in dormitories on the upper floors, while the lower levels house labs with workbenches covered in pipes and beakers and vials used for testing chemical compounds—an area the metallurgists call the Glassworks. Under the ground floor is the Hall of Crucibles, a cavernous chamber dominated by two enormous crucibles used to smelt new alloys and a dozen smaller crucibles for test batches.

Further down, in a hallway known only to Della and a few of the tower's oldest metallurgists, is a locked adamantine door. Years ago, an experiment developing a self-repairing alloy ran awry, and the newly created metal began growing through the labs of the tower, slowly consuming everything in its path. Attempts to destroy the metal proved fruitless, so the metallurgists sealed away the infected portion of the tower with an adamantine door, which has remained closed ever since. Not even Della knows what lies on the other side or what has become of the all-consuming metal in the years since it was isolated from the rest of the tower.

### 4. TOWER OF ENGINEERING

Chief Engineer Erdrik Marth supervises operations within the Tower of Engineering, where the region's best engineers design and construct large guns and siege weaponry for Alkenstar's holdings. The engineers live in dormitories on the upper floors, while the tower's middle floors consist of crafting workshops. The ground floor, a hangar filled with the largest weapons of war currently under development, is known as the Hall of Siegecraft.

On the roof of the tower, visible from the plains outside the Gunworks, is an incredibly complex machine of winding gears and intricate mechanisms



Goltor Baird

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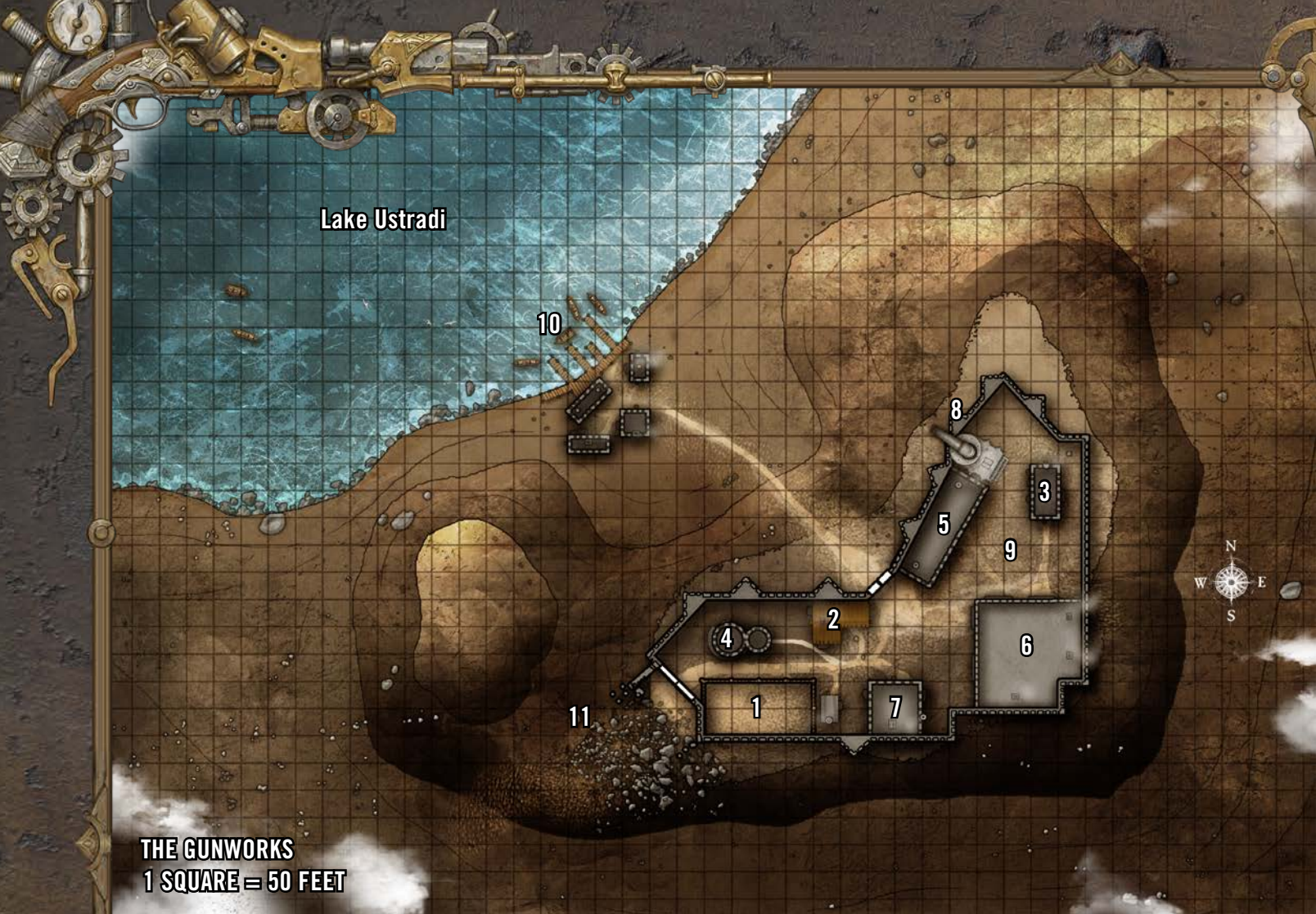
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that the engineers affectionately named the Machine Ponderous. A small diamond rotates inside the heart of the fiendishly complex machine. To gain admission to the Tower of Engineering, applicants must retrieve the diamond without disrupting the device. Few who try this test succeed; those who do not only gain admittance to the prestigious Tower of Engineering but they also get to keep the valuable diamond.

### 5. MANUFACTORY

The majority of Alkenstar's firearms are crafted in this long, low building. Most of the Gunworks' engineers and metallurgists long ago lost interest in the rote construction of mass-produced firearms, so they constructed this building, which serves as a clockwork assembly line. Only a handful of technicians are required to ensure the assembly line's smooth operation, allowing most of the Gunworks' occupants to focus their attentions on more interesting projects and experiments. A mana storm recently swept over the Gunworks and, unbeknownst to anyone, bestowed a mysterious sentence upon the network of clockwork machines within the Manufactory. Overwhelmed

by its sudden powers of cognition, the clockwork network has so far not revealed its self-awareness; rather, the cogs of its mechanical mind are formulating far-reaching plans.

### 6. GARRISON TOWER

Approximately 300 shieldmarshals live within this large tower under the disciplined eye of Garrison Commander Loy Ayton. Many of Alkenstar's greenest, most adventurous shieldmarshals specifically request a post at the Gunworks in the hopes of seeing action in the Western Ravage. To counteract the spirited nature of his inexperienced garrison, Loy runs operations with militaristic precision and ensures new recruits are too exhausted to even think of starting trouble for trouble's sake. In time, recruits who prove themselves capable are recommended for promotion to the Ravage Raiders, which is where the real action lies.

### 7. RAVAGE RAIDER BUNKER

The Ravage Raiders unit was established as an elite shieldmarshal force charged with scouting and obstructing the Slug war bands roving the



Western Ravage. Over the years, their membership grew to include many orcs, half-ogres, and mutants, whose unique ancestries make them particularly well-suited to infiltrating, gathering information, and sabotaging the fearsome wasteland raider gangs. Due to the extreme danger of the Ravage Raiders' missions, only the most skilled shieldmarshals are promoted to this respected unit.

The current leader of the Ravage Raiders is Goltor Baird, a half-giant ranger with decades of experience.

## 8. MAW OF ROVAGUG

The Maw of Rovagug, the second-largest cannon in all Golarion, stands atop this tower, which is itself part of the cannon's complex machinery. A huge platform allows the Maw to rotate 360 degrees and fire in any direction. The interior of the tower is filled with clockwork elevators that lift the cannon's massive ammunition rounds from storage to the roof. The cannon is capable of protecting the walls of Alkenstar up to a range of nearly 50 miles. Firing such great distances requires careful planning, calculation, and patience to avoid wasting both time and pricey ammunition. To ensure their strikes land true, the Gunworks sends outriders to scout wasteland targets and relay information back to the Gunworks to calibrate the giant gun's angle and direction. Specially trained hawks and other animals often relay messages between outriders and the Gunworks to avoid either side having to rely on spells or magic items, which can be risky during mana storms.

## 9. ARTIFICERS' MARKET

After the day's work is done and the Mana Wastes descend into a hauntingly beautiful twilight, the small marketplace behind the Gunworks' walls comes alive. Engineers and metallurgists ply their scraps, personal experiments, and duds in equal measure. Ostensibly, all the firearms crafted at the Gunworks are for the use of Alkenstar citizens only. In reality, the city's bureaucrats long ago gave up trying to shut down this gray market, as prohibition only drove the sales underground. Alkenstar politicians feign ignorance of the Artificers' Market as long as Gunworks inhabitants agree to sell their goods only to citizens of Alkenstar and not foreigners.

Adventurers heading into the Western Ravage often stop at the market to purchase weapons and armor. The engineers treat such adventurers as both customers and research assistants, and many sellers are willing to vend their more experimental wares at steep discounts to those who agree to report their experiences with the unproven technology.

## 10. LAKE DOCK

Located just outside the Gunworks' walls, these stone buildings are sometimes raided by agile Slug war bands seeking an easy score. The docks supply the fortress with material from Alkenstar via boat along the Ustradi River. To discourage raiders, shieldmarshals greet every newly arriving ship and help unload cargo to get it inside the fortress as fast as possible. The docks have been burned and rebuilt dozens of times over the years. Some claim bricked-over rooms and buried sublevels exist within the structures, sealed away and long forgotten.

Although it has the capacity to produce many firearms, the Gunworks has long kept production levels artificially low. This has always rankled the minds of some of the Gunworks' most ardent creators, who prefer to produce a wide variety of weapons for experimentation and testing. For centuries, many of these artificers circumvented production-limiting mandates by dumping excess weaponry into Lake Ustradi, which is quite deep even just a few dozen yards from the docks. Loy Ayton put an end to this wasteful insubordination, but decades of discarded experimental technology remains lost at the bottom of the murky waters.

## 11. THE COLLAPSED TOWER

Over a decade ago, testing of a new explosive compound triggered a chain reaction that collapsed an entire wing of the Gunworks. Upon investigation, adventurers found a series of strange tunnels beneath the rubble predating construction of the citadel. After several adventurers went missing, the garrison commander sealed the tunnel entrance with a heavy steel door and ordered all excavation to cease.

In recent years, perhaps disturbed at the thought of compromising unknown tunnels beneath the fortress, Loy Ayton has reconsidered this approach. The doors now stand open from dawn to dusk each day and the garrison commander pays a bounty to adventurers willing to venture into the caves and return with maps of the tunnels. Initial forays revealed tortuous tunnels and extensive caverns. The upper caves are said to be inhabited by roaming colonies of mobile fungi, unusual insects, and—if the wilder rumors are to be believed—bands of mutant humanoids with mole-like features. Several adventurers returned to the surface bearing ancient Nexian artifacts, indicating undiscovered ruins may lie deeper in the tunnels.

Newly sketched maps of the tunnels (often of dubious value) are common gambling items at the Last Stop Saloon, sometimes trading hands several times per night.

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## SHIELDMARSHAL GEAR

When the characters finally best Deputy Loveless, they can recover her two infamous signature weapons: her *hex blaster* and *redeemer's pistol*. These unique items acquired a considerable reputation during the time they were in her possession and are recognized by many throughout Alkenstar, granting additional notoriety to characters who wield them. In addition to these two items, the characters also have the opportunity to recover several *lawbringer's lassos* from corrupt shieldmarshals over the course of the adventure.

### HEX BLASTER

### ITEM 11

UNIQUE CURSE EMOTION ENCHANTMENT FEAR MAGICAL MENTAL OCCULT

**Price** 1,400 gp

**Usage** held in 2 hands; **Bulk** 2

This +2 *striking fearsome* arquebus (*Advanced Players Guide* 260, *Guns & Gears* 152) is composed of warped and twisted wood engraved with eerie runes. When the weapon fires, the blast sometimes sounds like the cackling of a diabolical witch.

**Activate** ♦ command; **Frequency** once per day; **Effect** You afflict a creature you can see with a hex of *impending doom*. The hex lasts for 1 minute. As long as the creature is hexed, when you hit it with a round from the *hex blaster*, the creature must attempt a DC 28 Will save at the end of your turn; the creature attempts a single Will save regardless of the number of times you hit it.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1. It also takes 1d6 persistent mental damage.

**Failure** The creature is frightened 2. It also takes 2d6 persistent mental damage.

**Critical Failure** The creature is frightened 2 and slowed

1 for 1 minute. It also takes 4d6 persistent mental damage and is cursed with a hex of *impending doom*. If the target falls unconscious from damage dealt by this Strike or the persistent mental damage, it remains unconscious for 1 day or until this curse is removed. After 1 day, if the creature is still unconscious, it must succeed at a DC 28 Fortitude save or die; this effect has the death and incapacitation traits.

### LAWBRINGER'S LASSO

### ITEM 4

UNCOMMON EVOCATION LAWFUL MAGICAL

**Price** 100 gp

**Usage** held in 2 hands; **Bulk** 1

This enchanted lasso is a net (*Advanced Player's Guide* 249) that can be used to Grapple creatures up to 30 feet away, requires a DC 18 Athletics check to Force Open, and has an Escape DC of 18. It's permanently attached to a 30-foot rope.

While using the *lawbringer's lasso* to Grapple, you receive a +1 item bonus to Grapple checks against creatures with the chaotic trait. If you roll a critical failure on your attempt to Grapple

a chaotic creature with the *lawbringer's lasso*, you get a failure instead.

### REDEEMER'S PISTOL

### ITEM 11

UNIQUE ABJURATION GOOD MAGICAL MENTAL

**Price** 1,400 gp

**Usage** held in 1 hand; **Bulk** L

This +2 *striking dueling pistol* (*Guns & Gears* 152) is fashioned from silvery steel that glistens with a radiant light. You can choose to make a nonlethal attack with the *redeemer's pistol* without taking a -2 penalty; if you do so, the attack deals 1d6 additional mental damage. You can also call forth the redemptive spirit within the gun to pass judgment on your foes.



Redeemer's Pistol



**Activate** ⤵ command; **Frequency** once per day; **Trigger**

An enemy within 30 feet damages you; **Effect** The protective spirit within the gun imposes a vision of redemption in your foe's mind. The foe must choose one of the following options.

- You're unharmed by the triggering damage.
- You gain resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn and takes 4 persistent good damage.

## GUNWORKS WONDERS

The characters visit the Gunworks in Chapter 1 of this adventure, during which time they can find unusual marvels and technological innovations, including all the unusual items in the section below. While these items aren't widespread in the Gunworks, especially the erraticannon, at your discretion the characters might be able to buy these items at the Artificers' Market. Even more unusual and experimental items could be found for sale at the market at your discretion, as well as more typical items crafted in the Tower of Metallurgy using rare metals such as adamantine or mithral.

If the characters aren't natives of Alkenstar, then they're normally prohibited from purchasing items higher than 8th level at the Gunworks. They can bypass this prohibition by obtaining permission from the garrison commander, Loy Ayton. The most straight-forward means of gaining this permission is by helping Loy deal with the crises at either the Tower of Metallurgy or Tower of Engineering in Chapter 1 of this adventure. At your discretion, the characters might earn Ayton's approval by another means, such as impressing him with their tactical acumen, skill with advanced weaponry, or powers of persuasion.

### BLAST LANCE

ITEM 4+

UNCOMMON EVOCATION FIRE MAGICAL

**Usage** held in 2 hands; **Bulk** 2

This weapon is a long +1 lance with a muzzle built into the pointed tip, allowing the user to fire the chamber after a successful melee attack. A barrel running down the length of the lance allows you

to load firearm ammunition into the base of the weapon more easily than it might seem from the design. It takes 2 actions to reload a *blast lance*.

**Activate** ⬠ command; **Trigger** You strike a foe with the *blast lance*; **Requirements** The *blast lance* is loaded with a round; **Effect** You fire a blast of gunpowder through the weapon that deals 2d8 fire damage. The foe must attempt a DC 18 Fortitude save.

**Critical Success** The target is unaffected by the blast of gunpowder and the *blast lance* misfires and jams (*Guns & Gears* 107, 153).

**Success** The target takes half the fire damage.

**Failure** The target takes the full fire damage and is pushed back 5 feet. You can Stride after it, but you must move the same distance and in the same direction.

**Critical Failure** The target takes double damage and is pushed back 10 feet. You can Stride after it, but you must move the same distance and in the same direction.

**Type** *blast lance*; **Level** 4; **Price** 100 gp

### Blast Lance

**Type** *greater blast lance*; **Level** 8; **Price** 500 gp

A *greater blast lance* is a +1 striking lance whose blast deals 3d8 fire damage instead of 2d8 fire damage. The Fortitude save DC is 24.

## BLAST SUIT

ITEM 9

UNCOMMON ABJURATION INVESTED MAGICAL

**Price** 650 gp

**Usage** worn armor; **Bulk** 2

Crafted from heavy steel plating and riveted together with cunning precision, this suit of +1 *resilient full plate* is specifically designed to protect against sudden explosions. This added layer of security comes at the cost of movement, however.

**Activate** ⤵ command; **Trigger** You're affected by an area effect that requires a Reflex save, or you would take splash damage from a scatter weapon; **Effect** The *blast suit* locks together into a rigid bulwark, protecting you from the

blast but preventing you from moving from your position under any circumstances. You become immobilized, gain a +2 circumstance bonus to your Reflex save against area effects, and gain resistance 5 to all damage you would normally take from area effects and scatter splash damage (this doesn't damage the *blast suit*). These effects persist for as long as the suit remains in the locked position. You can Interact with the suit to unlock it.

### Blast Suit



## ERRATICANNON

## ITEM 9

**RARE** **MAGICAL** **TRANSMUTATION**

**Price** 700 gp

**Usage** held in 1 hand; **Bulk** 1

This +1 *striking hand cannon* (*Guns & Gears* 153) is festooned with so many add-ons and modifications it's barely recognizable as a firearm. A large hopper at the top of the gun allows any type of ammunition (including arrows, bolts, stone bullets, and firearm rounds) to be fed into the machine, which converts the ammunition into blasts of raw, destructive energy. Each time you attack with the weapon, roll 1d8 to determine the damage type of the Strike—all of the *erraticannon's* weapon damage is converted to that damage type for the Strike. Additionally, roll another d8, and the *erraticannon* deals 1d6 additional damage of this second damage type.



**Erraticannon**

d8	Damage Type
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Bludgeoning
7	Piercing
8	Slashing

**Activate** ♦♦ **Frequency** once per day; **Effect** You set the *erraticannon* to maximum power and unleash a blast that deals 1d6 acid, 1d6 cold, 1d6 electricity, 1d6 fire, 1d6 sonic, 1d6 bludgeoning, 1d6 piercing, and 1d6 slashing damage to all creatures in a 30-foot cone (DC 25 basic Reflex save).

## REDUCER ROUND

## ITEM 5

**UNCOMMON** **CONSUMABLE** **MAGICAL** **TRANSMUTATION**

**Price** 25 gp

**Ammunition** round

**Activate** ♦ **Interact**

This bullet is fashioned from a rubbery substance and stamped with the image of a diminutive ant twitching in surprise. The bullet deals no damage on a successful hit. Instead, the target must attempt a DC 19 Fortitude save.

**Success** The target is unaffected.

**Failure** The target shrinks to Tiny size for 1d4 rounds. Its reach becomes 0 feet, and it's enfeebled 1 for this duration.



**Star Grenade**

**Critical Failure** The target shrinks to Tiny size for 1 minute. Its reach becomes 0 feet, and it's enfeebled 2 for this duration.

## STAR GRENADE

## ITEM 1+

**UNCOMMON** **ALCHEMICAL** **BOMB** **CONSUMABLE** **FIRE** **SPLASH**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦

These unusual gunpowder bombs, typically marked with a symbol of a four-pointed star on their outer surface, explode outward in the shape of a cross whenever they Strike a target.

When you throw a star grenade, arrange two perpendicular 25-foot lines over the target, both centered on the target and moving straight through the target, not diagonally. Creatures other than the target within these two lines take splash damage (typically 8 squares take splash damage for a Medium creature). Any effect that alters or adjusts the splash area's shape or size, like the alchemist feat Expanded Splash, doesn't apply to star grenades.

**Type** lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage and 1 splash damage.

**Type** moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage and 2 splash damage.

**Type** greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage and 3 splash damage.

**Type** major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage and 4 splash damage.

## PARSUS'S INNOVATIONS

During their time in the City of Smog, the Gebbite necromancer Parsus (page 90) has developed a peculiar affinity for the innovations of Alkenstar. To marry the occult magic of their grim homeland with Alkenstar's brass clockworks, Parsus experiments tirelessly to combine necromancy and engineering into bizarre items that showcase the best—in their mind—of both worlds.

The following items represent some of Parsus's more successful inventions. If the characters spare Parsus's life, they offer to teach the party to craft these items or even build some for the characters. Alternatively, Parsus has stored the formula to create each item within their cranium preserver servant (page 39). After destroying the undead monstrosity, the characters can extract this knowledge from the cranium preserver's remains with a successful DC 26 Arcana, Occultism, or Engineering Lore check.



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### CORPSE COMPASS

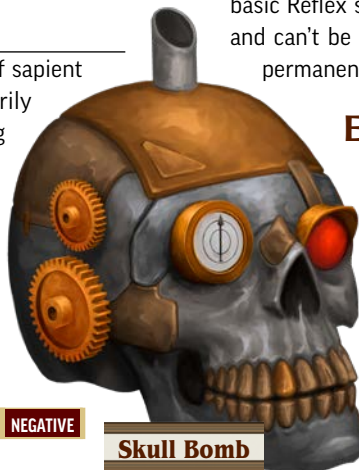
ITEM 3

UNCOMMON DIVINATION MAGICAL NECROMANCY

Price 45 gp

Usage held in 1 hand; Bulk L

This bone compass, made of the bones of sapient creatures that died violent deaths, is eerily effective when it comes to locating corpses. If you know you're Tracking a creature that's dead, you can use the compass's idiosyncrasies to your advantage and gain a +2 item bonus to your Survival check to do so. Otherwise, it works as a normal compass.



Skull Bomb

### CORPSECALLER ROUND

ITEM 9

UNCOMMON CONSUMABLE MAGICAL NECROMANCY NEGATIVE

Price 130 gp

Ammunition round

Activate ♦ Interact

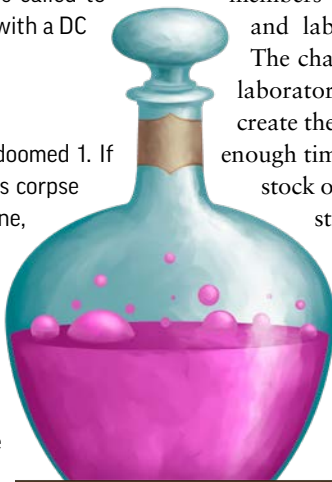
This bullet is crafted entirely from obsidian and engraved with hair-thin runes. When an activated *corpsecaller round* hits a target, the struck creature is called to the grave. It takes 4d10 negative damage with a DC 25 Fortitude saving throw.

**Critical Success** The foe is unaffected.

**Success** The foe takes half damage.

**Failure** The foe takes full damage and is doomed 1. If the foe dies within the next 24 hours, its corpse is tethered to the Negative Energy Plane, making it easier to raise as an undead. Creatures using the *create undead* ritual on the foe's corpse receive a +2 circumstance bonus to their primary and secondary skill checks for the ritual.

**Critical Failure** As failure, except the foe takes double damage and is doomed 2.



Effervescent Decoction

### SKULL BOMB

ITEM 8

UNCOMMON CLOCKWORK CONSUMABLE FIRE MAGICAL NECROMANCY

Price 80 gp

Usage held in 1 hand (see text); Bulk L

This device is a human-sized skull crafted entirely from metal plating and clockwork gears, which slots easily into a human skeleton in the spot where an ordinary skull would normally be located. While performing a *create undead* ritual, you can attach this *skull bomb* to the target creature in place of its own head. In order to do so, the target creature must be Medium and have the humanoid trait. The target creature can have only one *skull bomb* attached in this fashion. The creature gains the following ability.

**Throw Skull** ♦♦ (manipulate) The creature detaches its *skull bomb* and hurls the volatile explosive at a point

within 30 feet. The skull explodes, dealing 7d6 fire damage to creatures within a 15-foot burst (DC 24 basic Reflex save). The skull is permanently destroyed and can't be used again, and the throwing creature is permanently blinded and headless.

### EMELETT'S INCREDIBLE TONICS

During their investigation in Chapter 2, the characters come across Incredible Emelett's Traveling Medicine Show. Before his untimely demise, Emelett made the majority of his wealth selling snake oil to the unsuspecting public and tricking them into overpaying for wares that rarely had any effect, except in their own minds. Emelett wasn't

entirely a huckster, however, and had some genuinely beneficial potions for sale.

After Emelett's death, Farnoll and the other members of the medicine show leave his wagon and laboratory behind when they skip town. The characters could find these items within the laboratory or reverse-engineer the formulas to create them from Emelett's haphazard notes, given enough time. If the PCs manage to create their own stock of Emelett's genuine items, they find there's still some genuine demand for Emelett's potions, particularly the *effervescent decoction*, which is popular with Alkenstar nobility. Several months ago, Emelett sold an entire crate of these potions to an aristocrat for a party, but the soiree ended in disaster after the drunken guests encased most of the aristocrat's belongings in bubbles and floated them into the night sky above the city.

### EFFERVESCENT DECOCTION

ITEM 10

UNCOMMON AIR CONSUMABLE EVOCATION MAGICAL POTION

Price 160 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This bubbly potion is purportedly made from winds gathered from the Mana Wastes and distilled into a liquor.

For 1 hour after you imbibe the decoction, you can belch fizzy foam around willing creatures or unattended objects, surrounding them with a pink bubble. Once per minute, you can belch a bubble by using two Interact actions. This has effects similar to a *levitate* spell, except you can't control the bubbles; they rise 10 feet per round



on their own. The bubble is sturdy enough to resist minor bumps or heavy winds, but if the item or creature takes any damage, the bubble pops, causing the *levitation* effect to end. If the creature surrounded by the bubble uses a move action rather than just ride within the bubble, the bubble also pops.

## MANA-RATTLER LINIMENT

ITEM 9

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR MORPH

**Price** 110 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** Interact

According to reports, as well as Emelett's own marketing pitches, this lotion is derived from rare mana rattlesnakes whose oils ward against poison and disease. When applied, you can attempt to counteract a poison or disease effect currently afflicting you. The potion has a counteract level of 5 and a +15 modifier for the roll. You also acquire a serpentine appearance, growing fangs and scaly skin. For 1 hour, you gain a fangs unarmed attack that deals 1d6 piercing damage plus 1 poison damage.



Mana-Rattler Liniment

## MUTAGENIC RENOVATOR

ITEM 10

UNCOMMON ABJURATION CONSUMABLE MAGICAL POTION

**Price** 180 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** Interact

This sludgy concoction is said to be derived from liquefied mutant scales. For 1 hour after you imbibe the potion, your skin warps and mutates to grant you resistance 5 to one type of energy damage. When you first drink the potion, choose either acid, cold, electricity, fire, or sonic damage. The potion starts by granting you resistance against this type of damage. Each time you take damage from one of these listed energy types other than the one you currently resist, your skin mutates, causing you to lose the energy resistance previously granted by this potion and gain resistance to the type of energy by which you were most recently damaged, and the potion's duration decreases by 10 minutes. The resistance shifts only after you take the damage, so it doesn't apply to the first instance of damage.

## INNATE VITRUMANCY

The medusa Alethsia's unique glass magic makes her an oddity even among medusas. To the mage Ibrium, though, she was nothing short of a marvel. By studying Alethsia's gifts and honing her innate power to turn living creatures to glass, Ibrium unlocked potent secrets in the mysterious magical art known as vitrumancy.

Alethsia once considered her powers a curse. Now however, she sees her talents the same way Ibrium does, as gifts. Most who receive Alethsia's "gift of glass" are unwilling subjects who become shattered sculptures. What none realize is the medusa's unique powers can, in fact, be learned—but only by personally destroying Alethsia. Upon her death, Alethsia's corpse releases her vitrumantic powers in a sudden surge of arcane magic. The energy enters nearby characters and grants them access to the Glass Skin aftermath feat.

Every feat that has the aftermath trait is a class feat but can be taken by a character of any class, provided the character has gone through the unlikely ordeal that unlocks it. The feat gains the appropriate trait for the class of the character who selected it. If an appropriate story event occurs that fits the prerequisites of an aftermath feat of the character's level or lower, you might allow the character to immediately retrain a class feat into the appropriate aftermath feat. An aftermath feat isn't something a character can typically remove once they have one, so they can't retrain it in the normal manner; a special quest or item is usually required. Aftermath feats are further detailed in

*Pathfinder Dark Archive*.

## GLASS SKIN

FEAT 10

RARE ABJURATION AFTERMATH

**Prerequisites** You were present at the death of the medusa Alethsia, whose vitrumantic powers were passed on to you in the wake of her destruction.

Even if vitrumancy is a mystery to you, your blood and flesh know the secrets of the art of arcane glass. Patches of your skin to flicker into glass without warning. By focusing the effect, you can concentrate the glass into a powerful protective layer of magical obsidian. Once per day, you can cast *stoneskin* on yourself as an innate primal spell, though the spell covers you in a layer of glass instead of stone. During this innate *stoneskin*, you gain the Shatter Glass reaction. At 18th level, the *stoneskin* is heightened to 6th level instead of 4th.

**Shatter Glass** **Trigger** An adjacent creature Strikes you with a melee weapon or unarmed attack and deals damage; **Requirements** Your innate *stoneskin* from Glass Skin is active; **Effect** You shatter some of the glass on your skin to damage your attacker. The attacker takes 3d10 damage and the duration of the *stoneskin* decreases by 1 minute. At 14th level, the damage increases to 4d10, and at 18th level, the damage increases to 5d10.

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## CLOCKWORK REANIMATOR ARCHETYPE

Characters who befriend or conscript Parsus in Chapter 2 might convince the necromancer to share the secrets of their profane magic. This grants the party access to the following rare archetype.

### CLOCKWORK REANIMATOR

You have unlocked the secret connections between necromancy and clockwork locomotion, giving you the unholy power to reanimate corpses. These minions shuffle forth with the mindless motions of the unliving and are little more than puppets under your control.



Similarly, via careful tinkering and anatomical study, you learned how to make a powerful necromechanical ally. Finally, your technological prowess is such that you can use your innovations to force even powerful, free-willed undead to obey you.

The secret to your success is a combination of alchemy and clockwork, machines and magic, science and spellcasting. Of course, crafting the shell of a wind-up zombie is one matter—your primary focus is on the craftwork necessary to make the whole thing work together. To you, the magic involved is only a means to an end, a way to make science more efficient through necromancy and potentially a little bit of evocation for some electric power.

While some think your creations are vile, you see beauty in utility and believe animated corpses are tools that can be used for good or ill. For better or worse, when it comes to results, the science you’ve cobbled together fulfills the most important criterium for any new innovation: it *works*, plain and simple. Your reanimated clockwork corpses are stable, effective, and, more importantly, they don’t rampage or crave the flesh of the living in the same way an undead would. Plus, they aren’t vulnerable to positive energy, making them easier to use around good clerics and their ilk without your minions taking friendly fire. (Except Pharasmins, always so inconveniently up in arms about the whole “desecrating the bodies of the dead” thing. They can’t learn the difference between the stench of undeath and the smell of progress.)

### CLOCKWORK REANIMATOR DEDICATION FEAT 2

RARE ARCHETYPE DEDICATION

**Prerequisites** trained in Crafting

You can animate corpses through cunning engineering. You gain a prototype construct companion to serve as a minion (*Guns & Gears* 32). Unlike normal construct companions, yours is a corpse animated by clockwork gears and technological prowess.

**Special** You can’t select another dedication feat until you’ve gained two other feats from the clockwork reanimator archetype. If you retrain out of this feat, you lose the rituals learned from it.

### ADVANCED REANIMATED COMPANION FEAT 4

ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication

Your corpse-like construct companion becomes much more powerful and can act with limited autonomy to follow your greater directives. It becomes an advanced construct companion. During an encounter, even if you don’t use the Command a Minion action, your construct companion can still use 1 action on your turn that round to Stride or Strike.



## HIJACK UNDEAD ◆◆◆

FEAT 4

### ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication

**Frequency** once per hour

Your clockwork devices can commandeer the bodies of undead, bending them to your will. Make a melee Strike against an adjacent undead creature. On a success, instead of taking damage, the target becomes controlled by you if its level is equal to or lower than your level - 3. It can attempt a Will saving throw against the higher of your class DC or spell DC to resist being controlled by you. If the target is already under someone else's command, the controlling creature also rolls a saving throw, and the undead uses the better result.

**Critical Success** The target is unaffected and temporarily immune for 24 hours.

**Success** The target is unaffected.

**Failure** The undead creature becomes a minion under your control for 1 minute. The control ends if you or an ally attacks the minion undead.

**Critical Failure** As failure, but the duration is 1 hour.

## IT'S ALIVE!

FEAT 6

### ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication

You've mastered the use of electrical energy to power your clockwork creations. Whenever your construct companion takes electricity damage, it gains temporary Hit Points equal to either half the electricity damage it took or your level, whichever is lower. These temporary Hit Points last for up to 1 minute.

## INCREDIBLE REANIMATED COMPANION

FEAT 8

### ARCHETYPE

**Prerequisites** Advanced Reanimated Companion

You imbue the necrotized flesh of your reanimated construct companion with strange chemicals and fine-tune the clockwork within, enhancing all its capabilities. It becomes an incredible construct companion.

## SELF-DESTRUCT ↻

FEAT 12

### ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication

**Trigger** Your reanimated clockwork companion is reduced to 0 Hit Points.

**Requirements** You're within 60 feet of your reanimated clockwork companion.

You've installed a self-destruct device within your construct companion, which you can trigger with a special device from up to 60 feet away. When you activate the device, your reanimated construct companion explodes, dealing 2d6 fire damage per level to all creatures in a 30-foot radius. Creatures caught in the blast can attempt

a basic Reflex save, with a DC equal to the higher of your class DC or spell DC.

## IMPROVED HIJACK UNDEAD

FEAT 14

### ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication, Hijack Undead

Undead creatures find it all but impossible to resist your commands. When you use Hijack Undead, if the undead fails its save, it becomes your minion for 10 minutes. If it critically fails, it becomes your minion for 24 hours.

## PARAGON REANIMATED COMPANION

FEAT 14

### ARCHETYPE

**Prerequisites** Incredible Reanimated Companion

You have reached the pinnacle of necromantic science, creating a mechanical zombie unlike any the world has seen before. Your reanimated construct companion becomes a paragon construct companion.

## UNWIND DEATH ◆◆◆

FEAT 16

### ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication

**Requirements** The target's body must be mostly intact.

Combining necromancy with the mysterious temporal powers of clockwork, you wind a creature backward from the moment of its death. Attempt a DC 40 Crafting check to revive a dead creature that has been dead for no more than 3 rounds. If you succeed, the target returns to life with the effects of *raise dead*, except it still has the wounded condition it had before dying, increased by 1 (or wounded 1 if it wasn't wounded before dying). Whether you succeed or fail, the target is then temporarily immune to Unwind Death for 1 day.

## ZOMBIE HORDE ◆◆◆

FEAT 20

### ARCHETYPE

**Prerequisites** Clockwork Reanimator Dedication

You built your reanimated construct companion of modular components from various corpses. Its unique makeup enables your companion to split into dozens or even hundreds of much smaller corpse constructs. Acting as one, this shambling swarm can overwhelm your enemies.

You Command your reanimated construct companion. Instead of its normal actions, the companion splits into a horde of Small and Tiny construct companions within a 30-foot emanation from its original space. The horde makes a Strike against each foe within the emanation with a +2 circumstance bonus to its attack rolls. The multiple attack penalty doesn't increase until after the companion makes all the attacks. The miniature companions recombine into a single companion of their original size at any location within the emanation.



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## CLOCKWORK SHANTIES

Some inventors choose to imbue their clockwork buccaneers with automated voice modules instead of water tanks. Buccaneers can use these prerecorded songs or phrases to inspire living crew members or strike fear into enemies.

# Clockwork

As one delves deeper into the industrial heart of Alkenstar, the clockwork adversaries one faces become ever more complex and deadly.

## CLOCKWORK BUCCANEER

Clockwork buccaneers are powerful constructs designed for naval combat. Whereas most clockwork creations sink to the ocean floor while at sea, clockwork buccaneers can use their water jets to easily propel themselves through the water or leap aboard enemy ships. In addition to an internal water tank and hydraulic pumps, most clockwork buccaneers are equipped with a cutlass and arm gun loaded with scatter shot.

### CLOCKWORK BUCCANEER

CREATURE 9

UNCOMMON N MEDIUM CLOCKWORK CONSTRUCT MINDLESS

**Perception** +18; darkvision

**Skills** Athletics +18, Deception +12 (+20 to Feint), Stealth +20

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

**Items** +1 striking scimitar

**Wind Up** 24 hours, DC 26, standby

**AC** 28; **Fort** +17, **Ref** +21, **Will** +15

**HP** 140; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, orichalcum 10;

**Resistances** physical 10 (except adamantine or orichalcum)

**Speed** 25 feet

**Melee** ♦ *scimitar* +21 (forceful, magical, sweep), **Damage** 2d6+11 slashing

**Ranged** ♦ *arm gun* +21 (concussive, magical, range 40 feet, reload 1, scatter 10 feet), **Damage** 2d8+6 piercing

**Firearms Critical Specialization** When the buccaneer makes a critical hit with a firearm, the target must succeed at a DC 28 Fortitude save or be stunned 1.

**Pirate's Feint** ♦ (mental) The clockwork buccaneer Feints. If the target becomes flat-footed to the buccaneer's melee attacks, it becomes flat-footed to the

buccaneer's ranged attacks as well.

**Refill Tank** ♦ **Requirements** The clockwork buccaneer is within 15 feet of a water source containing at least 100 gallons of water; **Effect** The clockwork buccaneer extends a clockwork tube and sucks up water to refill its water tank.

**Sneak Attack** The clockwork buccaneer deals an extra 2d6 precision damage to flat-footed creatures.

**Water Jet** ♦ **Requirements** The clockwork buccaneer has a full water tank; **Effect** The clockwork buccaneer fires a narrow but highly pressurized blast of water in a 60-foot line, dealing 10d6 bludgeoning damage to creatures and unattended objects in the area (DC 28 basic Fortitude save; unattended objects automatically fail). Creatures and objects that fail the save are also knocked back 5 feet (10 feet on a critical failure). This empties the buccaneer's water tank.

**Water Jump** ♦ **Requirements** The clockwork buccaneer has a full water tank; **Effect** The clockwork buccaneer jumps 60 feet, propelling itself through the air with a jet of water. This empties the buccaneer's water tank.





## CLOCKWORK PUPPETEER

Clockwork puppeteers are grim constructs capable of controlling corpses like puppets. They typically stand 12 feet tall and have spindly legs and long arms ending with scalpel-like claws. Dozens of metallic strings, composed of interlocking clockwork links, hang from their wrists.

### CLOCKWORK PUPPETEER

### CREATURE 12

RARE N LARGE CLOCKWORK CONSTRUCT MINDLESS

**Perception** +20; darkvision

**Skills** Stealth +25

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

**Wind Up** 24 hours, DC 22, standby

**AC** 33; **Fort** +22, **Ref** +25, **Will** +19

**HP** 205; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 10 (except adamantite or orichalcum)

**Clockwork Swarm** (aura) 30 feet. A cloud of flying, spiderlike clockworks surrounds the clockwork puppeteer. A creature that ends its turn in the cloud takes 4d8 piercing damage (DC 29 basic Reflex save).

**Speed** 25 feet, climb 25 feet

**Melee** ♦ claw +24, **Damage** 3d10+9 slashing

**Ranged** ♦ string +24 (range 60 feet), **Damage** 3d8+9 slashing plus clockwork string

**Clockwork String** Any creature hit by the puppeteer's string is grabbed. The puppeteer can move while it has a creature grabbed with its string, but it automatically releases the creature if the puppeteer moves beyond the string's 60-foot length. The puppeteer can use up to six strings at a time. It can release any creature grabbed by a string as a free action. Each string has AC 30, and its Escape DC is 32. A string can be severed by a Strike that deals at least 20 slashing damage to it. This doesn't deal any damage to the clockwork puppeteer.

**Create Puppet** ⚡ (arcane) **Trigger** A creature grabbed by the puppeteer's clockwork string dies; **Effect** The triggering creature's body becomes infested with tiny clockworks. This puppet is fully under the clockwork puppeteer's control and has statistics identical to a zombie of its size (*Bestiary* 340) with the following exceptions: It loses the undead trait, loses negative healing, loses its weakness to positive damage, and gains the construct trait.

**Pull String** ♦ The puppeteer reins in a creature grabbed by its string. The puppeteer attempts an Athletics check against the creature's Fortitude DC. On a success, the puppeteer pulls the creature 15 feet closer to it (30 feet closer on a critical success).



## CLOCKWORK FREE WILL

Although mindless, clockwork puppeteers display an unusual ability to reason and make choices independently. This appearance of free will is, however, merely an illusion. In truth, a puppeteer's clockwork "brain" is so complex it bears a powerful semblance of agency. Creating these brains is a taxing and expensive endeavor, which is why clockwork puppeteers are among the rarest kinds of clockwork.



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## AMALGAMATED PERSONALITY

A cranium preserver has its own independent personality that is derived from the amalgamated thoughts of the preserved heads it collected. These heads are subservient to the cranium preserver's overriding will, but swapping out preserved heads seems to affect the creature's desires. Some cranium preservers stocked with heads from good-hearted individuals even have moments where they appear to show remorse for their vile deeds.

# Cranium Preserver

Cranium preservers serve necromancers as walking laboratories for undead. A typical cranium preserver has a metallic and spider-like body, which holds aloft a large central glass vat surrounded by a dozen or more smaller, head-sized glass vats. Each vat is filled with a special embalming fluid that can preserve the minds of slain enemies.

## CRANIUM PRESERVER

## CREATURE 10

**RARE** **NE** **LARGE** **CONSTRUCT**

**Perception** +19; darkvision

**Languages** Common, any languages spoken by its preserved heads

**Skills** Lore (any known by its preserved heads) +19, Occultism +22, Religion +22

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

**Undead Crafter** The cranium preserver knows one version of the *create undead* ritual for every four heads it has preserved (a typical cranium preserver has 12 preserved heads). The cranium preserver can use its heads to make separate rolls as both the primary and secondary casters of the ritual.

**AC** 28; **Fort** +22, **Ref** +16, **Will** +19

**HP** 220; **Immunities** death effects, disease, doomed, drained, fatigued, healing, necromancy, negative, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, positive 10

**Speed** 25 feet

**Melee** ♦ cranium remover +23 (deadly d12, sweep), **Damage** 3d8+9 slashing

**Ranged** ♦ embalming fluid +21 (range 120 feet), **Damage** 2d8+3 mental plus 2d8+3 negative

**Occult Rituals** DC 29; *create undead* (mummies, skeletons, and zombies)

**Jettison Cranium** ♦♦ (incapacitation, mental, negative) The cranium preserver ejects one of its preserved-head jars at a point within 100 feet. The jar explodes, and all creatures in a 10-foot burst must attempt a DC 28 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d8 mental damage and 2d8 negative damage.

**Failure** The creature takes 4d8 mental damage and 4d8 negative damage. The discharged mental anguish released from the preserved head causes the creature to become confused for 1 round.

**Critical Failure** The creature takes 8d8 mental and 8d8 negative damage. The discharged mental anguish released from the preserved head causes the creature to become confused for 2 rounds.

**Slosh** Whenever the cranium preserver ends a Stride, the movement causes necrotic embalming fluid and preserved body parts to slosh about and spill from its central vat. Each creature adjacent to the cranium preserver when it finishes its Stride must attempt a DC 26 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 1d8 mental damage and 1d8 negative damage.

**Failure** The creature takes 2d8 mental damage and 2d8 negative damage.

**Critical Failure** The creature takes 4d8 mental and 4d8 negative damage. If the creature is alive, the preserved body parts sense the presence of a living creature and cling to it, causing the creature to become clumsy 2 for 1 round.





# Ooze, Pyronite

With the discovery of the incredible gelatinous explosive called pyronite, it was perhaps inevitable alchemical monstrosities made of the stuff would soon follow. So-called pyronite oozes sometimes spontaneously manifest from stockpiles of pyronite or other powerful explosives, typically amid mana storms or when affected by powerful magic.

Pyronite oozes have an extremely unstable life cycle and are defined by their ability to continuously explode and reform themselves. A pyronite ooze's violent explosions hinder observations, making it difficult to learn anything from the volatile jelly. To complicate matters further, pyronite oozes seem drawn to other unstable alchemical concoctions. Test subjects brought to the Spellscar Desert have been observed bathing themselves in pools of magic-polluted effluvia. Although they typically reform into a single entity after exploding, pyronite oozes bathed in chemicals sometimes remain apart after splitting, creating two independent oozes. Some speculate that an as yet unknown reagent must be essential for the oozes to reproduce on their own.

## PYRONITE OOZE

## CREATURE 10

RARE N LARGE MINDLESS OOZE

**Perception** +14; no vision, tremorsense (imprecise) 60 feet

**Skills** Athletics +22

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

**AC** 19; **Fort** +24, **Ref** +14, **Will** +19

**HP** 350; **Immunities** bludgeoning, critical hits, fire, mental, precision, unconscious, visual; **Weaknesses** cold 15

**Constant Explosions** (aura, fire) 5 feet. 4d6 fire, DC 29 basic Reflex save. This aura can't cause other pyronite oozes to split.

**Rejoin** If two or more Medium pyronite oozes end their turn in adjacent spaces, they merge into a Large pyronite ooze, combining their current Hit Points.

**Split** When a Large pyronite ooze is hit by an attack that would deal bludgeoning or fire damage and it has 10 or more HP, it explodes, dealing 6d6 fire damage to creatures in a 10-foot radius (DC 29 basic Reflex save). This explosion can't cause other pyronite oozes to split. After exploding, the ooze splits into two Medium pyronite oozes, each with half the original's HP, which each fly through the air and land 15 feet from the original ooze in a random direction. If no space is unoccupied where the ooze would land, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

**Speed** 20 feet, climb 20 feet

**Melee** ♦ pseudopod +23 (reach 10 feet), **Damage** 3d10+10 bludgeoning

**Ranged** ♦ blast +21 (fire, range increment 40 feet), **Damage** 3d8+3 fire; this can't cause other pyronite oozes to split

**Exploding Split** ♦♦ **Requirements** The pyronite ooze is Large; **Effect**

The pyronite ooze explodes in a violent conflagration, dealing 3d6 fire and 3d6 bludgeoning damage to all creatures in a 30-foot radius (DC 29 basic Reflex save). This explosion can't cause other pyronite oozes to split. After exploding, the ooze splits into two Medium pyronite oozes (see above), but this splitting doesn't deal additional damage.



## UNSTABLE HIBERNATION

After crawling on the ceiling or into some other darkened corner, pyronite oozes sometimes go into a dormant state for days or months. While in this torpor, they become even more dangerous as unstable chemicals seep from the ooze and form into crystals on its surface. These crystals are highly explosive. The ooze's hibernation ends when a slight movement or small spark ignites the crystals, triggering its Exploding Split ability and dealing twice the usual amount of damage.

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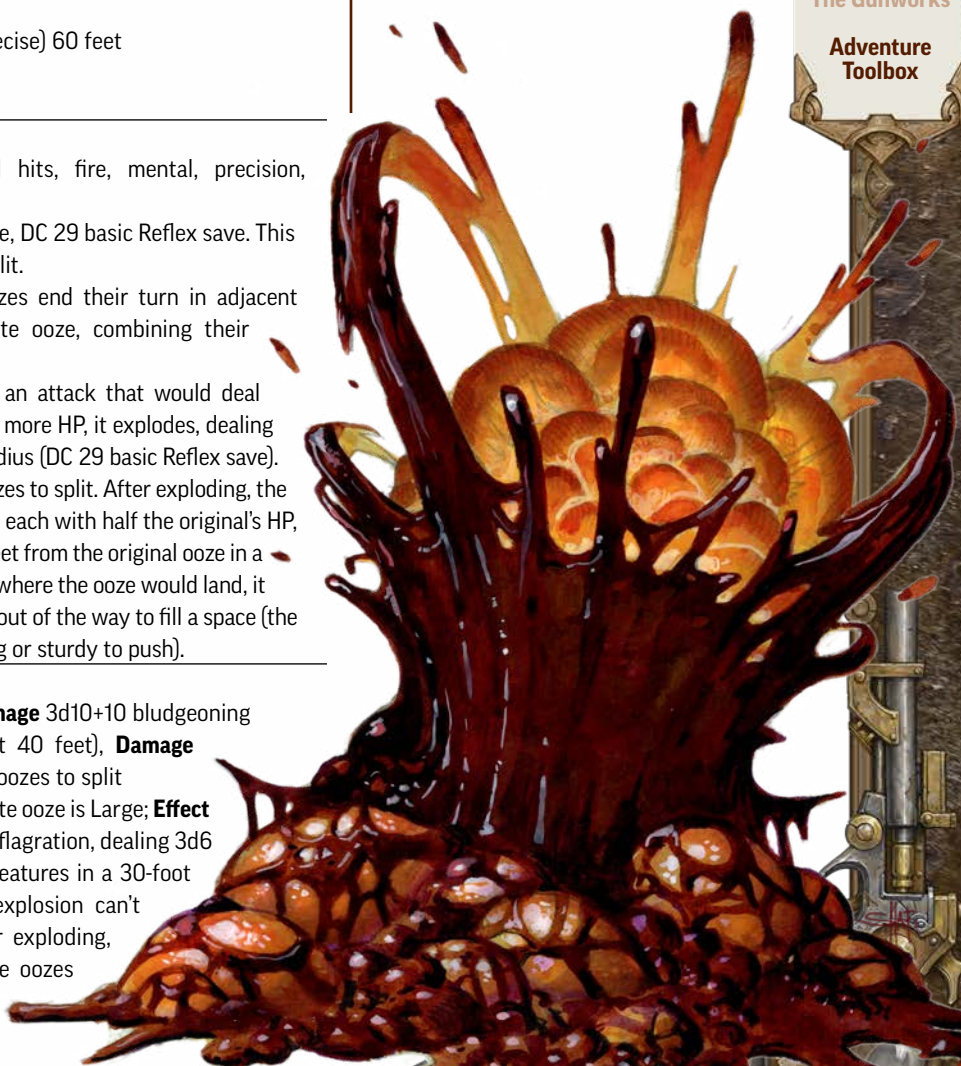
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## SMOG LORDS

In rare cases, evil druids slain by city-dwelling foes rise as powerful smog wraiths called smog lords. These unholy beings wield all the usual powers of a smog wraith, as well as potent primal magic with which to wither and destroy civilization.

# Wraith, Smog

Clouds of choking fumes and toxic smog continuously shroud these potent undead. They constantly belch forth noxious vapors and find great humor in the death of creatures too weak to resist their vile fumes. These fetid vapors are so dense the corpses of a smog wraith's victims can float among them.

Though it's possible to create smog wraiths through necromancy, most are the result of industrialists, inventors, and polluters who in life relished opportunities to exploit nature for profit, power, or prestige. In death, these wretched souls can rise as smog wraiths to continue their spoliation.

## SMOG WRAITH

## CREATURE 9

UNCOMMON NE MEDIUM INCORPOREAL UNDEAD WRAITH

**Perception** +19; darkvision, lifesense 60 feet

**Languages** Common, Necril

**Skills** Deception +20, Nature +19, Stealth +19

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

**Floating Corpses** A smog wraith's victims are imbued with an eerie buoyancy; corpses of such creatures float up to 30 feet in the air while inside the wraith's noxious smog aura, though the wraith has no control over the corpse's movement.

**AC** 27; **Fort** +17, **Ref** +17, **Will** +21; +1 status to all saves vs. positive

**HP** 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Noxious Smog** (aura, conjuration, poison) 30 feet.

Creatures within the aura are concealed, and creatures outside the aura are concealed to creatures within it. A creature that ends its turn within the aura must attempt a DC 25 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature is sickened 1.

**Failure** The creature is sickened 1 and slowed 1 while within the cloud.

**Critical Failure** The creature is sickened 2 and slowed 1 while within the cloud.

**Sunlight Powerlessness** A smog wraith caught in sunlight is stunned 2 and clumsy 2.

**Speed** fly 60 feet

**Melee** ♦ noxious hand +21 (finesse), **Damage** 3d6+9 poison

**Smog Wraith Spawn** (divine, necromancy) A living humanoid slain by a smog wraith's noxious hand Strike rises as a smog wraith spawn after 1d4 rounds. This spawn is under the command of the smog wraith that killed it. It doesn't have noxious smog or smog wraith spawn and becomes clumsy 2 for as long as it's a smog wraith spawn. If the creator of the spawn dies, the spawn becomes a full-fledged, autonomous smog wraith; it regains its free will, gains smog wraith spawn and noxious smog, and is no longer clumsy.



# Zombie, Shock

Shock zombies are hideous undead covered with bolts and electrical wiring. Most have two large electric coils mounted on their backs to absorb and project electricity. If uncontrolled, shock zombies often wander far afield in search of inventors' labs or lightning storms to draw power from. In a pinch, the natural electric currents inside living creatures more than suffice.

## ZOMBIE ABILITIES

You can modify shock zombies with the following zombie abilities, in addition to those available to all zombies (*Bestiary* 340). Most shock zombies have one of these abilities; if you give a shock zombie more, you might want to increase its level and adjust its statistics.

**Arcing Strikes** (electricity) When a shock zombie hits a creature with a melee attack, an arc of lightning leaps to a second creature, dealing 1d12 electricity damage. This secondary target must be within 10 feet of the shock zombie's original target and must be the creature closest to the original target (if multiple creatures are equidistant, the shock zombie chooses which to affect).

**Breath Weapon** ♦♦ (electricity, evocation) The shock zombie breathes lightning, dealing 4d12 electricity damage in a 40-foot line (DC 24 basic Reflex save). It can't use its Breath Weapon again for 1 minute.

**Electromechanical Phasing** ♦♦ (electricity) **Frequency** once per day; **Effect** The shock zombie activates its electromechanical components and begins phasing in and out of reality. The shock zombie casts *blink* as a 4th-level divine innate spell.

**Lightning Rod** ⤵ (electricity) **Trigger** A spell or ability with the electricity trait is used within 30 feet of the shock zombie; **Effect** The shock zombie attempts to counteract the spell or ability (counteract level 3, counteract modifier +17), harmlessly redirecting the electricity into one of its electricity coils.

## SHOCK ZOMBIE

## CREATURE 6

UNCOMMON NE MEDIUM ELECTRICITY MINDLESS UNDEAD ZOMBIE

**Perception** +12; darkvision

**Skills** Acrobatics +14, Athletics +15

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

**AC** 21; **Fort** +14, **Ref** +17, **Will** +11

**HP** 140, lightning powered, negative healing; **Immunities** death effects, disease, electricity, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Electricity Absorption** For 1 minute after taking electricity damage, a shock zombie loses its usual slowed 1 condition, gains the ability to use reactions, and gains a +10-foot status bonus to its Speed.

**Lightning Powered** Arcs of restorative electricity jolt between shock zombies. For each shock zombie within 30 feet, the shock zombie gains fast healing 2 (to a maximum of fast healing 10).

**Slow** A shock zombie is typically slowed 1 and can't use reactions (but see electricity absorption above).

**Speed** 25 feet

**Melee** ♦ fist +17, **Damage** 2d6+7 bludgeoning plus 1d12 electricity



## NATURE SHOCK

While most shock zombies are created through combined necromancy and engineering, some have more natural origins. Corpses of creatures slain by lightning strikes or lightning magic sometimes arise as shock zombies without the need for mechanical components.

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# Anjelique Loveless

## *Ruthless Corrupt Deputy*

Decades ago, an Osirian paladin named Entarish and a river hag named Gris Nightspittle fought a deadly battle inside a forgotten pharaoh's tomb. Both escaped from the conflict gravely injured, and after that day the two became mortal enemies hellbent on undoing the work of the other. After years of conflict, Gris eventually concocted a devious plan to bring Entarish to his knees. In the ruins of flooded temple beneath a hunter's moon, Gris gave birth to a changling infant and left the child on Entarish's doorstep. Gris knew that foolish Entarish, in his weakness, would care for the cursed babe.

Even though he suspected Gris was tied to the child, Entarish played into the hag's plot. He named the infant Anjelique and served as her father and mentor, raising her to follow a virtuous path in spite of her wretched heritage. Yet for all Entarish's noble efforts, Anjelique possessed a cruel disposition and wicked temper. When she came of age, Gris approached the young woman in the dead of night and revealed the truth of her birth. Gris then commanded Anjelique to kill her adopted father and join the hag's side.

To Gris's surprise, Anjelique refused her mother's grim commandment. In a rage, Gris gathered her most powerful minions and finally slew Entarish, overwhelming the paladin while Anjelique was away. When she discovered her father had been slain, Anjelique recovered his holy sword and set out to find Gris. The cunning hag thought Anjelique had finally given in to her evil birthright and returned home, but instead she avenged her fallen parent by soaking his sword in Gris's blood and claiming the hag's blackwood staff.

After fulfilling her vendetta, Anjelique wandered through the world alone, aimless and in search of meaning. Although she constantly carries Entarish's virtuous words in her thoughts, her troubled past and cursed birthright cast an unholy pall across her mind.

Finally Anjelique resolved to walk a righteous path in the name of her father by joining Alkenstar's shieldmarshals. She commissioned the grand duchy's best gunsmith to forge Entarish's blade into an enchanted silver pistol and Gris's staff into a magical long gun. For nearly a century, Anjelique brought law

and order to the wilderness around Alkenstar. The long years wore on her, however, and she slowly lost touch with the short-lived humans that surrounded her. Now, she's torn between upholding lawful ideals and dealing out bloody punishment to those she deems unworthy. Her silver pistol still possesses some of Entarish's grace and frequently misfires when she attempts to use it for an evil act. Often, while away from prying eyes, she will draw the pistol on her captured fugitives and fire, allowing the gun to decide if the person is worthy of life.

Anjelique's primary motivation is power. As an elf, she's been a shieldmarshal for nearly a century and has outlived her original peers. Because of her lengthy tenure and ruthless pursuit of her own personal brand of justice, few question her continued presence on the force. Anjelique has spent years advocating for a larger Alkenstari army, though she made little progress on this front until just recently. She believes that by arranging a series of disasters, she can shock the city's political elite into action. By way of this scheme, Anjelique hopes to disgrace the current shieldmarshal command structure while simultaneously rising through the ranks to assume control of a new army of conscripted shieldmarshals. Ultimately, she wants to use this army to bring order to the lawless frontier beyond Alkenstar's walls, which she believes is what Entarish would have wanted.

## CAMPAIGN ROLE

Deputy Loveless has been a thorn in the player characters' sides since the first chapter of this Adventure Path, and possibly even before then. Her scheme to use pyronite as a means of securing political power is just one more entry on her lengthy resume of sins against the party, but it's this elaborate plot that ultimately enables the PCs to achieve vengeance when they face off against Anjelique on the *Gearsmoke* in this adventure's final chapter.

### ANJELIQUE LOVELESS

### CREATURE 11

UNIQUE LE MEDIUM CHANGELING ELF HUMANOID

Female elf changeling shieldmarshal deputy

**Perception** +24; low-light vision



**Languages** Common, Dwarven, Elven

**Skills** Acrobatics +26, Crafting +21, Intimidation +23, Legal Lore +19, Thievery +21

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

**Items** *blazons of shared power* (attached to pistol and reinforced stock; *Guns & Gears* 183), +1 *resilient breastplate*, *hex blaster* (page 73, 10 rounds), infused pyronite charge (6), *redeemer's pistol* (page 73, 10 rounds)

**AC** 30; **Fort** +24, **Ref** +26, **Will** +21

**HP** 200

**Stubborn Resolve** ➤ **Frequency** once per day; **Trigger**

Anjelique fails or critically fails a saving throw; **Effect** Anjelique treats a critical failure as a failure, or a failure as a success.

**Speed** 25 feet

**Melee** ➤ *reinforced stock* +24 (finesse, magical, two-hand d6), **Damage** 2d4+6 bludgeoning plus plant pyronite charge

**Ranged** ➤ *hex blaster* +24 (concussive, fatal d12, kickback, magical, range increment 150 feet, reload 1), **Damage** 2d8+6 piercing

**Ranged** ➤ *redeemer's pistol* +24 (concealable, concussive, fatal d10, magical, range increment 60 feet, reload 1), **Damage** 2d6+6 piercing

**Firearms Critical Specialization** When Anjelique makes a critical hit with a firearm, the target must succeed a DC 34 Fortitude save or be stunned 1.

**Lawbringer's Pursuit** ➤ Anjelique Strides and then either Interacts to reload her gun or makes an Intimidation check to Demoralize a foe.

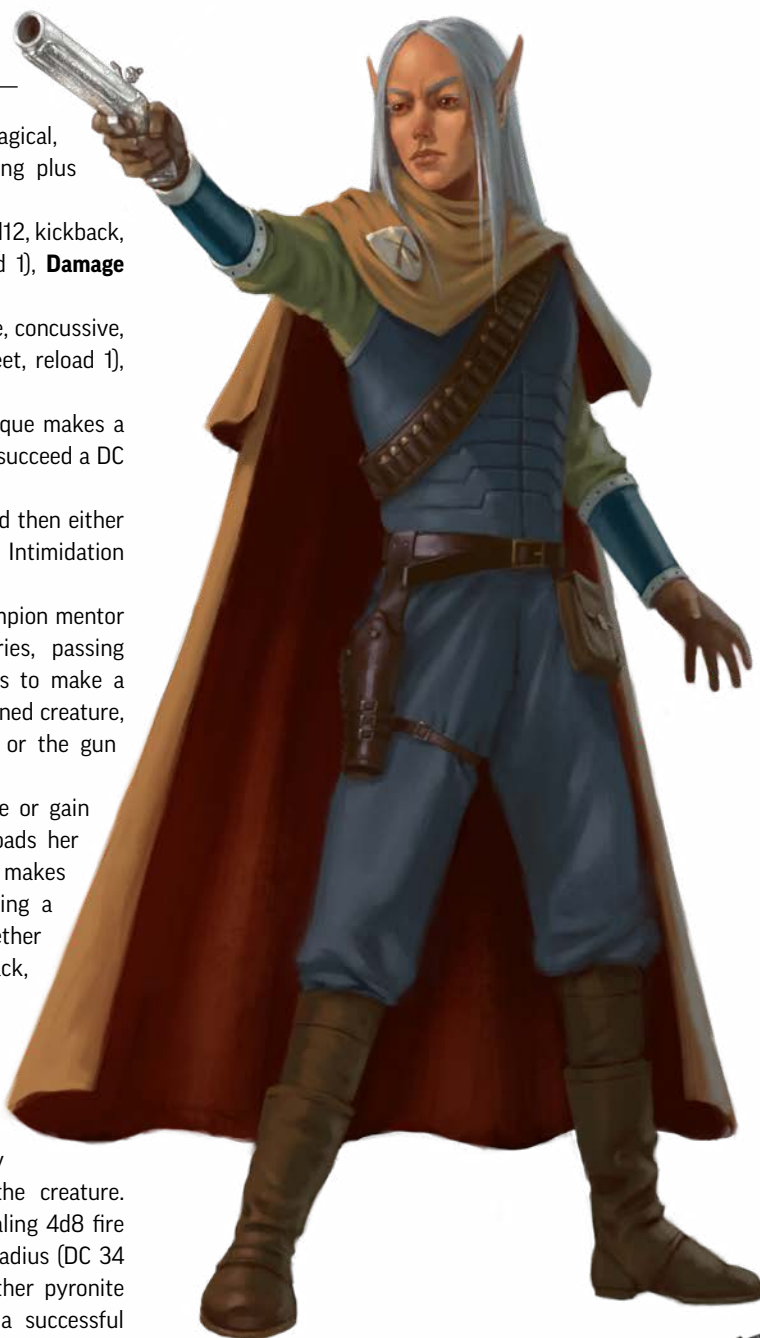
**Mentor's Curse** The grace of Anjelique's champion mentor inhabits the *redeemer's pistol* she carries, passing judgment on her actions. If she attempts to make a *redeemer's pistol* Strike against a good-aligned creature, she must succeed at a DC 5 flat check or the gun misfires (*Guns & Gears* 107).

**Parting Shot** ➤ **Trigger** Anjelique would die or gain the dying condition; **Effect** Anjelique reloads her currently wielded firearm if necessary and makes a ranged Strike against an enemy, treating a successful attack as a critical hit. Whether successful or not, after making this attack, Anjelique dies.

**Plant Pyronite Charge** After making a successful melee Strike against a creature, Anjelique makes a Thievery check against the target's Perception DC. On a success, she activates and secretly plants a specially formulated sticky pyronite charge on the creature. This charge detonates after 3 rounds, dealing 4d8 fire damage to all creatures within a 10-foot radius (DC 34 basic Reflex save) and detonating any other pyronite charges within the area. After making a successful

ranged Strike against a creature stuck with a planted charge, Anjelique can choose to shoot a bullet through the charge, dealing normal damage and detonating the charge immediately. A creature can use an Interact action to find and remove a planted charge from itself or an adjacent creature. These pyronite charges have the infused trait and are inert until activated by Anjelique.

**Tormenting Shot** ➤➤ Anjelique makes a ranged Strike and deals an additional 2d8 piercing damage on a hit. If the target is frightened, it also takes 2d6 persistent bleed damage on a hit.



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# Ibrium

## *Cold-Hearted Nexian Vitrumancer*

Ibrium was raised within the palaces of Nex's capital, Quantum. His mother, Tollya, was a powerful mage who played a large role in the political machinations of the Council of Three and Nine, but Ibrium never showed much interest in politics. Instead, his interests lay firmly in the arcane, and in his youth he showed all the signs of a gifted wizard-to-be. Tollya ensured her son had access to the best education possible, hiring private tutors from across the Inner Sea and conjuring eldritch creatures from distant planes to advise the young spellcaster. When Ibrium at last came of age, Tollya gifted him a precious heirloom of their house—a wizard's staff topped with a basilisk eye.

The gift turned out to be a formative one as it sparked Ibrium's interest in petrification and, soon after, a lifelong study of spells related to earth and fire. The promising young wizard developed his own personal form of magic, vitrumancy, specializing in the conjuration and transmutation of glass.

Ibrium's passion for glass and petrification magic caused him to cross paths with a variety of colorful individuals. One such character was a young medusa named Alethsia, who'd journeyed to Quantum in the hopes of finding a magical way to remove her unusual curse—a petrifying gaze that turned her victims not to stone, but statues of solid glass.

Ashamed of her cursed gaze, Alethsia was an artist at heart who hoped to someday live among humans and pursue her sculpture work in peace. Ibrium heard rumors of the unusual glassy-gazed medusa through some contacts and tracked her down. He was instantly smitten. He convinced her that her gaze wasn't a curse but a gift, and together they used her unique "talent" to destroy Ibrium's mother's political enemies. Ever since that day, the two have been steadfast lovers. Wherever she goes, Alethsia brings along a host of glass statues (her previous victims), which she sculpts and modifies to "perfect" their beauty. From time to time, she becomes frustrated with her work and smashes them into glass powder, which Ibrium then transforms into sand sentries.

Several years ago, Ibrium's mother was assassinated in the midst of a power struggle in Quantum, leaving Ibrium as the sole heir to their estate. He quickly

invested the bulk of his fortune in an ill-advised scheme to magically transform vast swathes of Nexian wasteland into arable farmland. The investment proved a disaster and Ibrium was financially ruined. During this dark hour, a mysterious Arclord of Nex named Kiamal approached the vitrumancer. She offered to provide a sizable loan to Ibrium in exchange for his services in Alkenstar. A new war between Nex and Geb was inevitable, Kiamal explained, and those with financial interests in Alkenstar would profit greatly once the conflict was ignited. In exchange for travelling to the city and finding a way to profit from the inevitable war, Kiamal promised Ibrium a lavish sum in Nexian gold.

Ibrium was quick to accept the offer, even if Kiamal's motives didn't ring true. Why would the Arclord, whose wealth seemed bottomless, need to further fill her coffers through schemes in Alkenstar? Ibrium was too desperate to labor over such questions, so he simply embarked for the City of Smog with Alethsia in tow. When they arrived in the new city, Ibrium quickly fell in with prominent politicians and warmongering nobles who also believed a Geb-Nex conflict was imminent. Amid these grim social circles, he met Deputy Anjelique Loveless and Parsus. After Ibrium wrote to Kiamal describing Anjelique's plan to demolish Alken Falls, Kiamal provided Ibrium with an arcane ritual, supposedly transcribed from the books of Nex himself, which would allow the wizard to teleport the bomb-laden *Gearsmoke* directly to the waterfall at the city's center.

## CAMPAIGN ROLE

Despite his haughty demeanor and role as one of the chief antagonists for this adventure, at the end of the day Ibrium is mostly a pawn in a great game being played by far more powerful entities. On one hand, he serves his mysterious patron Kiamal, who seems to have her own inscrutable plans for Alkenstar, while on the other he allows Anjelique to dictate their plans to demolish Alken Falls. If Ibrium survives the adventure, he likely discovers both his employers couldn't be trusted—Anjelique planned to have him killed via poison, and Kiamal washes her hands clean of Ibrium



as soon as she receives word of his catastrophic failure. Deeper in debt than ever and with no allies left, Ibrium could prove a useful tool for the PCs, perhaps giving them information on his patron or revealing the location of her vault in Martel.

Ibrium is an arrogant man who, despite living a life of extreme privilege, believes he has earned everything that's come his way and that he deserves only the best. He's a pathological liar and narcissist who sincerely doesn't recall any of his many failures or shortcomings. Ibrium's role in Anjelique's plan doesn't become clear until this adventure, but he's lived in the city of Alkenstar for nearly two years now and is known for displaying his obnoxious wealth (which is secretly funded by Kiamal).

At your discretion, the party might meet Ibrium earlier in the campaign—perhaps as a guest at a high-class establishment like the Steaming Kingdom, or just as a passerby on the streets who splatters mud on the characters as he zooms past on a luxurious litter borne aloft by glass clockwork servants. Of course, the haughty wizard has little time or patience for those whom he deems beneath him, so it's unlikely he'd linger in the party's company.

## IBRIUM

## CREATURE 10

UNIQUE NE MEDIUM HUMAN HUMANOID

Male human vitrumancer and Nexian agent

**Perception** +20

**Languages** Common, Terran

**Skills** Arcana +24, Deception +19, Diplomacy +19, Elemental Lore +22, Nex Lore +22, Society +19

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

**Items** wand of wall of stone

**AC** 28; **Fort** +16, **Ref** +19, **Will** +22

**HP** 145

**Vitrumantic Stoneskin** ➤ **Trigger** An adjacent creature strikes Ibrium with a melee weapon or unarmed attack and deals damage; **Requirements** Ibrium has a *stoneskin* spell currently active; **Effect** Ibrium's unique *stoneskin* spell manifests as a protective layer of deadly sharp glass. Glass shards burst out from Ibrium's skin, dealing 3d10 piercing damage to the attacker.

**Speed** 25 feet

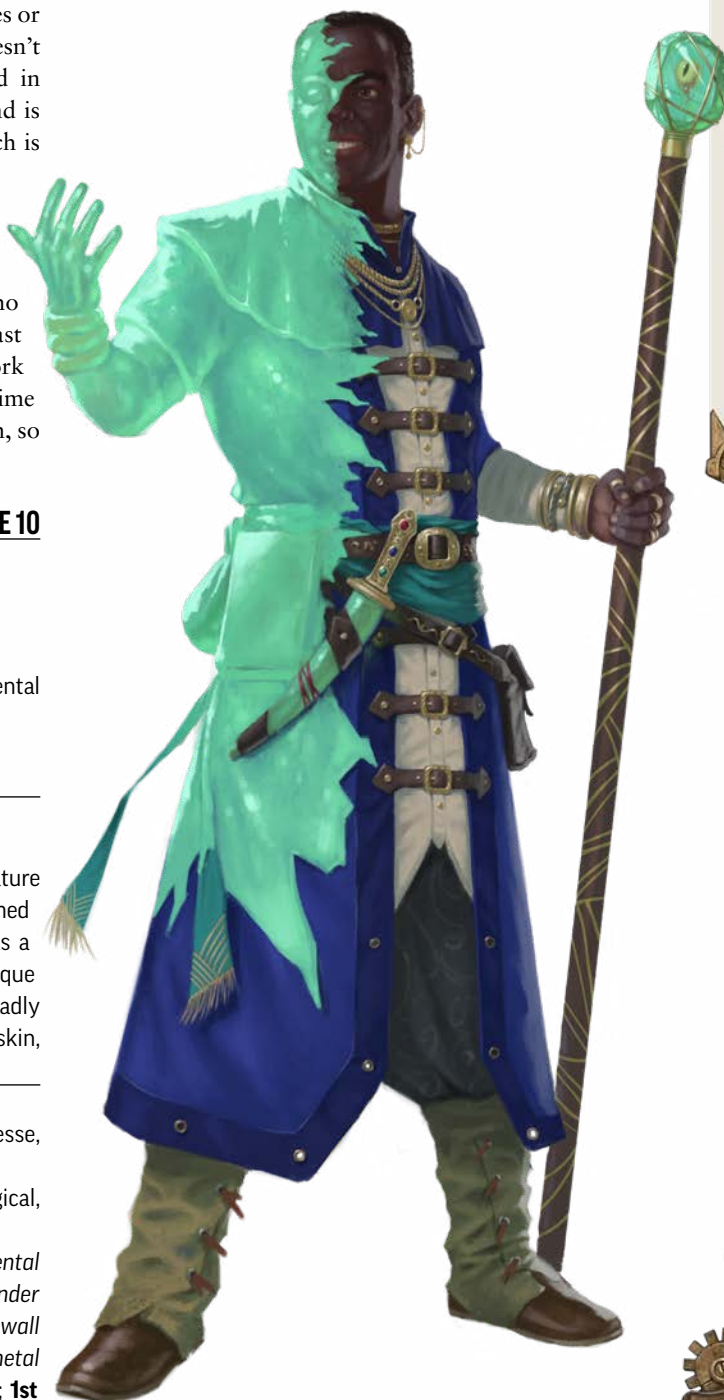
**Melee** ♦ glass spike +21 (deadly d12, earth, finesse, magical), **Damage** 3d10 piercing

**Ranged** ♦ glass spike +21 (deadly d12, earth, magical, range increment 60 feet), **Damage** 3d10 piercing

**Arcane Prepared Spells** DC 33, attack +25; **5th** *elemental form* (earth only), *impaling spike* (×2; *Pathfinder Advanced Player's Guide* 221); **4th** *fly*, *stoneskin*, *wall of fire*; **3rd** *earthbind*, *fireball* (×2); **2nd** *heat metal* (*Advanced Player's Guide* 220), *hydraulic push* (×2); **1st**

*hydraulic push*, *pummeling rubble* (×2; *Advanced Player's Guide* 223); **Cantrips (5th)** *daze*, *detect magic*, *message*, *shield*, *sigil*

**Vitrumancy** Ibrium has modified certain spells to incorporate glass into their manifestation. Whenever Ibrium casts *fireball*, *hydraulic push*, or *pummeling rubble*, the spell deals slashing damage instead of its normal damage type as the damaging component is replaced with shards of razor-sharp glass.



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# Parsus

## *Macabre Inventor of Clockwork Abominations*

Parsus grew up on a large estate in the outskirts of the Axan Woods of Geb, in a lonely and twisted landscape of haunted trees, inscrutable ruins, and misty forest trails. Parsus and their six older siblings are all dhampirs, half-vampire progeny born from a vampire and mortal union. Their father is Drakar Fademoire, a powerful vampire and Blood Lord of Geb—one of 60 undead leaders who oversee the dread empire's unholy administration.

From an early age, Father Fademoire taught his brood to revile magic users, and he instilled in the children an unquenchable thirst for arcanists' blood. Under the patriarch's guidance, Parsus and their siblings participated in "blood hunts." On such occasions, the family would gather a host of vampiric yeth hounds and chase spellcasting victims through the woods for days at a time. Unlike their elder siblings, Parsus possessed little skill with martial arts and enjoyed neither combat nor hunting. Instead, their passions drew them to study magic and science. Parsus's father looked on these pursuits with disdain, viewing them as paltry hobbies that paled in comparison to the honor, glory, and bloodshed of a spirited hunt. The Fademoire family had earned its status through bloodshed during Geb's great war with Nex, specializing in hunting and killing the wizards of Quantum. Instead of learning to hunt wizards, like a true Fademoire, Parsus was interested in becoming one.

After letting Parsus's obsession grow for years, Drakar eventually decided to draw them into the family hunts by force. He took Parsus deep into the Axan Woods and left them there, telling them to live or die as they wish, but not to return home without a fresh kill. Rather than giving into their feral instincts, Parsus instead studied the stars to navigate their way home and developed a magical snare to kill a forest dryad. They returned home triumphant, believing they proved the value of knowledge over instinct. Drakar, however, was displeased.

For the next decade, Drakar's tests and challenges for Parsus grew ever more brutal. Through it all, Parsus refused to abandon their love of knowledge and magic. Each test only served to further strengthen their resolve and honed their skills until, one day, Parsus

discovered they had become a potent necromancer. Parsus's siblings had meanwhile become master hunters and earned their father's favor, while Parsus was ultimately cast aside and forgotten. In time, their craving for approval turned into deep hatred for the entire Fademoire family.

Several years ago, Drakar turned over finances of the Fademoire estate to Rhyst, Parsus's eldest sister. Ever the pragmatist, Rhyst quickly decided to save her father from any further embarrassment and sent Parsus away from the estate. If a new war between Nex and Geb were to break out, the city of Alkenstar to the north would be a ripe ground for investment, Rhyst explained to a seething Parsus. The necromancer had no choice but to board a Gebbite barge pulled by massive skeletal crocodiles (fruits of their own childhood projects) and set out for Alkenstar. Once in the city, they half-heartedly looked for ways their family might profit from war, but primarily focused on studying the city's fascinating clockwork wonders. Eventually, a shieldmarshal named Anjelique discovered Parsus and decided the promising spellcaster could help her further her own violent schemes.

## CAMPAIGN ROLE

Although they were ordered to Alkenstar to find a way to profit from a war between Nex and Geb, Parsus has little interest in money and mainly thirsts for knowledge. More than anything, Parsus's true enemies are their family, particularly their father Drakar and eldest sister Rhyst. They dream of revenge daily and, though they would never admit it, below this hatred, some part of Parsus still yearns for acceptance from their family.

Though a vile individual with disturbing sensibilities, the true Parsus is little more than a pawn in Anjelique and Ibrium's grand plan. Parsus was primarily following orders when they took over the Tinwound Hydroplant and slaughtered its caretakers, and the necromancer stoically explains as much when the player characters apprehend them in the factory's blood-soaked engine room. If Parsus survives the adventure, they hold no particular grudge against the characters, sensing a kinship with them, as they are themselves, after all,



only following orders. Regardless, Parsus has no wish to confront Anjelique or Ibrum, recognizing the duo has thoroughly outplayed them. The only way to convince Parsus to aid the characters' pursuits is by ensuring that doing so would mean snubbing Parsus's most hated adversary, their father Drakar.

## PARSUS

## CREATURE 10

UNIQUE NE MEDIUM DHAMPIR HUMAN HUMANOID

Pangender dhampir necromancer

**Perception** +20

**Languages** Common, Necril

**Skills** Arcana +24, Deception +19, Geb Lore +22, Intimidation +19, Society +19, Undead Lore +22

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

**Items** clockwork key to clockwork bomb in area **F8**, *corpse compass* (page 76), *corpsecaller round* (page 76), +2 *striking slide pistol* (Guns & Gears 153)

**AC** 29; **Fort** +18, **Ref** +18, **Will** +20; +2 status to saves vs. disease and mental

**HP** 160, negative healing

**Speed** 25 feet

**Melee** ♦ claw +21 (agile), **Damage** 3d8+7 slashing

**Melee** ♦ necromechanical innovation +21, **Damage** 2d10+7 bludgeoning

**Ranged** ♦ *slide pistol* +20 (capacity 5, concussive, fatal d10, magical, range increment 30 feet, reload 1), **Damage** 2d6+3 piercing

**Arcane Prepared Spells** DC 31, attack +23; **5th** *cloudkill*, *enervation* (×2; *Advanced Player's Guide* 218); **4th** *fly*, *seal fate* (*Advanced Player's Guide* 224), *vampiric maiden* (*Advanced Player's Guide* 227); **3rd** *bind undead*, *vampiric touch* (×2); **2nd** *false life*, *mirror image*, *spectral hand*; **1st** *grim tendrils* (×2), *unseen servant*; **Cantrips (5th)** *acid splash*, *chill touch*, *detect magic*, *message*, *ray of frost*

**Clockwork Necromancy** ♦♦ (evil, necromancy, unstable) Parsus winds their necromechanical innovation (see below) to infuse a corpse-riddled area with necromantic energy. The innovation casts *black tentacles* on a point within 100 feet, causing the dead body parts in a 10-foot burst to briefly animate and scrabble at creatures within the area for 1 round.

**Explode** ♦♦ (manipulate, necromancy, unstable) Parsus pushes their necromechanical innovation beyond its normal limits, dealing 10d6 negative damage in a 10-foot emanation (DC 31 basic Reflex save). Parsus can choose to include themselves in this effect.

**Necromatic Winding** ♦ (manipulate, necromancy) Parsus winds up their necromechanical innovation. They choose an active effect with the necromancy trait that originated from one of their spells or abilities (such as *Clockwork Necromancy*). The effect's duration extends to the end of Parsus's next turn.

**Necromechanical Innovation** Although a necromancer by training, Parsus recently developed a complex device called a necromechanical innovation. This device allows Parsus to use their *Clockwork Necromancy*, *Explode*, and *Necromatic Winding* abilities. It otherwise functions as an inventor weapon innovation (Guns & Gears 18) with no modifications.



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# ALKENSTAR

500 FEET



Capital District

• CHRISTIA TOMBEND'S SUITE

Pilot's Square

SKYSIDE

• TINWOUND HYDROFORGE

Auburn Hill

Auburn District

• GLUTTON GOLEM

DEADMAN'S ALLEY •

Ustradi Heights

BARREL & BULLET SALOON •

SMOKESIDE

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• OLD BRIDGE

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