Slothsy's Iron Gods: Fires of Creation Prep Work

Torch Events

Torch events are listed throughout the AP. These are essentially the "town" plot that unfolds while the party explores the ruins. It weaves what's going on above the town into what's going on below, without necessarily railroading either side. They naturally happen as the party needs to rest – and if they're short on resting, you can remind the party that their water breathing or other means of breathing will run out eventually.

Timeline:

First time party returns to rest – Torch Event 1

First time party needs to identify items OR after they sell any technology items OR time is right– Torch Event 2

Sometime in Area C / Science Deck – Torch Event 3

After rescuing Khonnir Bane – Torch Event 4

After discovering information about Garmen's warehouse in Torch Event 3 – Torch Event 5

Torch Event 1: Invitations to Silverdisk Hall

See page 21. This event should not result in any combat, but should introduce Garmen as a minor villain. Players are asked to leave once their winnings exceed 500 gp, preventing them from lining their pockets too much.

Torch Event 2: Meeting Sanvil Trett

This introduced Sanvil, "merchant" and Technic League agent. It's important to introduce him now as a guy who is curious in the party's deed. This sets up for his later betrayal and to give more motive to what's going down below.

Torch Event 3: Sanvil's Betrayal

Sanvil should begin to "look into" the party's explorations. This could include asking to accompany them into the Black Hills, or going through their things at the Foundry, or another way that makes sense for how the party is interacting with him. The important result is that the find out that Sanvil knows Garmen owns a warehouse – the party needs to find their way to this warehouse for information about the power relay.

Torch Event 4: Saving Khonnir

Lesser restorations only provide temporary cures. DC 20 heal check or enough cures to Khonnir so that he can talk will reveal the cause is nanites attempting to re-map his brain functions and magical energies. *Remove disease* can cure it, but it required a DC 20 caster level check to heal with a -5 penalty due to the technological nature of the disease. Joram Kyte can cast it up to 3/day. Technology-based remove disease checks do not give the penalty. PCs can use the sterilizers in B5 to remove the disease. Sanvil Trett sells vitality serum (500 gp) that automatically succeeds.

Torch Event 5: Garmen's Warehouse

If the PCs wish, they can scout the warehouse ahead of time. Although Garmen is the owner, he doesn't make this fact known to the public. The warehouse itself is boarded up and appears to be abandoned, but succeeding at a DC 15 Perception check while investigating either of the doors indicated on the map reveals that the boarded-up appearance of the door is only a disguise—both doors are locked (Disable Device DC 30), but the boards nailed over each door don't actually impede the doors' use. The other doors are all securely boarded up; they must be smashed down (hardness 5, hp 60, break DC 25) or dismantled to get through them. Dismantling a door requires 2d4 rounds of work and makes a lot of noise. A successful DC 20 Disable Device check halves this time and reduces the sound significantly so that the guards inside don't notice.

Once inside the actual warehouse, the PCs immediately notice a soft but quite unpleasant hum filling the building that can be felt in the bones and teeth as well as heard. Upon first entering the warehouse, a character must succeed at a DC 12 Fortitude save or immediately develop a splitting headache identical to those detailed in the Strange Headaches section on page 9.

Every hour the PCs watch the warehouse, there's a cumulative 5% chance that a Ropefist thug comes or goes, entering or exiting the warehouse floor via the back door.

If the PCs destroy or disable the power relay, Meyanda quickly notices that the relay has been shut down. She takes a day to organize a response, after which she sends the fanatics in area **D3** out into Torch to investigate the warehouse. If they fail to return within 24 hours, she realizes that something has gone wrong, and at the next sunset she personally leads the fanatics and ratfolk from area **D5** out to investigate the warehouse. If she finds the power relay has been stolen, she does her best to track it down. If she has to, she waits a day and prepares *locate object* to aid her. In this case, the climax of the adventure could well take place elsewhere, likely wherever the PCs have taken the power relay. But even if they defeat Meyanda elsewhere, they still need to eventually explore the engineering deck to relight the torch.

GARMEN ULRETH

XP 800
Male human rogue 4
NE Medium humanoid (human)
Init +3; **Senses** Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)
hp 25 (4d8+4)
Fort +2, **Ref** +7, **Will** +2
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.
Melee mwk rapier +7 (1d6/18–20)
Ranged hand crossbow +6 (1d4/19–20)
Special Attacks sneak attack +2d6

TACTICS

During Combat Garmen's first attack is against a flat-footed foe if possible. He drinks his *potion of invisibility* on the next round, repositions himself, and then sneak attacks the most wounded enemy he can reach. After this, he uses Improved Feint or flanking to maximize further sneak attacks.
Morale If reduced to 10 or fewer hit points, Garmen drinks another *potion of invisibility* and then flees. He returns to Silverdisk Hall and plots revenge against the PCs, but if they show up looking for him before he can recover from his fight, he tries to avoid them. If cornered, Garmen surrenders and begs for mercy if reduced to 5 or fewer hit points.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16
Base Atk +3; **CMB** +3; **CMD** 16

Feats <mark>Combat Expertise</mark>, Combat Reflexes, <mark>Improved Feint</mark>, Iron Will, Weapon Finesse
Skills Appraise +8, Bluff +10, Diplomacy +10, Disable Device +11, Intimidate +10, Knowledge (local) +8, Perception +6, Profession (gambler) +6, Sense Motive +6, Sleight of Hand +9, Stealth +9
Languages Common, Hallit, Orc
SQ rogue talents (finesse rogue, resiliency), trapfinding +2
Combat Gear *potions of invisibility* <mark>(2)</mark>; **Other Gear** *+1 studded leather*, buckler, hand crossbow with 10 bolts, mwk rapier, mwk thieves' tools, 89 gp

Improved Feint – Can feint as a move action
Combat Expertise – Can -1 on attacks / +1 dodge bonus to AC
Resiliency - Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Feint - To feint, make a Bluff skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If successful, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn. When feinting against a non-humanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a creature lacking an Intelligence score, it's impossible. Feinting in combat does not provoke attacks of opportunity.

ROPEFIST THUGS

XP 200 each
Human rogue 1
CN Medium humanoid (human)
Init +1; **Senses** Perception +3

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 14 each (1d8+6)
Fort +2, **Ref** +3, **Will** –1

OFFENSE

Speed 30 ft.
Melee unarmed strike +3 (1d3+4)
Ranged sling +1 (1d4+3)
Special Attacks <mark>sneak attack +1d6</mark>

TACTICS

During Combat The Ropefist thugs prefer to fight with their fists—they wrap their hands in coils of rope more as an affectation than anything else, and are equally good at pummeling foes with or without this decoration. They prefer to gang up on foes if possible. A thug drinks his *potion of cure light wounds* if reduced to 7 or fewer hit points.
Morale A Ropefist thug who's reduced to 4 or fewer hit points attempts to flee, but if cornered, she fights to the death.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 8, **Cha** 12
Base Atk +0; **CMB** +3; **CMD** 14
Feats <mark>Improved Unarmed Strike</mark>, Toughness
Skills Acrobatics +5, Bluff +5, Climb +7, Intimidate +5, Knowledge (local) +4, Perception +3, Sense Motive +3, Sleight of Hand +5, Stealth +5
Languages Common
SQ trapfinding +1
Combat Gear <mark>*potion of cure light wounds*</mark>; **Other Gear** mwk studded leather, sling with 10 bullets, sunrod, 3d6 gp

Part 1: Black Hill Caves

At-A-Glance

Room	Monsters	Treasure	XP
A1. Entry Cavern	Fire Beetles (3)	None	405
A2. First Expedition's Fate	Young Slime Molds (3)	DC 20 Perception to find agate worth 55 gp	405
A3. Stalagmite Forest	None	None	200 XP if they give Parda's body a proper burial
A4. Dark River Cave	Blindheim	In the pool - 42 gp, silver unholy symbol of Zyphus (25 gp), 2 potions of CLW	600
A5. Skulk Watch Post	Luepel (see tactics!)	DC 20 perception – 7 silverdisks plus possible monster treasure	400
A6. Mold-Ridden Tunnel	Brown Mold*	Masterwork thieves' tools, masterwork hand crossbow, 5 bolts, 75 gp	600 200 (if returning body) 200 (for neutralizing russet mold)
A7. Skulk Lair	Brath and Yadriss (see tactics!)	Monster treasure only if fought	800 xp
A8. The Metal Wall			
A9. Junkyard Cave	Sef (see tactics!)	Monster treasure (if fought) Given - three suits of studded leather armor, a masterwork buckler, a short bow with 11 arrows, a rapier, two short swords, a masterwork sap, two potions of cure moderate wounds, a sunrod, two sets of masterwork thieves' tools, a scroll of shield, a scroll of identify, and 143 gp	800 xp If alliance made, award XP equal to skulk's xp
10. Gremlin Caves	Jinkin Gremlins (3) Spring-Loaded Spike Trap (1)	Monster	1600
11. Jazvit's Lair	Jazvit (advanced jinkin)	Monster	600

A1. Entry Cavern

FIRE BEETLE (3)

XP 135
N Small vermin
Init +0; **Senses** low-light vision; Perception +0

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +0, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)
Melee bite +1 (1d4)

STATISTICS

Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7
Base Atk +0; **CMB** –1; **CMD** 9 (17 vs. trip)
Skills Fly –2
SQ luminescence

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

A2. First Expedition's Fate

YOUNG SLIME MOLDS (3)

XP 135
N Small ooze
Init +1; **Senses** Perception -5

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 6 (1d8+2)
Fort +2, **Ref** +1, **Will** -4
Immune ooze traits; **Resist** fire 10

OFFENSE

Speed 30 ft
Melee slam +1 (1d3)

STATISTICS

Str 10, **Dex** 12, **Con** 15, **Int** —, **Wis** 1, **Cha** 1
Base Atk +0; **CMB** –1; **CMD** 10
SQ freeze
Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

BLINDHEIM

XP 600
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size)
hp 22 (3d10+6)
Fort +5, **Ref** +5, **Will** +2
Immune blindness

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.
Melee bite +5 (1d4+1), 2 claws +5 (1d3+1)
Special Attacks blinding gaze

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +3; **CMD** 16
Feats Dodge, Skill Focus (Perception)
Skills Acrobatics +6 (+10 jumping), Perception +9, Swim +9; **Racial Modifiers** +4 Acrobatics when jumping

SPECIAL ABILITIES

Blinding Gaze (Ex) A blindheim's eyes emit bright light to a range of 30 feet. Any creature within the area must make a DC 13 Fortitude save or be blinded for 1 hour. Blindheims can see normally in the light generated by their eyes, which illuminates a 30-foot spread with bright light. Creatures with light blindness or light sensitivity take the normal penalties within 30 feet of a blindheim that is using its blinding gaze. A blindheim can activate or suppress this ability as a free action. This save DC is Constitution-based.

A5. Skulk Watch Post

LUEPEL

XP 400
CE Medium humanoid (skulk)
Init +6; **Senses** low-light vision; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 16 (3d8+3)
Fort +2, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft.
Melee short sword +2 (1d6/19–20)
Ranged dagger +4 (1d4/19–20)
Special Attacks sneak attack +1d6

TACTICS

Luepel hides amid the trash heap. As soon as she spots intruders, she quickly moves to area **A7** to alert her fellows, Brath and Yadriss, there—if the PCs can detect her and stop her quickly and quietly, they can maintain the element of surprise in their encounter with the skulk tribe, but this adventure assumes they do not do so.

STATISTICS

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7
Base Atk +2; **CMB** +2; **CMD** 14
Feats Improved Initiative, Skill Focus (Stealth)
Skills Perception +5, Stealth +16; **Racial Modifiers** +8 Stealth
Languages Common, Undercommon
SQ camouflaged step, chameleon skin
Treasure standard (short sword, 2 daggers, other treasure)

SPECIAL ABILITIES

Camouflaged Step (Ex) Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

Chameleon Skin (Ex) A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

A6. Mold-Ridden Tunnel

DC 12 Knowledge (dungeoneering) or DC 15 Survival check recognizes the "dust" as brown mold.

BROWN MOLD
XP 600

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold,* instantly destroys it.

A7. Skulk Lair

Enviromental note: This cavern is dark and requires a light source for PCs to see. The ledge requires a DC 10 climb check to climb down. The pit drops in 5 ft deep shelves, and the central shaft is a 300 ft drop. It is a DC 15 climb check to scale the walls of the shaft.

LUEPEL, BRATH AND YADRISS (3)
XP 400
CE Medium humanoid (skulk)
Init +6; **Senses** low-light vision; Perception +5

DEFENSE
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 16 (3d8+3)
Fort +2, **Ref** +5, **Will** +3

OFFENSE
Speed 30 ft.
Melee short sword +2 (1d6/19–20)
Ranged dagger +4 (1d4/19–20)
Special Attacks sneak attack +1d6

TACTICS
As soon as the PCs are visible, Luepel steps out of hiding and addresses them—the other two skulks move into f lanking positions but do not immediately attack. Luepel gives the PCs an offer: half of their number will accompany her to speak to her chieftain to arrange an accord. If the PCs agree, Luepel allows them to pick which of them follow her to area **A9**, while the others are expected to remain here. If the PCs attack or if the PCs who stay here get up to shenanigans, the skulks who stay behind (named Brath and Yadriss) immediately attack and raise the alarm. If combat breaks out here, Sef sneaks in to aid the fight from area **A9** as well. Once combat begins, the skulks, who are at their wits' end, fight to the death.

STATISTICS
Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7
Base Atk +2; **CMB** +2; **CMD** 14
Feats Improved Initiative, Skill Focus (Stealth)
Skills Perception +5, Stealth +16; **Racial Modifiers** +8 Stealth
Languages Common, Undercommon
SQ camouflaged step, chameleon skin
Treasure standard (short sword, 2 daggers, other treasure)

SPECIAL ABILITIES
Camouflaged Step (Ex) Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.
Chameleon Skin (Ex) A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this

conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

A8. The Metal Wall

The opening is a hatch that leads to area **B1**.

A9. Junkyard Cave

Assuming the PCs agree to meet with Sef, she gives them a proposition—she'll allow them free passage through her caves and even promises a reward of a strange device she's recovered from the wreckage, so long as the PCs agree to two things—to leave the skulks unharmed and to clear out the annoying nest of jinkin gremlins to the north. Desperation has given Sef a strange sense of honesty; she won't betray the PCs if they manage to defeat the gremlins, and she makes good on her offer of a reward, but this attitude is not entirely stable. If the PCs adopt an aggressive stance with her, she quickly grows frustrated and makes plans to betray the PCs, rob them blind, and kill them.

SEF CR 3

XP 800
Female skulk rogue 2 (*Pathfinder RPG Bestiary 2* 248)
CE Medium humanoid (skulk)
Init +8; **Senses** low-light vision; Perception +9

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)
hp 32 (5 HD; 3d8+2d8+10)
Fort +3, **Ref** +10, **Will** +2
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee mwk short sword +8 (1d6/19–20)
Ranged dagger +7 (1d4/19–20)
Special Attacks sneak attack +2d6

TACTICS

During Combat Sef keeps hidden during combat for as long as she can and makes ranged sneak attacks. She does so by hurling flasks of alchemist's fire and thrown daggers before using her fast stealth rogue talent to move deeper into the shadows to hide again. If cornered, she lashes out with her short sword until she can break free and run, but always returns after eluding (or fooling) pursuit, waging guerrilla attacks to wear down her opposition.
Morale Sef surrenders if reduced to fewer than 10 hit points, begging for mercy. She gives up all the information and treasures she has in return for the chance to slink away— whether or not she harbors a grudge and returns later to get revenge on the PCs is left to you to decide.

STATISTICS

Str 11, **Dex** 18, **Con** 15, **Int** 12, **Wis** 12, **Cha** 11
Base Atk +3; **CMB** +3; **CMD** 17
Feats Improved Initiative, Skill Focus (Stealth), Weapon Finesse
Skills Climb +8, Disable Device +12, Knowledge (engineering) +4, Knowledge (local) +6, Perception +9, Sleight of Hand +9, Stealth +23, Survival +6
Languages Common, Undercommon
SQ camouflaged step, chameleon skin, rogue talents (fast stealth), trapfinding +1
Combat Gear alchemist's fire (2), liquid ice^UE, smokesticks (3); **Other Gear** daggers (10), mwk short sword, 35 gp, 18 sp

A10. Gremlin Caves (Each Room)

Note that slaying their leader, Jazvit (see area **A11**), is enough to send the entire tribe a message to stay away for a few months at the very least.

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.

JINKIN GREMLINS (3)

XP 400
CE Tiny fey
Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +6

DEFENSE
AC 18, touch 17, flat-footed 13 (+4 Dex, +1 dodge, +1 natural, +2 size)
hp 6 (1d6+3)
Fort +0, **Ref** +6, **Will** +4
DR 5/cold iron; SR 12

OFFENSE
Speed 40 ft.
Melee short sword +6 (1d3–4/19–20), bite +1 (1d2–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks sneak attack +1d6, tinker
Spell-Like Abilities (CL 1st; concentration +3)
    At will—*prestidigitation*
    1/hour—*dimension door* (self plus 5 lbs. only)

STATISTICS
Str 3, **Dex** 19, **Con** 11, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +0; **CMB** +2; **CMD** 9
Feats Dodge, Toughness^B, Weapon Finesse^B
Skills Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; **Racial Modifiers** +4 Craft (traps), +4 Disable Device
Languages Undercommon

SPECIAL ABILITIES
Tinker (Sp) A group of six jinkins working together over the course of an hour can create an effect identical to *bestow curse* on any living creature. This effect functions at CL 6th and has a range of 60 feet, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save is DC 14 + the Charisma modifier of the jinkin with the highest Charisma score (DC 16 for most groups of jinkins). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like *remove curse*. All jinkin tinkerings function as a curse created by a 6th-level caster.

Trap: The three trapped caves (areas **A10a**) each contain a cleverly counterweighted spike of jagged metal connected to tripwires strung low across the entrances to these caves. Anyone who enters a trapped cave has a 50% chance of triggering the tripwire—once a trap is triggered, the other tripwires into the cave cease functioning until the trap is reset.

SPRING-LOADED SPIKE TRAP CR 1

XP 400
Type mechanical; **Perception** DC 16; **Disable Device** DC 16

EFFECTS
Trigger touch; **Reset** manual
Effect Atk +10 melee (1d6+4)

A11. Jazvit's Lair

JAZVIT (ADVANCED JINKIN)

XP 400
CE Tiny fey
Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 22, touch 19, flat-footed 15 (+6 Dex, +1 dodge, +3 natural, +2 size)
hp 8 (1d6+5)
Fort +2, **Ref** +8, **Will** +6
DR 5/cold iron; **SR** 12

OFFENSE

Speed 40 ft.
Melee short sword +8 (1d3–2/19–20), bite +3 (1d2–2)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks sneak attack +1d6, tinker
Spell-Like Abilities (CL 1st; concentration +5)
    At will—*prestidigitation*
    1/hour—*dimension door* (self plus 5 lbs. only)

STATISTICS

Str 7, **Dex** 23, **Con** 15, **Int** 18, **Wis** 16, **Cha** 19
Base Atk +0; **CMB** +4; **CMD** 13
Feats Dodge, Toughness[B], Weapon Finesse[B]
Skills Bluff +8, Craft (traps) +12, Disable Device +11, Escape Artist +10, Perception +8, Sleight of Hand +10, Stealth +18, Use Magic Device +8; **Racial Modifiers** +4 Craft (traps), +4 Disable Device
Languages Undercommon

TACTICS

Jazvit, the self-appointed ruler of the gremlin nest, watches over this crowded chamber, diligently sharpening a long shard of metal to ready it for another trap. Jazvit is content with his lot in life, and isn't afraid to flee if confronted with a large number of foes (as he did when Meyanda arrived many days ago). He's unlikely to f lee from a smaller group like the PCs unless brought below 4 hit points. If slain or forced to f lee, the remaining gremlins in the area panic and f lee as well. They do not return for at least several months.

SPECIAL ABILITIES

Tinker (Sp) A group of six jinkins working together over the course of an hour can create an effect identical to *bestow curse* on any living creature. This effect functions at CL 6th and has a range of 60 feet, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save is DC 14 + the Charisma modifier of the jinkin with the highest Charisma score (DC 16 for most groups of jinkins). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like *remove curse*. All jinkin tinkerings function as a curse created by a 6th-level caster.

B. The Habitat Dome

Deck Features – Areas B1-B5, B11-B16

Floors/Walls/Ceilings: Internal walls are generally composed of two, 1-inch-thick glaucite panels separated by 10 inches of support beams (hardness 15, hp 180, break DC 40), whereas external hull walls are a solid 2 feet thick (hardness 15, hp 720, break DC 100).

Doors: Doors consist of a 1-inch-thick sheet of glaucite (hardness 15, hp 30, break DC 28). When powered, a door slides swiftly up into the ceiling when a gray panel situated on the wall nearby is touched—opening a door in this way is a swift action. A door can be locked or unlocked by pressing an access card of any color to this gray panel (note that some doors can only be locked or unlocked by specific colors—these are mentioned in the text as appropriate). Once a door is locked, or if a door is unpowered, it can be forced open or closed with a successful DC 25 Strength check. Disable Device can be used to unlock a locked door, but attempts to do so take a –4 penalty unless the user has the Technologist feat (*Iron Gods Player's Guide*) or uses an e-pickTG, since typical thieves' tools are of limited use against electronic locks. A successful DC 20 Disable Device check is needed to pick a brown lock, DC 25 to pick a black lock, and DC 30 to pick a white lock (these are the only three lock categories in the ruins). A door closes automatically at the end of any round in which it is opened unless it has no power or it's locked in an open position with a tap of an access card on its panel.

Illumination: Unless otherwise noted, most of these chambers are well-lit by bright lighting set into panels high on the walls or ceiling of each room.

At-A-Glance

B2. Guardian on Standby	Repair Drone	Up to 5 polymer nets (50 gp each)	600
B3. Wildlife Staging Room		DC 20 Perception check – grippers, black e-pick, two batteries	
B6. Taboo Cavern	Ghelarn		600
B7. Alien Habitat	Kasatha Skeletons (7)		1400
B9. Ancient Alien Den	Advanced Ghelarn	swarmbane clasp	800
B11. Malfunctioning Biolock	Malfunctioning Sterilizers		400
B12. Habitat Controls			If character has Numerian Archaeologist trait, reactivating sprinklers earns party 600 xp.
B13. Observation Room	Hetuath	Javelins (2), mwk short sword, mwk short sword, *cloak of resistance +1*, 40 gp, black access card	800
B16. Blocked Exit			Can be cleared to provide easy access to Torch.

B2. Guardian on Standby

Environmental note: The area is unlit until power is restored in **B12.**

REPAIR DRONE

XP 600
Variant clockwork servant
N Medium construct (robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 31 (2d10+20); fast healing 2
Fort +0, **Ref** +2, **Will** +0
Immune construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee slam +6 (1d4+6)
Ranged net +4 (entangle)

STATISTICS

Str 19, **Dex** 14, **Con** -, **Int** 10, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +6; **CMD** 18
Feats Skill Focus (Knowledge [engineering])
Skills Disable Device +6, Knowledge (engineering) +8, Perception +4
Languages Androffan
SQ repair robot
Gear polymer mesh net (5)

TACTICS

For now, it remains in standby mode—alert but silent. It remains motionless unless it is molested or it perceives anyone attempting to damage the ship. Note that the robot interprets the mere act of searching through rubble as an attempt to damage the ship, and should it notice such an act being performed in area **B1**, **B3**, or **B4**, its wrath is swiftly aroused.

SPECIAL ABILITIES

Net (Ex) A repair drone's net is constructed from polymer mesh—this functions as a normal net, save that it has 10 hit points and can be burst with a successful DC 27 Strength check. A polymer mesh net is worth 50 gp.
Repair Robot (Ex) As a standard action that does not provoke an attack of opportunity, a repair drone can repair damage dealt to either itself or an adjacent robot, healing the target of 1d10 points of damage.

B6. Taboo Cavern

GHELARN CR 2

XP 600
N Large aberration
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)
hp 22 (3d8+9)
Fort +4, **Ref** +1, **Will** +5
Defensive Abilities carapace; **Resist** fire 5
Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.
Melee 2 tentacles +4 (1d6+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks entrap (DC 14, 1d8 rounds, hardness 5, hp 8), leeching tendrils

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 3, **Wis** 14, **Cha** 3
Base Atk +2; **CMB** +6; **CMD** 16
Feats Combat Reflexes, Skill Focus (Perception)
Skills Perception +10, Stealth +4 (+14 in deserts); **Racial Modifiers** +4 Stealth (+14 in deserts)
SQ hibernate

SPECIAL ABILITIES

Carapace (Ex) A ghelarn typically shelters within a hardened, rocklike shell that houses all of its vital organs. By withdrawing its tentacles and sensory stalks into its shell, the ghelarn gains total cover until the beginning of its next turn. The shell doesn't provide cover against targeted spells, and the ghelarn's movement is limited to downward burrowing during this time. The benefits of the shell can be lost if sundered (hardness 5, 8 hit points, regenerates in 2d6 days), and a ghelarn caught without its carapace loses its natural armor bonus.

Entrap (Ex) A ghelarn secretes a quagmire of sticky fluid a few feet below the sand where it lives. This fluid extends in a 10-foot radius around the creature and acts to trap victims, making it easier for the ghelarn to attack prey with its tentacles or feed upon it with its leeching tendrils. This otherwise acts as the entrap universal monster rule.

> **Entrap (Ex)** The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.

Hibernate (Ex) When food is scarce, a ghelarn can enter a state of hibernation for an indefinite period of time. When it enters hibernation, the ghelarn nestles itself in the sand and fills in its porous carapace with sticky excretions that quickly harden to seal the creature from the elements. When hibernating, the ghelarn doesn't have to eat or drink. A ghelarn remains in a state of hibernation until it senses another living creature within 10 feet, at which point it dissolves the seals on its carapace over the course of 1d4 minutes.

Leeching Tendrils (Ex) A living creature that spends more than a single round ensnared within a ghelarn's entrapping fluid becomes targeted by invasive tendrils from the ghelarn's lower body. These feeding stalks deal 1 point of bleed damage each round, and continue to do so for as long as a victim remains within the area of the ghelarn's entrapping fluid.

B7. Alien Habitat

Environmental note: The area is dark. Cliffs require a DC 25 climb check and rise 50 ft. Upraised ledges are 5 ft above sands.

Kasatha skeletons are hiding and begin acting when anyone approaches within 20 feet. When one acts, all others act as well.

KASATHA SKELETONS (7) CR 1/2

XP 200 each
Kasatha skeleton (*Pathfinder RPG Bestiary* 250, *Pathfinder RPG Bestiary 4* 174)
NE Medium undead
Init +8; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)
hp 4 each (1d8)
Fort +0, **Ref** +4, **Will** +2
Defensive Abilities rejuvenation; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.
Melee 4 claws +1 (1d4+1)

STATISTICS

Str 13, **Dex** 19, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +0; **CMB** +1; **CMD** 15
Feats Improved Initiative

SPECIAL ABILITIES

Rejuvenation (Ex) Even if completely destroyed, the undead kasatha rejuvenate after 26 hours pass, their bones reconstituting from nothing if need be to carry on their undead existence. This perpetual cycle of eternal unlife persists until the habitat module's sky is reactivated (see Development, below), or until the remains of a defeated kasatha are put in an area where the rays of the rising sun can strike them.

B8. Ancient Alien Den

ADVANCED GHELARN CR 3

XP 800
N Large aberration
Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +12

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)
hp 28 (3d8+15)
Fort +6, **Ref** +3, **Will** +7
Defensive Abilities carapace; **Resist** fire 5
Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.
Melee 2 tentacles +6 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks entrap (DC 16, 1d8 rounds, hardness 5, hp 8), leeching tendrils

STATISTICS

Str 21, **Dex** 14, **Con** 20, **Int** 7, **Wis** 18, **Cha** 7
Base Atk +2; **CMB** +8; **CMD** 20
Feats Combat Reflexes, Skill Focus (Perception)
Skills Perception +12, Stealth +6 (+14 in deserts); **Racial Modifiers** +4 Stealth (+14 in deserts)
SQ hibernate

SPECIAL ABILITIES

Carapace (Ex) A ghelarn typically shelters within a hardened, rocklike shell that houses all of its vital organs. By withdrawing its tentacles and sensory stalks into its shell, the ghelarn gains total cover until the beginning of its next turn. The shell doesn't provide cover against targeted spells, and the ghelarn's movement is limited to downward burrowing during this time. The benefits of the shell can be lost if sundered (hardness 5, 8 hit points, regenerates in 2d6 days), and a ghelarn caught without its carapace loses its natural armor bonus.

Entrap (Ex) A ghelarn secretes a quagmire of sticky fluid a few feet below the sand where it lives. This fluid extends in a 10-foot radius around the creature and acts to trap victims, making it easier for the ghelarn to attack prey with its tentacles or feed upon it with its leeching tendrils. This otherwise acts as the entrap universal monster rule.

> **Entrap (Ex)** The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.

Hibernate (Ex) When food is scarce, a ghelarn can enter a state of hibernation for an indefinite period of time. When it enters hibernation, the ghelarn nestles itself in the sand and fills in its porous carapace with sticky excretions that quickly harden to seal the creature from the elements. When hibernating, the ghelarn doesn't have to eat or drink. A ghelarn remains in a state of hibernation until it senses another living creature within 10 feet, at which point it dissolves the seals on its carapace over the course of 1d4 minutes.

Leeching Tendrils (Ex) A living creature that spends more than a single round ensnared within a ghelarn's entrapping fluid becomes targeted by invasive tendrils from the ghelarn's lower body. These feeding stalks deal 1 point of bleed damage each round, and continue to do so for as long as a victim remains within the area of the ghelarn's entrapping fluid.

B11. Malfunctioning Biolock

The devices are now dangerously malfunctioning, and every few rounds, they emit a blast of electricity that can damage everything in the room. Roll 1d6+1 to determine how many rounds remain before the next electrical blast—after that one, blasts that follow occur every additional 1d6+1 rounds until the malfunctioning device is disabled. Note that unless the Disable Device check exceeds DC 25 by 10 or more or power to this room has been shut down, the malfunctioning sterilizers automatically reactivate after 24 hours.

MALFUNCTIONING STERILIZERS CR 1
XP 400
Type mechanical; **Perception** DC 5; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** automatic (after 24 hours)
Effect electrical discharge (2d6+2 electricity damage, Reflex DC 16 half), multiple targets (all creatures in area **B11**)

B12. Habitat Controls

Requires access card to open – any color works. Pressing reset panel will turn power back on.

B13. Observation Room

Note: The encounter has a high likelihood of lethality. Ensure party is level 2 before fighting Hetuath to prevent a (nearly) automatic TPK.

HETUATH CR 3

XP 800
Unique kasatha juju zombie fighter 3 (*Pathfinder RPG Bestiary 4* 174, *Pathfinder RPG Bestiary 2* 291)
NE Medium undead (augmented kasatha)
Init +8; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 17, flat-footed 13 (+4 Dex, +3 dodge, +3 natural)
hp 30 (3d10+9)
Fort +5, **Ref** +6, **Will** +3 (+1 vs. fear)
Defensive Abilities bravery +1, channel resistance +4, defensive training, rejuvenation; **DR** 5/magic and slashing; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.
Melee mwk short sword +7 (1d6+4/19–20), mwk short sword +7 (1d6+2/19–20), 2 slams +2 (1d6+2)
Ranged javelin +7 (1d6+4)

STATISTICS

Str 19, **Dex** 18, **Con** —, **Int** 8, **Wis** 12, **Cha** 12
Base Atk +3; **CMB** +7; **CMD** 24
Feats Combat Reflexes, Dodge, Improved Initiative, Toughness, Two-Weapon Fighting, Weapon Focus (short sword)
Skills Climb +8, Perception +5, Stealth +8
Languages Kasatha
SQ armor training 1, deathlink, desert runner, desert stride, jumper, multi-armed, stalker
Gear javelins (2), mwk short sword, mwk short sword, *cloak of resistance +1*, 40 gp

SPECIAL ABILITIES

Deathlink (Su) Hetuath possesses a unique ability that allows him to see through the eye sockets of any of his seven undead tribesmen and to give simple commands to them while doing so. This ability has a maximum range of 1 mile, and as long as he's looking through the eye sockets of a skeleton, he remains fully aware of his own surroundings but can take no other action. He can end a link with a skeleton instantaneously.

Rejuvenation (Ex) Even if completely destroyed, an undead kasatha rejuvenates after a period of 26 hours passes, its bones reconstituting from nothing if need be to carry on its undead existence. This perpetual cycle of eternal unlife persists until the habitat module's sky is reactivated or the remains of a defeated kasatha are put in an area where the rays of the rising sun can strike them.

B14. Science Deck Access

Requires black e-pick to access.

B16. Blocked Exit

DC 20 Disable Device to use the door.

C. Science Deck

Deck Features

Floors/Walls/Ceilings: Internal walls are generally composed of two, 1-inch-thick glaucite panels separated by 10 inches of support beams (hardness 15, hp 180, break DC 40), whereas external hull walls are a solid 2 feet thick (hardness 15, hp 720, break DC 100).

Doors: Doors consist of a 1-inch-thick sheet of glaucite (hardness 15, hp 30, break DC 28). When powered, a door slides swiftly up into the ceiling when a gray panel situated on the wall nearby is touched—opening a door in this way is a swift action. A door can be locked or unlocked by pressing an access card of any color to this gray panel (note that some doors can only be locked or unlocked by specific colors—these are mentioned in the text as appropriate). Once a door is locked, or if a door is unpowered, it can be forced open or closed with a successful DC 25 Strength check. Disable Device can be used to unlock a locked door, but attempts to do so take a –4 penalty unless the user has the Technologist feat (*Iron Gods Player's Guide*) or uses an e-pickTG, since typical thieves' tools are of limited use against electronic locks. A successful DC 20 Disable Device check is needed to pick a brown lock, DC 25 to pick a black lock, and DC 30 to pick a white lock (these are the only three lock categories in the ruins). A door closes automatically at the end of any round in which it is opened unless it has no power or it's locked in an open position with a tap of an access card on its panel.

Illumination: Unless otherwise noted, most of these chambers are well-lit by bright lighting set into panels high on the walls or ceiling of each room.

At-A-Glance

C1. Security Desk		Flashlight, three batteries, 26 silverdisks White access card, disable device 30 or smashing unlocks bin – two bang grenades, flash grenade, soft grenade, neraplast armor, timeworn stun gun	
C3. Chemistry Lab	Boilborn (2)		800
C4. Geology Lab	Cerebric Fungus	3 timeworn flare guns	800 If a member of the party has Stargazer trait, 600 xp for learning about kasatha homeworld
C5. Break Room		120 goo tubes (50% change each is spoiled and causes eater to be sickened for 2d4 hrs – DC 11 fort negates)	
C6. Xenobiology	Weedwhip		600
C7. Greenhouse	Vegepygmies (5)		1000
C8. Hydroponics Station	Vrilledt, 2 vegepygmies	+1 light hammer, 9 silverdisks	1400
C9. Elevator			If restore power to elevator – 1,200 xp Climb through – 600 xp
C11. Medical Lab	Medical Drone		600
C12. Sick Bay	Collector Robot Medical Drone Khonir Bane	DC 15 Perception check – timeworn radiation detector, medlance, timeworn brown nanite hypogun, two nanite canisters, 2 doses grade I hemochem Khonir Bane's gear (see stat block)	1400 If PC has local ties traits, 600 XP when they get Khonir Bane home safely

C3. Chemistry Lab

Like some taut pustule ready to burst, this mobile wound scuttles on a bristle of slick hairs.

BOILBORN — CR 1

XP 400
N Tiny ooze
Init –5; **Senses** blindsight 30 ft.; Perception –4

DEFENSE

AC 7, touch 7, flat-footed 7 (–5 Dex, +2 size)
hp 15 (2d8+6)
Fort +3, **Ref** –5, **Will** –4
Immune ooze traits; **Resist** acid 10

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.
Melee slam +4 (1d2+1 plus disease)
Special Attacks death throes, disease
Space 2 ft.; **Reach** 0 ft.

STATISTICS

Str 12, **Dex** 1, **Con** 17, **Int** —, **Wis** 2, **Cha** 1
Base Atk +1; **CMB** –6; **CMD** 5 (can't be tripped)
Skills Climb +9, Swim +9

SPECIAL ABILITIES

Death Throes (Su) When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 Reflex half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract leprosy.

Disease (Su) *Leprosy*: Injury; *save* Fort DC 12; *onset* 2d4 weeks; *frequency* 1/week; *effect* 1d2 Cha damage; *cure* 2 consecutive saves. This save is Constitution-based.

C4. Geology Lab

The fungus attempts to talk first, but will attack when it gets bored or is attacked.

A swollen, brainlike bulb encrusted with fungal shelves squats atop several ropy legs. A wide mouth bisects the bulb's crown.

CEREBRIC FUNGUS   CR 3

XP 800
N Medium plant
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12
Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 30 (4d8+12); fast healing 2
Fort +7, **Ref** +1, **Will** +6
Defensive Abilities otherworldly mind; **Immune** plant traits; **Resist** cold 5
Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.
Melee bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)
Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)
Special Attacks pull (tendril, 5 ft.), star-shriek
Spell-Like Abilities (CL 4th; concentration +6)
    Constant—*detect thoughts* (DC 14)
    At will—touch of madness (DC 14)
    3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

STATISTICS

Str 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 15 (21 vs. trip)
Feats Improved Initiative, Multiattack
Skills Bluff +6, Diplomacy +6, Perception +12, Stealth +7
Languages telepathy 100 ft.

SPECIAL ABILITIES

Otherworldly Mind (Ex) Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) Once per day as a full-round action, a cerebric fungus can unleash a shrill scream of madness. All creatures (except other cerebric fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The cerebric fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebric fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

C6. Xenobiology

Note: loud noises will attract attention of vegepygmies in C7. They will investigate in 1d4+2 rds.

This strange, vibrant plant slowly but dangerously whips about its trio of tendrils with spiked heads.

WEEDWHIP — CR 2

XP 600
N Medium plant
Init +7; **Senses** blindsight 30 ft., low-light vision; Perception +1
Aura stench (DC 12, 1 minute)

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +4, **Will** +2
Defensive Abilities dig in, poisonous; **Immune** plant traits
Weaknesses languid whips

OFFENSE

Speed 10 ft.
Melee 3 tentacles +5 (1d4 plus poison)
Space 5 ft.; **Reach** 15 ft.
Special Attacks poison

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** —, **Wis** 13, **Cha** 5
Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)
Feats Improved Initiative[B], Weapon Finesse[B]
SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) Since a weedwhip looks like a normal plant when at rest, a successful DC 15 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.
Dig In (Ex) A weedwhip can bury its central bulb in earth or sand as a move action, granting it partial cover against all attacks, but preventing it from moving. It can extract itself from the ground as a move action.
Languid Whips (Ex) A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.
Poison (Ex) Tentacle—contact; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* nauseated 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.
Poisonous (Ex) Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.

C7. Greenhouse

The vegepygmies regard the PCs as a new opportunity to spawn more of their kind, and do their best to keep them alive—to the extent that they attempt to stabilize characters reduced to negative hit points rather than risk the death of precious host bodies. Once three of the vegepygmies are slain, the remaining two f lee to area **C8** to protect their chieftain.

Short, thin, and green, this small humanoid wields a spear. Tendrils of fungus dangle from its arms, midsection, and legs.

VEGEPYGMY	CR 1/2

XP 200

N Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 14; (+2 Dex, +3 natural, +1 size)

hp 5 (1d8+1)

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

DR 5/slashing or bludgeoning; **Immune** electricity, plant traits

OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d4) or longspear +1 (1d6)

STATISTICS

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

Base Atk +0; **CMB** −1; **CMD** 11

Feats Skill Focus (Perception)

Skills Perception +7, Stealth +10 (+18 in vegetation); **Racial Modifiers** +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

C8. Hydroponics Bay

VRILLEDT — CR 3

XP 800
Vegepygmy fighter 2 (*Pathfinder RPG Bestiary* 273, 294)
CE Small plant
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)
hp 32 (3 HD; 1d8+2d10+17)
Fort +10, **Ref** +3, **Will** +3; +1 vs. fear
Defensive Abilities bravery +1; **Immune** electricity, plant traits; **DR** 5/slashing or bludgeoning

OFFENSE

Speed 30 ft.
Melee *+1 light hammer* +9 (1d4+5), claw +2 (1d4+2 plus spores)
> **Melee w/ PA** *+1 light hammer* +8 (1d4+7), claw +1 (1d4+3 plus spores)

TACTICS

During Combat Vrilledt swiftly moves to melee with foes in combat, sending his two bodyguard vegepygmies to flank or even to provoke attacks of opportunity from enemies as needed so that he can move into more advantageous positions himself.
Morale If reduced to fewer than 10 hit points, Vrilledt surrenders and begs for mercy, knowing that should he die, his spores die as well. He offers all his treasure as tribute to the PCs, and may even be convinced to aid them in defeating the robots, but the longer any alliance with the vegepygmy lasts, the more likely it is that he seizes an opportunity to betray the PCs.

STATISTICS

Str 19, **Dex** 16, **Con** 20, **Int** 12, **Wis** 17, **Cha** 17
Base Atk +2; **CMB** +5; **CMD** 18
Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (light hammer)
Skills Acrobatics +6, Perception +9, Stealth +17 (+29 in vegetation)
Languages Undercommon, Vegepygmy (can't speak)
Gear *+1 light hammer*, 9 silverdisks

SPECIAL ABILITIES

Spores (Ex) Vrilledt infects those he hits with his claw with a less virulent strain of russet mold than normally found in this dangerous fungus. A creature hit can resist infection with a successful DC 15 Fortitude saving throw. If a creature fails this save, the slowly growing spores take root, and deal 2 points of Constitution damage per day. A new saving throw can be attempted each day to halt the growth. Once an infected creature dies (either from the spores themselves or another source), the body generates vegepygmies after 24 hours, as normal russet mold (*Pathfinder RPG Bestiary* 273). The save DC is Constitution-based.

VEGEPYGMY — CR 1/2

XP 200

N Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 14; (+2 Dex, +3 natural, +1 size)

hp 5 (1d8+1)

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

DR 5/slashing or bludgeoning; **Immune** electricity, plant traits

OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d4) or longspear +1 (1d6)

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 11

Feats Skill Focus (Perception)

Skills Perception +7, Stealth +10 (+18 in vegetation); **Racial Modifiers** +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

C11. Medical Lab

The two bedlike devices were once used by surgeons to perform all manner of delicate operations, but today the semi-automated machinery is hazardous to anything organic that's foolish or unfortunate enough to lie down or even sit on the beds. A creature in such a position is subjected to one of the following indignities each round it remains on the bed—a successful DC 12 Reflex save negates the effect for that round. Each device can be shut down with a successful DC 20 Disable Device check or via physical destruction (hardness 15, hp 20, break DC 28).

1	Blades cut target and deal 1d6 points of slashing damage
2	Needles stab target and deal 1d4 points of piercing damage
3	Laser scalpel slices target and deals 1d8 points of fire damage
4	Short-circuiting tool zaps target and deals 2d4 points of electricity damage
5	No effect, other than the frightening whirring and thrashing of metal
6	Roll twice (reroll results of 6)

MEDICAL DRONE   CR 2

Variant clockwork servant
N Medium construct (robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12; (+2 Dex, +2 natural)
hp 31 (2d10+20); fast healing 2
Fort +0, **Ref** +2, **Will** +0
Immune construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee claw +6 (1d4+6)
Special Attacks injection

TACTICS

During Combat The drone speaks Androffan in a metallic voice as it attacks, spewing phrases like the following: "Please remain calm; you are to undergo a medical procedure," or "There is no reason to struggle, you are in safe hands," or "The doctor will be with you shortly." The drone tries to inject its target with an anesthetic, hoping to maneuver a "patient" up onto one of the surgical beds. It does not pursue foes from this room unless attacked from beyond the room via ranged weapons.
Morale The drone fights until destroyed.

STATISTICS

Str 19, **Dex** 14, **Con** -, **Int** 10, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +6; **CMD** 18
Feats Skill Focus (Heal)
Skills Heal +5 Perception +5
Languages Androffan
SQ repair robot

SPECIAL ABILITIES

Injection (Su) Up to three times per day as a swift action when it damages a living creature with its claw attack, a medical drone can inject that creature with a potion, poison, drug, or pharmaceutical. The drones in this adventure inject a local anesthetic that causes a –2 penalty to Strength that lasts for 1 hour (Fortitude DC 11 negates). This penalty stacks with multiple injections, but the duration does not. The save DC is Constitution-based.

Repair Robot (Ex) As a standard action that does not provoke an attack of opportunity, a repair drone can repair damage done to either itself or an adjacent robot, healing the target of 1d10 points of damage.

C12. Sick Bay

Note: requires white card to access or Disable Device DC 30

The statis pod with Khonnir Bane in it requires a DC 25 disable device OR white or black access card.

COLLECTOR ROBOT	CR 3

N Medium construct (robot)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13; (+3 Dex, +3 natural)
hp 31 (2d10+20)
Fort +0, **Ref** +6, **Will** +2
Defensive Abilities all-around vision, hardness 10, reactive gyros; **Immune** construct traits
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)
Melee 2 slams +5 (1d4+3 plus grab)
Ranged integrated stun gun +5 (1d8 nonleathal)
Special Attacks integrated stun gun, integrated tracking

STATISTICS

Str 17, **Dex** 17, **Con** -, **Int** 12, **Wis** 14, **Cha** 1
Base Atk +2; **CMB** +5; **CMD** 18
Feats Improved Initiative
Skills Fly +11, Perception +8, Stealth +5, Survival +4 (+8 to follow or identify tracks); **Racial Modifiers** +4 Perception, +4 Survival to follow or identify tracks
Languages Androffan
SQ adaptive tracker

SPECIAL ABILITIES

Adaptive Tracker (Ex) As a full-round action, a collector robot can adapt itself to any environment in which it travels, granting it a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in that kind of terrain.

Integrated Stun Gun (Ex) A collector robot has an integrated stun gun slung beneath its body. This weapon uses a powerful sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. This weapon has a range increment of 20 feet, and it deals 1d8 points of nonlethal damage. On a critical hit, the robot can attempt a free trip combat maneuver (CMB +12) against the target, which does not provoke attacks of opportunity.

Integrated Tracking (Ex) A collector robot has integrated systems that allow it to tag and track creatures. As a full-round action, a collector robot can implant a tracker chip[TG] into the body of a target that it is grappling or a helpless target. Once implanted, the tracker chip is activated and the collector robot's chipfinder can detect the presence of the implanted tracker chip within 1 mile. It uses a signal to locate the tracker chips, and this signal can be blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. A tracker chip can be removed with a sharp tool. Doing so deals 1 point of damage. Once an implanted tracker chip is removed from the body (or remains in a body after it dies) it retains enough energy to continue to be detected by the collector robot's sensors for 1 week.

Reactive Gyros (Ex) The rotors that grant a collector robot flight also provide quick reactions to threats and external stimuli, granting it a +3 racial bonus on Reflex saves.

MEDICAL DRONE   CR 2

Variant clockwork servant
N Medium construct (robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12; (+2 Dex, +2 natural)
hp 31 (2d10+20); fast healing 2
Fort +0, **Ref** +2, **Will** +0
Immune construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee claw +6 (1d4+6)
Special Attacks injection

STATISTICS

Str 19, **Dex** 14, **Con** -, **Int** 10, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +6; **CMD** 18
Feats Skill Focus (Heal)
Skills Heal +5 Perception +5
Languages Androffan
SQ repair robot

SPECIAL ABILITIES

Injection (Su) Up to three times per day as a swift action when it damages a living creature with its claw attack, a medical drone can inject that creature with a potion, poison, drug, or pharmaceutical. The drones in this adventure inject a local anesthetic that causes a –2 penalty to Strength that lasts for 1 hour (Fortitude DC 11 negates). This penalty stacks with multiple injections, but the duration does not. The save DC is Constitution-based.
Repair Robot (Ex) As a standard action that does not provoke an attack of opportunity, a repair drone can repair damage done to either itself or an adjacent robot, healing the target of 1d10 points of damage.

KHONNIR BANE   CR 5

DEFENSE

AC 6, touch 5, flat-footed 6 (-5 Dex, +1 natural)
hp 19 (currently 0 hp)
Fort –1, **Ref** +0, **Will** +6

STATISTICS

Str 9, **Dex** 1, **Con** 7, **Int** 6, **Wis** 14, **Cha** 13

Khonnir has taken 13 points of Dexterity damage and 12 points of Intelligence damage from the "treatments." He's in no condition to save himself, but retains enough of his intellect to recognize the PCs as friends and won't fight them when they rescue him.

D. Engineering Deck

Deck Features

This deck suffered extensive damage during the crash— the walls are blasted in places and exposed sections show off circuitry, wiring, broken lighting, and glaucite support beams, resulting in any one section of wall on this level having taken 100 points of damage already, should the PCs seek to smash through one of them). **Lighting on this deck is dim**, with flickering lights being a somewhat distracting and common element. The entire deck thrums with the low thundering sound of the reactor in area **D9**— the closer the PCs get to this room, the louder and more obvious the vibrations and rumbling grow. **This rumbling sound imposes a –5 penalty on all Perception checks to hear noises.**

All of the doors on this level (unless otherwise indicated) are locked (brown access).

At-A-Glance

D1. Improvised Kennel	Thylacines (4)		800
D2. Power Distribution Hub	Exposed Power Node		800
D3. Loading Dock	Scrapwall Fanatics (2)	Gear (2 mwk studded leather,2 mwk buckler, 2 brown access card, 4 silverdisks, 20 gp) Locker (needs to be broken into) - timeworn autograpnel, a timeworn panic suit, a timeworn emergency beacon, two batteries, and 24 silverdisks	800
D4. Storeroom	Ratfolk Scrappers (3)	Gear (3 *screaming bolts*, 3 leather armor, 3 hand crossbow with 10 bolts, 3 short sword, 3 brown access cards, 6 gp)	600
D5. Engineering Lounge	Scrapwall Fanatics (2) Ratfolk Scrappers (4)	Gear 32 goo tubes	1600
D6. Robotics Lab	Repair Drones (2)		1200
D7. Fabrication Lab	Gearsman	Gear (timeworn neural inhibitor, 8 charges) 2 Scrapwall fanatics with gear (2 mwk studded leather,2 mwk buckler, 2 brown access card, 4 silverdisks, 20 gp) timeworn chemalyzer DC 22 perception check – white access card	1200
D8. Navigation Control Room	Gruethur (Gargoyle)	48 silverdisks, a pair of timeworn veemod goggles fitted with a black veemod, a timeworn medlance, two rolls of ion tape, a zipstick, and a timeworn proximity helmet	1200
D9. Reactor Core	Meyanda Collector Robot	Gear (black nanite hypogun[TG] (5 charges), chain shirt, mwk spiked gauntlet, *+1 inferno pistol*, nanite canisters[TG] (2), white access card, bedroll, cold-weather outfit, flint and steel, mwk backpack, rations (5 days), traveler's outfit, waterskin, winter blanket, 11 silverdisks, 62 gp)	2400

D1. Improvised Kennel

The doors to area **D2** are locked (white access).

Each round combat persists here, the fanatics in area **D3** must succeed at a DC 5 Perception check (remember to apply the –5 penalty to this check for the noise of the reactor) to hear the thylacines. If they hear this noise, they alert the ratfolk in area **D4** (who join them in area **D3**) and react as detailed in area **D3**. The thylacines fight to the death, and pursue foes who f lee the room for several rounds.

THYLACINE (4)

N Small animal
Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 7 (1d8+3)
Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.
Melee bite +2 (1d4+1/19–20)

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 12 (16 vs. trip)
Feats Skill Focus (Perception)
Skills Perception +8
SQ powerful jaws

SPECIAL ABILITIES

Powerful Jaws (Ex) A thylacine's muscular jaws threaten a critical hit on a natural roll of 19 or 20.

D2. Power Distribution Hub

The trap can also be disabled by breaking all four power nodes (hardness 15, hp 90, break DC 32).

EXPOSED POWER NODES

XP 800
Type mechanical**; Perception** DC 0**; Disable Device** DC 25

EFFECTS

Trigger location; **Reset** automatic (after 24 hours)
Effect electrical arc (6d6 electricity damage); Reflex DC 18 half

D3. Loading Dock

If they're alerted to trouble by the thylacines in area **D1**, one of them calls the ratfolk in the storeroom (area **D4**) to join them here, while the other retreats to area **D5** to alert the remaining fanatics. Within 5 minutes of the alarm being raised, the fanatics in area **D5** begin patrolling the deck, looking for the PCs, with the remaining fanatics and ratfolk forming a second patrol group that do so as well. Where and how the PCs encounter these patrols are left to you to determine.

SCRAPWALL FANATICS

XP 400 each

Half-orc fighter 1/rogue 1
CN Medium humanoid (human, orc)
Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)
hp 17 each (2 HD; 1d10+1d8+3)
Fort +3, **Ref** +4, **Will** +1
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee improvised weapon +4 (1d6+3)
Special Attacks sneak attack +1d6

TACTICS

During Combat These fanatics fight with jagged pieces of broken machinery, using these improvised weapons with surprising accuracy. When they're not able to flank foes, they prefer to attack the most wounded opponent in any group.
Morale The fanatics live up to their name and fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 16
Feats Catch Off-Guard, Improved Initiative
Skills Climb +8, Intimidate +6, Perception +6, Stealth +7, Survival +6
Languages Common, Orc
SQ orc blood, trapfinding +1
Gear mwk studded leather, mwk buckler, brown access card^{TG}, 2 silverdisks, 10 gp

Note: Catch Off-Guard also makes **unarmed** opponents flat-footed against any attacks made with an improvised weapon

D4. Storeroom

RATFOLK SCRAPPERS (3) CR 1/2

XP 200 each
Ratfolk rogue 1 (*Pathfinder RPG Bestiary 3* 231)
CN Small humanoid (ratfolk)
Init +7; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 11 each (1d8+3)
Fort +2, **Ref** +5, **Will** –1

OFFENSE

Speed 20 ft.
Melee short sword +1 (1d4/19–20)
Ranged hand crossbow +4 (1d3/19–20)
Special Attacks sneak attack +1d6, swarming

TACTICS

During Combat The ratfolk scrappers use their swarming ability to get sneak attacks, and prefer to attack human foes over other targets if possible.
Morale These ratfolk aren't as brave as the orcs working for Meyanda. A ratfolk reduced to 4 or fewer hit points attempts to flee or hide, but if cornered, fights to the death.

STATISTICS

Str 10, **Dex** 16, **Con** 15, **Int** 12, **Wis** 8, **Cha** 13
Base Atk +0; **CMB** –1; **CMD** 12
Feats Improved Initiative
Skills Acrobatics +7 (+3 when jumping), Bluff +5, Climb +4, Craft (alchemy) +3, Disable Device +7, Handle Animal +2, Perception +5, Sleight of Hand +7, Stealth +11, Survival +0, Use Magic Device +3
Languages Common, Orc
SQ trapfinding +1
Combat Gear *screaming bolt* (1); **Other Gear** leather armor, hand crossbow with 10 bolts, short sword, brown access card[TG], 2 gp

Swarming: Up to 2 ratfolk can occupy the same square, and two ratfolk in the same square are considered to be flanking foes

SCREAMING BOLT

Aura faint enchantment; **CL** 5th
Slot none; **Price** 267 gp; **Weight** 1/10 lb.

DESCRIPTION

These *+2 bolts* scream when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *doom*; **Cost** 137 gp

D5. Engineering Lounge

If the alarm has been raised, all of the ratfolk and orcs (plus one orc from area D3) are gathered here, ready to attack any intruders until they decide to start patrolling the deck 5 minutes after the alarm goes off. Their patrol route takes them from area D5 to area D1, then to areas D6 and D7, into D8, then back to D5. They repeat this patrol several times until they find the PCs or are convinced the intruders have left.

SCRAPWALL FANATICS

XP 400 each
Half-orc fighter 1/rogue 1
CN Medium humanoid (human, orc)
Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)
hp 17 each (2 HD; 1d10+1d8+3)
Fort +3, **Ref** +4, **Will** +1
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee improvised weapon +4 (1d6+3)
Special Attacks sneak attack +1d6

TACTICS

During Combat These fanatics fight with jagged pieces of broken machinery, using these improvised weapons with surprising accuracy. When they're not able to flank foes, they prefer to attack the most wounded opponent in any group.
Morale The fanatics live up to their name and fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 16
Feats Catch Off-Guard, Improved Initiative
Skills Climb +8, Intimidate +6, Perception +6, Stealth +7, Survival +6
Languages Common, Orc
SQ orc blood, trapfinding +1
Gear mwk studded leather, mwk buckler, brown access card^{TG}, 2 silverdisks, 10 gp

Note: Catch Off-Guard also makes **unarmed** opponents flat-footed against any attacks made with an improvised weapon

RATFOLK SCRAPPERS (3) CR 1/2

XP 200 each
Ratfolk rogue 1 (*Pathfinder RPG Bestiary 3* 231)
CN Small humanoid (ratfolk)
Init +7; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 11 each (1d8+3)
Fort +2, **Ref** +5, **Will** –1

OFFENSE

Speed 20 ft.
Melee short sword +1 (1d4/19–20)
Ranged hand crossbow +4 (1d3/19–20)
Special Attacks sneak attack +1d6, swarming

TACTICS

During Combat The ratfolk scrappers use their swarming ability to get sneak attacks, and prefer to attack human foes over other targets if possible.
Morale These ratfolk aren't as brave as the orcs working for Meyanda. A ratfolk reduced to 4 or fewer hit points attempts to flee or hide, but if cornered, fights to the death.

STATISTICS

Str 10, **Dex** 16, **Con** 15, **Int** 12, **Wis** 8, **Cha** 13
Base Atk +0; **CMB** –1; **CMD** 12
Feats Improved Initiative
Skills Acrobatics +7 (+3 when jumping), Bluff +5, Climb +4, Craft (alchemy) +3, Disable Device +7, Handle Animal +2, Perception +5, Sleight of Hand +7, Stealth +11, Survival +0, Use Magic Device +3
Languages Common, Orc
SQ trapfinding +1
Combat Gear *screaming bolt* (1); **Other Gear** leather armor, hand crossbow with 10 bolts, short sword, brown access card[TG], 2 gp

Swarming: Up to 2 ratfolk can occupy the same square, and two ratfolk in the same square are considered to be flanking foes

SCREAMING BOLT

Aura faint enchantment; **CL** 5th
Slot none; **Price** 267 gp; **Weight** 1/10 lb.

DESCRIPTION

These *+2 bolts* scream when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *doom*; **Cost** 137 gp

D6. Robotics Lab

The repair drones clatter and scurry about the room, looking quite busy—they completely ignore any intruders unless they're attacked or anyone attempts to interfere with their repairs (this includes attempts to search the room for treasure, of course).

If the PCs shut down the robot command core, Meyanda immediately notices when her own collector robot deactivates—she then comes to this room to investigate the problem, bringing with her any allies still in area **D8**.

REPAIR DRONE
XP 600
Variant clockwork servant
N Medium construct (robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4
DEFENSE
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 31 (2d10+20); fast healing 2
Fort +0, **Ref** +2, **Will** +0
Immune construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity
OFFENSE
Speed 30 ft.
Melee slam +6 (1d4+6)
Ranged net +4 (entangle)
STATISTICS
Str 19, **Dex** 14, **Con** -, **Int** 10, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +6; **CMD** 18
Feats Skill Focus (Knowledge [engineering])
Skills Disable Device +6, Knowledge (engineering) +8, Perception +4
Languages Androffan
SQ repair robot
Gear polymer mesh net (5)
TACTICS
For now, it remains in standby mode—alert but silent. It remains motionless unless it is molested or it perceives anyone attempting to damage the ship. Note that the robot interprets the mere act of searching through rubble as an attempt to damage the ship, and should it notice such an act being performed in area **B1**, **B3**, or **B4**, its wrath is swiftly aroused.
SPECIAL ABILITIES
Net (Ex) A repair drone's net is constructed from polymer mesh—this functions as a normal net, save that it has 10 hit points and can be burst with a successful DC 27 Strength check. A polymer mesh net is worth 50 gp.
Repair Robot (Ex) As a standard action that does not provoke an attack of opportunity, a repair drone can repair damage dealt to either itself or an adjacent robot, healing the target of 1d10 points of damage.

D7. Fabrication Lab

GEARSMAN CR 4

Pathfinder Campaign Setting: Inner Sea Bestiary 44
N Medium construct (robot)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
hp 42 (4d10+20)
Fort +1, **Ref** +2, **Will** +2
Defensive Abilities hardness 10; **Immune** construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.
Melee timeworn neural inhibitor +9 (1d6+5 plus resonance), slam +4 (1d4+2)

TACTICS

During Combat Upon noticing intruders, the gearsman lurches to life, confronting them with its shrill metallic voice in Androffan: "Intrusion detected. Initiating purge protocol 11-321. Please stand down and submit, intruders. Purge protocol 11-321 demands compliance per core *Divinity* Directive." The gearsman attacks at once, focusing its attacks on the closest character and continuing to attack that target until it falls, at which point it switches to the next closest target, repeats its lines, and continues the attack.
Morale The gearsman fights until destroyed, but it does not pursue foes from this room, nor does it say anything else to the PCs.

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1
Base Atk +4; **CMB** +9; **CMD** 20
Feats Combat Reflexes, Power Attack
Skills Craft (weapons) +8, Disable Device +8, Perception +8, Profession (soldier) +7, Sense Motive +8
Languages Common, Hallit
SQ adaptive learning, charge weapon, self-repair
Gear timeworn neural inhibitor (8 charges; see page 60)

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman has bonus skill ranks that it can reallocate, but this specific gearsman does not use this ability.
Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.
Self-Repair (Ex) A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage—if a gearsman uses this ability on itself, it automatically heals itself of the maximum amount of damage: 24 points.

NEURAL INHIBITOR

Price 2,400 gp; **Type** light melee; **Proficiency** simple (light mace); **Damage (M)** 1d6 bludg.; **Damage (S)** 1d6 bludg. **Critical** x2; **Capacity** 10; **Usage** see below; **Weight** 2 lbs.
While powered down, this sturdy, 2-foot truncheon functions as a light mace. Once it is activated (this is a swift action that consumes 1 charge), a high-density power core housed in the weapon's head generates a high-pitched whine that causes momentary disorientation in a creature struck. Each time the weapon hits a target, it consumes 1 charge and the creature struck must succeed at a DC 12 Fortitude save or suffer trauma to its central nervous system. For 1 round, a creature that fails its saving throw takes a –1 penalty on attack rolls, skill checks, and Will saving throws, as well as a –4 penalty on concentration checks. The duration of this effect stacks with multiple hits from the neural inhibitor. This is a mind-affecting effect.

D8. Navigation Control Room

The doors from this chamber to D9 are both locked (white access).

GARGOYLE

XP 1,200
CE Medium monstrous humanoid (earth)
Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 42 (5d10+15)
Fort +4, **Ref** +6, **Will** +4
DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +7; **CMD** 19
Feats Hover, Improved Initiative, Skill Focus (Fly)
Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)
Languages Common, Terran
SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

D9. Reactor Core

This room requires a white access card (or DC 30 disable device with e-pick OR the technologist feat). The thunderous droning created by the somewhat malfunctioning reactor imposes a –10 penalty on Perception checks attempted in this room.

If reduced to 5 or fewer hit points, Meyanda makes a final desperate act—she's identified a particularly weak part of the damaged reactor, and if she has a chance to do so, she fires at this spot with her inferno pistol. The target has an AC of 10, and if she hits a section of the reactor, it automatically fractures, causing a jet of violet gas to vent into the room. Any creature within 5 feet of this location must succeed at a DC 15 Reflex save or take 4d6 points of fire damage, but worse, the vent immediately bathes the entire chamber with low radiation.

Radiation

Radiation is a very real threat to those who explore technological ruins. Radiation is a poison effect whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

Initial Effect: Radiation initially deals Constitution drain unless the affected character succeeds at a Fortitude save. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Secondary Effect: Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt by a secondary effect is instead Constitution damage.

Removing Radiation Effects: All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

Radiation Damage

Radiation Level	Fort DC	Initial Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day

MEYANDA

XP 1,600

Female android cleric of Hellion 5/ranger 1 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 3)

CN Medium humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 19, touch 14, flat-footed 17 (+5 armor, +2 deflection, +2 Dex)

hp 49 (6 HD; 5d8+1d10+17)

Fort +8, **Ref** +5, **Will** +7

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee mwk spiked gauntlet +6 (1d4+1)

Ranged *+1 inferno pistol* +7 touch (1d6+1 fire)

Special Attacks channel negative energy 3/day (DC 12, 3d6), favored enemy (humans +2), nanite surge

Domain Spell-Like Abilities (CL 5th; concentration +8)

 6/day—vision of madness

Cleric Spells Prepared (CL 5th; concentration +8)

 3rd—dispel magic^D, ~~magic vestment~~, searing light

 2nd—~~bull's strength~~, cure moderate wounds, sound burst (DC 15), touch of idiocy^D

 1st—cure light wounds (2), divine favor, lesser confusion^D (DC 14), ~~shield of faith~~

 0 (at will)—create water, light, purify food and drink, stabilize

 D domain spell; **Domains** Entropy^{ISG}, Madness

TACTICS

Before Combat Meyanda casts *bull's strength**, *magic vestment**, and *shield of faith** before combat.

During Combat Meyanda uses her magic in the first few rounds of combat, using *searing light*, *sound burst*, and *lesser confusion* to target foes at range while remaining mobile, moving from cover to cover and allowing her minions to engage the PCs in melee. She switches to using her *+1 inferno pistol* and keeps her distance once she's cast her spells, using Deadly Aim with each shot. She uses healing (favoring her spells over her nanite hypogun) on herself whenever she's brought below 15 hit points, and enters melee only as a last resort. Given the choice, she prefers to attack humans—more out of a strange instinctual reaction and fragmentary urges stemming from her past life, where the AI Unity used many androids as shock troops against *Divinity's* human crew, than out of any conscious hatred.

Morale Meyanda fights to the death.

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 19

Feats Craft Magic Arms and Armor, Deadly Aim, Exotic Weapon Proficiency (firearms), Technologist^B

Skills Knowledge (engineering) +6, Knowledge (religion) +7, Linguistics +6, Perception +13, Sense Motive –1, Spellcraft +6, Survival +11

Languages Androffan, Common, Orc, Undercommon

SQ emotionless, track +1, wild empathy +1

Combat Gear black nanite hypogun^{TG} (5 charges); **Other Gear** chain shirt, mwk spiked gauntlet, *+1 inferno pistol*, nanite canisters^{TG} (2), white access card^{TG}, bedroll, cold-weather outfit, flint and steel, mwk backpack, rations (5 days), traveler's outfit, waterskin, winter blanket, 11 silverdisks, 62 gp

SPECIAL ABILITIES

Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), Meyanda counts as a humanoid and a construct. She gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects; she is not subject to fatigue or exhaustion, and is immune to disease, emotion-based effects, fear, and sleep effects. She can never gain morale bonuses.

Emotionless (Ex) Meyanda has problems processing emotions properly and suffers a –4 penalty on Sense Motive checks.

Nanite Surge (Ex) Meyanda's body is infused with nanites. Once per day as an immediate action, she can cause her nanites to surge, granting a +8 bonus on any one d20 roll; this ability must be activated before the roll is made. When Meyanda uses this power, her circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

Note: Deadly Aim does not apply to touch attacks, so it is not applicable to the inferno pistol.

Vision of Madness (Sp): You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to ½ your cleric level (minimum +1) and a penalty to the other two types of rolls equal to ½ your cleric level (minimum –1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

INFERNO PISTOL
Price 5,000 gp; **Type** one-handed range; **Proficiency** exotic (firearms); **Damage (M)** 1d6 fire; **Damage (S)** 1d4 fire **Critical** x2; **Range** 30 ft.; **Capacity** 1 nanite canister; **Usage** 1 charge; **Special** touch; **Weight** 2 lbs.

An inferno pistol is a less refined variant of the longer-range laser pistol[TG]. Unlike a laser pistol, which uses an intensely focused beam of light to burn a target, an inferno pistol is much less elegant—it generates a blob of molten, red-hot material and fires what appears to be a burning pellet of fire with a soft hissing sound. This material is consumed swiftly in firing, leaving behind nothing but ash and painful burns on anything it strikes. On a critical hit, a shot from an inferno pistol also inflicts 1 point of burn damage (Reflex DC 12 negates). An inferno pistol has a maximum range of 5 increments.

BLACK NANITE HYPOGUN
Price 6,000 gp **Slot** none; **Weight** 1 lb.; **Capacity** 1 nanite canister; **Usage** 1 charge or 5 charges

Nanite hypoguns inject specialized nanites into a creature's body to heal many sorts of physical and mental injuries. Injecting someone with a nanite hypogun requires a touch attack. Nine categories of nanite hypogun exist along the color code scale, as detailed below. All nanite hypoguns have two settings. On the primary setting, the hypogun heals an amount of hit point damage determined by its color. Each use of a hypogun on its primary setting consumes 1 charge. On the secondary setting, a dose from a nanite hypogun has a different effect determined by its color—these effects mimic specific restorative spells as indicated on the chart below. Each use of a hypogun on its secondary setting consumes 5 charges. Although they are not magical, nanite hypoguns have an effective caster level for the purposes of determining the potency of their effects as required by special circumstances (such as determining if a disease is cured, or if damage caused by a clay golem's cursed wound ability can be healed).

A nanite hypogun functions only on a living, corporeal creature. It has no effect on undead creatures whatsoever.

Color	Primary Effect	Secondary Effect	CL
Black	2d8+3 healing	*Lesser restoration*	3rd

COLLECTOR ROBOT   CR 3

N Medium construct (robot)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13; (+3 Dex, +3 natural)
hp 31 (2d10+20)
Fort +0, **Ref** +6, **Will** +2
Defensive Abilities all-around vision, hardness 10, reactive gyros; **Immune** construct traits
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)
Melee 2 slams +5 (1d4+3 plus grab)
Ranged integrated stun gun +5 (1d8 nonleathal)
Special Attacks integrated stun gun, integrated tracking

STATISTICS

Str 17, **Dex** 17, **Con** -, **Int** 12, **Wis** 14, **Cha** 1
Base Atk +2; **CMB** +5; **CMD** 18
Feats Improved Initiative
Skills Fly +11, Perception +8, Stealth +5, Survival +4 (+8 to follow or identify tracks); **Racial Modifiers** +4 Perception, +4 Survival to follow or identify tracks
Languages Androffan
SQ adaptive tracker

SPECIAL ABILITIES

Adaptive Tracker (Ex) As a full-round action, a collector robot can adapt itself to any environment in which it travels, granting it a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in that kind of terrain.

Integrated Stun Gun (Ex) A collector robot has an integrated stun gun slung beneath its body. This weapon uses a powerful sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. This weapon has a range increment of 20 feet, and it deals 1d8 points of nonlethal damage. On a critical hit, the robot can attempt a free trip combat maneuver (CMB +12) against the target, which does not provoke attacks of opportunity.

Integrated Tracking (Ex) A collector robot has integrated systems that allow it to tag and track creatures. As a full-round action, a collector robot can implant a tracker chip^{TG} into the body of a target that it is grappling or a helpless target. Once implanted, the tracker chip is activated and the collector robot's chipfinder can detect the presence of the implanted tracker chip within 1 mile. It uses a signal to locate the tracker chips, and this signal can be blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. A tracker chip can be removed with a sharp tool. Doing so deals 1 point of damage. Once an implanted tracker chip is removed from the body (or remains in a body after it dies) it retains enough energy to continue to be detected by the collector robot's sensors for 1 week.

Reactive Gyros (Ex) The rotors that grant a collector robot flight also provide quick reactions to threats and external stimuli, granting it a +3 racial bonus on Reflex saves.

Robot Subtype

Robot Subtype: Robots are intelligent constructs created by advanced scientific means. They have the following traits, unless otherwise noted.

- *Difficult to Create (Ex)*: Robots are crafted via complex methods hidden and well guarded. A robot does not have a construction entry.
- *Intelligent*: Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.
- *Vulnerable to Critical Hits*: Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save or be stunned for 1 round. If the robot succeeds at the save, it is staggered for 1 round. The robot remains immune to all other sources of the stunned condition.
- *Vulnerable to Electricity*: Robots take 150% as much damage as normal from electricity attacks.

The following special abilities apply to some robots, but are not universal to all types of robot.

- *Combined Arms (Ex)*: When making a full attack, a robot with the combined arms special attack can make all its melee natural weapon attacks plus its ranged integrated weapon attacks.
- *Force Field (Ex)*: A robot might have a force field that sheathes it in a thin layer of energy that grants a number of temporary hit points (typically 5 × the robot's CR). All damage dealt to a robot with an active force field is deducted from these temporary hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.
  Format: force field (55 hp, fast healing 5); *Location*: hp.
- *Integrated Weaponry (Ex)*: A robot that has a technological weapon built into its body treats it as a natural weapon and not a manufactured weapon, and can't make iterative attacks with it. An integrated weapon can still be targeted by effects that target manufactured weapons (such as *magic weapon* or sunder attempts), but can't be harvested for use outside of the robot's body once the robot is destroyed. A robot is always proficient with its integrated weapons. Integrated ranged weapons don't provoke attacks of opportunity when fired in melee combat.
- *Laser Weapons (Ex)*: A laser weapon emits beams of intensely focused light waves. Laser attacks resolve as touch attacks and deal fire damage. A laser can pass through force fields and force effects like a *wall of force* without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers don't provide cover from lasers (but unlike force barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Technological Items

Timeworn – Timeworn technology is non-rechargeable. In addition, it has a 50% chance to glitch when first used after a month of inactivity (all timeworn item in PFS are subject to this on the first use in an adventure). In addition, when using an item in a way that would drain its last charge, there is a 50% chance it will glitch. If it requires a D20 roll to work and you roll a nat 1, there's a 50% chance it'll glitch. If it's a defensive item (ie, armor) and it's subject to a confirmed critical hit, there's a 50% chance it will glitch. Glitch Tables: http://paizo.com/pathfinderRPG/prd/technologyGuide/hazards.html#timeworn-technology

Power Sources - Most of the technological wonders presented here require energy to function. These items each have a capacity score, which indicates the maximum number of charges the item can store at any one time. The number of charges an item consumes when it is used varies from item to item. An item's capacity can be filled from any power source—like a battery or a generator—as a standard action. When an item is charged, it always takes as many charges from the attached power source as it can hold, filling as close to its capacity as possible. Note that charging an item from a generator is more efficient, as any charges drained from a battery in excess of the number of charges an item can store are lost.

Weapon Firing: *Automatic*: This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

Semi-Automatic: A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a -2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to -6.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks.

Touch: Attacks with the weapon resolve as touch attacks.

Disable Device (Dex; AC Penalty; Trained Only)

With the Technologist feat, you can use Disable Device to arm or disarm high-tech explosives or disable electronic triggers or locks. The Technologist feat is not required to disable a high-tech trap or object, but such traps and objects often have significantly higher DCs to disable than low-tech versions of a similar device would have.

Arm Explosive: If you possess a detonator, you can arm an explosive weapon as a trap. Connecting a detonator to an explosive requires a successful DC 10 Disable Device check. Failure means that the attempt fails, but you can attempt to arm the explosive again. Failure by 5 or more means the explosive is triggered as the detonator is installed. You can attempt to make an explosive difficult to disarm. To do so, choose a target disarm DC of 15 or higher, with a DC increment of 5. This becomes your target DC to set the explosive as well as the DC to disarm the explosive.

Disable Electronic Lock or Trigger: Disabling an electronic lock on a door or an electronic trigger for a trap (not the trap itself) is easier if you use an e-pick—without an e-pick, you take a -5 penalty on such checks.

Disarm Explosive: Disarming an explosive requires the character to succeed at a Disable Device check as if disarming a trap. The DC is usually 10, unless the person who set the explosive successfully did so with a higher disarm DC. A failure to disarm an explosive by 5 or more immediately triggers the explosive.

Special: A character can take 10 when using Disable Device to arm or disarm explosives, but cannot take 20.

Time: Arming an explosive device takes 1 minute or more, depending on the scope of the job. Disarming an explosive is treated as if the explosive were a complex trap, and takes 2d4 rounds to attempt.

Researching Technology

A character can use the following skills to research technological subjects. Other skills may have research applications as well, subject to GM approval.

Heal: Used to identify and understand pharmaceuticals.

Knowledge (arcana): Although robots are constructs, Knowledge (arcana) cannot be used to identify robots or their abilities and weaknesses.

Knowledge (engineering): This is the most important skill with regard to technological subjects.

Knowledge (engineering) can be used to identify a robot's abilities and weaknesses. Knowledge (engineering) is also used to identify and understand unknown technological objects in a similar manner to how Spellcraft is used to identify the properties of a magic item. The DC to correctly identify and understand an unknown technological object is equal to the object's Craft DC. An object with a Craft DC of 15 or less can be automatically identified and understood by someone trained in Knowledge (engineering) who also has the Technologist feat.

Knowledge (geography): Used for astronomy.

GRIPPERS

Price 100 gp; **Slot** none; **Weight** 5 lbs.; **Capacity** —; **Usage** —

Grippers are powerful, long-handled tools that resemble a blacksmith's tongs. Once they're set, they can be locked into place to grip an object. Used when attempting to pry open a stuck object (in a manner similar to the use of a crowbar), grippers grant a +2 circumstance bonus on Strength checks. When used to attach two devices, a set of grippers holds on with an effective Strength score of 24. Applying grippers to a creature and then locking the grippers to crush flesh and bone is a standard action that provokes an attack of opportunity and also requires a successful melee attack with an improvised weapon. Once locked, the grippers deal 1d4+7 points of damage.

CONSTRUCTION

Craft DC 14; **Cost** 50 gp

Craft Technological Item, production lab

E-PICK

Price varies; **Brown** 30 gp; **Black** 100 gp; **White** 400 gp; **Gray** 900 gp; **Green** 1,600 gp; **Red** 2,500 gp; **Blue** 3,600 gp; **Orange** 4,900 gp; **Prismatic** 10,000 gp; **Slot** none; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge

An e-pick (short for "electronic lock pick") is a small device that can be used to unlock and disable electronic locks and devices, much in the same way that a set of thieves' tools can be used to dismantle mechanical locks and devices. Brown e-picks allow a user to make Disable Device checks against electronic devices without penalty; those of higher ratings also grant a competence bonus (as indicated below). See Skills for more information on how the Disable Device skill works in regards to technology.

Color	Bonus
Brown	+0
Black	+1
White	+2

BATTERY

Price 100 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** —

Most technological items are powered by electricity. While one can use the electricity provided by a generator, these are rare, expensive, and rarely portable. It's more common and practical to charge such items with batteries. A battery looks like a small silver disk that's etched with strange lines—some people have taken to calling batteries "silverdisks" and sometimes use them as coins. A battery contains 10 charges when full; to charge an item with a battery, one simply slips the disk-shaped device into the proper slot on the item. The battery's charge instantly fully depletes, and the item's internal capacitors fill with 10 charges as it does so. If the item had fewer than 10 open slots in its capacity, the excess charges the battery once held are lost. A battery can be kept within an object indefinitely, or it can be ejected from the object for the purposes of recharging it or storing it elsewhere without affecting the item's charge. Inserting or ejecting a battery is a move action.

Placing a battery in a generator's charging slot can recharge it. However, each time a battery is recharged, there's a 20% chance that the battery is destroyed in the process. A destroyed battery is worth only 10 gp. The bulk of "silverdisks" in circulation today are destroyed batteries; one can tell a functional battery from a destroyed one by the way the circuitry seems to shimmer slightly when reflecting light. The circuitry in a charged battery glows with a soft blue radiance equal to that of a candle.

CONSTRUCTION

Craft DC 25; **Cost** 50 gp

Craft Technological Item, production lab

ACCESS CARD

Price varies; **Brown** 3 gp; **Black** 10 gp; **White** 40 gp; **Gray** 90 gp; **Green** 160 gp; **Red** 250 gp; **Blue** 360 gp; **Orange** 490 gp; **Prismatic** 1,000 gp; **Slot** none; **Weight** —; **Capacity** —; **Usage** —

An access card is a small strip of stiff plastic with a color-coded stripe on one side. Some access cards are further decorated with names or titles written in Androffan, or even photographs of long-dead crew members. An access card functions as a key—when swiped through an electronic lock (a move action), an access card unlocks any lock of its color code or a color code of a lower rating. Although access cards do not consume energy themselves, they work in only electronic locks that currently have power. Among certain societies, access cards are also used as decorations, worn as affectations, and incorporated into ceremonial regalia.

Access cards must be encoded to specific locks before they can function. Often, all of the doors in a complex are keyed to a unique set of cards that don't work on doors found in other complexes, much like a skeleton key might open all the doors in one castle but none in another. Coding an access card for specific locks requires a lock coder. Some access cards could be worth far more than the prices listed above if they're specifically encoded to locks that protect more valuable or significant contents.

GRENADE

Price varies; **Arc grenade** 750 gp; **Atom grenade** 6,000 gp; **Bang grenade** 250 gp; **Bio grenade** 3,300 gp; **Concussion grenade** 750 gp; **EMP grenade** 750 gp; **Flash grenade** 750 gp; **Flechette grenade** 750 gp; **Fragmentation grenade** 750 gp; **Gravity grenade** 2,250 gp; **Inferno grenade** 750 gp; **Plasma grenade** 1,600 gp; **Soft grenade** 750 gp; **Sonic grenade** 1,000 gp; **Zero grenade** 750 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher. Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

The type of damage dealt by grenades varies widely and depends upon the nature of the specific grenade. The different types of grenades and the damage types they deal (along with any additional effects their damage deals) are listed below.

- **Arc Grenade**: Deals 5d6 points of electricity damage.
- **Atom Grenade**: Creates a 20-foot-radius area of medium radiation that persists for 24 hours.
- **Bang Grenade**: Deals no damage but staggers creatures for 1 round and deafens them for 1d4 rounds (DC 15 Fortitude save negates).
- **Bio Grenade**: Infects creatures who fail a DC 15 Fortitude save with bubonic plague (no onset).
- **Concussion Grenade**: Deals 5d6 points of bludgeoning damage.
- **EMP Grenade**: Deals 5d6 points of electricity damage to robots and electronic-based gear, half damage to cyborgs and androids, and no damage to other creatures.
- **Flash Grenade**: Blinds creatures for 1d4 rounds (DC 15 Fortitude save negates).
- **Flechette Grenade**: Deals 5d6 points of piercing damage.
- **Fragmentation Grenade**: Deals 5d6 points of slashing damage.
- **Gravity Grenade**: Deals 5d6 points of force damage. Creatures damaged by a gravity grenade are automatically subjected to a trip attack (grenade's CMB = +15).
- **Inferno Grenade**: Deals 5d6 points of fire damage.
- **Plasma Grenade**: Deals 4d6 points of fire damage and 4d6 points of electricity damage.
- **Soft Grenade**: Deals 5d6 points of nonlethal damage.
- **Sonic Grenade**: Deals 5d6 points of sonic damage; creatures who fail a DC 15 Fortitude save are also deafened for 1d4 rounds.
- **Zero Grenade**: Deals 5d6 points of cold damage.

NERAPLAST ARMOR
Price 1,200 gp; **Type** light; **Weight** 5 lbs.; **AC** +2; **Max Dex** +8; **Penalty** +0; **Spell Failure** 5%; **Speed (30 ft.)** 30 ft.; **Speed (20 ft.)** 20 ft.; **Capacity** 24; **Usage** 1 charge

This lightweight, formfitting bodysuit features a variety of pockets, straps, and a built-in interface for automatically adjusting the various colors and patterns on its fabric. Selecting a color or pattern is a full-round action that consumes 1 charge and provokes an attack of opportunity. Capable of cycling through dozens of hues, the armor can even be used to adopt sophisticated camouflage patterns that grant a +3 competence bonus on Stealth checks. Whenever the wearer enters a terrain of significantly different coloration and background patterns, the armor must be recalibrated to its current area to maintain this bonus.

CONSTRUCTION

Craft DC 22; **Cost** 600 gp

Craft Technological Arms and Armor, production lab

STUN GUN
Price 3,000 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d8 nonlethal; **Dmg (S)** 1d6 nonlethal; **Critical** ×2; **Range** 20 ft.; **Capacity** 10; **Usage** 1 charge; **Special** semi-automatic, touch; **Weight** 3 lbs.

This weapon uses a sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. The weapon has a relatively short range, but the fact that it deals nonlethal damage at range and can knock targets prone makes it a favorite for those seeking to capture their foes alive. A hit by a stun gun deals nonlethal damage—on a critical hit, the gun can attempt a free trip combat maneuver check against the target (CMB = user's base attack bonus + 10); this attempt doesn't provoke attacks of opportunity.

CONSTRUCTION

Craft DC 22; **Cost** 1,500 gp

Craft Technological Arms and Armor, military lab

FLARE GUN
Price 300 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d8 fire; **Dmg (s)** 1d6 fire; **Critical** ×3; **Range** 240 ft.; **Capacity** 1; **Usage** disposable; **Special** slow-firing, touch; **Weight** 1 lb.

A flare gun looks like a wide-barreled pistol, and although it can be used in combat, the item's primary use is to send signals. A flare gun and its ammunition (a small, rocket-propelled magnesium charge) are completely self-contained and disposable—once fired, a flare gun is useless. While a flare gun has excellent range, the flare tends to wobble and spiral in flight, incurring a 20% miss chance if it's being used to target a specific point. The flare detonates once it hits a target or reaches its maximum range of 2,400 feet, bursting into a sphere of fire that illuminates a 120-foot-radius area for 1 minute as it drifts slowly back to the ground. Any creatures within 20 feet of the flare must succeed at a DC 12 Fortitude saving throw each round or be dazzled by the intense light for as long as they remain in the area. Creatures adjacent to a lit flare are also blinded for 1d4 rounds on a failed save. A creature struck by a flare takes 1d8 points of fire damage (1d6 points of fire damage from Small flare guns), and continues to take the same amount of fire damage each round until the flare is removed. Removing a flare is a full-round action.

CONSTRUCTION

Craft DC 18; **Cost** 150 gp

GOO TUBE

Price 6 gp; **Slot** none; **Weight** 1/10 lb.; **Capacity** —; **Usage** disposable

Goo tubes are a form of preserved food. A single goo tube is a malleable cylinder with a cap on one end; when it's opened and squeezed, the colorful, goopy contents are extruded. Although the texture and appearance of this goo is unappetizing, the paste is actually quite tasty, and comes in a mind-boggling assortment of flavors. A symbol on the side of the tube often grants a clue as to what flavor may be contained within, but these symbols can sometimes be counter-intuitive. The contents of a single goo tube can provide nourishment for a day for one Medium-size creature.

CONSTRUCTION

Craft DC 14; **Cost** 3 gp

Craft Technological Item, production lab

RADIATION DETECTOR

Price 2,000 gp; **Slot** none; **Weight** 3 lbs.; **Capacity** 10; **Usage** 1 charge/hour

This device measures radiation levels in a 120-foot-radius circle, as the *detect radiation* spell. When activated, the device makes a soft clicking sound that changes in volume and frequency according to the radiation level encountered. A small screen on the top of the handheld device indicates the approximate source and strength of radiation in these areas, with red areas indicating severe radiation, yellow high radiation, green medium radiation, and blue low radiation. Areas with less radiation don't register on the device's screen.

CONSTRUCTION

Craft DC 27; **Cost** 1,000 gp

Craft Technological Item, production lab

MEDLANCE

Price 500 gp; **Slot** none; **Weight** —; **Capacity** 10 uses; **Usage** disposable

This wand-like device contains a reservoir at one end and a small pad at the other. A medlance can be filled with a single dose of liquid, such as a pharmaceutical, a potion, or a poison. It can then be used to administer the liquid to a creature—if the target does not wish to be injected with the medlance's contents, the wielder must succeed at a touch attack to dispense it as a standard action. Otherwise, administering liquid via a medlance is a move action. A medlance doesn't use charges, but after being used to administer 10 injections, its internal sterilization mechanisms are depleted and the device becomes useless.

CONSTRUCTION

Craft DC 23; **Cost** 250 gp

Craft Technological Item, medical lab

NANITE HYPOGUN
Price varies; **Brown** 1,000 gp; **Black** 6,000 gp; **White** 15,000 gp; **Gray** 28,000 gp; **Green** 45,000 gp; **Red** 66,000 gp; **Blue** 91,000 gp; **Orange** 125,000 gp; **Prismatic** 178,000 gp; **Slot** none; **Weight** 1 lb.; **Capacity** 1 nanite canister; **Usage** 1 charge or 5 charges

Nanite hypoguns inject specialized nanites into a creature's body to heal many sorts of physical and mental injuries. Injecting someone with a nanite hypogun requires a touch attack. Nine categories of nanite hypogun exist along the color code scale, as detailed below. All nanite hypoguns have two settings. On the primary setting, the hypogun heals an amount of hit point damage determined by its color. Each use of a hypogun on its primary setting consumes 1 charge. On the secondary setting, a dose from a nanite hypogun has a different effect determined by its color—these effects mimic specific restorative spells as indicated on the chart below. Each use of a hypogun on its secondary setting consumes 5 charges. Although they are not magical, nanite hypoguns have an effective caster level for the purposes of determining the potency of their effects as required by special circumstances (such as determining if a disease is cured, or if damage caused by a clay golem's cursed wound ability can be healed).

A nanite hypogun functions only on a living, corporeal creature. It has no effect on undead creatures whatsoever.

Color	Primary Effect	Secondary Effect	CL
Brown	1d8+1 healing	*Remove sickness*	1st
Black	2d8+3 healing	*Lesser restoration*	3rd
White	3d8+5 healing	*Remove disease*	5th
Gray	4d8+7 healing	*Neutralize poison*	7th
Green	5d8+9 healing	*Breath of life*	9th
Red	6d8+11 healing	*Heal*	11th
Blue	7d8+13 healing	*Regenerate*	13th
Orange	8d8+15 healing	*Greater restoration*	15th
Prismatic	9d8+17 healing	*True resurrection*	16th

NANITE CANISTER
Price 500 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A nanite canister is used to power technological devices that use nanites—such items generally don't require other sources of power, as the nanites themselves do the bulk of the work when the object is activated. The canister contains a small, independent power source and a supply of nanites. A single canister contains enough nanites to provide 10 charges for a nanotech item or weapon.

CONSTRUCTION

Craft DC 25; **Cost** 250 gp
Craft Technological Item, nanotech lab

HEMOCHEM

Price varies; **Grade I** 250 gp; **Grade II** 500 gp; **Grade III** 750 gp; **Grade IV** 1,000 gp; **Grade V** 1,250 gp
Hemochem stops bleeding and promotes healing. A single dose of hemochem grants fast healing for 1 minute. Multiple doses injected do not stack, but they do reset the duration of the fast healing back to 1 minute. Five grades of hemochem exist; the fast healing granted by a dose depends on the pharmaceutical's grade, as detailed below.

Grade	Fast Healing
Grade I	1

Construction	Craft (varies)	Cost (varies)
Grade I	DC 23	125 gp

Craft Pharmaceutical, medical lab

AUTOGRAPNEL

Price 4,000 gp; **Type** two-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d8+6 pierc.; **Dmg (S)** 1d6+6 pierc.; **Critical** ×3; **Range** 30 ft.; **Capacity** 20; **Usage** 1 charge; **Special** grapple, slow-firing; **Weight** 10 lbs.

An autograpnel looks like a rifle with a small adamantine spike protruding from its barrel. When fired, an autograpnel launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. An autograpnel's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction motors are strong enough to hold up to 500 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as a standard action; reattaching the grapnel to the gun barrel is a move action.

An autograpnel strikes with an effective Strength score of 22 for the purposes of determining damage. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. This cord has AC 12, hardness 10, and 20 hp. A successful DC 32 Strength check is required to snap the cord. If the wielder retracts the cord while it's attached to a creature, the autograpnel attempts a pull combat maneuver check with a CMB of +16. If used against objects, an autograpnel can pull an item that weighs 25 pounds or less back to the user as a full-round action, or it can pull a heavier object that weighs no more than 100 pounds back to the user at a speed of 20 feet.

When attached to a solid object, the gun's retraction rate can be set to maintain a taut line while the gun is attached to a harness worn to aid climbing checks.

CONSTRUCTION
Craft DC 20; **Cost** 2,000 gp
Craft Technological Arms and Armor, military lab

PANIC SUIT

Price 2,000 gp; **Type** medium; **Weight** 2 lbs.; **Max Dex** +2; **Penalty** -4; **Spell Failure** 50%; **Speed (30 ft.)** 20 ft.; **Speed (20 ft.)** 15 ft.; **Capacity** 10; **Usage** 1 charge/hour (disposable)

When not being worn, a panic suit is a fist-sized plastic sphere. When activated, it envelops the creature holding it in a full-body protective suit. While activated, it provides immunity to low radiation and resistance 5 against all forms of energy except sonic damage. Its air filters grant a +4 bonus on saving throws against inhaled poisons and diseases.

A panic suit is a single-use item. When its charges run out or its wearer deactivates it, it falls apart into useless fragments.

CONSTRUCTION
Craft DC 30; **Cost** 1,000 gp
Craft Technological Arms and Armor, military lab

EMERGENCY BEACON
Price 900 gp; **Slot** none; **Weight** 10 lbs.; **Capacity** 30; **Usage** 1 charge

An emergency beacon is a small, pod-shaped device that emits a bright red flash from a dome on its top once every 6 seconds when activated. The beacon also transmits its location. Any device capable of receiving signals of any sort can pick up a beacon's signal, which can then be tracked back to the source with a successful DC 15 Knowledge (engineering) or Survival check. A beacon's transmissions have a range of 100 miles over flat terrain, but this range is halved in forests or hills, and quartered in mountainous terrain or through water.

CONSTRUCTION

Craft DC 25; **Cost** 450 gp

Craft Technological Item, production lab

CHEMALYZER
Price 2,500 gp; **Slot** none; **Weight** 8 lbs.; **Capacity** 10; **Usage** 1 charge

A chemalyzer is a handheld unit with an extendable wand tipped with a sampling nozzle. It grants a +5 competence bonus on all Craft (alchemy) or Knowledge (engineering) checks to identify an unknown pharmaceutical, poison, chemical, or substance. It cannot aid in the identification of magical effects or items like potions.

CONSTRUCTION

Craft DC 25; **Cost** 1,250 gp

Craft Technological Item, production lab

VEEMOD

Price varies; **Brown** 200 gp; **Black** 400 gp; **White** 2,500 gp; **Slot** veemod goggles; **Weight** —
; **Capacity** —; **Usage** varies

A veemod ("vision enhancement module") is a narrow crystalline strip that slots into a set of veemod goggles to enhance the goggles' use. Inserting a veemod into a pair of goggles is a standard action that provokes attacks of opportunity. Veemods are color-coded items, and provide the following benefits.

Brown Veemod: This veemod darkens the goggles' lenses, providing a +1 circumstance bonus on all saving throws against bright light effects that cause dazzling or blindness. When worn, they also allow creatures impacted by light blindness or light sensitivity to see normally in areas of bright light.

Black Veemod: A black veemod enhances vision, and by blinking twice rapidly, the wearer can magnify what she's seeing. Blinking twice again restores normal vision. This grants a +2 competence bonus on all Perception checks.

White Veemod: This veemod is similar to a black veemod, except that magnification is much stronger, granting a +5 competence bonus on Perception checks.

Gray Veemod: This veemod grants low-light vision.

Green Veemod: This veemod magnifies vision even more than a white veemod, granting a +10 competence bonus on Perception checks.

Red Veemod: This veemod grants darkvision to a range of 60 feet.

Blue Veemod: This veemod dramatically extends the scope of peripheral vision, granting the effects of all-around vision—the wearer cannot be flanked.

Orange Veemod: The wearer can see in darkness of any kind, including magical darkness.

Prismatic Veemod: This veemod allows the user to see through solid objects. Vision range is 20 feet, with the wearer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material. It can see through up to 10 feet of stone and some metals. It can see through up to 10 inches of iron, steel, copper, brass, or similar metals. It cannot see through lead, gold, platinum, plutonium, or skymetals at all. It's possible to scan an area of up to 100 square feet in 1 round. Secret compartments are 90% likely to be located by x-ray scanning.

Color	Effect	Usage
Brown	Flash protection	1 charge/day
Black	Magnification +2	1 charge/day
White	Magnification +5	1 charge/day

Construction	Craft (varies)	Cost (varies)
Brown	DC 27	100 gp
Black	DC 28	200 gp
White	DC 29	1,250 gp

Craft Technological Item, production lab

VEEMOD GOGGLES

Price 1,000 gp; **Slot** eyes; **Weight** —; **Capacity** 10; **Usage** varies

These goggles come in a variety of colors and shapes, but most are sleek and streamlined in appearance. The primary use for these goggles is to enhance vision via the application of a "vision enhancement module," or "veemod." A pair of veemod goggles can be fitted with only one veemod at a time; attaching a veemod is a standard action that provokes an attack of opportunity.

Veemod goggles consume charges only when a veemod is installed. The rate at which a veemod uses charges depends on the veemod installed.

CONSTRUCTION

Craft DC 25; **Cost** 500 gp

Craft Technological Item, production lab

ION TAPE
Price 100 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

Ion tape is a ribbon of material tightly wound around a spindle. A roll of ion tape fits in the palm of a hand and comes in a wide range of colors. A single roll contains 50 feet of tape. A single strip of tape is easy to cut through or tear. When wrapped around an object, it has a weak adhesive that keeps it in place. When ion tape is exposed to an electrical charge of any power (including a jolt from a zip stick), the tape bonds together into a single mass of plastic-like material, gaining hardness 8 and 30 hit points. When used to bind a creature, a few strips of activated ion tape require a successful DC 28 Strength check to break. A second jolt from an electrical source causes the tape to revert to its weaker ribbon condition, at which point it can be torn free easily. A strip of ion tape can hold about 5 pounds of weight normally, but when activated via a jolt, a single hardened strip can support up to 300 pounds of weight. The uses for ion tape are many—it can be used to construct basic objects (such as a ladder), patch holes, bind prisoners, and so on.

CONSTRUCTION

Craft DC 14; **Cost** 50 gp
Craft Technological Item, production lab

ZIPSTICK
Price 20 gp; **Slot** none; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge

A zipstick is a small pen-like device used to administer a small jolt of electricity. This jolt is enough to cause 1 point of nonlethal damage with a successful touch attack. A zipstick is used most often to activate or deactivate items that function on ion-bonding technology, such as ion tape.

CONSTRUCTION

Craft DC 18; **Cost** 10 gp
Craft Technological Item, production lab

PROXIMITY HELMET
Price 4,000 gp; **Slot** head; **Weight** 2 lb.; **Capacity** 10; **Usage** 1 charge/hour

This open-faced, blue polymer helmet includes a nylon strap and adjustable tinted visor capable of hiding all but the wearer's mouth and chin. The interior of the tinted faceplate provides a heads-up display when activated, with each charge providing enough power to function for 1 hour of continuous use. During this time, the helmet's external motion sensors pick up on sudden movements and subtle visual cues, granting the wearer a +5 competence bonus on Perception checks to notice moving targets within 60 feet. A secondary setting on the helmet adds an audible alarm that creates a loud chirping sound near the wearer's ear whenever a Small or larger corporeal creature approaches within 60 feet. Reduce this distance by 20 feet for each interposing closed door and by 20 feet for each substantial interposing wall. This noise is loud enough to waken the wearer from sleep, but not loud enough to awaken nearby sleepers.

CONSTRUCTION

Craft DC 20; **Cost** 2,000 gp
Craft Technological Item, production lab