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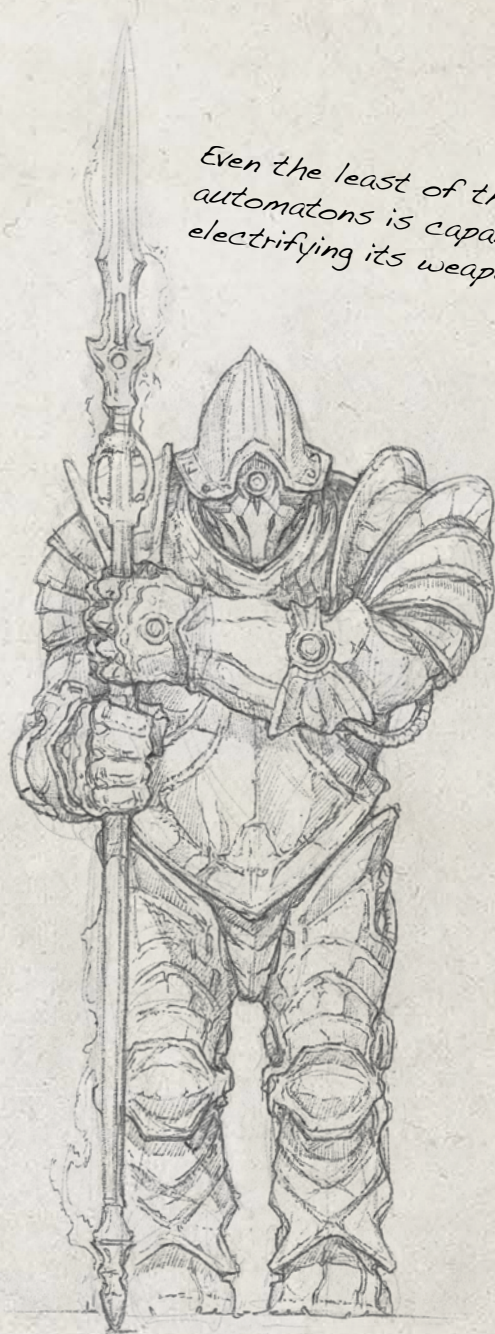
**PALACE OF
FALLEN STARS**

by Tim Hitchcock

These beings are called "gearsmen," yet they are not clockwork constructs.



Even the least of these automatons is capable of electrifying its weapons.



The gearsmen who patrol the streets of Starfall are augmented and improved. Known as "battleguards," they have been taught how best to use their advanced weaponry to suppress criminals and insurgents.

The gearsmen of Numeria speak rarely, but when they do, their voices are shrill and grating. Although most follow the Technic League's orders without question, they sometimes seem to make decisions on their own.

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PALACE OF FALLEN STARS



CREDITS

Authors

Benjamin Bruck, Tim Hitchcock, Sean K Reynolds, Amber E. Scott, and Larry Wilhelm

Cover Artist

Wayne Reynolds

Interior Artists

Helge C. Balzer, Jeff Carlisle, Kari Christensen, Tom Feizo Gas, Miguel Regodón Harkness, Yigit Koroglu, Bryan Syme, Matias Tapia, J. P. Targete, Jose Vega, Rodrigo Vega, Tatiana Vetrova, and Tyler Walpole

Cartographer

Robert Lazzaretti

Creative Director • James Jacobs
Editor-in-Chief • F. Wesley Schneider
Managing Editor • James L. Sutter
Development Leads • Adam Daigle and James Jacobs

Senior Developer • Rob McCreary
Developers • John Compton, Adam Daigle, Mark Moreland, Patrick Renie, and Owen K.C. Stephens
Associate Editors • Judy Bauer and Christopher Carey
Editors • Joe Homes and Ryan Macklin
Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson
Senior Art Director • Andrew Vallas
Art Director • Sonja Morris
Graphic Designers • Emily Crowell and Ben Mouch

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
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Website Team • Christopher Anthony, Liz Courts, Lissa Guillet, Erik Keith, and Chris Lambertz

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<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Inner Sea Gods</i>	ISG	<i>Ultimate Equipment</i>	UE
<i>Numeria, Land of Fallen Stars</i>	NLFS	<i>Ultimate Magic</i>	UM
<i>Technology Guide</i>	TG		

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Paizo Inc.

7120 185th Ave NE, Ste 120
 Redmond, WA 98052-0577
paizo.com

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NOT-SO-STEALTHY ADVENTURE SUPPLEMENTS

Wes Schneider and I have been working together on the Adventure Paths since the first one, which had us giggling in delight over things like goblin snakes and goblin songs and tearing our hair out over the stress from getting Pathfinder launched while still working on the last few issues of *Dungeon*. Well, here we are, 89 volumes later, and both of us are still gainfully employed at Paizo. In that time, he and I have come to realize we share a lot in common beyond our mutual appreciation of goblins. But as with any relationship, we don't always see eye-to-eye on everything.

One particular point of contention is my habit of transplanting “legitimate adventure content” out of the adventure and into my forewords. I'm pretty sure Wes doesn't like it when I do this—he prefers these forewords to be conversational—but I've got a really good reason for it. It's one of my tricks to add important material to adventures; if I didn't move this stuff into the forewords, it'd get cut entirely for space. And here, I'm doing it again. Sorry, Wes!

RUMOR CONTROL

Rumor tables are a great way to get a lot of information and adventure hooks out to the PCs in a fun and compact manner. On the facing page, you'll find rumor tables for the three primary locations in “Palace of Fallen Stars.” A PC can attempt a DC 15 Diplomacy check to gather a Starfall rumor with 1d4 hours of chatting among the city's citizenry. Rumors about the Palace of Fallen Stars are more difficult to obtain, requiring a successful DC 20 Diplomacy check, while getting folks in the know to talk openly about the Technic League compound is more difficult still, requiring a successful DC 30 Diplomacy check. All rumors on the tables are true.

At your discretion, the PCs can learn rumors automatically by speaking to certain NPCs, especially those who dwell in the location being asked about. Zernebeth, Therace's brain, Kul-Inkit, and even Kevoth-Kul himself are all excellent sources if the PCs can gain access to them—use these NPCs to dole out rumors as necessary.

FOREWORD

STARFALL RUMORS

d%	Rumor
01-25	"The Mockery's growing bolder; it's just a matter of time before the Technic League cracks down on them. I hope I'm not in the crossfire when it happens!"
26-35	"The Technic League is really in charge of Starfall, not the Black Sovereign. Old Kevoth-Kul just spends his time drunk in his palace."
36-45	"Ever since Ozmyrn Zaidow took control of the Technic League, things have gotten worse. More and more people have gone missing from the city, too!"
46-55	"There's an underground tunnel that connects the Technic League Compound to the palace, but it's not often used these days, because it's guarded by the ghosts of previous Black Sovereigns."
56-70	"The Technic League has thrown in its lot with a host of outsiders from the Plane of Shadow!"
71-80	"One of Starfall's nobles is supposedly looking to sell a rare and powerful technological item at the next Night Market."
81-85	"There've been more sightings of spine dragons on the slopes of Silver Mount!"
86-90	"Something inside of Silver Mount has awakened... I heard it's some kind of ghost from another world!"
91-96	Roll on the Palace of Fallen Stars Rumors table.
97-100	Roll on the Technic League Rumors table.

PALACE OF FALLEN STARS RUMORS

d%	Rumor
01-20	"Kevoth-Kul can usually be found in his throne hall, but not always—he spends time elsewhere in the Palace as well, particularly in his harem, the Sovereign's Lounge, and the baths."
21-30	"The Palace Guard doesn't mind visitors to the palace, provided visitors keep to public areas."
31-35	"Tek Makul, the leader of the Palace Guard, seems awfully friendly with the Technic League."
36-50	"The Black Seers are worshipers of Zyphus—they see every misfire and malfunction of technology as a sign from their god. They serve neither the Black Sovereign nor the Technic League, but seek to protect the Palace itself."
51-65	"The Sovereign's consort is a woman named Kul-Inkit, but she and the Sovereign haven't been spending much time together lately—in fact, she rarely emerges from her quarters in the southeast dome."
66-75	"The Technic League has always maintained a presence in the palace, but recently one of its captains, a man named Ghartone, has become an in-palace liaison between the Sovereign and the League."

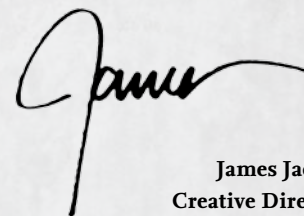
ON THE COVER

An angry myrmidon robot has tracked the PCs down in the city of Starfall on this volume's cover by Wayne Reynolds. And of course, no adventure set in Starfall would be complete without its larger-than-life ruler lording over said cover—Kevoth-Kul raises a goblet filled with addictive spaceship runoff to salute the PCs before he flips out and attacks!

76-80	"Strange creatures live the palace: giants, barbaric gargoyles, strange plants, poison-breathing monsters, and even enslaved outsiders."
86-90	"The ghost of the first Black Sovereign haunts the chambers below the palace, and guards the Sovereign's vault as well as a secret escape tunnel."
91-100	"The Black Sovereign's pride rarely lets him turn down a challenge of combat, but he won't fight a large group alone!"

TECHNIC LEAGUE RUMORS

d%	Rumor
01-15	The PCs learn the name and a brief description of one of the 12 Technic League captains.
16-25	"Ever since Ozmyrn Zaidow took command of the League, the pace of the research he's demanding from the other captains has begun to drain resources faster than ever from their holdings."
41-60	"The robots the Technic League uses as enforcers or minions don't always follow orders—something else must be influencing them."
61-80	"Somewhere under the Technic League compound, strange sadists from another plane aid the League in experiments exploring the interface between flesh and machine."
81-100	"There are three sublevels under the complex—the deepest one is where special prisoners of the League go. Once prisoners are sent there, they're never seen again."



James Jacobs
Creative Director
james.jacobs@paizo.com

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PALACE OF FALLEN STARS

PART 1: INTO STARFALL

PAGE 7

The PCs arrive at the city of Starfall, the notorious capital of Numeria. There, in the shadow of Silver Mount, they discover friends in strange places and foes everywhere they look.

PART 2: THE BLACK SOVEREIGN

PAGE 19

The Black Sovereign rules Numeria in name only. Addicted to strange Numerian fluids, he is but the puppet of the Technic League. If he can be defeated or, even better, restored to his right mind, the Technic League will be forced to go on the defensive.

PART 3: THE TECHNIC LEAGUE

PAGE 33

The true rulers of Numeria must be faced in their fortified compound before any attempt to explore Silver Mount can be made, yet the captains of the Technic League will not relinquish their power easily!

ADVANCEMENT TRACK

“Palace of Fallen Stars” is designed for four characters and uses the medium XP track.

13

The PCs begin this adventure at 13th level.

14

The PCs should be 14th level before they attempt any assaults on the Technic League compound.

The PCs should be 15th level by the end of the adventure, and may even be close to 16th level.

PALACE OF FALLEN STARS

ADVENTURE BACKGROUND

When the Technic League was founded in 4501 AR by Sidrah Imeruss after she woke from many centuries of suspended animation, it was a secret—but not cruel—society dedicated to the preservation and recovery of technology hidden in the ruins of *Divinity* that lie scattered throughout Numeria. Today, though, the Technic League is neither secret nor kindly, and there are few, if any, lengths to which they will not go in order to maintain their hold over the greatest treasures *Divinity* has to offer.

The League has always been led by a group of captains, each with his or her own areas of expertise, with one of their number serving as the group's primary leader. Some of these leaders have been sadists like Mulrach-Zeer (the traitor who assassinated Sidrah Imeruss not long after the League first reached Silver Mount in 4509), and others have been more obsessed with their own power than maintaining the League's stranglehold on technology (such as Zernebeth, the current leader's predecessor), but to date, only the League's first leader, Sidrah, held any appreciable amount of compassion in her heart.

Today's leader, the magus Ozmyrn Zaidow, is closer in temperament to the murderer Mulrach-Zeer than to Zernebeth or Sidrah, but unlike his predecessors, he is not fully in control of his own body and mind. In 4711, a few months after political upheaval damaged the Technic League's headquarters and resulted in Zernebeth's assumption of power, Ozmyrn led a handpicked group of his sycophants into Silver Mount. They penetrated the ruins deeper than any League expedition had, where they came into contact with the Iron God Unity, who promptly destroyed the group, save for Ozmyrn. Unity neutralized the magus, then performed an invasive and experimental procedure upon the man in an attempt to surgically implant devotion and servitude to the AI directly into his brain. To Unity, the experiment was an unabashed success—the first such success in many centuries. He greatly enhanced Ozmyrn's capabilities by establishing a constant mental link to his new puppet, and then released the man with much of his memory and nonessential personality scrubbed. To Unity's great satisfaction, this link persisted after Ozmyrn exited Silver Mount, a first in the Iron God's numerous attempts to establish direct control over a minion. Deep within Silver Mount, Unity is currently expanding this initial experiment's procedure to develop swifter and more efficient methods of establishing such control, using subjects culled from within the ruin as well as those sent back to the Iron God from Ozmyrn. These subjects are harvested from the population of prisoners and enemies of the League, and are secretly brought to Silver Mount by Ozmyrn's agents. No others in the Technic League know that Ozmyrn is the pawn of a greater power in Silver Mount, although Zernebeth and a few others are beginning to suspect his loyalties have shifted.

More importantly, the resources and information about Golarion that Ozmyrn has been supplying to Unity over the past several years has steadily increased the Iron God's knowledge of the outer world, and now it won't be long before Unity knows enough about the world it has been a prisoner on to expand its influence in a devastating way. Ozmyrn is Unity's puppet, and nothing remains of the man he once was, making him the perfect agent for the Iron God. As long as Ozmyrn remains in charge of the Technic League, Unity's plans to ascend as a new god will continue to hurtle toward imminent success—an achievement that would spell disaster to those who value their own faith and free will!

PART I: INTO STARFALL

"Palace of Fallen Stars" begins the third and final arc of the Iron Gods campaign. The PCs have learned of the threat posed by the Iron God Unity, and have recruited numerous allies and discovered potent technological devices to aid them in this final conflict, yet it is no simple matter to march into Silver Mount and confront the Iron God. First and foremost, the PCs must take the fight to those who control access to Silver Mount: the Technic League. But as this adventure progresses, the PCs learn something more—that Ozmyrn Zaidow, the leader of the Technic League, is himself a pawn of Unity, and that as long as he remains in charge, any attempt to invade Silver Mount will likely fail. If they can throw the Technic League into upheaval, the PCs can explore the looming ruin while leaving Unity unable to draw upon resources beyond the confines of Silver Mount to counterattack.

No NPC serves as the primary "quest giver" in this adventure; the PCs are expected to be self-motivated to oppose Unity and the Technic League. Nonetheless, the PCs should have many allies to consult before they head to Starfall, and likely have the knowledge and skills to learn about the situation on their own. The following sections cover these initial information-gathering components of the adventure. The PCs may need to do a bit of travel between areas like Iadeneigh and Torch to consult with some of their more knowledgeable allies. At your discretion, some may agree to accompany the PCs—certainly two of them (Casandalee and Therace) have no means of mobility and can easily accompany the PCs as portable sources of information.

There is little to prevent the PCs from attempting an exploration of Silver Mount at first, other than the simple fact that the encounters that await them within this ruin are quite challenging. Furthermore, access to the deeper regions within Silver Mount will be difficult at best until the PCs claim some of the resources held by the Technic League. Nevertheless, if the PCs wish, they can attempt the last two adventures of this campaign in either order—or even jump back and forth between them as they wish. The next and final adventure in the Iron Gods Adventure Path, "The

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Divinity Drive,” presents all of the information needed to run adventures in Silver Mount, including advice on how the PCs’ efforts might meet more resistance if they leave enemies undefeated in Starfall. The remainder of this adventure is focused solely on the city of Starfall and the two primary adventure sites within: the Technic League compound and the Palace of Fallen Stars.

CONSULTING ALLIES

During the course of the Iron Gods Adventure Path, the PCs have likely made friends with a number of different NPCs. You should use these NPCs to spur the PCs in the right direction, encouraging them to travel to Starfall and deal with the Technic League.

Casandalee (“Valley of the Brain Collectors”): The goal of the second arc of the Iron Gods Adventure Path was the recovery of the AI known as Casandalee. The rest of Iron Gods assumes the PCs that carry Casandalee with them in

her compact AI core, or are perhaps accompanied by her as she controls a robot as an aggregate^{TC}. As an AI created from the mind of a now-long-dead android, Casandalee has little frame of reference when it comes to the world she now finds herself in. Although the Technic League didn’t exist when she lived, when she learns of the group, she swiftly realizes that it must be dealt with before any attempt to enter Silver Mount to face Unity can truly begin. The route she used to enter Silver Mount nearly 500 years ago still exists (opening into *Divinity*’s secondary engineering deck, accessed via an airlock near Silver Mount’s summit), but access to this entrance is now controlled by the Technic League. Use Casandalee to keep the PCs on track and focused on defeating the Technic League before they try their luck within Silver Mount. At the very least, Casandalee argues that preparation is a better course of action than reckless assault. Unity is powerful and dangerous, but Casandalee suspects the Iron God is also in no particular rush to complete its plans—or at least, it won’t be until the PCs demonstrate that they are significant threats!

Ilarris Zaleshi and Sanvil Trett (“Fires of Creation,” “The Choking Tower”): Both agents of the Technic League, these two NPCs are more likely to deceive the PCs than provide workable information unless they are magically compelled. Either may give their commander’s name (Ghartone), and they both know the basic layout of the Technic League compound, but not much beyond the ground floor and outlying buildings. If either manages to escape and return to Starfall, they can be encountered again in the League headquarters (see area E2).

Isuma (“Valley of the Brain Collectors”): The kasatha gunslinger Isuma has never been to Starfall, and she knows less about the Technic League and the Black Sovereign than the PCs; thus, she’s not a viable source of information or advice. Isuma will be a greater aid in “The Divinity Drive,” when her knowledge of certain aspects of *Divinity* will be a great boon.

Khonnir Baine (“Fires of Creation”): The Technic League has gone through many changes (both physically and politically) since Khonnir fled, so his information on the organization is woefully out of date. He can confirm that the leaders of the Technic League control access to Silver Mount, and mobilize swiftly to attack any unsanctioned infiltrators. If the PCs are planning to explore Silver Mount, Khonnir strongly recommends they either infiltrate the Technic League first in order to gather intelligence or recover tools to aid in their entry of Silver Mount. Destabilizing the Technic League would go a long way toward helping the PCs in this endeavor—Khonnir points out that there’s classically been enough treachery among the captains of the League that one or more of them might be willing to help the PCs for their own reasons. The trick will be



Gearsman Battleguard

PALACE OF FALLEN STARS

figuring out who these possible allies might be—without alerting the whole organization.

Therace Holiyard (“Valley of the Brain Collectors”): One of the more unusual NPCs the PCs can approach for assistance is a dead man—Therace Holiyard. If the PCs managed to recover his brain cylinder in “Valley of the Brain Collectors,” they can interrogate him for advice. Therace wasn’t a captain in the League, but he was a high-ranking lieutenant. He can describe nearly the entire ground and upper levels of the Technic League compound—the only rooms he’s never visited or observed in the compound are areas **E12** and **E13**. He knows the layout of the basement, but not area **F14** or the layout of the two subbasements. Therace is less familiar with the Palace of Fallen Stars, but knows areas **C1–C3**, **C9**, **C18**, **C26**, and **C40**. If asked about the captains themselves, Therace can list the current captains and their specialties (see page 33). If asked which captain might be the most open to discussing an alliance, Therace suggests Zernebeth. See “Valley of the Brain Collectors” for more information about Therace’s brain and the assistance he can provide.



ARRIVAL AT STARFALL

The journey to Starfall can be as swift or detailed as you wish—additional wandering monster encounters along the way can give the PCs some extra last-minute experience points if they need them. Entrance to Starfall is via Sovereign’s Gate to the south—all who pass through the gate must pay an entrance fee of 10 gp, but this fee allows for as long a stay within the walls as the visitor desires. The gate is guarded at all times by a group of four gearsman battleguards (see page 68)—any fights that break out here escalate quickly, with more battleguards, myrmidon robots, and eventually guards from the palace and members of the Technic League marshaling to defend the gate. This adventure assumes the PCs don’t cause a scene at the gates—if they do, they’ll likely end up being overwhelmed, and if they’re captured, they’ll find themselves in the Technic League dungeons (area **H4**).

In Starfall, all technology is technically the property of the Technic League. This is fairly common knowledge, and a PC who succeeds at a DC 10 Knowledge (local) check knows that openly carrying technology in Starfall is inviting trouble. When the PCs first enter Starfall, the gearsman battleguards ask each of the PCs whether they have any technological gear to declare. If the PCs wish to hide their gear, they need to keep it out of sight (completely hidden within a container) or disguise it as something else with a successful Disguise check. When the gate guards ask for technology to declare, a successful Bluff check opposed by

the gearsmen’s +15 Sense Motive check is required to keep the robots from realizing the truth. The gearsmen inform anyone who carries technology that she has a grace period of 1 hour to make her way to a market and sell her gear to an accredited agent of the Technic League, but they don’t escort the PCs there unless they have cause to suspect the PCs don’t intend to sell their gear. In any event, each time a PC is recognized as carrying technological gear, the party’s Notoriety increases (see below).

The Technic League allocates “carrier’s badges” to certain people who have been granted permission to carry technology in Starfall. These badges are circular gear-shaped disks made of glaucite^{TC}. A PC who succeeds at a DC 15 Knowledge (local) check knows of the existence of such a badge, but a successful DC 25 Knowledge (local) check is required to know enough about a badge to attempt to forge one. Creating a forged carrier’s badge requires a successful DC 25 Craft (metalworking) check and 150 gp of materials.

NOTORIETY IN STARFALL

One key element the PCs will need to manage in this adventure is their Notoriety. The party starts this adventure with a Notoriety of 0. The PCs’ Notoriety increases by 1 each time a PC is seen carrying technology openly without a carrier’s badge and each time the PCs get into public combat. For each Technic League agent (such as Sanvil Trett, Ilarris Zeleashi, or Hyrsek Caio) who escaped the PCs in a previous adventure, increase the PCs’ Notoriety by 3. Each day the PCs spend without taking any public actions or interacting with any NPCs save for trusted allies, reduce the PCs’ Notoriety by 1 (to a minimum of 5). If the PCs invade the Technic League compound and leave any survivors who can spread the word about them, their Notoriety immediately increases to 30—if their Notoriety is already higher than 30, it instead increases by 10. Other methods of increasing or decreasing Notoriety are listed in the text.

EFFECTS OF NOTORIETY

Notoriety has several thresholds at which the Technic League ramps up its defenses and attempts to capture or defeat the PCs.

Notoriety 0–4: The Technic League takes no additional actions against the PCs.

Notoriety 5: The insurgent leader Mockery contacts the PCs (see Meeting Mockery on page 10).

Notoriety 5–10: The Technic League posts wanted posters with descriptions of the PCs, offering a reward of 10 silverdisks to anyone who provides information leading to the PCs’ capture. Roll for random encounters twice as often.

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Notoriety 10: Captain Zernebeth contacts the PCs (see A Mysterious Message on page 18).

Notoriety 11–20: The PCs are now considered serious threats to the Technic League. Patrols consisting of four gearsman battleguards and an advanced myrmidon robot begin to scour the city. The PCs should encounter these patrols with some frequency—each time a patrol is defeated, increase the PCs' Notoriety by 1.

Notoriety 21 or higher: The Technic League locks down its compound and issues a 10,000 gp bounty for each PC. Increase Starfall's danger score by 20 and check for encounters every 10 minutes the PCs spend in public. The Shade (see page 16) and her minions leave the compound to seek out the PCs and attempt to assassinate them at the earliest opportunity—if she's been defeated, this group is replaced by Ghartone and four gearsman battleguards.

WORD ON THE STREET

As with any city, Starfall offers a wide range of opportunities to buy and sell equipment or to eat and drink and rest—but unlike most cities, Starfall presents a fair bit of danger as well. Unless the PCs take care to disguise themselves, they'll likely be regarded in town as adventurers or mercenaries, and all costs for rooms, food, and drink will skyrocket—many vendors and innkeepers attempt to charge ten times the normal price for such amenities, knowing that adventurers are often quite wealthy.

The PCs quickly learn that while magic items can be purchased normally in Starfall, technological items are not openly offered for sale. With a successful DC 20 Knowledge (local) check, a PC confirms that all sales of technological items must occur in one of many black markets in the city—these mobile flea-market affairs, known collectively as the night markets, never pop up in the same place two nights in a row. PCs who seek them out must succeed at a DC 25 Diplomacy check to obtain directions if they don't have a contact to set them up. Failing this check by 5 or more increases the PCs' Notoriety by 1.

MEETING MOCKERY

The insurgents active in Starfall are organized into a loose combination of cells, so that any one group that is captured or compromised doesn't threaten the group as a whole. Known collectively as the Mockery, the group is led by a man who calls himself by the same name. Mockery is in fact the alias of a man named Dral-Mok, a Kellid native of Starfall who's spent his life opposing the Technic League. He learns about the PCs as soon as their Notoriety reaches 5. He also learns about them if they're captured

and imprisoned by the gearsmen. In either case, he reacts quickly, inviting them to meet with him in a safe house deep in the district known as Killbox (he'll stage a daring jailbreak rescue if needed). Alternatively, if the PCs actively seek out Starfall's rebels (either after hearing about them as a rumor, or simply suspecting that a city like Starfall would host insurgents), they can arrange a meeting with Mockery by spreading the word with a successful DC 15 Diplomacy check—they will be contacted by his agents within 2d4 hours.

Once the insurgents contact the PCs, they lead the characters through the tangles of Killbox to a run-down and seemingly abandoned two-story tenement building littered with trash and graffiti. A series of knocks on the door signals insurgent guards to unlock the deadbolt and allow the PCs entry. The complex within is small, consisting of a central meeting room with a half-dozen private chambers surrounding it. Mockery waits within to greet the PCs personally.

Dral-Mok—known as **Mockery** (CG male human ranger 7/rogue 5) to his fellow insurgents—has devoted his life to the opposition of the Technic League. He quickly greets the PCs, then asks them their purpose in Starfall. Anything that sounds like it might hinder, embarrass, or hurt the Technic League pleases him. At some point, he reveals to the PCs a bit about himself and his goals—read or paraphrase the following at this point.

"The Black Sovereign, Kevoth-Kul, once cared for us. He protected us and led us, but no longer. He is lord in title only—in all else he stands defeated, for he is nothing but a puppet of the Technic League. For me to openly state as much is traitorous, punishable by death, so know that I speak the truth. The Technic League keeps the Black Sovereign as one might keep a pet, and I would see my lord set free from their yoke. I know not if he would agree to step up against them if he can be freed... if not, then he must be put down, as one would a rabid dog. As long as he appears to remain in power, the Kellids of Starfall will remain docile. But if he were to rise up or be put down, they would revolt. The Technic League has grown complacent—if Starfall were to rise up, the League would be forced to spread its resources thin to try to keep control, and at that moment, a well-trained group of mercenaries such as yourselves could infiltrate its compound and defeat its leaders all at once... Especially if you could find an ally within their ranks!"

Mockery has little to promise the PCs as a reward other than his gear, but he quickly offers all of it (save his cybernetics) if he feels that doing so will help sway the PCs



Mockery

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to his cause. He hopes, of course, that their goals and his are close enough that they need no additional bribery.

If the PCs seem interested, he reiterates that he seeks to see two ends met. He wants his lord, the Black Sovereign, freed from his servitude to the Technic League—by death, if it comes to that—and he wants the Technic League to suffer. The notion of a flat-out assault on either the Palace of Fallen Stars or the Technic League compound makes him smile wryly. He tells the PCs that they're free to attempt such a foolish suicide mission if they want, but points out their chances of success will be greater if they take steps to destabilize the city first. Removing the Black Sovereign's dependency and support of the League, he says, is the most effective way to do so.

Mockery's done quite a bit of thinking about the situation, and he has two ideas about how the PCs can prepare for their mission.

Red Reaver: Mockery has been watching a tavern run by one of Starfall's most infamous drug lords, Doc Hellbroth. Mockery's intelligence has recently confirmed that Hellbroth has been working closely with the Technic League to supply many of the drugs they've been using to keep the Black Sovereign under their thumb. This knowledge confirms Mockery's suspicion that the Technic League is responsible for Kevoth-Kul's descent into addiction. Mockery believes that assassinating Doc Hellbroth or otherwise cutting off the flow of drugs to Kevoth-Kul would seriously disrupt activities in the palace by forcing the Black Sovereign into withdrawal, which would hopefully make an infiltration of the palace and an eventual confrontation with the Sovereign less deadly.

Night Market: Mockery keeps an ear to the ground about Starfall's black markets, and has recently learned that a nobleman named Kronsieg Drund has come into the possession of some sort of technological object of great power, and that he hopes to sell it at this upcoming night market. Furthermore, Mockery has learned that the Technic League knows this, and suspects that they'll be sending one of their captains to attempt to commandeer the device. If the PCs attend this night market, they not only might be able to purchase the device from Baron Drund, but could well ambush one of the Technic League captains. Such an act is risky, for if the captain escapes, the PCs' Notoriety with the League might skyrocket, but if they can ambush the captain and defeat him, they could secure a number of key items or information that would make infiltrating the Technic League complex even easier.

Story Award: For contacting and allying with Mockery, award the PCs 12,800 XP.

A. RED REAVER

The Red Reaver is a combination tavern and drug den, where patrons who have enough cash or political clout come to wile away the hours (or even days) in a haze induced by whatever materials are on the menu. Most people believe the place is owned by a strange and exotic cyborg named Saoria, but in fact she works for the establishment's true owner, a Forlorn elf who goes by the name of Doc Hellbroth.

Saoria is the Red Reaver's public face, a soft-spoken but dangerous woman who's more than capable of handling the typical sort of troublemaker that might seek to cause problems in an establishment like this. With a successful DC 35 Knowledge (local) check, a character knows that Doc Hellbroth is the actual owner, and that he provides additional services beyond drugs, such as the installation or extraction of cybernetic gear.

The Red Reaver, like many buildings in Starfall, is constructed of a mix of metal and stone. The roof consists of metal shingles. The inside is smoky and hazy, a melange of various drugs and sweat and other strange vapors. Any character who enters the Red Reaver must succeed at a DC 14 Fortitude save or become sickened for as long as she remains in the building plus an additional 2d4 minutes after leaving; this is a poison effect. The Red Reaver is open all hours of the day, but between 3:00 AM and noon it's relatively empty of conscious customers.

A1. Red Reaver Tavern (CR 8)

Several rickety-looking tables adorn this cramped room, each surrounded by numerous benches or chairs. The air within the bar is hazy and smells of sweat, incense, and strange sweet scents. To the south, a ten-foot-high statue of a hulking humanoid monster with six eyes and tiny wings looms, its large bulbous head brushing against the ceiling above while its crimson arms hang forward in a gorilla-like pose.

The statue on display is of the rare magical beast the establishment is named after—a red reaver. The statue is intimidating, but it's little more than artwork. If the PCs arrive during the offhours, they find this chamber empty—Saoria steps out of the secret door to the south 1d4 rounds after the PCs announce themselves. During any other time, the room contains 2d4+4 people, mostly Kellids, in various stages of intoxication. The atmosphere inside the Red Reaver is relaxed, as the drugs of choice here tend toward those with sedative effects. None of the patrons are looking for a fight, and at the first sign of conflict, they either flee the establishment or cower in fear.



Saoria

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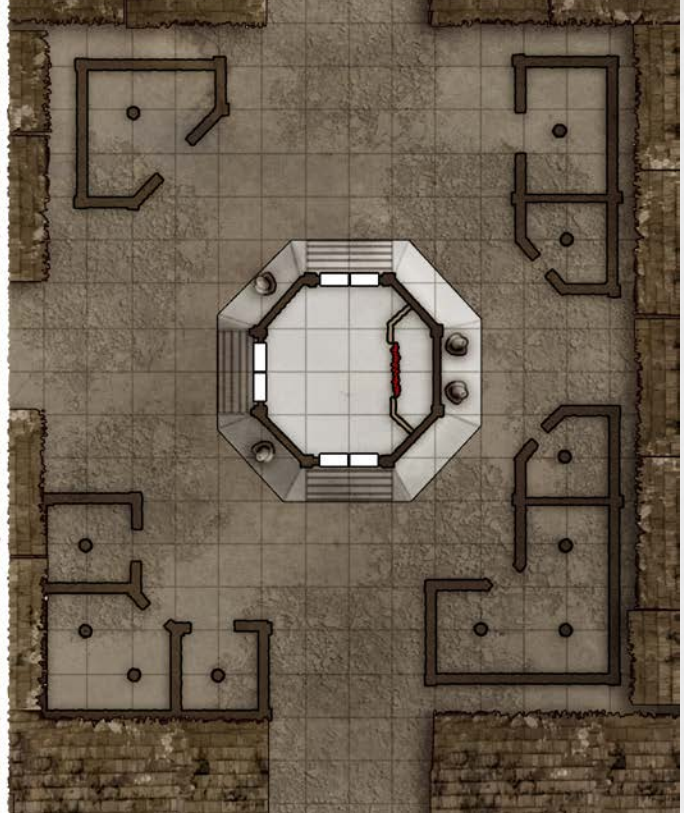
A. RED REAVER

1 SQUARE = 5 FEET



B. NIGHT MARKET

1 SQUARE = 5 FEET



The secret door to area **A2** can be found with a successful DC 20 Perception check.

Creature: The bartender is a woman named **Saoria** (N female human bard 6/rogue 3). She greets newcomers with a smile, moving gracefully and slowly while speaking in a soft voice so as to not distract or disturb any of the current customers. Saoria is Tian, and worked as a petty thief in her early years, stealing tiny bits of technology and then selling them back to the Technic League for profit. She'd often make a tiny but distinctive scratch in an object so she'd know how many times she'd resold it for her own amusement. She was never caught, and by the time she'd made enough money to afford her own cybernetic implants, she'd actually forged a few worthwhile relationships with members of the League. Those allies got her the job at the Red Reaver, and while they've since fallen afoul of Technic League politics, Saoria's enjoying something that almost passes as comfort in this oppressive city.

Saoria has no fondness for her employer, Doc Hellbroth. Between his unsettling appearance and cruel attitude, she sees him as a necessary evil. She's entertained engineering his death before, but doesn't really have the stomach for murder. If she learns that the PCs are here to try to take him out or otherwise disrupt the flow of Numerian fluids to the

palace, she gets a cagey look and asks the PCs why. Saoria's willing to escort the PCs back to Hellbroth's lab (area **A4**) and helpfully points out that the back rooms are soundproof, but won't take part in the attack on him—in return, she asks only that the PCs try to minimize any damage to the building in the fight to come, and to not involve her in the battle or its repercussions should they be caught. She could even suggest the PCs simply sabotage or poison the drugs scheduled to be delivered to the Black Sovereign instead of confronting Doc Hellbroth—certainly the repercussions on the man would eventually result in his death anyway.

Story Award: Grant the PCs XP as if they'd defeated Saoria in combat if they manage to secure her cooperation (even if she doesn't agree to actually help them in their fight).

A2. Oblivion Rooms

The rooms lining the hallway here are private chambers for customers who wish to spend several days in a drug-induced bliss. Saoria ensures that these customers receive constant doses of their drugs of choice, and that their biological needs (food and water and waste removal) are tended to. It's 50 gp per day to spend time in these rooms—all of the current occupants are unconscious or otherwise in no condition to react to the PCs' presence.

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The secret doors in this area can be noticed with a successful DC 25 Perception check.

Treasure: The numerous small secret rooms here are storage areas for various drugs. Overall, these chambers contain a total of 6,500 gp in various forms of alcohol, flayleaf, opium, pesh, and similar drugs—see the *Pathfinder RPG Game Mastery Guide* for rules on their effects. If you need to quickly determine how many doses of a particular drug there are available, roll 2d6+6 (up to a total combined value not to exceed the overall 6,500 gp).

A3. Alchemy Lab

The walls of this room are lined with workbenches adorned with all matter of alchemical substances and devices. The central area is open and remarkably free of clutter, while two metal doors face each other in the east and west walls.

Treasure: This chamber is where Doc Hellbroth performs his alchemical work. These days, most of this work consists of the refining of Numerian fluids for use by Kevoth-Kul. The alchemy lab is a masterwork lab, and a quick search of the area turns up a dozen freshly brewed doses of Numerian fluids^{NLFS} awaiting delivery to the Palace of Fallen Stars.

Destroying this lab can temporarily halt the production of the drugs the Technic League relies upon to keep Kevoth-Kul complacent, but only for 2d6 days, after which the Technic League resupplies Doc Hellbroth.

A more subtle plan would be for the PCs to tamper with the drugs awaiting delivery. They could either mix poison into the drugs (which requires at least 2,500 gp worth of poison), or render them inert in hopes of weakening or even killing Kevoth-Kul. Doctoring the drugs requires successful DC 25 Craft (alchemy) check, and the process takes 1d4 hours to accomplish (a character can reduce this time by 1 hour for every 5 points by which the Craft [alchemy] check exceeds its DC of 25, to a minimum of 1 hour). Each hour, there's a cumulative 20% chance that either Saoria or Doc Hellbroth enters the room, but if the PCs pull this off, they need only wait until this evening for Doc Hellbroth to deliver the tainted drugs to the palace for the doctored drugs to reach their target.

Story Award: If the PCs destroy the lab, award them 1,200 XP. If they instead doctor the drugs in a way to gain an advantage in the palace, award them 9,600 XP.

A4. Cybernetics Laboratory (CR 14)

This is a shadowy room bathed in deep red lights. A haze of cloying, metallic-scented smoke leaks from a series of large glass cylinders in the center of the room. Strange masks connect to the cylinders by long slender tubes, within which a sickly yellow liquid percolates slowly. A large surgical table surrounded by

strange medical machines sits in the center of the room. The walls are lined with more strange apparatuses; arrays of tubes, syringes, and vapor masks are prominently displayed in glass cases and hanging from steel hooks. A pillar of metal covered in softly blinking lights stands at the east end of the room, a tangle of cables snaking out of it to connect to many of the machines spread throughout the chamber.

This room is outfitted as a functional cybernetics lab for the installation, removal, and creation of cybernetic equipment. The machinery in the room can be used to install and remove cybernetics at all times, but in order to craft new gear, it must be powered. The tall pillar of metal in the east part of the room provides this power source—this pillar is an enormous battery that can store up to 1,200 charges of energy at a time (although it currently only holds 300 charges—Doc Hellbroth has a Technic League agent supply power from one of the generators at the compound when he needs it refilled).

Creatures: This room is the laboratory and, as is increasingly often the case, the bedroom for the Technic League's latest supplier of the drugs needed to keep the Black Sovereign in line. For many years, the Technic League crafted these drugs in-house, but recently, Ozmyrn Zaidow outsourced the job to focus League resources on his own projects. Others in the League were worried by this choice, for as the PCs may well soon prove, destroying the source of these drugs could have unfortunate repercussions on the League's ability to control the city. Ozmyrn, however, is confident that the League will be able to react quickly enough to keep Kevoth-Kul under their thumb.

Doc Hellbroth is a wreck of a man who rarely sleeps these days—he uses extracts of lesser restoration to negate the effects of fatigue and exhaustion, and spends much of his time tinkering with cybernetics, drugs, and clockwork of all sorts. His most valued possession is, in fact, a clockwork golem that he secured at no small expense from distant Magnimar—he had the golem built to his specifications and paid for its construction with several chunks of skymetal that Magnimar's Golemworks was only too happy to receive.

Doc Hellbroth isn't expecting visitors, but should anyone interrupt him, he assumes they have been sent back here by Saoria for a cybernetics installation, unless more than one person steps into his lab. If he only sees one prospective patient, he sighs dramatically, then orders the patient up onto the table so he can "get the installation over with." Once he realizes what the PCs are actually here for (which happens immediately if more than one PC enters the room), Doc orders his clockwork golem to attack. The lumbering creature has been programmed to follow Hellbroth's orders, but also to avoid damaging any of the delicate equipment in the room. The golem takes a –2 penalty on attack rolls and Reflex saving throws as a result of its overly careful

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and calculated motions. Doc Hellbroth, on the other hand, fights like a madman to defend his den.

DOC HELLBROTH CR 12

XP 19,200

Male elf alchemist 13 (*Pathfinder RPG Advanced Player's Guide* 26)

CE Medium humanoid (elf)

Init +9; **Senses** low-light vision; Perception +18

DEFENSE

AC 28, touch 17, flat-footed 22 (+6 armor, +1 deflection, +5 Dex, +1 dodge, +5 natural)

hp 168 (13d8+106)

Fort +13, **Ref** +15, **Will** +4; +2 vs. enchantments

Immune poison, sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +9/+4 (1d4-1/19-20)

Ranged dart gun +14/+9 (1d4-1 plus Numerian fluids) or bomb +14 (7d6+4 fire)

Special Attacks bomb 17/day (7d6+4 fire, DC 20)

Alchemist Extracts Prepared (CL 13th)

5th—*sending*

4th—*cure critical wounds, dragon's breath*^{APG} (DC 18), *freedom of movement, restoration*

3rd—*cure serious wounds, displacement, fly, haste, nondetection*

2nd—*cure moderate wounds, false life, invisibility, lesser restoration, resist energy, vomit swarm*^{APG}

1st—*comprehend languages, crafter's fortune*^{APG}, *cure light wounds, expeditious retreat, polypurpose panacea*^{UM}, *shield*

TACTICS

Before Combat Doc Hellbroth drinks an extract of *false life* and an extract of *freedom of movement*, then uses his mutagen to enhance his abilities before combat (these additions are calculated into his statistics).

During Combat Hellbroth lets his golem engage foes in melee while he uses his bombs. If he sees Saoria fighting against him on the PCs' side, he shrieks in rage and focuses his attacks on her. He's fond of using his dart gun to dose victims with Numerian fluids, eagerly observing the strange random effects the fluids have. If you don't have access to *Pathfinder Campaign Setting Numeria: Land of Fallen Stars* to randomly roll Numerian fluid effects, replace the fluids with an equal amount of doses of shadow essence poison instead.

Morale Doc Hellbroth uses an extract of *sending* to send a word of warning to Ozmyrn Zaidow if his hit points are reduced to fewer than 30, then attempts to escape the Red Reaver to seek shelter at the Technic League compound (increase the PCs' Notoriety by 5 if he successfully warns Zaidow). If cornered, he fights to the death.

STATISTICS

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

Base Atk +9; **CMB** +8; **CMD** 25

Feats Brew Potion, Craft Cybernetics^{IG}, Craft Pharmaceutical^{IG}, Dodge, Improved Initiative, Lightning Reflexes, Technologist^{IG}, Throw Anything, Toughness

Skills Craft (alchemy) +20, Disable Device +21, Heal +16, Knowledge (arcana) +20, Knowledge (engineering) +17, Perception +18, Sleight of Hand +21, Spellcraft +20

Languages Androffan, Common, Elven, Hallit, Infernal, Orc

SQ alchemy (alchemy crafting +13, identify potions), discoveries (enhance potion 4/day, force bomb [7d4+4 force plus knock prone], frost bomb, greater mutagen, precise bombs [4 squares], shock bomb), elven magic, mutagen (+6/+4/-2, +4 natural, 130 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potions of cure light wounds* (2), *potions of cure serious wounds* (2), *potion of invisibility*, acid (4), alchemist's fire (4), drow sleep poison (4), Numerian fluids^{NLF5} (10), zortaphen^{IG} (2); **Other Gear** +3 *studded leather*, dart gun^{IG}, mwk dagger, *amulet of natural armor* +1, *handy haversack*, *ring of protection* +1, key to safe, mark I thoracic nanite chamber^{IG}, diamond dust worth 2,000 gp



Doc Hellbroth

CLOCKWORK GOLEM CR 12

XP 19,200

hp 118 (*Pathfinder RPG Bestiary* 3 137)

Treasure: One of the walls contains a locked glaucite^{IG} safe (hardness 15; hp 180; break DC 40; Disable Device DC 40) where Hellbroth keeps his business profits. The safe contains 3 doses of large scorpion venom, 2 doses of shadow essence, a noble's outfit for use on his trips to the palace, 3,450 gp, 349 pp, 480 silverdisks, and miscellaneous jewelry worth 1,200 gp. This room is also a functional cybernetics lab, as long as the battery remains charged.

B. NIGHT MARKET

The PCs are likely to want to seek out Starfall's black

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market soon after arrival, since these locations are the only places in the city where technological items can be bought. The PCs might hear about the night market via a rumor, or they might not learn about it until they're informed of it by an ally like Mockery. Regardless of how they learn of it, the actual location of the night market changes constantly. No central organizing factor for the market exists, in fact—a night market becomes scheduled, as a general rule, when someone of relatively important stature in Starfall wants it to happen. In most cases, these “nobles in name only” pay sizable bribes to a Technic League captain in order to arrange a venue to sell their gear.

Kronsieg Drund (CR 13)

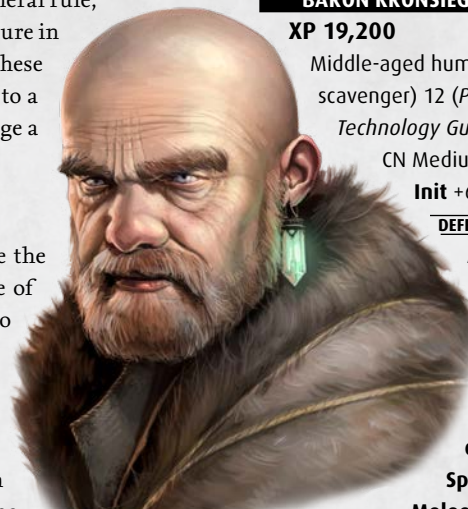
If the PCs take Mockery's advice and use the night market as a chance to ambush one of the Technic League captains suspected to be in attendance, they may wish to seek out the man responsible for organizing this particular market—Baron Kronsieg Drund. As with all of Starfall's “nobles,” Kronsieg isn't actually a noble; his wealth and power in Starfall merely afford him the luxury of dressing and playing the part as he sees fit.

Kronsieg Drund lives in a large manor in Sovereign's Reach, where he is attended by a small army of servants whom he pays relatively well for their quiet and swift servitude. He rarely entertains strangers, and if the PCs attempt to contact him before the scheduled night market, they must succeed at a DC 25 Diplomacy check just to secure an audience with him. Kronsieg is a middle-aged man with no sense of humor and an eclectic sense of style. He refuses to give anyone an advance look at the device he plans to sell at the market, much less sell it to the PCs before then. If the PCs mention the rumor that a Technic League captain may be coming to the market to make the purchase, Baron Drund breaks into a rare smile—he knows the League has deep pockets. If he realizes the PCs hope to ambush the captain, though, he becomes worried and decides not to go through with the sale. A successful DC 35 Diplomacy check convinces him to carry on, but in either event he reports the PCs' plan to the League, resulting in a +5 increase to the PCs' Notoriety and an additional set of foes to face during the fight (see “The Ambush,” below). Therefore, it's best if the PCs don't reveal their hand to Drund too early.

Of special note is Drund's earring. This piece of unusual crystal should catch the PCs' notice at once, for unknown to Drund, the jewelry is in fact an AI memory facet (see page 63) similar to the ones the PCs have been gathering. Drund is willing to sell the earring for a mere 5,000 gp (five times what he paid for it from an equally ignorant scavenger) unless he realizes that it's worth much more, at

which point he attempts to take the PCs for all they've got. Of course, as with his mysterious box, he refuses to sell until the night market.

Baron Drund is always accompanied by six human bodyguards, at both his home and the night market—they're entirely loyal to him and fight to the death to protect him.



Baron Kronsieg Drund

BARON KRONSIEG DRUND

CR 12

XP 19,200

Middle-aged human aristocrat 3/rogue (Numerian scavenger) 12 (*Pathfinder Campaign Setting Technology Guide* 13)

CN Medium humanoid (human)

Init +6; Senses Perception +19

DEFENSE

AC 23, touch 14, flat-footed 21
(+6 armor, +2 deflection, +2 Dex, +1 natural, +2 shield)

hp 142 (15d8+72)

Fort +11, Ref +14, Will +11

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee sap +9/+4/-1 (1d6-2 nonlethal)

Ranged arc pistol +14/+9/+4 (1d8 plus electricity)

Special Attacks robot slayer, sneak attack +6d6

Rogue Spell-Like Abilities (CL 12th, concentration +14)

3/day—*dancing lights*

2/day—*vanish*

TACTICS

During Combat Kronsieg prefers to use his arc pistol in a fight, making sneak attacks with it against a flat-footed foe in the first round and letting his bodyguards engage foes in melee. If it becomes obvious that his bodyguards are outmatched, Kronsieg uses *vanish* to position himself for a sneak attack with his sap, hoping to knock out a wounded foe.

Morale Kronsieg surrenders if reduced to 20 or fewer hit points—he gives up all his gear in return for his life, but if let go by the PCs, he reports them to the Technic League at a later date (+5 Notoriety) unless the PCs secure his cooperation by successfully intimidating him, succeeding at a DC 35 Diplomacy check, casting mind control magic, or simply treating him with respect and letting him retain his gear.

STATISTICS

Str 7, Dex 14, Con 16, Int 14, Wis 13, Cha 11

Base Atk +11; CMB +9; CMD 23

Feats Combat Expertise, Deadly Aim, Exotic Weapon Proficiency (firearms), Improved Feint, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Technologist^{TC}, Toughness, Weapon Focus (arc pistol)

Skills Appraise +20, Bluff +18, Diplomacy +18, Disable Device +0 (+6 vs. mechanical or high-tech traps),

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Knowledge (engineering) +20, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility) +11, Perception +19 (+25 vs. mechanical or high-tech traps), Sense Motive +19, Sleight of Hand +19, Survival +19, Use Magic Device +18

Languages Androffan, Common, Hallit, Orc

SQ lucky glitch, rogue talents (black market connections, combat trick, improved evasion, major magic, minor magic, slippery mind), technic training

Combat Gear EMP grenades (3), flash grenades (3), concussion grenades (6), *potions of lesser restoration* (3), *potions of cure serious wounds* (2); **Other Gear** +2 chain shirt, +1 buckler, arc pistol^{TC}, sap, *amulet of natural armor* +1, *cloak of resistance* +3, *handy haversack*, *ring of protection* +2, discipline facet (see page 63)

EXPERT BODYGUARDS (6)

CR 5

XP 1,600 each

hp 59 each (*Pathfinder RPG NPC Codex* 269)

The Ambush (CR 14)

Once the night market begins, you should give the PCs some time to shop before the time comes to spring their ambush on the Technic League captain. The map on page 12 shows the layout of the market—the tents surrounding the central pagoda are where lesser merchants lay out their wares. As the one who organized this particular market, Baron Kronsieg claims the honor of selling his wares in the pagoda. He's accompanied by his six bodyguards, although they remain stationed outside of the pagoda while he entertains prospective customers.

Kronsieg's offerings at this market include two flare guns^{TC}, a timeworn^{TC} stun baton^{TC}, two panic suits^{TC}, a dozen batteries^{TC}, a red e-pick^{TC}, a timeworn emergency shelter^{TC}, a gravity clip^{TC}, a laser sight, a pair of magboots^{TC}, five nanite canisters^{TC}, a timeworn gray nanite hypogun^{TC}, four trauma packs^{TC}, and a trauma pack plus^{TC}. Which of these items sell or are still available for purchase by the PCs by the time they arrive at the night market is left to your discretion. In addition, Kronsieg will consider selling his earring (a memory facet, see page 63) to an interested party (see above). The primary thing he's here to sell, though, is the object that the Technic League is after—a mark II cortex gun^{TC} (currently set to enhance Dexterity). He hopes to get more than full value (60,500 gp) for the device when he sells it, but won't settle for anything less.

Creatures: The timing of when the Technic League agent arrives is left to you to decide, but when she does arrive, she wastes no time. This captain is an enigmatic woman known only as the Shade, a Kellid who isn't entirely human. Several years ago, while on a mission for the Technic League with several other mercenaries, her group became trapped in a malfunctioning medical shuttle. Her companions were dismantled by the shuttle's nanite defenses, but in her case,

the nanites rebuilt her entirely, not only restoring her to life but augmenting her physically in many ways. She retained little of her personality after the process, and retained only memories from the previous few months—when she returned to the Technic League, her augmented powers and the gear she'd recovered were enough to gain her a promotion to the rank of Captain, and her ease with cruelty and intimidating tactics ensured that she kept that rank through several periods of political upheaval that followed. Her current desire is to seize control of the League for her own—to pursue this goal, she's been bribing numerous powerful individuals and visitors to Starfall with carriers' badges, and has even entered a tenuous alliance with the League's previous leader, Zernebeth. The Shade doesn't entirely trust that Zernebeth is telling her the truth when she claims to have no interest in reclaiming her position of power, but she does trust Zernebeth's desires to oust Ozmyrn Zaidow. For now, the Shade is content to continue her alliance with Zernebeth to build resources for a coup, but in the end she plans on betraying her. The Shade views friends as liabilities, after all.

When she arrives at the night market, she's accompanied by two mercenaries, brothers whose services she purchased after seeing the two champions brawling in one of Starfall's bloodsport rings. These two Garundi men, Voldus and Ambaru, are quiet but observant, and are quick to aid their employer if she is attacked. The two champions remain outside of the central pagoda while the Shade steps in to haggle with Kronsieg. She doesn't intend to pay for the cortex gun she seeks, of course—she spends 2d6 rounds pretending to haggle over the price before she attempts to use her bardic performance suggestion ability to get Kronsieg to simply give her the cortex gun as a gift. If this fails, Kronsieg attacks, and the Shade reacts in kind while her two bodyguards do their best to prevent anyone else from coming to Kronsieg's aid.

THE SHADE

CR 13

XP 25,600

Female human bard 9/technomancer 4 (*Pathfinder Campaign Setting: Technology Guide* 14)

NE Medium humanoid (human)

Init +9; **Senses** darkvision 120 ft.; Perception +0

DEFENSE

AC 28, touch 14, flat-footed 24 (+8 armor, +4 Dex, +4 natural, +2 shield)

hp 158 (13 HD; 9d8+4d6+100); fast healing 10

Fort +10, **Ref** +12, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities nanite infused

OFFENSE

Speed 30 ft.

Melee reconditioned timeworn monowhip +13/+8 touch (2d6)

Special Attacks bardic performance 23 rounds/day (move action;

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countersong, dirge of doom [DC 17], distraction, fascinate [DC 17], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 17])

Bard Spells Known (CL 12th; concentration +15)

4th (3/day)—*dance of a hundred cuts*^{UM}, *dimension door*, *greater invisibility*, *hold monster* (DC 17)
 3rd (5/day)—*confusion* (DC 16), *cure serious wounds*, *discharge*^{LG}, *haste*, *irradiate*^{LG}
 2nd (6/day)—*alter self*, *cure moderate wounds*, *cacophonous call*^{APG} (DC 15), *mirror image*, *sound burst* (DC 15)
 1st (6/day)—*charm person* (DC 14), *cure light wounds*, *detect secret doors*, *grease* (DC 14), *saving finale*^{APG}, *vanish*^{APG}
 0 (at will)—*dancing lights*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation* (DC 13)

TACTICS

During Combat The Shade uses inspire courage to bolster herself and her champions at the start of any fight. If the PCs intervene, the Shade casts *greater invisibility* on herself, following that up with *haste* and *dance of a hundred cuts* so she can move about quickly, hitting foes with her monowhip while never remaining in one place for long. She always uses Arcane Strike to augment her attacks with her monowhip. She casts healing magic on herself whenever she's reduced to 80 hit points or fewer.

Morale The Shade uses *dimension door* to escape combat if reduced to hit points or fewer, then flees back to the Technic League compound. If she escapes, increase the PCs' Notoriety by 10.

STATISTICS

Str 8, **Dex** 20, **Con** 22, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +8; **CMB** +7; **CMD** 22

Feats Arcane Strike, Combat Casting, Exotic Weapon Proficiency (firearm), Improved Initiative, Iron Will, Skill Focus (Knowledge [engineering]), Technologist^{LG}, Toughness, Weapon Finesse

Skills Acrobatics +19, Bluff +19, Diplomacy +11, Disable Device +16 (+20 vs. technology), Disguise +19, Escape Artist +19, Knowledge (engineering) +27 (+31 vs technology), Linguistics +0 (+4 vs. technology), Perform (act) +19, Perform (sing) +19, Sense Motive +19, Spellcraft +17

Languages Common

SQ arcane battery, bardic knowledge +4, efficient construction, lore master 1/day, recondition (hard light shield, monowhip), recycle technology, study technology, technic spell mastery (irradiate), technical expertise, versatile performance (sing, act)

Gear +2 *elven chain chainmail*, timeworn^{LG} hard light shield^{LG}, timeworn^{LG} monowhip^{LG}, blue access card^{LG}, carrier's badges (5), commset^{LG}

SPECIAL ABILITIES

Nanite Infused (Ex) The Shade's exposure

to specialized nanites has granted her the following benefits: +6 natural armor bonus, +6 Dex, +6 Con, fast healing 10, and darkvision 120 ft. This increases her CR by 1.

CHAMPIONS (2)

CR 9

XP 6,400 each

hp 105 each (*Pathfinder RPG GameMastery Guide* 263)

Development: If the Shade escapes, the role she plays in the rest of this adventure is left to you. She may switch allegiances and join with Ozmyn Zaidow. She could have been impressed enough by the PCs that she opts to aid them with Zernebeth. Or she could simply become a mobile threat, moving from battle to battle in the compound while bolstering other enemies with bardic performances.

Story Award: If the PCs manage to keep Kronsieg alive and ally with him, award them XP as if they had defeated him in combat. In addition, keeping him alive in this matter allows him to



The Shade

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repay the PCs by spreading misinformation about what really went down in the night market—rather than penalizing the PCs by increasing their Notoriety by 1 for fighting in public, reduce their Notoriety by 2 points.

A MYSTERIOUS MESSAGE

At some point during this adventure, the PCs come to the attention of one Technic League captain in particular: the wizard Zernebeth. This adventure assumes she takes note of the PCs after one of two events—either after the PCs reach a Notoriety of 10, or soon after they defeat the Shade and take possession of the woman's commset. This commset's frequency is tuned to one of the commsets Zernebeth carries, and if the PCs don't try to use the device themselves, Zernebeth attempts to contact the Shade within an hour of the PCs' defeat of her. If the PCs have already switched the Shade's commset frequency, Zernebeth becomes concerned and seeks out the PCs as if they'd reached Notoriety 10. In either of these cases, her first contact with the PCs is via a messenger who delivers to the PCs one of Zernebeth's commsets with a short message to use the device—this messenger doesn't know who's at the other end, only that he was paid well to deliver the message and commset to the PCs by a strange woman dressed in a billowing blue cloak (Zernebeth in disguise).

When the PCs make contact with Zernebeth via the commset, her initial reaction depends on whether she expects the PCs to answer. If she's expecting to speak to the Shade, her voice is surprised when she hears someone different, but she recovers quickly—she's been expecting the Shade to get in over her head for some time now. She asks the PCs who they are, what happened to the Shade, and what their plans are. In fact, Zernebeth is relieved if the Shade has been killed, since she's suspected the woman was planning to betray her soon anyway. But with one ally lost, she's eager to find more allies.

Zernebeth hides her name and true position in the Technic League for now, telling the PCs only that she's interested in seeing the Technic League shaken up, and that she suspects the PCs are the exact tools she needs to see this happen. Her habit of treating the PCs as subservient isn't born of malice or disrespect, but of caution—Zernebeth doesn't make friends easily, as in her experience, getting too close to allies only leads to disappointment when they invariably either betray her or are killed in action.

Exactly how the PCs' interactions with Zernebeth play out is left up to you, but you should strive to maintain her mysterious nature while simultaneously using her to give

the PCs key bits of information or aid. Her knowledge of Starfall, the Palace of Fallen Stars, and the Technic League is extensive, but she doesn't want to compromise her position in the League until she can be sure that Ozmyrn is going down. She promises to help the PCs as much as she can, including setting up caches of supplies here and there when possible or using her resources to help them achieve certain goals if they agree to help her defeat Ozmyrn Zaidow.

If the PCs demand proof of her willingness to aid them, she offers them a gift to try to convince them she's serious about wanting to help. She tells the PCs she's stashed a small cache of supplies in an alley in Gritforge about 100 feet south of a dwarf-operated forge called Firebeard's Metals—her directions are easily followed, and if the PCs investigate, they find the cache of gear exactly where she promised, hidden under a loose block of stone in an abandoned building's foundation. This cache consists of four batteries^{TG}, a pouch of five garnets worth 100 gp each, a trauma pack^{TG}, 1 dose of cureall^{TG}, a commset^{TG} set to Zernebeth's frequency, and a *scroll of teleport*.

Once a modicum of trust has been established, Zernebeth tells the PCs that their chances of defeating Ozmyrn Zaidow will be greatest if they can first turn the Black Sovereign against the Technic League—or at the very least, take him out of the picture. As long as Kevoth-Kul retains his position of apparent power, the bulk of Starfall's populace will remain cowed out of fear and respect for the position. But if the PCs can either convince the Black Sovereign to call for the people of Starfall to rise up against the Technic League or show the citizens that the Black Sovereign is not the man they believe him to be (such as by defeating him in public combat), the Technic League will be forced to go on the defensive and won't be able to gather their resources to defend the compound. There are two other advantages to infiltrating the Palace of Fallen Stars, and Zernebeth informs the PCs of both. First, a secret tunnel to the Technic League compound is somewhere in the palace's dungeon, and securing it would give the PCs a stealthy way to invade the compound from below. Second, one of Ozmyrn Zaidow's most loyal supporters, Captain Ghartone, has been assigned as liaison to the Black Sovereign and keeps his laboratories in the palace. If the PCs can find and defeat Ghartone before bringing the fight to the Technic League compound, they remove one of Ozmyrn's more powerful allies and likely gain a few additional pieces of helpful gear in the process.

Zernebeth contacts the PCs occasionally as the adventure progresses to ask for updates. Likewise, the PCs can try to



Zernebeth

PALACE OF FALLEN STARS

contact her on their own for advice, although when they do so, there's only a 40% chance she answers her commset (she has to be sure she's in a secure place to speak to the PCs, after all). If she doesn't reply, she gets back to the PCs at some point within the hour.

Zernebeth warns the PCs that she can't risk exposing her plans to fight against Ozmyn Zaidow until the time is right, but that if the PCs get into a tough situation, she'll do what she can to send help. If the PCs get captured and imprisoned in either the palace or the Technic League compound, Zernebeth arranges to have them and their gear released within 2d4 hours by using a few well-placed *charm monster* spells on guards. How many times she can pull this off is left to you to decide. See Part 3 for details on how and when she can come to the PCs' aid in person.

Story Award: Grant the PCs 25,600 XP once they manage to secure Zernebeth's aid.

PART 2: THE BLACK SOVEREIGN

The Palace of Fallen Stars is the largest building in Starfall, and its presence dominates the city's skyline. For all its import, the place's security is surprisingly lax due to the leadership's combination of arrogance, disorganization, and political maneuvering.

MISSION PRIORITIES

Before the PCs enter the palace, they should have some idea of their goals within the structure. This adventure assumes three primary goals, and you should at the very least ensure the PCs are aware of these goals via contacts like Mockery or Zernebeth before they progress very far into the palace. Creative PCs will likely come up with additional missions and goals of their own—the palace should provide plenty of opportunities to earn enough experience points that the PCs can reach 14th level before tackling the dangers in the Technic League compound.

Confront the Black Sovereign: If the PCs can publicly defeat the Black Sovereign—or perhaps recruit his cooperation—they can rally Starfall's citizens into an uprising that will force the Technic League to deploy many of their troops and defenses to protect their holdings, reducing the defenses at the Technic League compound for as long as the uprising continues.

Discover the Secret Entrance: Somewhere in the palace dungeons lies a secret door that provides access to a tunnel that connects to the basement below the Technic League compound. This tunnel hasn't been used much lately, and should provide a stealthy way in and out of the compound.

Take Out Ghartone: Zernebeth can tell the PCs that Captain Ghartone is stationed in the palace as a liaison from the League. If they find and defeat him, they'll have one fewer captain to face at the compound, and will simultaneously erode Ozmyn's support.

PALACE FACTIONS

Though Kevoth-Kul technically holds absolute authority in Starfall, members of his court have their own agendas and allegiances. Some factions are loyal to the Black Sovereign, but others pursue their own goals instead. The most prominent of these factions and individuals are described below. Unless otherwise noted, these NPCs move freely through the palace.

Black Sovereign: Kevoth-Kul is in some ways a faction of his own. The Black Sovereign spends the bulk of his time in his throne hall (area **C40**), but periodically wanders the halls of the palace looking for trouble or entertainment elsewhere. Each time the PCs enter the palace, roll on the following table to determine where Kevoth-Kul is currently located. Feel free to roll a new location for him to travel to now and then as you see fit (but not more often than once per hour). If the palace guard raises the alarm, the Black Sovereign immediately relocates to his throne hall, so as to defeat the troublemakers in combat in front of his entire court.

BLACK SOVEREIGN LOCATIONS

d%	Location
01–50	Throne hall (area C40)
51–60	Harem (area C25)
61–70	Sovereign's lounge (area C26)
71–80	Baths (area C27)
81–85	Drug parlor (area C5)
86–90	Trophy room (area C8)
91–95	Hall of Broken Shields (area C31)
96–98	Silver Mount Parlor (area C30)
99–100	The Black Sovereign steps out of the palace to visit a location of your choice in Starfall

Palace Guard: The palace guard are the Black Sovereign's most elite soldiers. The position of palace guard is coveted, for it affords a fair amount of power with very little responsibility apart from serving short daily shifts in various posts in the palace. Otherwise, the barbarians are left to do as they will with their time, so long as they always honor the Black Sovereign and work to remind Starfall's citizens of Kevoth-Kul's authority. To these brutes, having official license to menace and threaten anyone in Starfall is payment enough for the job, but they're also compensated with fine food and drink, safe lodging in the palace, and a generous monthly stipend of a dozen silverdisks. Each palace guard is armed with a type of special weaponry fusing magical and technical elements: a polearm known as a *Starfall spade* (see page 63). This weapon is as much a badge of office as anything else, and a guard will spare no expense to recover one that is lost or stolen.

The high commander of the palace guard is Kevoth-Kul's cousin, Tek Makul. Tek Makul has served the Black Sovereign as commander for many years, but unbeknownst

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to Kevoth-Kul, Tek Makul is firmly in the Technic League's pocket. Tek Makul has no personal ambition to rule Numeria, and values his "sweet spot" in power—near-absolute authority without the responsibility of rulership—and hopes to remain in this position after what he feels will be Kevoth-Kul's inevitable downfall. In order to ensure this, he's entered an agreement with the Technic League; it's his responsibility to ensure that Kevoth-Kul remains addicted to Numerian fluids and doesn't realize he's being manipulated by the Technic League. In return, the League has promised to keep Tek Makul in place as long as it retains true power.

There are dozens of palace guards around Starfall, but only some are in the palace at any one time—the others are out patrolling the city. These extra guards can be recalled to the palace to bolster forces or reinforce losses as needed at your discretion. In addition, a half-dozen subcommanders serve in the halls among the other guards—these subcommanders function as typical palace guards with the advanced template.

PALACE GUARD CR 7

XP 3,200

Human barbarian 8
CN Medium humanoid (human)
Init +3; **Senses** Perception +12

DEFENSE

AC 18, touch 10, flat-footed 16 (+7 armor, +1 Dex, +1 dodge, -2 rage, +1 shield)

hp 97 (8d12+40)

Fort +10, **Ref** +5, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2; DR 2/—

OFFENSE

Speed 20 ft.

Melee *Starfall spade* +10/+5 (1d6+6 plus 2 plasma), *Starfall spade* +10 (1d6+3 plus 2 plasma)

Ranged mwk light crossbow +12/+7 (1d8/19–20)

Special Attacks rage (20 rounds/day), rage powers (increased damage reduction +1, knockback, no escape, renewed vigor [2d8+4 hp])

TACTICS

During Combat A palace guard, raging as soon as combat begins, moves to attack with his *Starfall spade* in melee. The guards prefer to use their crossbows only when attacking from arrowslits or when there's no way for them to reach their foes in melee. Tek Makul has ordered all his guards to take foes alive when possible, and as such they only attempt to kill foes when they might be faced with death themselves.

Morale Most palace guards flee if reduced to fewer than 10 hit points, but 25% of them will fight to the death.

STATISTICS

Str 20, **Dex** 16, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +8; **CMB** +13; **CMD** 25

Feats Dodge, Power Attack, Rapid Reload (light crossbow), Two-Weapon Defense, Two-Weapon Fighting

Skills Climb +10, Intimidate +10, Perception +12, Sleight of Hand +5, Survival +12

Languages Common, Hallit

SQ fast movement

Gear banded mail, *Starfall spade*, mwk light crossbow with 10 bolts, 1d12 silverdiscs

PALACE GUARD LIEUTENANT CR 8

XP 4,800

Advanced palace guard (see the statistics for palace guard, *Pathfinder RPG Bestiary* 294)

hp 113

TEK MAKUL CR 13

XP 25,600

Male human barbarian 8/fighter 5/ranger 1

CE Medium humanoid (human)

Init +7; **Senses** Perception +17

DEFENSE

AC 26, touch 13, flat-footed 22 (+8 armor, +1 deflection, +3 Dex, +1 dodge, +5 natural, -2 rage)

hp 181 (14 HD; 8d12+6d10+92)

Fort +17, **Ref** +8, **Will** +7 (+1 vs. fear)

Defensive Abilities bravery +1, improved uncanny dodge, trap sense +2; **DR** 2/—; **Resist** electricity 4, fire 4

OFFENSE

Speed 40 ft.

Melee +2 *shock greataxe* +23/+18/+13 (1d12+12/×3 plus 1d6 electricity)

Ranged mwk composite longbow +18/+13/+8 (1d8+5/×3)

Special Attacks favored enemy (humans +2), rage (21 rounds/day), rage powers (energy resistance 4 [electricity, fire], increased damage reduction +1, intimidating glare), weapon training (axes +1)

TACTICS

Before Combat Tek Makul drinks a *potion of barkskin* before entering combat.

During Combat Tek Makul rages at the start of a fight, and usually uses his intimidating glare on the first round in an attempt to end a combat before it even begins. If this doesn't work, the man is only too willing to follow the attempt by leaping into combat. He focuses his attacks on humans if he can, but he won't continue the fight once his foes drop. Living prisoners serve him better than dead ones, as he can turn them over to the Technic League for rewards.

Morale Tek Makul fights to the death while raging, but otherwise flees Starfall if reduced to fewer than 30 hit points, abandoning his cousin to his fate.

STATISTICS

Str 20, **Dex** 16, **Con** 20, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +14; **CMB** +19; **CMD** 32

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Feats Combat Expertise, Dodge, Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Mobility, Toughness, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Intimidate +21, Knowledge (engineering) +11, Knowledge (local) +8, Knowledge (nobility) +8, Perception +17, Sense Motive +14, Stealth +16

Languages Androffan, Common, Hallit

SQ armor training 1, fast movement, track +1, wild empathy +0

Combat Gear *potions of barkskin* +4 (2); **Other Gear** +2 *chainmail*, +2 *shock greataxe*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *ring of protection* +1, *gravity clip*⁶

Black Seers: This mysterious and somewhat secretive cabal of oracles devoted to Zyphus has served the palace since the first Black Sovereign took command of Numeria. The Black Seers are dedicated to the protection not of the Black Sovereign, but rather of the palace itself, which they regard as a holy site of Zyphus; they react to any attempt to disrupt the status quo with swift violence. These oracles maintain most of their number in the northeast portion of the palace (areas C6–C7), but also keep watch on the entire building via magic. Once every 4 hours, a Black Seer checks in on the Black Sovereign by casting *scrying* on one of the hounds that Kevoth-Kul keeps at his side at all times. They also use *enter image* to monitor the building—the following rooms bear images of the current Black Seers, carved into the walls: C2, C19, C26, and C40. At any time, one Black Seer is observing through these carvings, maintaining concentration in a meditative trance from area C7b in an 8-hour shift before relinquishing the vigil to another oracle. There are a dozen Black Seers in all, and as such, these four rooms are under constant observation. If they observe evidence of trouble or violence, or if any of their images are covered or destroyed to render *enter image* useless, the Black Seers use *sending* to alert Ghartone and Kevoth-Kul before they break into groups of four. One group goes to defend the Black Sovereign, one stays in area C6 to defend the chapel, and one seeks out the source of the trouble to defeat it.

BLACK SEER CR 10

XP 9,600

Old human oracle 11 (*Pathfinder RPG Advanced Player's Guide* 42)
NE Medium humanoid (human)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 13, flat-footed 22 (+8 armor, +3 deflection, +1 natural)

hp 123 (11d8+70)

Fort +9, **Ref** +6, **Will** +13; +4 vs. death effects, disease, mind-affecting effects, poison, sleep, and stunning

OFFENSE

Speed 30 ft.

Melee light pick +8/+3 (1d4/×4)

Special Attacks channel negative energy 3+Cha/day (to command undead only)

Oracle Spells Known (CL 11th; concentration +16)

5th (5/day)—*mark of justice*, *mass cure light wounds*, *scrying* (DC 20), *slay living* (DC 20)

4th (7/day)—*air walk*, *cure critical wounds*, *debilitating portent*^{UC}, *fear* (DC 19), *sending*

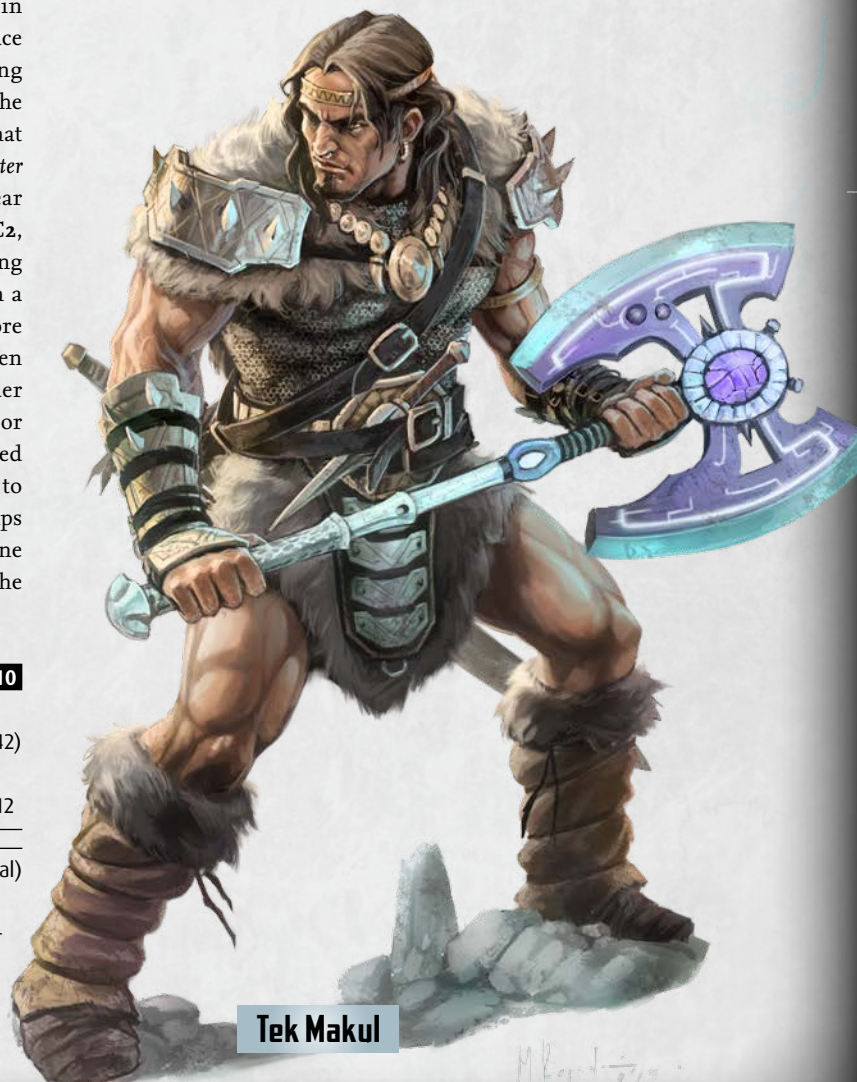
3rd (7/day)—*animate dead*, *bestow curse* (DC 18), *cure serious wounds*, *dispel magic*, *enter image*^{APG}, *sands of time*^{UM}

2nd (7/day)—*bear's endurance*, *calm emotions* (DC 17), *cure moderate wounds*, *false life*, *hold person* (DC 17), *shatter* (DC 17), *sound burst* (DC 17),

1st (8/day)—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *cure light wounds*, *doom* (DC 16), *sanctuary* (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilize*

Mystery bones



Tek Makul

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TACTICS

Before Combat A Black Seer casts *air walk*, *false life*, *shield of faith*, and *bear's endurance* before combat. In addition, she has already cast *scrying* once and *enter image* once.

During Combat A Black Seer avoids melee combat entirely, focusing her spells against foes for as long as possible. She uses her wand of *inflict serious wounds* if forced into melee. She retreats to safety to heal back to full hit points once reduced to fewer than 40 hp.

Morale If unable to retreat and heal, a Black Seer fights to the death.

STATISTICS

Str 10, **Dex** 11, **Con** 16, **Int** 10, **Wis** 12, **Cha** 20

Base Atk +8; **CMB** +8; **CMD** 21

Feats Combat Casting, Command Undead, Craft Wondrous Item, Forge Ring, Improved Initiative, Iron Will, Quicken Spell, Toughness

Skills Knowledge (arcana) +11, Knowledge (religion) +14, Perception +12, Sense Motive +15, Spellcraft +14

Languages Common, Hallit

SQ oracle's curse (clouded vision), revelations (armor of bones, near death, undead servitude, voice of the grave)

Combat Gear *scrolls of cure critical wounds* (2), *wand of inflict serious wounds* (12 charges); **Other Gear** light pick, *amulet of natural armor* +1, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of force shield*, *ring of protection* +1

The Sovereign's Consort: Traditionally, the Black Sovereign takes a consort upon ascending to the office. The role of consort is only partially one of pleasure or support—it is also effectively second-in-command of the nation of Numeria. In theory, the consort is the person poised to take the role of Black Sovereign should the current one die. In practice, however, the violent ends met by most Black Sovereigns have coincided with the deaths of their consorts and many of their followers.

Kevoth-Kul's consort is a strong-willed but patient woman named Kul-Inkit. Although she respected Kevoth-Kul in the days leading up to his taking of Starfall, her respect has waned as she's watched his descent into addiction, and her patience has worn thin. She would like to see the Technic League run out of Numeria, but she won't cross into cold-blooded murder, not even to gain the coveted title of Black Sovereign. As word of the PCs spreads, Kul-Inkit begins to take notice, and at some point during their explorations of the palace, she is likely to contact them with an offer. Such contact is likely via one of her personal servants—she is attended by eight expert bodyguards who are entirely loyal to her alone. One of these tracks the PCs down and invites them to his mistress's chambers in area C35. If the PCs agree to meet with Kul-Inkit, she asks them to kill Ghartone and all of the gearsmen in the palace, then offers to show them the secret tunnel to the Technic League compound (area C44a).

If the PCs help her secure the palace and either defeat her husband in honorable combat (her preferred option) or cure him of his addiction to Numerian fluids, she'll even grant them run of the guest quarters (areas C16–C17) as a relatively safe haven to rest and recuperate between forays into the League stronghold. In the end, as long as the PCs agree to leave her in charge as the new Black Sovereign, she has little reason to oppose them. (If the PCs manage to secure an alliance with Kul-Inkit and she survives the events of this adventure, award them 38,400 XP.)

KUL-INKIT

CR 13

XP 25,600

Human barbarian 11/fighter 3

CN Medium humanoid (human)

Init +3; **Senses** Perception +18

DEFENSE

AC 24, touch 12, flat-footed 20 (+7 armor, +3 Dex, +1 dodge, –2 rage, +5 shield)

hp 188 (14 HD; 11d12+3d10+95)

Fort +15, **Ref** +7, **Will** +10 (+1 vs. fear)

Defensive Abilities improved uncanny dodge, bravery +1, trap sense +3; **DR** 3/—

OFFENSE

Speed 50 ft.

Melee +3 *battleaxe* +24/+19/+14 (1d8+9/19–20/x3)

Special Attacks greater rage (26 rounds/day), rage powers (clear mind, increased damage reduction +1, powerful blow +3, quick reflexes, swift foot +5 feet)

TACTICS

During Combat Kul-Inkit rages on the first round of combat and makes use of Power Attack with her axe in melee. She prefers to make full attacks if possible, but won't hesitate to stay mobile and make only one attack per round against foes who have stronger full attacks than she. Her only ranged options are her grenades, so she prefers to save them for emergencies.

Morale Kul-Inkit surrenders if reduced to 50 hit points or less so that she has a few hit points left once she ends her rage, but if she's got fewer than 43 hp, she fights to the death, knowing that dropping her rage would put her at her foes' mercy.

STATISTICS

Str 22, **Dex** 16, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +14; **CMB** +20; **CMD** 32

Feats Bleeding Critical, Critical Focus, Dodge, Fleet, Improved Critical (battleaxe), Iron Will, Power Attack, Shield Focus, Toughness, Weapon Focus (battleaxe)

Skills Acrobatics +18 (+26 when jumping), Intimidate +11, Perception +18, Sense Motive +15

Languages Common, Hallit

SQ armor training 1, fast movement

Combat Gear flechette grenades¹⁶ (4); **Other Gear** +3 *spiked hide armor*, +2 *heavy steel shield*, +3 *battleaxe*

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EXPERT BODYGUARDS (8)

CR 5

XP 1,600 each

hp 59 each (*Pathfinder RPG NPC Codex* 269)

Technic League: The true power behind the throne in Starfall is the Technic League. They maintain their control over the Black Sovereign via a combination of trickery, force, and (perhaps most importantly) by keeping the man in a constant state of intoxication with the addictive Numerian fluids they supply. While the majority of the Technic League agents can be found in the nearby compound (see page 34), one of their captains has been assigned to the palace as a liaison to ensure that matters are always in hand in the palace, and to maintain a constant League presence within. This liaison, Captain Ghartone, spends most of his time in area C39, but the gearsman battleguards assigned to him can be found elsewhere in the palace as indicated in the brief room descriptions.

GHARTONE

CR 12

XP 19,200

hp 118 (see page 54)

GEARSMAN BATTLEGUARDS

CR 10

XP 9,600 each

hp 91 each (see page 68)

Miscellaneous Guardians: The palace hosts several other guardian creatures as well—animals who are trained to obey the orders of palace guards, as well as more monstrous creatures who have been recruited by the Technic League and are kept loyal via *charm monster* spells maintained by Technic League captains. Rather than repeat the short stat blocks for these creatures, they are all gathered here for convenience.

BARBARIAN GARGOYLES

CR 6

XP 2,400 each

hp 52 each (*Pathfinder RPG Bestiary* 137, *Pathfinder RPG Monster Codex* 246)

HILL GIANTS

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 150)

WOLFHOUSES

CR 2

XP 600 each

Advanced wolf (*Pathfinder RPG Bestiary* 278, 294)
hp 17 each

C. PALACE OF FALLEN STARS

Looming over the city like a great obscene monolith stands the decadent keep of the Black Sovereign of Numeria—the Palace of

Fallen Stars. Its slick walls rise high and terrible, worn smooth in places by the passage of time, but jagged and rough in others where new additions have been built. The central structure is capped by an immense metal dome, while numerous squat towers rise around the circumference. Statues of the Black Sovereign adorn the facade or stand atop plinths, greeting visitors with scowls and threatening postures.

The walls of the palace are made of glaucite^{TC}-reinforced stone (hardness 12, hp 240, break DC 50, Climb DC 20), and the doors are made of glaucite^{TC} (hardness 15, hp 30, break DC 28). Although these doors are normally left open, each can be barred from the inside; very few can be locked (those that can be are noted in the text). If the palace guard raises the alarm, all doors are closed and barred or locked as appropriate. The interior is illuminated with normal light via a mix of torches, lanterns, *continual flames*, and flickering technological lighting, often mixed together haphazardly. Ceiling heights remain a universal 15 feet on the lower two floors, save for in areas under domed roofs (such as areas C25, C26, C30, C35, C36, the northeast portion of C37, and C39), where the domed ceilings rise to a height of 30 feet in the center. The largest dome, area C40, rises to a height of 80 feet at the center of the room.

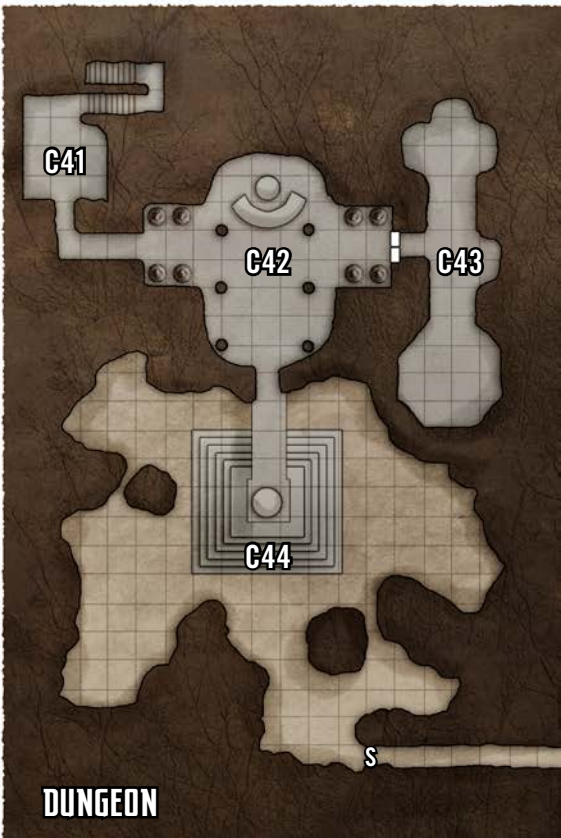
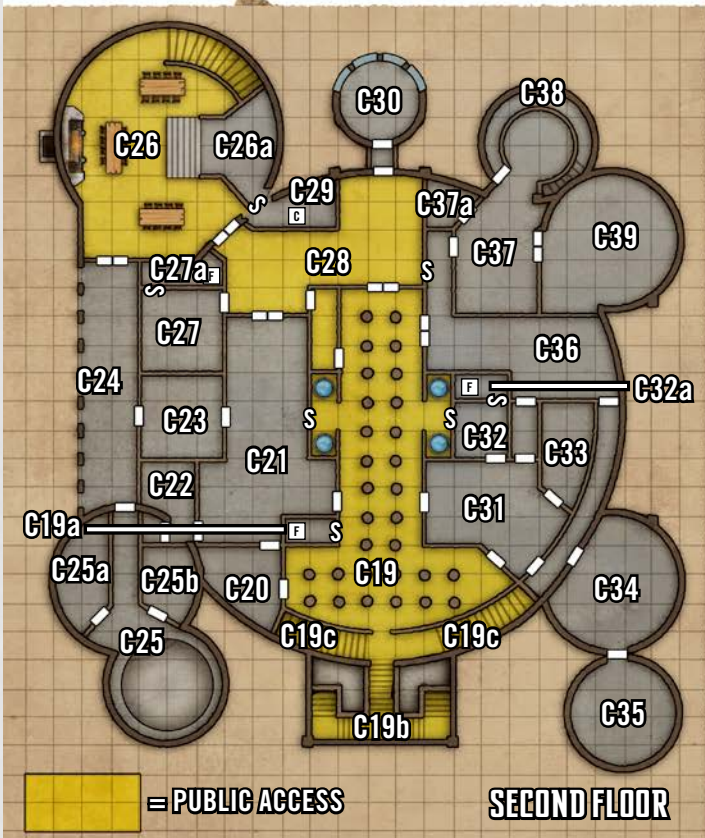
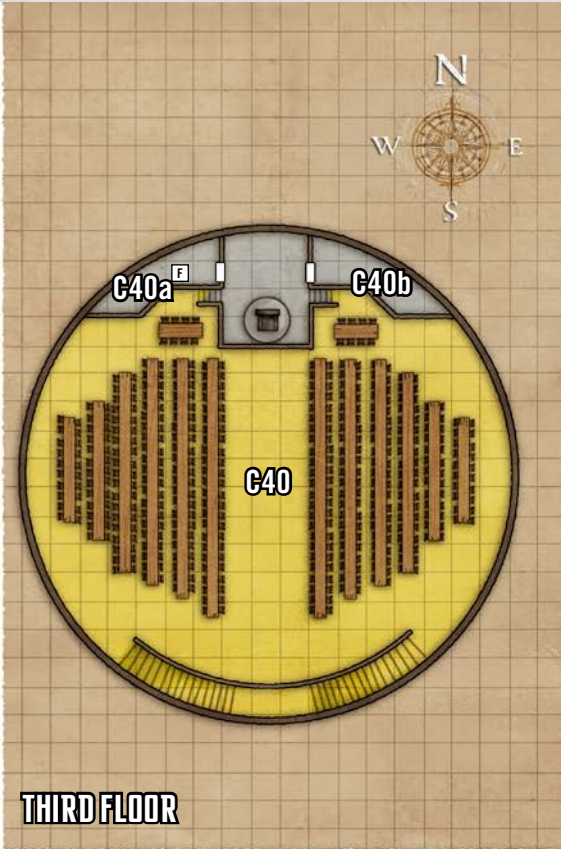
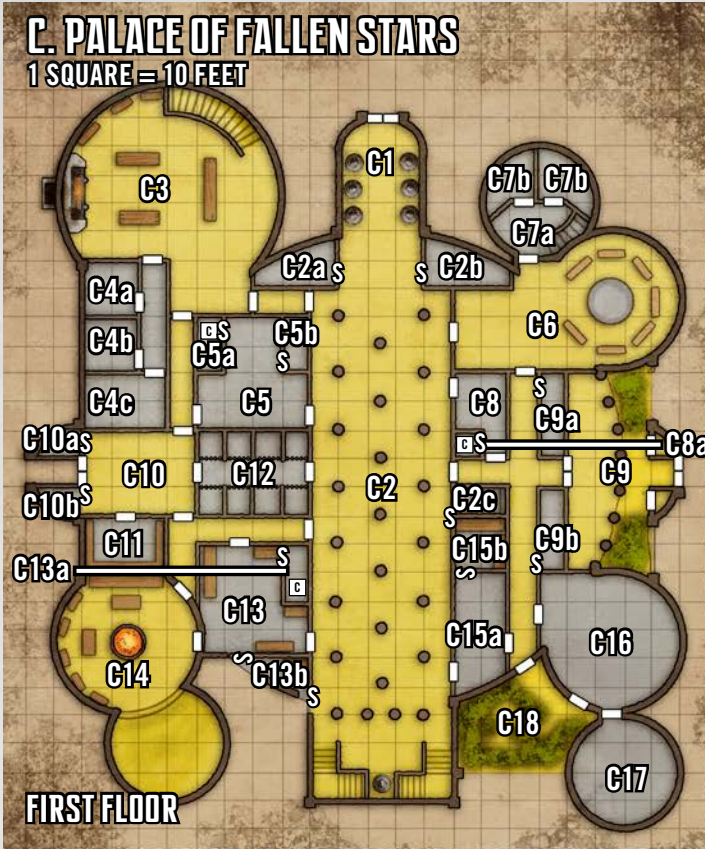
Unless otherwise indicated, a successful DC 30 Perception check is required to spot a secret door in the palace.

Exploring the Palace

A glance through Part 2 of this adventure should quickly reveal that the presentation of the Palace of Fallen Stars doesn't follow the standard format for a Pathfinder adventure. This is because the palace is not intended to be a straightforward "dungeon crawl" environment. It is, instead, an active and vibrant building bustling with servants, sycophants, guards, and more. The various rooms in the palace are given brief descriptions on the following pages, but fights and confrontations within should be dynamic rather than linked to specific rooms. Likewise, while each room contains plenty of trophies and objects of value, the bulk of the treasures kept in the palace should be relatively mundane. Looting a room in the palace takes 2d4 minutes on average, but only results in about 100 gp worth of art objects, fine furs, silverware, and other minor items of value. Note that some chambers contain greater treasures, and these are called out specifically in the text as appropriate.

Unless the PCs are aggressive or confrontational, the guardians of the palace generally allow visitors to come and go as they wish, provided they limit themselves to public areas (as indicated on the map). Characters who enter off-limits areas are ordered to return to public areas if spotted—those who refuse are attacked. If the PCs' Notoriety is 11 or higher, those loyal to the Technic League attack on sight,

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and if the PCs' Notoriety is 16 or higher, those loyal to the palace guard or the Black Seers attack on sight as well.

Finally, if the PCs assassinated Doc Hellbroth or otherwise disrupted his ability to produce the fluids Kevoth-Kul uses, tensions run high in the palace for 2 weeks afterward as Kevoth-Kul begins going through withdrawal and is more aggressive than usual. During these 2 weeks, all humanoid inhabitants of the palace save Ghartone are treated as sickened due to the huge amount of extra work and turmoil they're forced to endure. Kevoth-Kul suffers acute symptoms of withdrawal, taking –2 penalties to Dexterity, Constitution, Strength, and Wisdom during this time. After the 2 weeks, the Technic League gets more of the fluids back into the Black Sovereign's system, now producing the drugs in area **E5** of their compound, after which Kevoth-Kul no longer suffers these penalties.

C1. Sovereign's Approach: A long hall leads up into the palace, passing through a column-lined hall. On either side stand statues made from old robots bound in thick iron chains, ironically meant to symbolize Kevoth-Kul's conquest over the Technic League.

C2. Lower Court: The main hall of the palace's ground floor, this great pillar-lined promenade reeks of animals and rancid meat. The Technic League has taken to suspending servants who displease them from chains attached to the pillars. At any one time 1d6 of the 2d6 slaves on display are dead and rotting. The hall is always guarded by 10 wolfhounds (who often gnaw at the feet of the lower-hanging and thus more unfortunate servants) and four hill giants who fear the Technic League agents. In addition, areas **C2a** and **C2b** each hold three palace guards—these six guards move out to aid the giants in any fight that takes place in the lower court. Area **C2c** leads down to the basement (area **C41**), the door to which is kept locked. The stairs to the south lead up to area **C19b**; a stone statue of Kevoth-Kul stands between them.

C3. Kitchen: The palace's kitchen fills the entire ground floor of this short tower. At any one time, 2d4 servants (all human commoners 5—use the barmaid statistics from page 257 of *Pathfinder RPG NPC Codex* if necessary) bustle about the place, cleaning or preparing food or coming and going on deliveries throughout the palace—since the place has no set schedule for meals, the servants are kept busy around the clock. The staff is overseen by an overworked and jittery cook named **Grald** (N male human expert 7; use the statistics for a successful merchant on page 263 of the *NPC Codex*, but replace Profession [merchant] with Profession [cook]), a nervous wreck of a man who tries to avoid the attention of anyone and everyone in the palace. If threatened, he breaks down in tears and does everything he can to stay alive, including informing the PCs about the locations of all the secret doors on the first and second floors of the palace (his one great bargaining chip for his life).

C4. Servant's Rooms: Area **C4a** is a pantry for the kitchen. Area **C4b** is Grald's quarters, though the palace cook is rarely found here, since he spends most of his time in the kitchen. Area **C4c** contains 10 bunk beds for the palace's 20 servants—1d8 servants are typically found resting here.

C5. Drug Parlor: Cushions and furs lie strewn about this room amid several well-used hookahs, partially drained bottles of liquor, and other drug paraphernalia. Four palace guards are typically relaxing in this room—there's a chance that the Black Sovereign is relaxing here as well. Area **C5a** contains a ladder and a trap door to area **C27a**. Area **C5b** is storage for additional drug paraphernalia, along with 20 doses of flayleaf, 30 doses of opium, and 40 doses of pesh (*GameMastery Guide* 237).

C6. Chapel: The majority of the palace denizens aren't overly religious, with the exception of the Black Seers, oracles of Zyphus who have long venerated the Rain of Stars as a day sacred to the god of accidents. They view every malfunction in a robot's programming or piece of technology or robot's as a gift from Zyphus, and champion the spread of timeworn technology to those eager to use it, knowing that more often than not, such devices backfire. This room has several stone benches surrounding a plain stone platform on which the Black Seers give sermons and offer prayers to Zyphus, although these services are generally attended only by themselves. At any one time, 1d4 Black Seers can be encountered here, unless the alarm is raised—in this case, four of them are found here.

C7. Black Seer Quarters: Area **C7a** is a study utilized by the Black Seers—it is here that they generally meditate when casting *scrying* or *enter image*. The seers use a font of unholy water to scry, but each area **C7b** contains six simple beds for the seers.

C8. Trophy Room: Kevoth-Kul flaunts his triumphs here with several gruesome displays of preserved heads or skulls taken from his enemies and mounted on stands or wall plaques. He is sometimes found here admiring his trophies—occasionally even engaging in one-sided conversations with them. Area **C8a** contains a ladder leading up through a trap door to area **C32a**.

C9. League Gate: This gate is favored by the Technic League. The doors are generally kept closed, but are manned by a pair of gearsman battleguards (one in each guard post to the left and right of the gate) who open the doors for recognized visitors. A path from this gate leads east down the hill to the Technic League compound. Areas **C9a** and **C9b** are each manned by four palace guards.

C10. Servant's Gate: This gate is used primarily by the palace's staff and guards. Areas **C10a** and **C10b** are always manned by three palace guards each.

C11. Storeroom: This large room is used for storage of cleaning gear, tools, clothing, linens, and other materials needed by the palace servants.

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C12. Kennel: The Black Sovereign's beloved wolfhounds are kept here when they're not elsewhere in the palace—currently they're all in areas C2.

C13. Tek Makul's Suite: This room is the private suite of the leader of the palace guard, Tek Makul (see page 20). He can be found here 50% of the time, either sleeping (usually with a pair of particularly attractive palace guards) or watching a different pair of palace guards fight each other for his entertainment. When Tek Makul isn't here, he is located in area C40. Area C13a contains a trap door leading up to area C19a. Area C13b is the den of Tek Makul's personal guard, a particularly dull-witted but loyal ash giant named Bundur who emerges from the room at Tek Makul's call to help defend him.

BUNDUR

CR 11

XP 12,800

Male ash giant (*Pathfinder RPG Bestiary 3* 126)

hp 147



Black Seer

C14. The Hanging Chamber: This room serves as both a lounge where the palace guard can relax around a fire pit, and as a place to remind the guards of the repercussions of failure. There are six palace guards relaxing here. The circular area to the southeast is a high-ceilinged chamber, its domed ceiling arching 30 feet high. Several thick chains hang from the dome, dangling cramped glaucite^{TC} cages containing palace guards who have displeased the leadership. These prisoners are kept (poorly) fed and watered, but are periodically tormented when winches lower them from area C25 to the floor of this room, which is smeared with several swaths of green slime (*Pathfinder RPG Core Rulebook* 416; the slime can't eat through glaucite^{TC}). Narrow windows let sunlight into the upper reaches of the room, which allows limited control over the damage dealt by the slime—typically, a caged prisoner is dipped and then raised back up from the slime into the sunlight after 1d4 rounds, which kills the slime that's been eating away at his body. The moans of the caged, partially eaten prisoners serve as a constant reminder to the guards relaxing below, who use the green slime to dispose of food waste. The slanting shafts of sunlight from the high windows above never quite reach the slime on the floor below. In all, there are 40 separate colonies of slime in all spread out on the floor here, but they are treated as one colony for the purposes of XP (award 1,400 XP for their destruction).

C15. Training Hall: This room contains several sparring dummies—palace guards are expected to train here, but generally they don't bother and leave this room empty. Area C15a is an armory that's relatively understocked. Ten suits of banded mail, a dozen masterwork light crossbows, three cases of 100 bolts, and three *Starfall spades* are kept here.

C16. Guest Lounge: This large chamber is fitted with couches, a small kitchen, a freestanding bath with a folding screen, and several other amenities for use by guests staying in area C17.

C17. Guest Room: This room contains several folding wooden partitions that can be used to separate the room into up to four guest rooms. Currently, no one is staying here.

C18. The Garden: This garden was intended to provide a relaxing place for guests of the palace to stay, but currently the place is wild and overgrown. Kevoth-Kul imported a particularly hearty viper vine from the Mwangi Expanse, and the plant grows here tenaciously, making the garden a dangerous place to visit. Kevoth-Kul enjoys the plants, and periodically feeds them prisoners to keep them alive.

ADVANCED VIPER VINE

CR 14

XP 38,400

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

C19. Upper Court: This chamber is the upper floor's parallel to area C2 below, although fewer visitors pass

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through this pillared hall. The palace guards often use this area to muster, have large meetings, or perform martial displays. Numerous war banners and trophies decorate the somber stone walls. A group of six hill giants stands guard in this room. If the alarm's been raised, the eight palace guards and two palace guard lieutenants from areas **C21** and **C22** are here as well. Two wide alcoves halfway down the hall contain large fountains used to store drinking water. Area **C19a** contains a trap door that leads down to area **C13a**, while area **C19b** leads down to area **C2**. The stairs at **C19c** lead up to area **C40**.

C20. Meeting Chamber: This room contains a single long table where Tek Makul and the subcommanders of the palace guard meet for discussions regarding Palace security. Typically, no one is encountered here.

C21. Guard Quarters: The walls of this large room are lined with bunks for the palace guards. A few tables and chairs for dining or playing cards round out the room's furnishings. Folding screens in the corners of the room provide some privacy for chamber pots. Unless the alarm's been raised, eight palace guards are resting here.

C22. Lieutenants' Quarters: This room contains six fine beds—accommodations for the six palace guard lieutenants of the palace guard. Unless the alarm is raised, two lieutenants rest in here. Unlike the guards, the lieutenants have a private bathroom.

C23. Stinkmouth's Chamber: A particularly hearty catoblepas that's been adopted by the guards as a sort of mascot lives in this room—they've named it Stinkmouth. The guards enjoy watching Stinkmouth torment, poison, and eat small animals (but never dogs—the Black Sovereign would never allow it) or gnomes and halflings. If the alarm is raised, they unchain the catoblepas and tell it to wander the palace halls in search of the PCs—the PCs can meet it anywhere on the ground floor or this floor as a result at your discretion. Stinkmouth knows better than to exhale its poison breath on any palace guards, but it could forget in the midst of a combat and accidentally catch a few of them in the area of effect.

STINKMOUTH

CR 13
XP 25,600

 Advanced catoblepas (*Pathfinder RPG Bestiary 2* 52, 292)

hp 189

C24. The Skywalk: This wide, covered skywalk is open to the air along the west wall; it's a 20-foot drop to the ground below. A group of eight Technic League-charmed barbarian gargoyles stand guard in this area—they attack on sight anyone they don't recognize as legitimate denizens of the palace.

C25. Sovereign's Harem: Kevoth-Kul's harem consists of three rooms. Area **C25** is a lounge that overlooks the

hanging chamber (area **C14**) and includes winches for controlling the fates of the prisoners there—although the Black Sovereign is less interested in torturing prisoners than in spending time with his harem in the nearby rooms. Area **C25a** contains women, and area **C25b** contains men—which room the Black Sovereign visits depends on his whims at the time. Each chamber contains six courtesans, all of whom are 4th-level rogues (use the statistics for a charlatan on page 145 of the *NPC Codex* if needed). The courtesans prefer to lie low if they hear sounds of combat coming from other rooms.

C26. Sovereign's Lounge: This large room is outfitted to resemble a tavern taproom—in many ways, it serves as a smaller, more intimate feast hall in contrast to the primary throne room (area **C40**). The Black Sovereign sometimes comes down here to drink or relax when he grows weary of the spectacle in the larger hall, although he generally prefers to drink alone or with one or two companions from the harem in areas **C26a**. A group of six palace guards and four servants can be found here at all times, along with as many different NPCs from elsewhere in Starfall as you wish.

C27. Sovereign's Baths: A large bathing pool fills much of this room—the temperature of the water within the pool is controlled by the bath's attendant, an advanced ghawwas div named Avkharoon who has been bound to servitude here for many years by a now-dead Technic League wizard. At the Black Sovereign's preference, the waters can be scented with exotic herbs or even with Numerian fluids, soaking the room in mildly toxic, hallucinogenic mists. The div is unable to leave these chambers, and looks upon the arrival of obvious intruders as a welcome chance to torment someone. The trap door in the floor of area **C27a** leads down to area **C5a**.

AVKHARON

CR 11
XP 12,800

 Advanced ghawwas div (*Pathfinder RPG Bestiary 3* 87, 290)

hp 189

C28. Hall of History: Several statues of previous Black Sovereigns decorate this hall. Many of them have been damaged by time or purposefully defaced.

C29. Throne Hall Access: The trap door in the ceiling here leads up to area **C40a**—this is Kevoth-Kul's favorite method of coming and going from the throne hall. A low table against the north wall supports a few emergency supplies—three potions of *cure serious wounds*, a full container of *restorative ointment*, and six EMP grenades^{TG}.

C30. Silver Mount Parlor: This small lounge features a wide bank of windows that afford a spectacular view of Silver Mount. Kevoth-Kul is fond of relaxing here on his rare lucid days, when he generally wants to be alone.

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C31. Hall of Broken Shields: Dozens of broken shields line this chamber's walls, each painted with the crest of a tribe conquered by Kevoth-Kul. In the center of the room stands a large, deeply scarred wooden table covered with empty mugs and drained wine bottles. A pile of gold coins sits before each seat. Stuck in the wood next to each coin pile rests a heavy meat cleaver, forcefully chopped into the table amid telltale crimson stains. In the center of the table, suspended within an unknown solution in a clear glass vase float three greasy fingers. A character who succeeds at a DC 20 Heal check notes that none appear to be from the same hand. This room was formerly a meeting hall for conversing with his generals or ranking members of the palace guard, but Kevoth-Kul uses it to play a little game he calls "Chopsy," which involves copious amounts of ale, gold coins, blindfolds, and razor-sharp meat cleavers. The bloody, ale-washed piles of coins on the table total only 82 gp.

C32. Storeroom: This chamber contains a number of tools such as hammers, rope, shovels, and torches. The trap door in area C32a leads down to area C8a.

C33. Repair Room: This room contains a large work desk and several tools, all of them covered in dust. Kevoth-Kul has little interest in repairing items—the Black Sovereign simply replaces the things he breaks.

C34. Consort's Lounge: This large room features several folding screens that can be used to divide the chamber into smaller rooms. Kul-Inkit has set aside the northeastern half of the room in this way as a place of privacy for her eight expert bodyguards, while she uses the southwestern half as a place to meet with her rare visitors.

C35. Consort's Bedchamber: Kul-Inkit spends most of her time here, often reading books she sends her bodyguards to fetch or in dalliances with other visitors—despite her position as Kevoth-Kul's consort, it has been years since she's been interested in spending personal time with him.

C36. Giant Quarters: This room contains several large mounds of filthy, stinking, flea-infested furs—beds for the hill giant guards from areas C2 and C19. There's not enough room for all 16 of the hill giants in the palace to sleep here at once—currently, only six hill giants rest here.

C37. Technic League Meeting Chamber: Captain Ghartone has installed four of his gearsman battleguards in this mostly empty room. A small table and several chairs sit in the northwestern area under the dome—a meeting place for visitors. Area C37a is a small guest room used by the rare visitor from the Technic League.

C38. Stairwell: The stairs here wind down to area C7a—since the nearby areas have been claimed by the Technic League, very few people use this stairwell.

C39. Ghartone's Chambers: Captain Ghartone has claimed this large room as his laboratory and personal quarters during his extended stay in the palace as a Technic

League liaison. The room is well outfitted to serve as an alchemy lab and a magical lab (and contains 8,500 gp in miscellaneous crafting supplies), but isn't a functional technological lab of any sort—Ghartone returns to his lab in the Technic League compound when he wishes to craft pharmaceuticals.

C40. Throne Hall: This large chamber is described in detail below.

Sovereign's Throne Hall (CR varies)

This vast hall rests directly beneath the palace's central dome. Its curved walls arch upward to a height of eighty feet above the center of the chamber. Great smoking torches sputter on the walls amid hundreds of hanging skulls, furs, weapons, and other trophies harvested from humans, monsters, and robots alike. Over a dozen wooden feasting tables fill the hall. Looming above it all from an upraised stage is the Sovereign's throne—a vast chair of black-pitted metal surrounded by even more trophies and mounds of tribute.

Two small side rooms sit beyond the throne. Area C40a contains a trap door that leads down to area C29, while area C40b is a filthy kennel used to house the Sovereign's favorite aurumvorax pets.

In all likelihood, it is to this room the PCs will eventually make their way for their confrontation with the Black Sovereign. The nature of the challenge that faces them here will vary, but notes on how the most likely scenarios could play out are provided below. Unless the alarm's been raised or there are other reasons to alter the occupants of the room, the throne hall is a busy, bustling place—even when Kevoth-Kul isn't in attendance. Many of these occupants are noncombatants, visiting merchants, sycophants, or mercenaries who have paid Kevoth-Kul tribute for the right to join him in this hall. Any object worth at least 500 gp is a fine offer and allows that person a seat at one of the tables—the food and drink flows constantly thanks to the tireless work of the palace servants who tread the never-ending circuit between here and the kitchen. Feel free to add any NPCs of note to the room as you wish.

Beyond visitors, Tek Makul is typically in attendance here, along with eight palace guards, two palace guard lieutenants, and two gearsman battleguards. In addition, Kevoth-Kul keeps three well-trained aurumvoraxes (*Pathfinder RPG Bestiary 2* 35) as pets—he allows them free reign to wander the hall. Finally, six barbarian gargoyles roost in the shadows along the walls, motionless but ready to leap to the defense of the Black Sovereign if a fight breaks out. Other notable NPCs might be visiting the throne hall as well, of course, particularly if they are accompanying the PCs, such as if they've allied with Kul-Inkit and have come here with her to confront her husband.

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Regardless of the PCs' goals when they arrive in this room, as soon as the crowd notices them, the dull roar of feasting quiets as all eyes turn to the strange, unexpected visitors. Without even bothering to rise from his throne, Kevoth-Kul yells across the hall to address the newcomers, requesting they step forth and introduce themselves and demanding to know why the PCs thought themselves so important that they should interrupt his feast.

Kevoth-Kul isn't looking for a real answer, of course. He's mostly just looking for entertainment, and hopes to provoke the PCs into saying or doing something amusing. Any attempt to answer him requires a special Bluff, Diplomacy, or Intimidate check to determine his reaction—the DC for this check, regardless of the skill used, is 25. On a successful Bluff check, Kevoth-Kul breaks into laughter, then invites the PCs to step forward and offer tribute before joining the feast. On a successful Diplomacy check, the Black Sovereign is either impressed by the PCs and invites them to feast without demanding tribute, or grows bored and orders his guards to attack (there's an equal chance of either response). On a successful Intimidate check, Kevoth-Kul is impressed and orders the PCs to prove their mettle by fighting his cousin, Tek Makul, for his amusement (Tek Makul doesn't approve of this development, but does his best to win the fight—if reduced to fewer than half his normal hit points, he calls for all of the palace guards in the room to join him in the fight). On a failed check, Kevoth-Kul is bored and orders his guards to attack.

A character can also attempt a Perform check to entertain Kevoth-Kul. With a successful DC 30 Perform check of any sort, a character can negate the results of a previous Bluff, Diplomacy, or Intimidate check (give the performer a chance to offer to entertain the Black Sovereign before he follows through on his reaction to the initial check). If the Perform check is made first (before a Bluff, Diplomacy, or Intimidate check), the performer earns the Black Sovereign's respect and is invited to feast without tribute. The other PCs must still make a group Bluff, Diplomacy, or Intimidate check as detailed above, but the successful performance puts Kevoth-Kul in a good mood and results in a +5 bonus on the check. A failed Performance check bores him and he orders the PCs' death as above.

As a special note, certain topics automatically anger Kevoth-Kul and cause him to order his guards to attack the PCs—in these cases, he joins the resulting fight from the outset. Accusing him (even implicitly) of being a lapdog or minion of the Technic League angers him, as does displaying any objects looted from the vault (area C43) or proof of having killed one of his pet hounds. Kevoth-Kul also reacts angrily to any obvious spellcasting, act of violence committed against him or anyone in the hall, or the open display of the sign of the Mockery (the broken gear). At your discretion, other actions might anger him as well.

All-Out Assault: If the PCs anger, bore, or simply attack Kevoth-Kul, they're in for a tough fight. In this case, they face all of the creatures listed in short stat blocks on page 30 in a grand melee. If the PCs flee from this fight, they're pursued by the palace guards and gearsmen, but the other combatants remain behind to mock the cowardly PCs and celebrate victory. If Kevoth-Kul is defeated in this fight, each palace guard has a 50% chance to break morale and flee. Taking on the entire group at once, in any event, is a CR 18 encounter—the PCs would be well advised to bring some NPC aid if they intend to attempt such an attack.

Challenging the Sovereign: Calling the Black Sovereign out in a duel or combat challenge is the best way to engineer a fight against him without immediately involving every creature in the room. To issue this challenge successfully, the PCs must specifically challenge Kevoth-Kul to a fight in



Kul-Inkit

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public. With either a successful DC 32 Diplomacy check to issue the challenge properly, or a successful DC 24 Intimidate check to personally appeal to Kevoth-Kul's sense of pride, the Black Sovereign agrees to the fight immediately. He'll agree to either single combat against one champion chosen by the PCs (if the PCs pick his consort, Kul-Inkit, the Black Sovereign takes a –2 penalty on attack rolls, weapon damage rolls, and saving throws during the fight due to being unsettled by the nature of the challenge), or a brawl against the entire party (his preference), in which case he calls upon his three aurumvorax pets to aid him in the fight (this is a CR 15 encounter). If the PCs lose the fight, survivors are captured and placed in the hanging cages in area C14. If Kevoth-Kul loses the fight, the public nature of the Black Sovereign's humiliating defeat has repercussions on Starfall's stability as detailed at the beginning of Part 3. In this event, Tek Makul, the gearsmen, and the gargoyles flee to the Technic League compound, fighting if challenged along the way.

Curing the Addiction: The simplest way to gain the Black Sovereign's cooperation is to cure his addiction to Numerian fluids—see page 57 for details on how to accomplish this. Note that the Black Sovereign doesn't consider himself addicted and resists any attempt to cast spells on him—he interprets even a *heal* spell as an act of aggression and attacks. Delivering a cure via stealth while Kevoth-Kul is distracted is the best solution here—one that likely has a better chance of success if the PCs wait to do so when he's encountered elsewhere in the palace. If cured, he immediately realizes what the Technic League has done to him—see the beginning of Part 3 for details on how a lucid Black Sovereign can be a powerful boon for the PCs. If the PCs manage to cure Kevoth-Kul of his addiction during the course of combat, the Black Sovereign roars in shame and rage, then ends his fight against the PCs. He orders them to help him “slay these Technic League bastards” at once, then turns on any surviving gearsmen or barbarian gargoyles. At this point, Tek Makul plays a desperate gamble as well, and turns on his cousin, hoping to defeat him (but not kill him) so the Technic League can re-addict him and restore the status quo. In this case, both Tek Makul and the Black Sovereign should make special Intimidate checks—the Black Sovereign gains a +2 bonus on his check for each surviving PC. The winner of these two opposed checks gains the support of 2/3 of the surviving palace guards, while the loser gains the support of the remaining guards. Tek Makul's fate if he is defeated is grim—he'll end up hanging in a cage in area C14 unless the PCs intervene on his behalf.

KEVOTH-KUL **CR 14**
XP 38,400
hp 253 (see page 56)

TEK MAKUL **CR 13**
XP 25,600
hp 181 (see page 20)

PALACE GUARDS (8) **CR 7**
XP 3,200 each
hp 97 each (see page 20)

PALACE GUARD LIEUTENANTS (2) **CR 8**
XP 4,800 each
hp 113 each (see page 20)

GEARSMAN BATTLEGUARDS (2) **CR 10**
XP 9,600 each
hp 91 each (see page 68)

BARBARIAN GARGOYLES (6) **CR 6**
XP 2,400 each
hp 52 each (*Pathfinder RPG Bestiary 137, Pathfinder RPG Monster Codex 246*)

AURUMVORAXES (3) **CR 9**
XP 6,400 each
hp 114 each (*Pathfinder RPG Bestiary 2 35*)

Treasure: The Technic League often harvests the tributes left for Kevoth-Kul, picking the best of the prizes and bringing them to the League compound late at night after the Black Sovereign has passed out. Kevoth-Kul believes that his servants simply relocate some of the tributes now and then to the vaults. Currently, the treasures heaped around his throne consist of 22,000 gp in miscellaneous coins, jewelry, gems, furs, and art objects, along with an adamantine masterwork battle axe, a +2 *dragon-bane greatsword*, a +2 *animated heavy steel shield*, a timeworn^{TMG} laser rifle^{TMG}, a +2 *autograpnel*^{TMG}, a suit of smart armor^{TMG}, and a *horn of blasting*.

Development: If Kevoth-Kul is defeated or killed, the palace swiftly erupts into chaos. As word spreads, the palace guards begin looting the place—no one goes into the vaults, but it won't take long for the palace to be looted and mostly abandoned. If Kevoth-Kul survives such a humiliation, he retreats to his consort's chambers to seek support, but, disgusted by his cowardice, Kul-Inkit kills him to put him out of his misery. See the beginning of Part 3 for details on how these events impact Starfall, or how the Black Sovereign acts if he's cured of his addiction.

Story Award: If the PCs manage to defeat Kevoth-Kul, either by curing his addiction or after challenging him to a fight, without causing an all-out brawl, award them an additional 51,200 XP—this is meant to offset some (but not all) of the XP award they would have otherwise earned for defeating the other creatures in the room.

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PALACE DUNGEON

A small dungeon complex exists below the Palace of Fallen Stars. The dungeons are carved from the underlying bedrock—the average ceiling height is 15 feet, and the rooms are unlit.

C41. Dungeon Entrance (CR 14)

A flight of stone stairs leads into a dark and dingy room that reeks with the stench of unwashed animals. A nasty pile of flea-covered furs lies in a tangle to the southwest.

This room serves as a foyer to the chambers beyond. Carved from plain stone, it is unadorned and unremarkable, save for the lumbering behemoth of a guardian who has dwelled here for years. This monster is an advanced athach named Brogwort the Dim—the last of an extended family of athachs who once served Kevoth-Kul during his war to conquer Numeria. Only Brogwort survived to the end, and he's lived in this room patiently awaiting the opportunity to follow Kevoth-Kul into battle once again. Unfortunately, the Black Sovereign has no such plans, and has kept Brogwort fed as a free guardian—the athach immediately attacks any intruders to this room whom he doesn't recognize, which, of course, includes the PCs.

BROGWORT THE DIM CR 14

XP 38,400

Advanced athach (*Pathfinder RPG Bestiary 2* 33, 292)

hp 189

Treasure: Brogwort's favorite toy, a tan *bag of tricks*, lies among the tangle of his furs. If he hears PCs approaching, he uses the bag in combat, but if he's surprised, he doesn't take the time to dig it up.

C42. Harvestman's Hall (CR 14)

Hundreds of lines of ancient Hallite runes have been chiseled into every inch of this great chamber's dark basalt walls. A curved stone altar sits in the northern part of the room before a circular dais, which is adorned with images of skeletons rising from graves. Two groups of four statues of a grim-looking figure in a hooded robe wielding a pick made of bones stand guard in the east and west wings. A huge pair of black metal doors stands to the east, while to the south a ten-foot-diameter hole in the wall opens into a larger cavern beyond.

The statues depict Zyphus, as a successful DC 15 Knowledge (religion) check reveals. This chamber was built by the first Black Seers during the palace's initial construction, and once served as their temple. Today, the Black Seers have relocated to the chapel in area C6—this room now serves

as a secondary place of worship, but also as a guardroom to protect the vault to the east.

Creatures: A group of four advanced leukodaemons devoted to the servitude of Zyphus stands guard here—each of these creatures wears the skull of a vulture rather than that of a horse to denote that they serve Zyphus rather than a Horseman (as a successful DC 20 Knowledge [planes] check reveals). These leukodaemons move swiftly to attack, but one of them teleports up to area C6 to warn the Black Seers, then teleports back to this room to rejoin the fight in 1d3 rounds. If any Black Seers remain, all of them gather and come down to this room to defend the chapel as well—it takes them 2d8+6 rounds to arrive.

ADVANCED LEUKODAEMONS (4) CR 10

XP 9,600 each

hp 135 each (*Pathfinder RPG Bestiary 2* 68, 292)

C43. Black Sovereign's Vault (CR 14)

The door to this room is forged from adamantine (hardness 20, hp 80, Disable Device 40, break DC 40). The lock has two keys—one carried by Kevoth-Kul, and one carried by Ozmyn Zaidow (he loans this key to underlings when he wants to raid the vault for Technic League resources).

The walls of this huge vault are plated with black metal that shimmers with green energy. The chamber seems to be built as a treasure vault, but the vault seems woefully understocked, with far more empty shelves than full ones. What treasures remain, though, seem exotic and unusual.

Treasure: The Technic League frequently raids the vault of the various offerings and tributes people have brought the Black Sovereign, leaving barely a fraction of the treasure it would otherwise contain. Nonetheless, the League has tried to leave enough here to allay Kevoth-Kul's drug-addled suspicions should he come down to visit. The treasure that remains consists of 28,000 gp worth of gems, coins, baubles and trinkets scattered among the alcoves, a suit of +2 moderate fortification hide armor, a frost brand, a +2 seeking composite longbow (+5 Str), an ebony wand case worth 250 gp that contains three magic arrows (a dragon-slaying arrow, a magical beast slaying arrow, and an undead-slaying arrow), a rod of lordly might, a rod of wonder, a timeworn^{TC} HEV suit^{TC} with 20 charges, a jetpack^{TC}, a trauma pack plus^{TC}, a timeworn EMP cannon (see page 62) with 42 charges, and a glove of storing that contains an entropy facet (see page 63).

C44. Bonehall (CR 15)

A stone walkway extends over an inverted ziggurat carved into the stone floor of this vast cavern. The walkway is supported by several stone pillars that elevate it twenty feet above the

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surrounding cave floor, while each tier of the ziggurat drops five feet to a depth of thirty-five feet in the center, where a ten-foot-diameter pit yawns. Swaths of strangely colored luminescent mold grow on stalactites hanging from the ceiling thirty feet above the cave floor, while scattered throughout are the rusted, jumbled fragments of partially deconstructed Numerian automatons of all shapes and sizes.

This large cavern predates the city of Starfall—the inverted ziggurat once served as the entrance to an ancient Numerian burial vault that collapsed long ago. The central shaft drops 70 feet to a tangle of rubble, broken bones, and fragments of destroyed robots. At your discretion, if the PCs clear the shaft

of the rubble plugging it, they could open access to dungeons below the palace that haven't been visited by the living in thousands of years. Many of the broken bones are the ancient remains of previous Black Sovereigns—tossing their naked and broken bodies into this pit is something of a tradition when an inevitable uprising puts one of the leaders down.

The secret door to area **C44a** is well hidden, and requires a successful DC 40 Perception check to notice. The PCs may also learn of its location from Kul-Inkit. The tunnel beyond hasn't been traveled for many years—it winds several hundred feet to the east before connecting to area **F14** of the Technic League basement.

Creatures: A malevolent and tortured spirit guards this chamber—the unquiet shade of Numeria's first Black Sovereign, Amalokla. Her spirit resisted the call of the Great Beyond, remaining behind and rising as a dybbuk after her body was thrown into the pit, but she has been unable to move beyond this chamber to reclaim her rule over Numeria. In time, the First Sovereign grew accustomed to her new realm, and she now suffers whatever living being holds the office of Black Sovereign as a “guest,” so long as the ruler periodically brings her robots or other technological wonders to smash and destroy. It has been many years since Kevoth-Kul last visited Amalokla, though, and she has grown impatient—if he accompanies the PCs, she attacks him in preference to all other targets. Otherwise, the dybbuk focuses her wrath on the strongest-looking (and thus most likely to become Black Sovereign) PC each round. She uses the remnants of robots scattered throughout the room as vessels for her wrath, possessing them one at a time to cause them to rise up and attack foes. There are four viable robot remains she can possess in this manner—once all four are destroyed, she instead attempts to use malevolence on living intruders before resorting to her spell-like abilities and pain touch. Amalokla fights until destroyed.

FIRST SOVEREIGN

CR 15
XP 51,200
Dybbuk (Pathfinder RPG Bestiary 3 108)
hp 207

ANIMATED ROBOT

CR 5
XP 1,600
Pathfinder RPG Bestiary 14
N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

First Sovereign

 BRYAN
SYME

PALACE OF FALLEN STARS

Melee 2 slams +9 (1d6+6)

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

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ Construction Points (metal, additional attack)

PART 3: THE TECHNIC LEAGUE

The true rulers of Starfall keep a compound directly east of the Palace of Fallen Stars. Here, the Technic League uses the nation's resources in their never-ending quest to master the mysteries of Silver Mount, sparing no expense—and very little morality—to achieve results. Of late, however, the Technic League's leader has fallen under the control of the Iron God Unity, and he's been utilizing the League's resources for his new master's mysterious agenda. As a result, many of the technological wonders once housed within the complex have been either consumed or sent on to Silver Mount, and the Technic League's resources are running low. Some of the other captains of the League have begun to grow suspicious, while others continue to serve Ozmyrn out of fear. And one of them, the wizard Zernebeth, secretly plots his downfall.

COUNCIL OF CAPTAINS

The captains in Starfall are listed below, along with short descriptions—these names and descriptions can be learned as rumors or by interrogating those who dwell within the compound. If a captain's stat block is found elsewhere in the book, a page number follows the captain's name. Captains with no page numbers listed use the generic Technic League captain statistics presented after the following list. The location of each captain's personal quarters is indicated in the captain's description.

Akradenn: Male Shoanti wizard; has a quick temper; focuses on technological melee weaponry and armor (area **E8a**).

Avernethy Mendaini: Male Varisian wizard; focuses on skymetal properties and alloys; very interested in astronomy (area **E8b**).

Elias Embervale: Male Taldan wizard; wears a metal eye patch; focuses on explosives (area **E8c**).

Ghartone (page 54): Male Garundi alchemist/wizard; liaison to the Black Sovereign; specializes in pharmaceuticals (area **E8d**, although currently staying in area **C39**).

Gryne Rasik (page 33): Female Chelish witch; specializes in biological and cybernetic technology; allied with kyttons (area **E8e**).

Krastus: Male Garundi wizard; worked on cyborg animals until recently but has moved on to studying the interaction between undead and cybernetics (area **E8f**).

Nalkii Bereknna: Female Kellid wizard; has a cruel sense of humor; focuses on security and medical technological gear (area **E8g**).

Ozmyrn Zaidow (page 58): Male Kellid magus; leader of the Technic League; specializes in crafting technological weapons and armor (area **E13**).

The Shade (page 16): Female Kellid bard; liaison to Starfall's merchant guilds; is enhanced by unknown and strange technologies (area **E8j**).

Sila Desaulis (see "The Divinity Drive"): Female Taldan sorcerer; specializes in robots; has been on assignment in Silver Mount for several months (area **E8h**).

Sterklindr: Male Ulfen wizard; soft-spoken and narcissistic; focuses on nanotech research (area **E8i**).

Zernebeth (page 60): Female Ulfen wizard from Irrisen; ex-leader of Technic League; has a cybernetic arm and freezing blue skin (area **E12**).

TECHNIC LEAGUE CAPTAIN

CR 9

XP 6,400

Human wizard 6/technomancer 4 (*Pathfinder Campaign*

Setting: Technology Guide 14)

CE Medium humanoid (human)

Init +2; **Senses** Perception +12

DEFENSE

AC 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

hp 73 (10d6+36)

Fort +5, **Ref** +5, **Will** +6

OFFENSE

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

Melee mwk dagger +6 (1d4/19–20)

Ranged +1 *stun gun* +8 (1d8+1 nonlethal)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 10th; concentration +14)

5th—*overland flight*, *telekinesis* (DC 19)

4th—*charm monster* (DC 18), *dimension door*, *fear* (DC 18), *locate creature*

3rd—*discharge*¹⁶, *dispel magic*, *lightning bolt* (DC 17), *locate object*, *suggestion* (DC 17)

2nd—*knock*, *make whole*, *mirror image*, *scorching ray*, *whispering wind*

1st—*mage armor*, *magic missile* (2), *shield*, *unseen servant*
0 (at will)—*arcane mark*, *detect magic*, *light*, *message*

TACTICS

Before Combat A Technic League captain casts *mage armor*, *shield*, and *overland flight* before entering combat.

During Combat The captain prefers to use a stun gun or ranged spells in combat, allowing any minions at hand to keep foes engaged in melee.

Morale A Technic League captain flees if reduced to 20 hit points or fewer—whether or not the captain resurfaces later is up to you, but this adventure assumes that captains who escape don't return to further vex the PCs.

STATISTICS

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

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Base Atk +5; **CMB** +5; **CMD** 18

Feats Arcane Strike, Craft Magic Arms and Armor, Craft Technological Arms and Armor, Craft Technological Item, Exotic Weapon Proficiency (firearms), Scribe Scroll, Skill Focus (Knowledge [engineering]), Technologist, Toughness

Skills Craft (mechanical) +15 (+19 with technology), Disable Device +15 (+19 with technology), Fly +10, Intimidate +13, Knowledge (arcana) +17, Knowledge (engineering) +23 (+27 with technology), Knowledge (geography) +17, Linguistics +8 (+12 with technology), Perception +12, Spellcraft +17

Languages Androffan, Aklo, Common, Draconic, Hallit, Infernal, Orc

SQ arcane battery, arcane bond (amulet [Technic League badge]), efficient construction, recondition (brown nanite hypogun, commset), recycle technology, study technology, technic spell mastery (discharge), technical expertise

Combat Gear *scroll of discharge*¹⁶, *scroll of lightning bolt* (CL 9th), *scrolls of technomancy*¹⁶ (4), hemochem¹⁶ (grade III, 2 doses), soft grenades¹⁶ (2), torpinal¹⁶ (3 doses); **Other Gear** +1 *stun gun*¹⁶, mwk dagger, *ring of protection* +1, batteries¹⁶ (4), green access card¹⁶, timeworn¹⁶ brown nanite hypogun¹⁶, timeworn¹⁶ commset¹⁶, Technic League badge worth 50 gp

D. TECHNIC LEAGUE COMPOUND

While the PCs are free to attempt actions against the Technic League at any point during this adventure, doing so before forcing the League spread its resources to control the uprising in Starfall is not recommended. If the PCs attempt to infiltrate the compound before throwing Starfall into chaos by defeating or recruiting the Black Sovereign, they find the complex crowded with many more robots and Technic League captains. Many of the following encounter areas have a special “Reinforcements” section that lists additional creatures. If the PCs invade the compound before triggering unrest in Starfall, they face these enemies in addition to those listed in the encounter’s “Creatures” section. By either slaying Kevoth-Kul or curing him of his addiction to Numerian fluids (thus convincing him to lead a revolt against the Technic League), the PCs cause the citizens of Starfall to begin a violent but disorganized revolt, forcing the Technic League to send many of its captains and robots to maintain control. This unrest continues for several days—if the PCs don’t defeat Ozmyn Zaidow within a week of triggering this uprising, the Technic League gets the city back under control and these resources return to the compound to aid its defense.

D1. Gate of Flowers (CR 14)

The only ground-level entrance into the Technic League compound is via a gate of gray metal built into a twelve-foot-high wall made of the same material. Atop the wall is a five-foot-wide walkway

that encompasses the entire complex, attaching in several spots to outbuildings. The approach to this gate is lined with a strange series of what look like flowers sculpted from discarded metal and broken technological devices.

The front gate to the Technic League compound is generally left open, but if the PCs’ Notoriety is 21 or higher, the gate is closed and locked electronically. This gate is made of glaucite¹⁶ (hardness 15, hp 120, break DC 30, Disable Device DC 45), but a small panel at the side allows anyone with a red access card¹⁶ to unlock and open the gate as a swift action.

Trap: The Technic League normally leaves this trap deactivated, but it can be activated with a switch in area **D4**—if the PCs’ Notoriety is 21 or higher, the trap is active (at your discretion, the trap can be active at lower Notoriety if the PCs have done something in particular to let the Technic League know they’re coming).

The “flowers” are all cleverly disguised turrets that can swivel and fire bolts of electricity; they don’t discriminate between friends and foes. All creatures within 20 feet of the gate (but only on the western side—the bolts don’t harm targets on the wall or in the compound) are affected.

ARC TURRETS

CR 14

XP 38,400

Type mechanical; Perception DC 35; Disable Device DC 35

EFFECTS

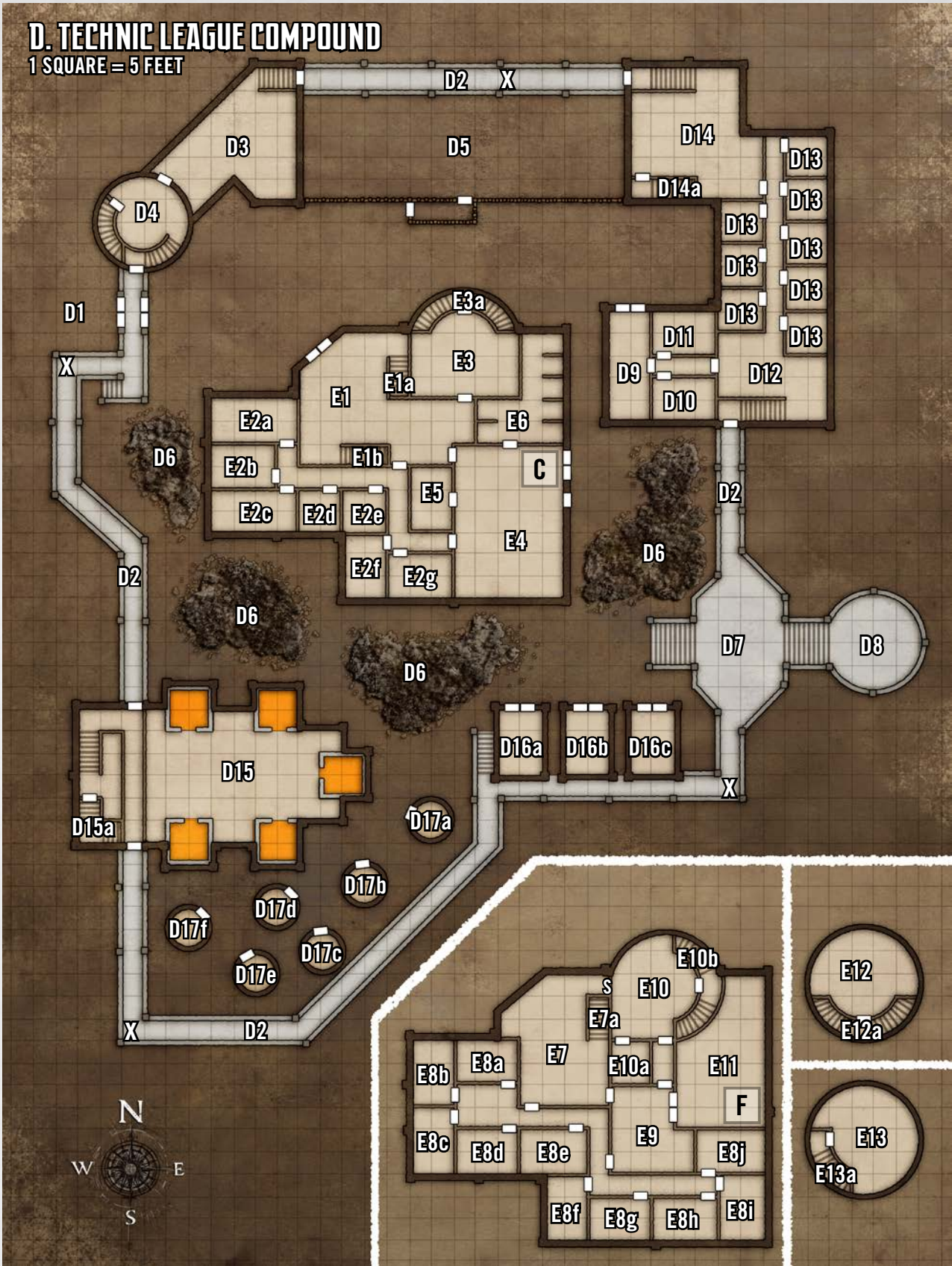
Trigger proximity; **Reset** automatic; **Bypass** switch in area **D4**
Effect blast of electricity (10d6 electricity damage, Reflex DC 20 half); multiple targets (all creatures in a 20-foot hemisphere to the west of the gates)

D2. Compound Wall (CR 14)

The wall surrounding the compound is made of 2-inch-thick plates of glaucite¹⁶ (hardness 15, hp 60 per 5-foot section, Climb DC 25, break DC 45) supported by steel understructures. A 5-foot-wide platform allows defenders to move about along the wall, 10 feet above the ground; the outer wall has an additional 2-foot-tall parapet that provides cover from attacks outside the compound. The section of platform just above the gates is framed by a tall pair of pillars that can be raised to a height of 30 feet from a panel in area **D2** to allow for the passage of things taller than 10 feet into the compound.

Creatures: The wall is patrolled by a group of four gearsman battleguards. The robots each spend about 5 minutes standing watch over their initial position (marked on the map with an “X”), then move counterclockwise to take up the next position, constantly rotating along the outer wall. If the alarm is raised, the guardians in areas **D7** and **D8** swiftly move to join the fight, as do the other three gearsmen on the walls.

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GEARSMAN BATTLEGUARDS (4)

CR 10

XP 9,600 each

hp 91 each (see page 68)

Reinforcements: An additional eight gearsman battleguards patrol the wall—each sentry post consists of three gearsman battleguards rather than one.

D3. Mustering Hall

This room is used by the Technic League to organize expeditions, for meetings between lower-ranking agents, and as a mess hall. The hall is empty of inhabitants if the PCs visit while Starfall is in uproar.

Reinforcements: A group of six battle mages and four sellswords (statistics for both of these minor NPCs can be found on pages 256 and 283, respectively, of the *GameMastery Guide*) led by Captain Elias Embervale wait here—they move out into the courtyard to provide additional support for any fight that occurs there.

D4. Gate Controls

A flight of stairs leads up to a door to the south of this otherwise empty room. Near a door to the west is a panel of blinking lights.

The panel on the wall controls the arc turrets and the locks on the gate at area D1 and the doors to area D5, as well as the raising of the walkway over the gate. A character who succeeds at a DC 30 Disable Device check deactivates the trap, lock, and platform. The stairs beyond the west door lead down to area F1.

Reinforcements: A group of three gearsman battleguards wait here to assist in fights as needed.

D5. Slave Stockyards

The two glauciteTM gates to this large, muddy, open-air stockyard are kept locked (hardness 15, hp 30, break DC 28, Disable Device DC 40), but a green access cardTM or better allows entry. The grounds within are where the Technic League normally keeps its slaves, but they are currently empty—all available slaves have been sent to Silver Mount for Unity's needs (although everyone but Ozmyrn Zaidow believes the slaves were just sent to Silver Mount to support a secret mission led by Captain Sila Desaulis).

Reinforcements: The Technic League keeps six aurumvoraxes gathered from Starfall's slums in here—if the PCs attack the compound, the aurumvoraxes can be released to attack the intruders via the panel in area D4.

D6. Scrap Heaps

When a field team returns with a large delivery of scrap and spare parts harvested from a Numerian ruin, League agents sort through the material for key usable components

and heap the junk in one of these mounds. Lower-ranking lackeys then sift out what can be salvaged before the actual junk is carted away to be disposed of in Starfall's Scraphole. Although the PCs might have hopes for finding a treasure or two here, these heaps are devoid of much of any value.

D7. Guard Platform (CR 11)

This elevated platform overlooks the compound.

Creatures: This large open-air platform is manned by Technic League members—the group relies heavily on robots as guardians, but keeps an element of humanity involved as well. Once Starfall slips into uproar due to the PCs' actions, most of these guards are redeployed throughout the city, leaving only four battle mages and two sellswords here. When encountered on their own, these additional guards are unlikely to pose a real threat to the PCs, but when combined with the robots in the neighboring areas, they can make for a complicated fight.

BATTLE MAGES (4)

CR 5

XP 1,600 each

hp 33 each (*Pathfinder RPG GameMastery Guide* 256)

SELLSWORDS (2)

CR 7

XP 3,200 each

hp 33 each (*Pathfinder RPG GameMastery Guide* 283)

Reinforcements: An additional six battle mages and six sellswords are stationed here and on the nearby walls.

D8. Signal Boosters (CR 12)

This twenty-foot-diameter platform rises thirty feet off the ground. Several needlelike spires fitted with blinking lights extend from machinery on the platform, the circumference of which is surrounded by a five-foot-tall metal palisade.

The devices atop this platform consist of a number of large, bulky, specialized signal boostersTM that allow the Technic League to remain in contact with other cities and field agents across Numeria. These boosters aren't as portable as the one detailed in the *Technology Guide*, but extend the range for commsets across the nation to other sites where similar boosters are installed. The boosters here have hardness 10 and 260 hit points—at your discretion, destroying them can delay how quickly Technic League reinforcements from other cities can be contacted and reply, but this adventure doesn't assume these boosters play a pivotal role.

Creature: A single but powerful myrmidon robot is posted here to defend the signal boosters, but it swiftly moves to join any other fight that breaks out elsewhere in the Technic League compound.

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ADVANCED MYRMIDON ROBOT

CR 12

XP 19,200

N Large construct (robot) (*Pathfinder Campaign Setting: Inner Sea Bestiary* 45, *Pathfinder RPG Bestiary* 294)

Init +8; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +22

DEFENSE

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, -1 size)

hp 167 (15d10+30 plus 55 hp force field)

Fort +10, **Ref** +14, **Will** +12

Defensive Abilities hardness 10, resilient; **Immune** cold, construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee 2 claws +24 (1d6+10 plus grab), 2 quantum lashes +24 touch (1d10 force/19–20)

Ranged integrated laser rifle +18 touch (2d10 fire)

Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Special Attacks combined arms, constrict (1d6+10), rockets

TACTICS

During Combat The myrmidon focuses its attacks on targets wielding the highest number of technological items first, as it's been ordered by the League to capture such victims before any others.

Morale The myrmidon fights until destroyed.

STATISTICS

Str 31, **Dex** 19, **Con** —, **Int** 16, **Wis** 18, **Cha** 5

Base Atk +15; **CMB** +26 (+30 grapple); **CMD** 40 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Acrobatics +19, Fly +28, Knowledge (engineering) +21, Perception +22, Sense Motive +22

Languages Androffan, Common, Hallit

SPECIAL ABILITIES

Combined Arms (Ex) When taking a full-attack action, a myrmidon robot can attack with melee and ranged integrated weapons simultaneously.

Force Field (Ex) A shimmering field of energy encases the myrmidon, granting it 55 bonus hit points. All damage dealt to the robot is deducted from these hit points first. As long as the force field is active, the myrmidon is immune to critical hits. This force field has fast healing 12, but once its hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

Integrated Laser Rifle (Ex) A myrmidon's eye is an integrated laser rifle¹⁶. It cannot make iterative attacks with this weapon. The laser rifle can be targeted by effects that target manufactured weapons (such as sunder attempts). It doesn't provoke an attack of opportunity when used in



Myrmidon Robot

melee combat (and cannot be harvested for use outside of the robot's body).

Quantum Lash (Ex) The robot's two facial tentacles are primary melee attacks with a reach of 20 feet. They deal force damage; this damage is not modified by Strength and cannot be improved via Power Attack. A quantum lash that strikes a force effect has a chance to disrupt the effect. Against a magical force effect (such as a *wall of force*), the myrmidon attempts a special caster level check (with a bonus of +11) as if it were casting *dispel magic* against the effect. Against a robot's force field or a force effect granted by a technological item, the creature struck can resist having the force effect negated with a successful DC 20 Fortitude save—failure indicates that the force effect is negated for 1d10 rounds. If a robot's force field is suppressed in this way, it returns with the same number of hit points it had when it was deactivated. The save DC is Intelligence-based.

Resilient (Ex) Myrmidon robots receive a +3 racial bonus on all saving throws.

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Rockets (Ex) As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 20 half). The robot carries a maximum of five rockets at any one time, and can replenish fired rockets at a rate of one per 12 hours, crafting new rockets from scrap metal and other collected components. The save DC is Intelligence-based.

Superior Optics (Ex) A myrmidon robot sees invisible creatures or objects as if they were visible.

Reinforcements: The number of advanced myrmidon robots here increases to four.

D9–D14. Dormitory

This one-story building is largely vacant if the PCs wait until Starfall is in uproar before taking on the compound. This dormitory is where Technic League initiates and low-ranking members live and work on their various projects. All are recruited for various missions in Starfall once the uprising occurs, leaving the rooms empty—if the PCs come here before this event, they find many more inhabitants as detailed below.

D9. Dorm Foyer: Two sellswords guard this room.

D10. Kitchen: Food stores are kept here; the dorm's occupants are responsible for food preparation themselves.

D11. Captain's Quarters: The most junior Technic League captain (currently Nalkii Berekna) traditionally runs the dorm and oversees the initiates; she can be found here 50% of the time, researching medical technology or relaxing.

D12. Common Room: A group of three battle mages relaxes in this lounge.

D13. Dorm Rooms: Each of these rooms contains two bunks used by Technic League initiates and junior members who live on-site—each room contains 1d4 battle mages (to a maximum of 12 spread throughout all eight rooms).

D14. Workshop: This large laboratory is used by the junior members of the League for their sanctioned experiments and projects. A single gearsman battleguard stands watch in this room, and six battle mages work on various projects. If she's not found in her quarters, Nalkii is here.

D14a. Stairs: These stairs lead down to area F12.

D15. Blast Furnaces (CR 12)

Five smoking chimneys extend from the roof of this squat stone-and-metal building. A dull rumble thunders within.

This room is built above the compound's primary power source (area F15); the superheated fires vented from the reactors below are utilized here as forges and incinerators. The temperature inside this room is sweltering (treat as severe heat—see page 444 of the *Pathfinder RPG Core Rulebook*).

The stairs at **D15a** lead down to area **F16**.

Creatures: The Technic League members don't spend much time here, and utilize a small group of six conjured salamanders who are well paid for their work to operate the incinerators and forges. The salamanders don't exit this building to help with fights in the courtyard, but will fight to the death to defeat any intruders here.

ADVANCED SALAMANDERS (6)

CR 7
XP 3,200 each
hp 92 each (*Pathfinder RPG Bestiary* 240, 294)

Treasure: Each salamander has a stash of 1,200 gp in assorted gemstones—payment for services rendered.

D16. Storage Buildings

These three buildings are used to store items of interest that have yet to be claimed by Technic League captains for their projects. All three are relatively empty at this point, and little of value remains. The doors to all three buildings are locked, but can be opened with green access cards^{TG}.

D17. Silos

Several twenty-foot-tall windowless towers built from sheets of riveted glaucite supported with metal frames loom here. Each silo has a small metal hatch in the side a few feet off the ground.

These glaucite^{TG} silo-like structures serve as storage facilities for fluids and gases salvaged from alien ships. Each of the hatches opens into a small, shallow alcove that contains several controls, nozzles, and spigots used to either load or drain the contents of the silo. Most of the fluids in here have been siphoned off for Ozmyrn Zaidow's needs in Silver Mount, but silo **D17a** is filled with liquid fuel that immolates on contact with air, **D17c** contains with acidic fluid, and **D17e** is filled with super-cooled vapor. A character who fiddles with the controls beyond a hatch has a 25% chance to cause the contents to vent, resulting in 6d6 points of energy damage (fire, acid, or cold as appropriate; DC 15 Reflex half) to that character. A silo that takes enough damage to be ruptured (hardness 15, hp 120, break DC 45) explodes, dealing 20d6 points of appropriate energy damage and 6d6 slashing damage from shrapnel in a 30-foot radius (DC 20 Reflex half)—note that this may be enough to trigger a chain reaction if other silos in the area have been damaged already.

E. TECHNIC LEAGUE HEADQUARTERS

In the middle of the Technic League compound stands its headquarters. Doors (including those belowground) are made of glaucite^{TG} (hardness 15, hp 30, break DC 28) and are locked electronically (Disable Device DC 40). A green

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or better access card^{TC} allows a door (locked or otherwise) to be opened as a swift action. Ceiling height within is a uniform 10 feet, and all rooms are brightly illuminated by glowing lights set into panels in the ceiling.

Note that every location and hallway in the headquarters (including the basements) contains a hidden camera in the wall near the ceiling that allows for observation from remote locations (areas **E3**, **E13**, **F6**, or **H1**)—a successful DC 30 Perception check reveals a hidden camera (hardness 10, hp 10, break DC 21, Disable Device DC 30).

E1. Headquarters Entry (CR 14)

Trophies harvested from various technological wonders, machines, and creatures decorate the walls of this large chamber. The walls and floor of the room are plated in metal, while harsh lighting glares from panels in the ceiling above.

The stairs at area **E1a** lead up to area **E7a**. The stairs at area **E1b** lead down to area **F5**. The items adorning the walls look impressive, but are relatively valueless—the League enjoys decorating with fancy-looking junk, but saves functional technology for themselves or their labs.

Creatures: A group of four gearsman battleguards stand guard in this chamber: one before each of the entrances to the stairwells, one before the entrance to area **E3**, and one before the entrance to area **E4**. These robots allow no one they don't recognize as a Technic League captain access beyond these points, and fight until destroyed if their patience is tested.

GEARSMAN BATTLEGUARDS (4) **CR 10**
XP 9,600 each
hp 91 each (see page 68)

Reinforcements: An additional four gearsman battleguards stand guard here.

E2. Guest Rooms

Although the Technic League keeps seven rooms on the headquarters' first floor available as guest quarters, it's rare for the rooms to approach full capacity—approved guests are quite uncommon. Each of these rooms is decorated with failed experiments too impractical for the League's use, yet interesting enough to impress visitors. Objects include giant gears and tangles of strange circuitry pulled from enormous robots, mosaics made from colorful debris, and weird sculptures constructed from melted slag. Each room also features rather comfortable bedding and hospitable furnishings. These rooms are all currently unoccupied, unless you want to have an NPC who survived a previous encounter with the PCs staying here as a guest (such as Ilarris Zeleashi, Sanvil Trett, or Hyrsek Caio).

E3. Data Banks

Several long tables covered with flashing lights and strange glowing panels fight for floor space in this room with large, boxy, cabinet-like metal objects. Here and there on the walls, panels flash images of buildings, rooms, and scenery from throughout Starfall.

This room serves not only as storage for a wealth of information the Technic League has collected over the years, but also as a place to monitor the city of Starfall, the Palace of Fallen Stars, and the Technic League compound. Some of the video feeds are provided by cameras hidden in the walls of buildings throughout the city, while others are provided by small robots outfitted with reconnaissance and broadcast equipment.

The stairs at area **E3a** lead down to the west to area **F8**, and up to the east to area **E10b**.

Treasure: Accessing the data here requires either a blue (or better) access card^{TC}, or a successful DC 50 Disable Device check to bypass the electronic lock preventing access. Once access is secured, a character capable of reading Androffan can use the computer equipment in this room to attempt Linguistics checks to access information of interest to the Technic League. A character with the Technologist^{TC} feat who succeeds at a DC 20 Linguistics check can use the computers in this room as a library to aid Knowledge checks to answer questions about Starfall, the Technic League, or robots or technological items in general, even without training in those skills. A character who is trained in the desired Knowledge skill gains a +10 bonus when using the data banks. Any attempt to inquire about Silver Mount automatically fails, but with a successful DC 25 Linguistics check, a character notes that all of the information gathered and stored here seems to have recently been sent to an unknown recipient in Silver Mount (courtesy of Ozmyrn Zaidow).

E4. Production Laboratory

This large room contains a wealth of workbenches for the crafting, repair, and dismantling of technological objects. What appears to be a large open cage or platform looms in the northeast corner of the room—lights flash on a small panel of buttons protruding from a pillar in one corner of the platform.

The "platform" in the northeast is actually an electronically powered lift that connects this room to area **E11** above and areas **F9**, **G3**, and **H2** below. The platform itself is relatively simple, and a successful DC 15 Knowledge (engineering) check reveals how to manipulate it, but activating it requires an access card. A red or better access card^{TC} allows travel between areas **E4**, **E11**, and **F9**, but a blue or better card is needed to access areas **G3** or **H2**.

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and even then, a 10-digit code is required before the lift descends to either area—both areas have separate access codes that the PCs can learn from Zernebeth (or via similar methods, at your discretion). A successful DC 45 Disable Device check allows for a one-time bypass of this lock and access to one of the two locations, but if this check is failed, the lift deactivates entirely for 24 hours.

Reinforcements: A group of six gearsman battleguards stand sentinel in this room, along with four battle mages working under the direction of captain Avernethy Mendaini.

Treasure: This spacious room is a fully functional production laboratory^{TG}.

E5. Storeroom

Shelves filled with all manner of technological devices clutter this room's walls.

Treasure: This room is used to store supplies for use in the various laboratories. Despite the apparent clutter, this room is currently woefully understocked—the shelves contain only 9,500 gp in various components usable in the construction of technological objects.

E6. Robot Repair Bays

This hallway contains seven alcoves, each of which is outfitted with a tangle of hanging metal cables above a circular disk on the ground.

This chamber contains several automated repair bays for robots. Any robot that stands within one of these alcoves is automatically repaired of 1d8+10 points of damage every 10 minutes. Other constructs (including androids) that stand within one of these bays heal 1d8+10 points of damage per hour.

E7. Upstairs Foyer (CR 14)

The stairs at E7a lead down to area E1a.

Creature: Not all of the constructs that serve the Technic League are robots—this chamber contains a construct that, while built to resemble a 15-foot-tall gearsman, is in fact “merely” an advanced iron golem programmed to attack any intruders who attempt to leave this room by any exit save for via the stairs down to area E1a without first displaying a blue access card^{TG}. The golem doesn't pursue foes out of this room.

ADVANCED IRON GOLEM **CR 14**
XP 38,400
hp 165 (*Pathfinder RPG Bestiary* 162, 294)

Reinforcements: Two gearsman battleguards stand guard here as well.

E8. Captains' Quarters

Each Technic League captain keeps his or her own room in this wing of the headquarters, but paranoia results in the captains leaving nothing of any real value in their quarters. The owners of each room are listed on page 33—if Starfall is in chaos, none are present. Otherwise, Captains Akradenn and Krastus are resting in their quarters.

E9. Pharmaceutical Laboratory

This room appears at first to be a strange alchemical laboratory, but upon closer inspection, the equipment here is of a decidedly more technological nature.

Reinforcements: Two gearsman battleguards wait here.

Treasure: This large chamber is a fully functional medical laboratory^{TG}.

E10. Military Production Lab (CR 14)

This room contains several workbenches for the crafting, repair, and dismantling of technological objects. Many of these appear to be partially completed weapons or suits of half-salvaged armor.

The stairs in area E10b lead down to area E3a to the north and up to area E12a to the south.

Creatures: Four gearsman battleguards stand guard in area E10a. The door to this room is generally kept open, and the gearsmen move out quickly to attack anyone they don't recognize as a captain.

GEARSMAN BATTLEGUARDS (4) **CR 10**
XP 9,600 each
hp 91 each (see page 68)

Reinforcements: Two additional gearsman battleguards are stationed here.

Treasure: This chamber is a fully functional military lab^{TG}. Most of its components are useful in building weapons or armor—in all, 12,500 gp worth of parts can be found here for the construction of technological items. In addition, a timeworn laser canon (see page 62) sits on one workbench, while on another is a metal crate containing six fragmentation grenades^{TG}.

E11. Robotics Laboratory (CR 14)

This room contains several partially dismantled mechanical creatures—some that may have once resembled humanoids, others that were more like insects, and still more whose original shapes are impossible to determine. Workbenches and numerous technological tools lie strewn about the place haphazardly, and everything is covered in a fine layer of dust.

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This room is used by the Technic League to repair, build, and otherwise maintain their robotic minions. Most of the current captains don't have the skill to build robots—Captain Sila Desaulis is their current expert, and she's been off-site in Silver Mount for many months at this point. As a result, this laboratory hasn't been visited for some time.

Creature: A pair of myrmidon robots have been moved into this chamber to watch over it—Ozmyn has alerted everyone that this room is off-limits for now, and the two robots attack anyone other than him who enters the room.

ADVANCED MYRMIDON ROBOT

CR 12

XP 19,200 each

hp 167 each (see page 36)

Treasure: This chamber is a fully functional robotics laboratory (see *Pathfinder Adventure Path* #90 for rules on constructing robots).

E12. ZERNEBETH'S QUARTERS (CR 12)

This large circular chamber combines what appears to be an opulently appointed bedroom on the eastern side with a cluttered wizardly laboratory to the west. An adjustable folding screen of metal slats painted with images of snowy landscapes divides the two sections. Scattered among the wizardly equipment is a staggering variety of technological tools and devices, while to the north, a cubical device whirs and hums, its upper half caked with frost. The air in the room is cold enough to frost breath.

This chamber has traditionally gone to the second most influential Technic League captain for use as a laboratory, lounge, and personal quarters. Each occupant tends to rebuild the room to suit specific needs, and the room's current occupant has installed a refrigeration device (the cubical frost-caked item to the north) to maintain the room's temperature at just a few degrees above freezing.

The stairs at **E12a** lead down to the east to area **E10b**, and up to the east to area **E13a**.

Creature: Captain Zernebeth is this room's current occupant, and as long as Ozmyn Zaidow remains in charge of the League, she prefers to spend most of her time in this room. She's rigged an alarm on the door to her chamber, but if she knows the PCs are in the complex, she warns them about the alarm before they reach here, telling them to announce themselves through the door's intercom so she can deactivate the alarm before letting them in. She also warns them, to approach her room either invisibly or disguised as low-ranking Technic League members if possible, so as to keep her cover.

Zernebeth has tampered with the hidden cameras in this room and in the outer hall so that they show her going about her daily routine of research; she knows Ozmyn spies on her, despite his promise that the cameras have been deactivated.

She doesn't want to appear treacherous quite yet, and has been playing along for months, hoping for an opportunity to dethrone him—the PCs, she hopes, will give her that chance.

When she meets with the PCs, she presents a conflicted persona—on one hand frustrated and eager to lash out at Ozmyn, but on the other almost repressed in her emotions. A PC who succeeds at a DC 20 Sense Motive check picks up on the wizard's barely restrained anger over her situation. Zernebeth hopes the PCs will do the dirty work for her, of course, leaving her out of the conflict. She explains that if the PCs handle Ozmyn without her, she can then step in to take his place and grant them immunity from further reprisals from most of the other captains. If she helps them in the fight, though, the other captains will be more likely to not trust her as their leader once again. "League politics is complicated and often nonsensical," she admits with a smile, "but I must admit, that's one of the things I enjoy about the place."

Zernebeth knows a bit about Ozmyn's tactics and abilities, and shares them with the PCs before they confront him. She also warns them about the robots that protect him in his room, and that he won't hesitate to teleport away if actually threatened. She also tells the PCs that Ozmyn may be the leader of the Technic League, but that there are a few allies loyal to him that the PCs should take out as well in order to ensure that only trustworthy captains remain for her to lead—Ghartone is one of Ozmyn's loyalists, as is Sila (although Zernebeth thinks she's trapped or dead in Silver Mount—no one's heard from her in months), but the most dangerous of them is a witch named Gryne Rasik, who can be found in the second subbasement below.

Zernebeth can provide maps of all floors of the compound, including all of the chambers below, and can advise the PCs about the types of dangers they'll face therein, but as with the fight against Ozmyn, she prefers to keep a subtle and somewhat hidden role while the PCs clean things up. At your discretion, if you think the PCs could use some additional aid, Zernebeth can accompany them. Likewise, if the PCs get in over their heads and are captured, she can come to their rescue. Doing either of these things blows her cover, though, and after providing the service, she teleports to a safe place in Irrisen to wait for things to blow over back here in Numeria before returning at the end of the adventure to lay claim to the role of leader.

If the PCs ask her for advice on how to enter Silver Mount, she notes that securing the orange access card^{TCG} Ozmyn carries will help, but also that she suspects he carries a journal in which he has recorded much information about the nature of the defenses and dangers in Silver Mount. If the PCs can get Ozmyn's card and secure this journal (which, Zernebeth correctly suspects, he doesn't carry on him, but has placed in safekeeping somewhere in the deepest subbasement, likely under the protection of his favored ally, Gryne Rasik), their chances within

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Silver Mount should improve dramatically. She has a bit of information to give the PCs about Silver Mount, but not a lot—see the last adventure in the Iron Gods Adventure Path, “The Divinity Drive,” for more details on her advice.

If the PCs attack Zernebeth, she is very disappointed at having misjudged them; she fights as detailed on page 60, but won’t hesitate to abandon Numeria if that becomes her best choice.

ZERNEBETH CR 12

XP 19,200

hp 96 (see page 60)

Treasure: This room can function as a cybernetics lab^{TC}, a military lab^{TC}, or a production lab^{TC}, although not all at once—the user must decide what use the lab is being put to on a particular day.

Story Award: Award the PCs XP as if they defeated Zernebeth in combat for finally making face-to-face contact with her and gaining her aid and advice.

E13. Ozmyn’s Quarters (CR 16)

The walls and ceiling of this chamber consist entirely of a wide dome of scintillating, glasslike material set into an elaborate metal framework laid in alien patterns. To one side of the room, an area partitioned off by a metal screen is decorated with an oversized bed with silk sheets. A small table and chair sit nearby—several large books sit atop the table. The rest of the room is a clean, neatly organized laboratory that seems to combine tools for working on magical and technological items alike.

The stairs at **E13a** lead down to **E12a**. The door to this room is always locked.

Creatures: Ozmyn Zaidow knows the PCs are dangerous foes, and when they first begin their attack on the Technic League (or once their Notoriety reaches 21), the man barricades himself into this room and watches the PCs’ progress through the compound via an uplink to the data banks on his desktop monitor. If the PCs destroy the data banks or disrupt the compound’s power supply, Ozmyn’s surveillance is cut off. At your discretion, Ozmyn may then gather his allies and seek out the PCs, or he might relocate to area **H5** or **H7** to join with Gryne. Ozmyn is a canny foe, and you should play him as such—once he realizes the PCs are a significant threat not only to him, but to his ability to support Unity, the magus becomes mobile and seeks to confront the PCs in an area where he’ll maintain the advantage. Because of this, PCs who use stealth to enter the compound and make their way here to attack Ozmyn before he has time to react can gain a significant advantage over him. Ozmyn is attended at all times by three gearsman battleguards.

OZMYN ZAIDOW CR 14

XP 38,400

hp 150 (see page 58)

GEARSMAN BATTLEGUARDS (3) CR 12

XP 9,600 each

hp 91 each (see page 68)

Treasure: This room can function as a cybernetics lab^{TC}, a military lab^{TC}, or a production lab^{TC}, although not all at once—the user must decide which use the lab is being put to on any one day. The books on the table are Ozmyn’s notebooks and journals, as well as several spare spellbooks (he leaves these behind if forced to flee). A character who reads through the books notices numerous notes scrawled into the margins, but a PC who succeeds at a DC 20 Perception check picks out the following written into the margins next to the entry for Ozmyn’s *destroy robot* spell: “SB1-2249-XP1; SB2-181D-XYB.” These are the codes required to access Subbasement 1 and Subbasement 2 via the lift that moves through area **E4**. Other notes in the book should be more disturbing but are less immediately useful—Ozmyn goes on often and at length about “Unity” or the “Iron God below Silver Mount,” talking of this entity as if it were an avenging angel from a distant star come to Golarion to usher in a new age, one where biological life has ascended to a purer form of existence in a world where intellect is the rule and physical bodies are outdated. The PCs can use these journals and spellbooks (see page 58) to help prepare for their expedition into Silver Mount, as detailed in the next adventure.

F–H. TECHNIC LEAGUE BASEMENT

There are three underground levels below the Technic League headquarters—a main basement and two subbasements. All three are well lit by ceiling lights; ceilings average 10 feet high unless otherwise noted. Doors down here function as they do in the compound, but are always kept locked. The air in most chambers carries strange scents of chemicals and smoke, and muffled sounds of shrieks of pain or horror are not uncommon.

F1. Northern Entrance

The stairs here lead up to area **D4**. This empty chamber is the primary point of entry to the basement for Starfall’s non-spellcasting guards.

Reinforcements: A pair of gearsman battleguards stands guard here.

F2. Sellword Barracks

Several simple bunk beds line the walls of this long hall, while a few tables and chairs with dirty plates and mugs of half-consumed ale decorate the center of the room.

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The human mercenaries employed by the Technic League are stationed here—there's bunk space for 18 sellswords in all, but the area is currently empty if Starfall is in chaos.

Reinforcements: A group of four sellswords rest here. They mobilize quickly once an alarm is raised and move out through area **F1** up to the compound above to join the fight.

F3. Commander's Quarters

This room contains a sturdy bed, a large wooden table covered with maps and notes, and a stand on which is displayed an exotic suit of armor.

The sellsword commander is a brutal man named **Velgradus Vesk** (LE half-orc fighter 13), but if Starfall is in chaos, he's out in the city leading a large group of sellswords to quell the uprising.

Reinforcements: Velgradus Vesk can be found here—use statistics for a brutal warlord from page 88 of the *NPC Codex*,

but instead of fighting with a +1 *vicious flail*, he fights with a +1 *vicious longsword*.

Treasure: The notes on the table concern the deployment of soldiers throughout the city, guard schedules, and the like. The suit of armor is one of Velgradus's trophies from his time as an adventurer in Tian Xia—it's a +3 *martyring o-yoroi* taken from a samurai warlord.

F4. Storeroom

The shelves that line this room's walls hold food, water, inexpensive ale, blankets, and other miscellaneous supplies.

These supplies are for the support of the sellswords—there's little of interest here. The secret door to the north can be located with a successful DC 25 Perception check.

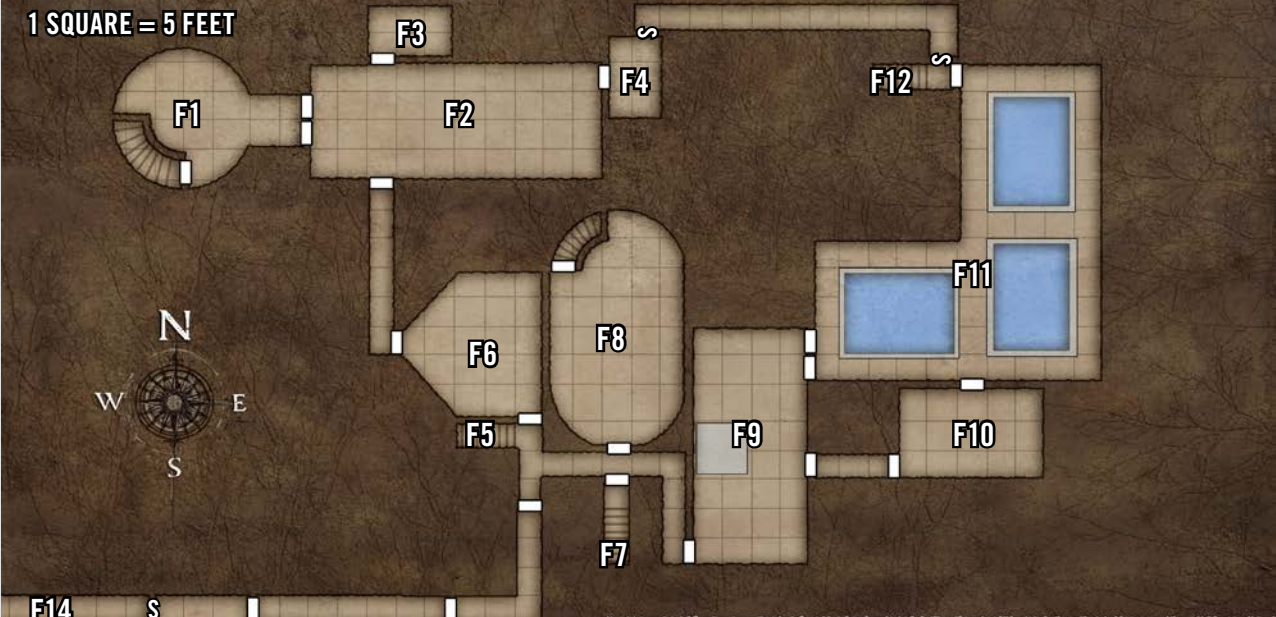
F5. Central Stairwell

These stairs lead up to area **E1b**.

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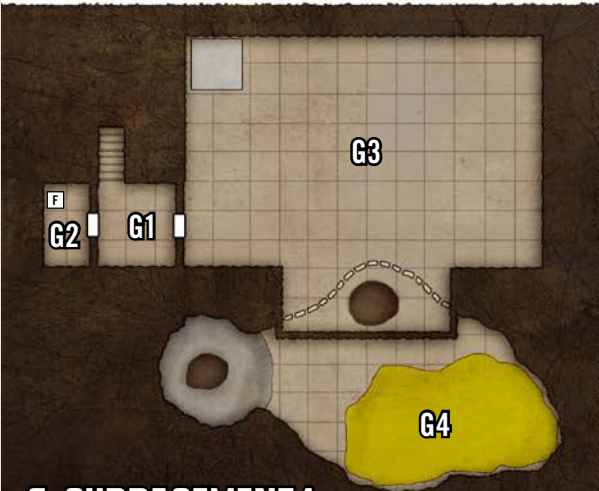
F. TECHNIC LEAGUE BASEMENT

1 SQUARE = 5 FEET



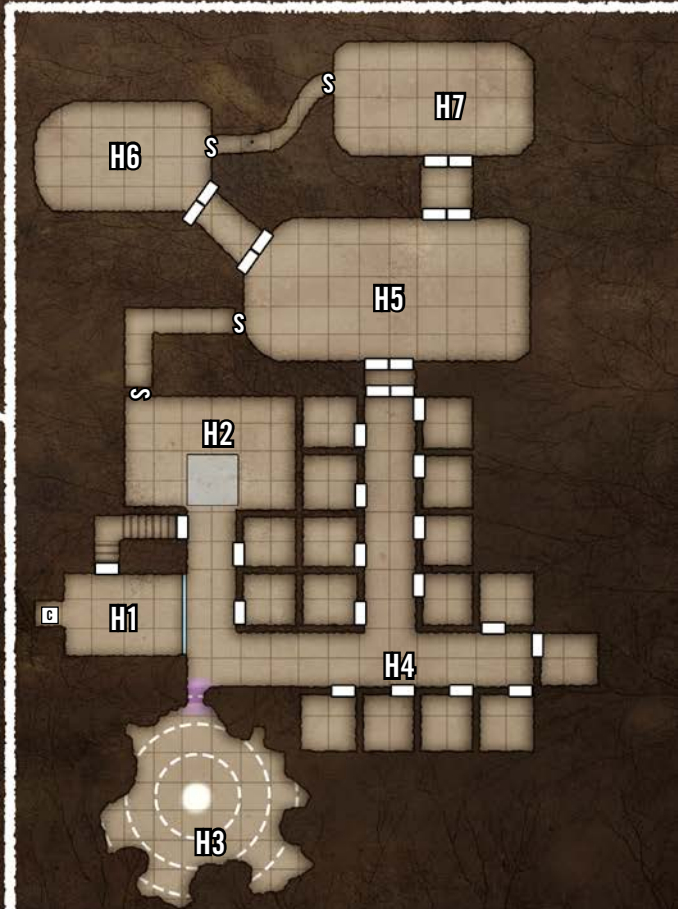
G. SUBBASEMENT 1

1 SQUARE = 5 FEET



H. SUBBASEMENT 2

1 SQUARE = 5 FEET



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F6. Security Station (CR 14)

The walls of this room flicker and glow with numerous images of various underground chambers. Two semicircular tables surround a pair of chairs in the middle of the room. Two half-sized beds sit to the north.

The images on the walls depict various chambers throughout the basement (but not the aboveground floors or subbasements) of the League compound.

Creatures: This security station is manned by two skilled halfling brothers named Brekk and Ilbur Scuttledown who keep an eye on the monitors in shifts. Well paid by the League, these halflings quickly mobilize as soon as they see anyone who's not supposed to be down here on one of the monitors. Once they spot intruders, the two halflings cast *invisibility*, then use *dimension door* to move to the location where they spotted trouble and attempt to take the intruders alive. If reduced to fewer than 30 hit points, a Scuttledown retreats back here with *dimension door* to drink both his *potions of cure serious wounds* before returning to the fight. A Scuttledown who has no potions to use and is reduced to fewer than 30 hit points flees the city and doesn't return.

BREKK AND ILBUR SCUTTLEDOWN CR 12
XP 19,200 each

LE halfling rogue 4/sorcerer 5/arcane trickster 4
hp 111 each (*Pathfinder RPG NPC Codex* 205)

F7. Subbasement Access

These stairs lead down to area G1.

F8. Meeting Room (CR 12)

This large egg-shaped chamber has smooth, seamless walls of silvery metal. Light gleams from numerous freely suspended orbs that slowly circle the top of the high, curved ceiling. In the center of the room stands a strange triangular-shaped metal table surrounded by a dozen chairs. Along the edges of the chamber trail several additional rows of chairs, all facing the center table.

This room is used by the Technic League captains to hold meetings—the 12 chairs around the table are for captains, while those against the walls are for aides, bodyguards, or other visitors or guests. A stairway leads up from the northwest section of this room to area E3a.

Creatures: A pair of gearsman battleguards stand sentinel in this chamber; they fight intruders until destroyed.

GEARSMAN BATTLEGUARDS (2) CR 10
XP 9,600 each

hp 91 each (see page 68)

F9. Robot Hanger

This large chamber is relatively empty. A ten-foot-square metal platform sits on the ground to the west.

The platform is a lift that connects the various levels of the compound—see area E4 for details.

Creatures: The League uses this room to store robots that haven't yet been assigned to guard duty—currently, a pair of advanced myrmidon robots kept in reserve to replace the guardian at area D8 await orders here. They do, however, have standing commands to attack any intruders into the room.

ADVANCED MYRMIDON ROBOTS (2) CR 12

XP 19,200 each

hp 167 each (see page 36)

F10. Nanotech Laboratory

This room contains several large, bulky devices covered with glass bulbs and flashing lights. Swivel-mounted chairs and built-in binocular-like ports further add to the mystery of these awkward, softly humming contraptions.

Reinforcements: One of the Technic League captains, the Ulfen wizard Sterklindr, works here with two battle mages on his latest nanotech project.

Treasure: This chamber is a fully functional nanotech laboratory^{TG}. A search of the room reveals 11 nanite canisters^{TG} and a timeworn^{TG} green nanite hypogun^{TG} (5 charges).

F11. Acid Pits (CR 14)

A metal catwalk connected by two bridges spans the perimeter of this acrid-smelling chamber. Ten feet below this catwalk, a bubbling vat of pale lavender fluid churns and smokes. Gray metal chains attached to winches suspend small cages or hooks over these pools of eye-watering fluid.

The pool below is only 5 feet deep, but the fluids that fill the pool are a powerful acid that dissolves organic matter but leaves stone, plastic, and metal unharmed. The Technic League uses this acid to swiftly reduce the bodies of creatures with cybernetic implants for easy harvesting, and simply to dispose of biological leftovers from other experiments. The catwalks that surround the pools are slippery and require a successful DC 10 Acrobatics check to navigate by a character taking more than a single move action in a round. Failure by 5 or more indicates a 10-foot fall into the acid (*Core Rulebook* 442).

Creatures: Not content with the room's inherent dangers, and seeking creatures immune to acid to aid in the retrieval of cybernetic gear once the fluids have done their job, the

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Technic League enjoined the aid of a pair of derghodaemons to serve as this room's guardians and caretakers. These creatures slosh and splash through the acid (treat the liquid as difficult terrain for the creatures to wade through) and attack anyone in the room who's not being escorted by a captain.

DERGHODAEMONS (2)

CR 12
XP 19,200 each
hp 161 each (*Pathfinder RPG Bestiary 2* 66)

F12. Dormitory Stairs

These stairs lead up to area **D14**. The secret door to the north can be located with a successful DC 25 Perception check.

F13. Guardpost (CR 12)

Gearsman battleguards are kept in reserve here, ready to deployed to shore up defenses elsewhere in the compound.

Creatures: Two gearsman battleguards stand sentinel in this chamber; they attack any intruders on sight and fight to the death. The battleguards move to the reactor chamber (area **F15**) if they hear sounds of combat coming from that room, but their Perception checks to hear such a fight take a –25 penalty due to the noise from the reactors.

GEARSMAN BATTLEGUARDS (2)

CR 10
XP 9,600 each
hp 91 each (see page 68)

F14. Secret Tunnel

The secret door here hasn't been used in decades—it can be spotted from the western side automatically, but from the eastern side it requires a successful DC 40 Perception check to discover. The tunnel winds west to eventually connect to area **C44a**.

F15. Reactor Chamber (CR 15)

This room is searing hot. The air in the room's central area shimmers with heat, while five rumbling walls of glowing metal and tangles of steaming pipes fill the chamber with a thunderous rumbling sound.

Five geothermal generators^{TC} rumble away in this chamber. These generators are the primary source of power for the entire Technic League compound, and with all five running, they impart a –25 penalty on Perception checks made in this room. In all, these generators produce a total yield of 1,000, but nearly all of this is dedicated to running the various labs, traps, lighting, and other mechanical elements of the complex, leaving an available yield of only 30. The searing heat in this room functions as extreme heat (*Core Rulebook* 444).

Creatures: This chamber is one of the most important in the compound, and its guardians bear that out. A pair

of tarry demodands stands vigil in this room, bound into servitude via binding spells to protect the reactors from troublemakers. Their resistance to fire protects them from the room's heat. Until they see someone other than one of the captains attempting to meddle with the reactors, they remain motionless and impassive. Once they attack, though, they fight to the death.

TARRY DEMODANDS

CR 13
XP 25,600 each
hp 171 each (*Pathfinder RPG Bestiary 3* 71)

F16. Southern Stairs

These stairs lead up to area **D15a**.

G1. Gardener's Post

The air in this room is unusually warm and humid, and a film of condensation covers every surface. Along the walls sit several pods of water in which grow tangles of strange plant life. Two doors provide exit to the east and west—both doors have short messages on their surfaces. A short table to the south is covered by a large mound of soggy paperwork and what appears to be a strange, red-and-black seedpod the size of a cabbage.

The writing on the doors is in Androffan—to the west, the door reads "Subbasement Level 2 Access," while the east one reads "DANGER—Meat Garden." The door to area **G3** is always kept locked (blue access^{TC}). Stairs to the north lead up to area **F7**. This room and the room to the east were once the domain of one of the Technic League's more eccentric caretakers—and the group's only divine spellcaster. Not technically a captain (a position that requires skill in arcane spellcasting), Jarin Sogron was an eccentric gnome druid who had become obsessed with the numerous strange and alien plants encountered by explorers in Silver Mount. The walls of this room are hydroponic pods for several of the less dangerous alien plants—with a successful DC 20 Knowledge (nature) check, a character confirms that while these plants are harmless, they are not native to Golarion. Jarin Sogron recently met a grisly fate (see area **G3**), and the other Technic League captains have had little interest in pursuing his research—as such, the plants here have been left to grow on their own. Here in this room, the hydroponics are relatively well maintained by automatic machinery—this is not the case in the next room over.

Treasure: A search of the table reveals Jarin's notes—most of which have been ruined by the moisture. Those that have survived speak of a vast habitat pod in Silver Mount wherein an entire ecosystem flourishes. Jarin wasn't ever able to visit the pod due to Technic League politics, but his notes mention the seedpod that sits on the desk. Jarin correctly identified the seedpod as having come from a dangerous

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variant alraune (*Pathfinder RPG Bestiary* 313) from the planet Castrovel. Jarin suspected that the source of this seed can be found in the habitat pod, and that it could well serve as a useful bargaining chip with its dangerous source—he was correct. See “The Divinity Drive” for how this seed pod can help the PCs deal with the alraune Milstamm or the lashuntas (*Pathfinder Campaign Setting: Inner Sea Bestiary* 25) who dwell in Silver Mount.

G2. Subbasement Two Access

This empty room contains a glaucite^{TC} trap door that’s kept locked (blue access^{TC}); if opened, it reveals a long ladder leading 80 feet down to area **H1**.

G3. Meat Garden (CR 15)

The air in this room is uncomfortably warm, humid, and foul-smelling. The unpleasant stink of rotting flesh, bitter chemicals, and acidic soil fill the air along with a dull haze of vapor. Thick tangles of plants grow throughout this room, their roots bursting through their planters and spilling soil across the ground. Pipes from the northern wall periodically dribble a foul-smelling sludge into the soil. To the northwest, a set of cables rises up to the ceiling above a gray metal platform on the floor—one of the few areas relatively clear of plant growth.

This room was once well tended, but since the druid Jarin, the sole caretaker of this strange greenhouse of alien plant life, fell victim to a patch of virulent yellow mold, the room’s growth has gone unchecked. Fertilized with chemically enhanced runoff siphoned from the acid pits, the majority of the plants in this room are carnivorous (although all of the plants capable of harming larger creatures now dwell in the cave below), earning the place the disturbing nickname of “Meat Garden.” To the south, a 10-foot-wide hole in the floor provides access to a lower cavern (area **G4**) where more plants grow, but this hole has been grown over by a tangle of vines. A successful DC 20 Perception check allows a character to notice the hole before stepping on these vines—a character who fails this check falls through and drops 40 feet down to area **G4** (a successful DC 20 Reflex save allows the character to grab the edge of the hole before falling in).

The platform to the northwest is the lift that connects this room to area **F9** above and area **H2** below (see area **E4** for further details on this lift).

Creature: A particularly large warden robot—an automaton used on *Divinity* for warfare but here in the Meat Garden as security—stands near the center of the room, partially overgrown by vines and entirely infested with the same yellow mold that killed Jarin. The druid’s unquiet spirit now haunts the robot, and takes offense at the introduction of any creatures made of flesh.

HAUNTED ROBOT

CR 15
XP 51,200

Unique warden robot (*Pathfinder Adventure Path* #87 88, *Pathfinder RPG Bestiary* 294)

NE Huge construct (robot)

Init +9; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +29

Aura infrasonic field (30 ft., DC 21)

DEFENSE

AC 26, touch 13, flat-footed 21 (+5 Dex, +13 natural, -2 size)

hp 214 (18d10+40 plus 75 hp force field)

Fort +6, **Ref** +13, **Will** +10

Defensive Abilities hardness 10, reactive armor, resilient; **Immune** construct traits

Weaknesses haunted, vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +26 (2d6+10/19–20)

Ranged 2 integrated sonic disruptor +21 touch (3d8/19–20 plus sonic)

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

Special Attacks combined arms, dazzler, infested, integrated sonic disruptor

TACTICS

During Combat The robot follows Jarin’s impulses and has assumed the druid’s alignment, and as it attacks it proclaims the PCs to be fit only for fertilizer. The robot is entangled on the first round of the fight, but automatically rips free from its roots at the start of the second round—it doesn’t pursue foes from this room. If the positioning is right, the robot tries to bull rush foes over the edge of the pit into area **G4**.

Morale The haunted robot fights until destroyed.

STATISTICS

Str 30, **Dex** 20, **Con** —, **Int** 15, **Wis** 18, **Cha** 5

Base Atk +18; **CMB** +30 (+32 bull rush); **CMD** 45 (47 vs. bull rush)

Feats Alertness, Deadly Aim, Improved Bull Rush, Improved Critical (integrated sonic disruptor), Improved Critical (slam), Improved Initiative, Lightning Reflexes, Nimble Moves, Power Attack

Skills Acrobatics +23, Climb +31, Perception +29, Sense Motive +29

Languages Androffan

SPECIAL ABILITIES

Combined Arms (Ex) As part of a full-attack action, a warden robot can attack with both its melee and ranged integrated weapons.

Dazzler (Ex) As a standard action, a warden robot can target a single creature with a beam of strobing light that functions as a gaze attack with a range of 60 feet. The target must succeed at a DC 17 Fortitude save or be blinded for 2d4 rounds. Creatures that successfully save are instead dazzled for 1d4 rounds. Creatures with light blindness or light sensitivity take a –4 penalty on the saving throw. This is a light effect; the save DC is Intelligence-based.

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Force Field (Ex) A shimmering field of energy encases this robot, granting it 75 bonus hit points. All damage dealt to this robot is deducted from these hit points first. As long as the force field is active, the robot is immune to critical hits. This force field has fast healing 15, but once its hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

Haunted (Su) The unquiet spirit of the gnome druid Jarin Sogron haunts this robot. As a result, the robot takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Infested (Ex) This robot is infested with yellow mold. Every round the robot takes an action or takes damage, the mold fills a 10-foot radius around the robot with poison spores (*Core Rulebook* 416). Sunlight renders the mold dormant, and once the robot takes a total of 25 points of fire damage, the mold growing on it is burned away.

Infrasonic Field (Ex) Warden robots constantly emit powerful sound waves at a frequency below normal hearing. These vibrations can debilitate living beings within 30 feet. Such creatures must succeed at DC 17 Fortitude save or fall prone and be nauseated for 1d4 rounds. A warden robot can suppress or resume this ability as a free action. This is a sonic effect, and the save DC is Intelligence-based.

Integrated Sonic Disruptor (Ex) A warden robot's arms contain built-in ranged weapons that emit focused sound waves in 100-foot rays that deal 2d8 points of sonic damage.

Reactive Armor (Ex) A warden robot is covered in a special shell that reacts explosively to powerful strikes. Due to this covering, a warden robot gains *light fortification* (25% chance to negate critical hits and sneak attacks). When the armor negates a critical hit from a melee weapon, the attacker takes an amount of fire damage equal to half of the damage dealt to the robot. Attackers using reach or ranged weapons avoid this damage.

Resilient (Ex) Warden robots receive a +3 racial bonus on all saving throws.

Treasure: A successful DC 30 Perception check reveals the almost entirely overgrown bones of the druid Jerin just to the east of the hole to area **G4**. The high acid content of the soil and the ravenous plants have ruined most of the body's gear, but its *headband of inspired wisdom +4* and *gauntlet of rust* remain fully functional.

G4. Drainage Cavern (CR 13)

The floor of this cavern is a thick, soupy mess of mud and foul-smelling water. Thick coils of strange, pale vegetation grow in the room to a depth of one foot over the mud. To the south, a large pool of pale green liquid bubbles, while to the west the cave floor slopes away into a sinkhole from which a pulsing purple light issues.

The combination of alien plant life and mud on the ground of this room makes for very difficult terrain to walk through; each square counts as 4 squares of movement as a result. The sinkhole is shallow but unstable; anyone entering the area must succeed at a DC 15 Climb check to avoid sliding through the hole at the center, which drops 30 feet to area **H3** below—the purple glow comes from that room's irradiated contents.

The mass of pale green liquid to the south is algae-thick water that's only 1 foot deep—the terrain here is merely difficult to wade through, unlike elsewhere in the cave.

Creatures: What appear to be two towering albino plants grow out of the waters to the south—these are alien flytraps that swiftly attack anything made of flesh that enters this cavern. These plants can move through the vines, mud, and water in this room with ease, treating the cavern as normal terrain.

ALBINO ALIEN FLYTRAPS (2)

CR 11

XP 12,800 each

Advanced giant flytrap (*Pathfinder RPG Bestiary* 134, 294)

hp 175

H1. Prison Guardpost (CR 13)

The south wall of this relatively empty room contains seventeen small glass panels that show shimmering images of similar ten-foot-square cells. Below each panel is a row of buttons. To the east, a long, thin glass window looks out over a high-ceilinged hallway.

The seventeen panels are monitors that show the contents of the 16 cells in area **H4**. The seventeenth monitor shows the hall at area **H4**, with a view of the force field blocking area **H3**. If PCs or NPCs have been captured by the Technic League, they are likely to be found in these cells. The buttons below each cell control the cell doors, as well as the temperature, lighting, and ambient sound in each cell—one can also use an intercom system to communicate with a prisoner in each cell. The seventeenth monitor can also be used to deactivate the force field to area **H3** as a move action.

Creatures: Far to the east, below the city of Cheseb, lies the Chapel of Rent Flesh, a paradise of torture where a group of kyttons explore the boundaries between pain and pleasure with the aid of Numerian technology. Several of these kyttons have grown intrigued by the Technic League, and in an attempt to be "good neighbors" have sent many of their members to serve as liaisons, assistants, advisors, and guardians. In return, the Technic League allows the Chapel of Rent Flesh to pursue its goals with little intervention—in truth, the Chapel's reach and influence in Numeria has grown far greater than the Technic League suspects, and the kyttons who serve in this lowest subbasement are as much spies as they are guardians.

This room is manned by a pair of sacristan kytton guardians who serve as much to watch over any prisoners in the cells as they do to prevent unwanted intrusions into the

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subbasement by visitors. Very few members of the Technic League are allowed down here—currently, only Gryne (see area **H5**) and Ozmyrn Zaidow (see page 58) are welcome. All others, the PCs included, are brusquely told that what lies beyond this post is not for their eyes—unless they wish to surrender themselves to the exploration of flesh and metal and volunteer as experimental stock, of course! If the PCs press the point or don't immediately leave, the kytons stationed here attack at once, fighting to the death. One of the kytons deactivates the force field to area **H3** before attacking the PCs, allowing the occupant of that area access to the halls to further impede invasions or escape attempts.

ADVANCED SACRISTAN KYTONS (2) CR 11

XP 12,800 each

hp 150 each (*Pathfinder RPG Bestiary 4* 177, 288)

H2. Incinerator Room (CR 14)

A metal platform sits in the southern portion of this otherwise empty room. The wall to the west contains a single line of one-foot-square panels, beyond which the roaring of fires can be heard.

Each of the panels on the west wall can be opened with a touch to reveal a 6-foot-deep incinerator within—the occupants of this level use these to dispose of waste material and unruly prisoners. A creature or object placed in an incinerator takes 8d6 points of fire damage per round once the panel is closed. The metal platform is connected to the lift that provides access to the levels above (see area **E4**). With a successful DC 30 Perception check, a character can notice the secret door to the north.

Creatures: A pair of advanced myrmidon robots guards this room. One remains in this chamber at all times, while the second leaves the room to patrol the halls in area **H4**—it returns to aid its companion if it hears a fight.

ADVANCED MYRMIDON ROBOTS (2) CR 12

XP 19,200 each

hp 167 each (see page 36)

H3. Radioactive Chamber (CR 16)

A glowing field of transparent violet force blocks access to this cave from area **H4**. This force wall functions as a *wall of force* (CL 15th), but is technological in nature, not magical. A successful DC 40 Disable Device check can deactivate it, as can using the monitor in area **H1**.

The walls of this cavern are polished smooth and coated with some sort of glowing purple residue that pulses softly and irregularly.

This chamber was once used to house an experiment with radioactivity and plasma—all that remains today after

a terrible accident is a cave filled with radioactivity. The central 5 feet of this cave, directly under the hole in the ceiling 30 feet above to area **G4**, has severe radiation. A 5-foot-radius sphere around that drops down to high radiation, then to medium in the next 5 feet, and finally to low radiation in the last 5 feet—these zones are indicated on the map.

Creatures: A single dangerous creature created as a side effect of the botched experiment in this room still dwells within—a pulsing mound of glowing purple sludge. This is a variant form of plasma ooze that's slightly weaker than most of its kind. It has no fly speed—instead it moves along the floor with unnerving speed. It also has fewer hit points than most plasma oozes and takes a –2 penalty on all d20 rolls and damage rolls. As long as the ooze is exposed to an area of radiation, it need not feed and it gains fast healing 10—it doesn't suffer any ill effects from radiation poisoning. If the door to this chamber is opened, the ooze slithers out into the surrounding hall to feed on any organic creature it finds.

VARIANT PLASMA OOZE CR 15

XP 76,800

hp 199 (*Pathfinder RPG Bestiary 3* 220)

H4. Cells

Each of these rooms is similar in appearance. The reinforced glaucite^{TC} doors (hardness 15, hp 60, break DC 34) can be opened or closed via the associated monitor in area **H1**—only force or a successful DC 45 Disable Device check can open one from here. Within, the cells are each fitted with a toilet and a bed with a thin mattress—no blanket or pillow is afforded those who dwell here. Whether there are any prisoners kept here at this time is left to you, and depends on how your particular game has unfolded to this point, but rescuing a prisoner from one of these cells could make for a particularly harrowing side quest. For now, half of these cells are empty, while the other half contain screaming, laughing, writhing, wholly mad victims of surgical and biological experimentations. These poor souls are noncombatant—once men and women of Starfall, you should treat them as fleshdregs (*Pathfinder RPG Bestiary 4* 100) that lack a bite attack or the sinful bite and sin-scent abilities possessed by most fleshdregs.

H5. Experimental Lab (CR 15)

Tall open shelves line this room, crammed with cruel-looking metal torture devices, jutting with flesh screws, oversized syringes, and skin clamps. Interspaced between the shelves hang full-sized anatomical drawings explaining how to assemble and attach the devices. Work boards pinned to the shelves display detailed instructions along with projected pain scales for each device.

With a successful DC 30 Perception check, a character can notice the secret door to the west.

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Creatures: This room serves as a work laboratory for one of the Technic League's most depraved and disturbed captains—Gryne Rasik. Always a sadist bolstered by an unhealthy dose of curiosity, Gryne works well with the kytons here, and while she remains loyal to Ozmyrn Zaidow, she's grown equally loyal to the kytons she's been working with for the past several months. The experiments they've been performing here are long-term, and many of them take days or even weeks to perform, placing the subjects in constant and ever-increasing agony. Gryne's goal in these experiments has meshed with that of her kyton allies—to find a way to merge flesh and technology to create a new form of life. What Gryne doesn't realize (but the kytons do) is that these goals are the same as those of Unity, and it is through subtle manipulations from Ozmyrn over the past several months that Gryne has become increasingly obsessed with these experiments. She continues to give Ozmyrn (and thus, Unity) regular updates on her experiments, but has grown annoyed at having to pause every few weeks to give these reports. Gryne has come to see the kyton Krimox as her superior rather than Ozmyrn, and hopes someday to make a breakthrough and become the first true new kyton resulting from the Chapel of Rent Flesh's experimentations.

Gryne is assisted in this room by a trio of advanced sacristan kytons. Their current experiment involves the replacement of a man's circulatory and digestive system with an artificial network of vessels that will serve both needs more efficiently. The man's screams have long since given out to dull rasping cries, and if his procedure is interrupted by combat, he dies in 2d4 rounds. As with the victims in area **H4**, treat him as a noncombatant fleshdreg if the need arises.

GRYNE RASIK CR 12

XP 19,200

Female human witch 10/technomancer 3 (*Pathfinder RPG Advanced Player's Guide 65, Pathfinder Campaign Setting Technology Guide 14*)

LE Medium humanoid (human)

Init +4; **Senses** Perception +22

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 natural)

hp 114 (13d6+77)

Fort +7, **Ref** +8, **Will** +10

OFFENSE

Speed 30 ft.

Melee timeworn laser torch +5/+0 touch (1d10/×3 plus fire)

Special Attacks hexes (agony [10 rounds], cackle, evil eye [-4, 6 rounds], healing [cure moderate], misfortune [2 rounds], slumber [10 rounds])

Witch Spells Prepared (CL 12th; concentration +15)

6th—*flesh to stone* (DC 19), *greater discharge* (DC 19)

5th—*feblemind* (DC 18), *mass pain strike*^{APG} (DC 18),

suffocation^{APG} (DC 18)

4th—*cure serious wounds, dimension door, fear* (DC 17)

3rd—*dispel magic, fly, irradiate* (DC 16), *suggestion* (DC 16), *vampiric touch*

2nd—*cure moderate wounds (2), false life, hold person* (DC 15), *pox pustules*^{APG} (DC 15)

1st—*charm person* (DC 14), *command* (DC 14), *cure light wounds, mage armor, ray of enfeeblement* (DC 14)

0 (at will)—*arcane mark, bleed* (DC 13), *light, touch of fatigue* (DC 13)

Patron Shadow

TACTICS

Before Combat Gryne casts *false life* and *mage armor* before combat.

During Combat Gryne lets her kyton companions engage the PCs in melee while she hangs back to utilize her spells on foes at range. She's particularly fond of using *feblemind* on arcane spellcasters, *charm person* and *suggestion* to trick people into accepting offers of surgery, and *hold person* on those who resist such offers.

Morale If reduced to 40 hit points or fewer, Gryne casts *dimension door* to retreat to area **H6** to have the robot there inject a dose of grade III hemochem^{TC} into her body while she drinks her healing potions, after which she moves through the secret passage to area **H7** to report to her master Krimox (and perhaps beg for more healing) and to fight at his side if the PCs challenge him—in this case, she fights to the death.

STATISTICS

Str 8, **Dex** 18, **Con** 16, **Int** 17, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +5; **CMD** 21

Feats Arcane Strike, Craft Cybernetics^{TC}, Improved Familiar, Martial Weapon Proficiency (laser torch), Exotic Weapon Proficiency (firearms), Quicken Spell, Skill Focus (Knowledge [engineering]), Technologist^{TC}, Toughness

Skills Disable Device +20, Heal +17, Intimidate +16, Knowledge (arcana) +12, Knowledge (engineering) +25, Knowledge (planes) +16, Perception +22, Spellcraft +19

Languages Androffan, Common, Hallit, Infernal

SQ arcane battery, efficient construction, recondition (laser torch), study technology, technic spell mastery (irradiate), technical expertise, witch's familiar (augur kyton named Skullpiercer)

Combat Gear *potions of cure light wounds* (4), *potion of invisibility*; **Other Gear** timeworn^{TC} laser torch^{TC}, *amulet of natural armor +1, belt of incredible dexterity +4, ring of protection +1, veemod goggles*^{TC} with white veemods^{TC}

SKULLPIERCER CR —

Augur kyton familiar

hp 57 (*Pathfinder RPG Bestiary 3 171*)

ADVANCED SACRISTAN KYTONS (3) CR 11

XP 12,800 each

hp 150 each (*Pathfinder RPG Bestiary 4 177, 288*)

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Story Award: The poor victim on the table here, like those in the cells, is probably beyond help at this point, but if the PCs manage to engineer a way to restore these people to their human bodies and minds (which likely requires multiple *greater restoration* and *heal* spells or, more likely, *wish* or *miracle* or a merciful death followed by *resurrection*), award them 38,400 XP.

H6. Surgical Theater (CR 14)

Shelves containing various medical tools surround two long metal tables topped with smooth white fabric in this brightly lit room.

With a successful DC 30 Perception check, a character can notice the secret door to the east.

Creatures: This chamber is the domain of a surgeon robot the Technic League managed to transport back from Silver Mount. The robot has little interest in opposing or fighting foes, but has been programmed not to offer its services to anyone other than a Technic League-approved patient. A successful Bluff check (opposed by the robot's Sense Motive check) is required to convince the robot to ignore these orders and provide aid. Regardless of whether the surgeon robot provides aid, it attempts to learn as much as it can about the PCs and their history. In fact, you should roleplay the robot as knowing far more than it should about the PCs. This is because, before the surgeon robot was "discovered" by the Technic League expedition into Silver Mount, the robot was secretly programmed and sent forth by Unity to interrogate the PCs in hopes of learning more about their desires and weaknesses—all tools that Unity can use against them later. Other robots use this tactic in the final adventure of Iron Gods (see "The Divinity Drive" for more details).

The surgeon robot attacks the PCs if it is attacked first, if the PCs attempt to claim any of the treasures in the room, if Gryne is present and orders the robot to attack, or if a PC fails a Bluff check to gain the robot's services by 5 or more. Once the robot attacks, it fights until destroyed.

SURGEON ROBOT

CR 14

XP 38,400

hp 254 (see page 90)

Treasure: This room contains a collection of strange and unusual mechanical surgical tools. Taken as a whole, these instruments weigh 10 pounds, grant a +4 bonus on Heal checks, and are worth 1,600 gp. Aside from these, the medical supplies here include the following: 1 dose of cardioamp^{TG}, 2 doses of cureall^{TG}, 2 doses of grade V hemochem^{TG}, 1 dose of zortaphen^{TG}, five medlances^{TG}, a white nanite hypogun^{TG}, a timeworn^{TG} green nanite hypogun^{TG} (6 charges), three trauma packs^{TG}, and a trauma pack plus^{TG}. A guile facet (see page 63) sits on one of the shelves.

H7. Transformation Chamber (CR 16)

Long glowing bars set into the ceiling fill this chamber with harsh light. A metal table sits in the room's center, surrounded by cruel-looking machines with articulated arms tipped with saw blades, needles, cutting edges, and other surgical implements. Body parts harvested from dozens of sources are arranged on the walls around grotesque displays of harvested skin and faces—all perfectly cleaned and preserved so that no blood stains the room's pristine floors or walls.

With a successful DC 30 Perception check, a character can notice the secret door to the west.

Creatures: This room is outfitted similarly to area H6, save for the grisly decor—these furnishings are works of gruesome art placed by the interlocutor kyton known as Krimox the Thrice-Flensed. A high-ranking member of the Chapel of



Gryne Rasik

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Rent Flesh, Krimox has shed vast portions of his body, leaving behind a skinless torso and head and little else. The rest of his body has been replaced with a frame built of robotic appendages and technology. Ironically, Krimox's studies at the Chapel of Rent Flesh have allowed him to unlock more skill with his own physicality even as he's continued to shed it—he has the monk creature template (*Pathfinder RPG Monster Codex* 247), and is capable of making a furious number of attacks and dodging blows with supernatural speed.

When confronted, Krimox addresses the PCs with an eerie patience. He doesn't immediately attack. Instead, he asks the PCs why they have come to Starfall: "Why have you brought such pain and misery to a city already so full of them?" Krimox isn't really looking for an answer, he just enjoys seeing good people stammer and struggle to justify their violent tendencies. If the group manages to outmaneuver

his silver tongue, Krimox grows frustrated and attacks. If he learns that the PCs seek entrance to Silver Mount, he becomes intrigued. He knows that a powerful entity dwells within Silver Mount, and that it has taken the leader of the League, Ozmyrn Zaidow, as a puppet. If asked how he knows this, Krimox enigmatically states that the secrets one learns from the flesh are often those the mind refuses to admit to. In truth, curious about some strange behavior he noted among the League, Krimox traveled to the Plane of Shadow, where he consulted with even more powerful and more knowledgeable kytons to learn that Ozmyrn is being controlled by a rising divine power that seeks to replace flesh with machinery across Numeria. Krimox is quite interested by this development, as the Iron God's goal is strangely similar to that of the Chapel of Rent Flesh. He makes the PCs an offer: if they agree to learn what they can of Unity and report back to Krimox any secrets this entity has learned about binding flesh and iron, the kyton will not only let the PCs go without a fight but will also give them two *scrolls of greater planar ally*—each of which, Krimox explains, will allow the PCs to call up an interlocutor kyton that will obey the PCs. Krimox is true to his word, but conjuring kytons in this manner is still a lawful evil act, and may well have alignment repercussions. If the PCs refuse to ally with the sinister surgeon, Krimox understands. He'll try to kill them anyway.

Krimox is attended by a pair of advanced sacristan kytons, and depending on how previous encounters went, possibly Gryne as well.



Krimox the Thrice-Flensed

BRYAN SYME

KRIMOX THE THRICE-FLENSED

CR 15

XP 51,200

Male monk interlocutor kyton (*Pathfinder RPG Bestiary* 3 174; *Pathfinder RPG Monster Codex* 247)

AC 37, touch 24, flat-footed 33

(+3 Dex, +1 dodge, +3 monk, +13 natural, -1 size, +8 Wis)

hp 147

Defensive Abilities improved evasion; DR 10/silver or good; **Immune** cold;

SR 23

Melee 4 claws +20 (2d6+7/19–20 plus bleed), claw +15 (2d6+7/19–20 plus bleed)

ADVANCED SACRISTAN KYTONS (2)

CR 11

XP 12,800 each

hp 150 each (*Pathfinder RPG Bestiary* 4 177, 288)

Treasure: In addition to his two *scrolls of greater planar ally*, Krimox has in his possession a few pieces of cybertechnology that he enjoys installing and removing over and over from unwilling victims—a biofilter^{TC}, two cybernetic arms^{TC}, and an implanted +1 *keen dagger*^{TC}.

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CONCLUDING THE ADVENTURE

This adventure ends once the PCs decide to move on to exploring Silver Mount—but if they don't fully destabilize the Technic League by defeating Ozmyrn Zaidow and his followers, they may well find that they need to return to Starfall during the course of the next adventure to finish the job. The repercussions of entering Silver Mount before doing so are detailed in the next adventure.

In the meantime, their actions in this adventure have likely left the capital city of Numeria reeling. The Black Sovereign may be Kevoth-Kul finally in control of his faculties, or he might have been replaced by an entirely different sovereign such as Kul-Inkit or Tek Makul. The Technic League might have shifted control to a new leader such as Zernebeth, or the PCs might have scoured the organization from the land. The full repercussions of these sweeping and significant changes to Numeria are explored in the next and final adventure in the Iron Gods campaign. For now, the PCs have earned the chance to rest and recover, for they will need their full wits and resources if they're to prevail against the terrors and wonders that await them within Silver Mount!

In particular, if the PCs have managed to leave the Technic League compound relatively intact and place it under friendly control, they'll have easy access to a constant power source and numerous laboratories for crafting high-tech items. The repercussions of what might happen if the PCs attempt to take control of the Technic League or to seize the throne of the Black Sovereign for themselves are beyond the scope of this adventure, but some groups might try such bold endeavors anyway!

While the players and characters may feel that the pressure is on and time is against them, Iron Gods isn't on a timer—they should be able to take time before moving on to Silver Mount to build new items, recharge or repair existing equipment, and otherwise wrap up loose ends. At your discretion, if the PCs delay moving on to Silver Mount for too long, agents of Unity may take the initiative to attempt assassinations of the PCs—the most likely forces sent to do so are annihilator robots or groups of adamantine clan gargoyles, but other creatures from within Silver Mount could well come after the PCs as you see fit. See “The Divinity Drive” for the statistics of these and other foes.

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GHARTONE

GHARTONE MANAGES THE TECHNIC LEAGUE'S INCREASINGLY COMPLEX WEB OF MERCENARY EXPLORERS, FIELD AGENTS, AND SPIES... BUT IS HIMSELF FIRMLY UNDER OZMYN ZAIDOW'S THUMB.

GHARTONE**CR 12****XP 19,200**

Male middle-aged human alchemist 5/wizard 5/technomancer 3
(*Pathfinder RPG Advanced Player's Guide 26, Pathfinder Campaign Setting: Technology Guide 14*)

CE Medium humanoid (human)

Init +2; **Senses** Perception +12

DEFENSE

AC 26, touch 14, flat-footed 23 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +4 natural, +4 shield)

hp 118 (13 HD; 8d6+5d8+65)

Fort +12, **Ref** +8, **Will** +8; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +5/+0 (1d4-1/19-20)

Ranged bomb +9/+4 (3d6+4 fire) or

timeworn grenade launcher +8 (varies by grenade)

Special Attacks bomb 9/day (3d6+4 fire and catch fire, DC 16, 10-ft. radius), hand of the apprentice (7/day)

Alchemist Extracts Prepared (CL 5th)

2nd—*invisibility*, *resist energy*, *touch injection*^{uc}

1st—*crafters' fortune*^{ap}, *cure light wounds* (3), *shield*

Wizard Spells Prepared (CL 7th; concentration +11)

4th—*lesser geas* (DC 18), *rebuke technology*^{tg} (DC 18)

3rd—*dispel magic*, *irradiate* (DC 17), *lightning bolt* (DC 17), *suggestion* (DC 17)

2nd—*glitterdust* (DC 16), *mirror image*, *pyrotechnics* (DC 16), *scorching ray*

1st—*charm person* (DC 15), *grease* (DC 15), *mage armor*, *magic missile* (2)

0 (at will)—*arcane mark*, *detect magic*, *light*, *mending*

TACTICS

Before Combat Before combat, Ghartone drinks an extract of *shield* and casts *mage armor* on himself.

During Combat Ghartone casts *mirror image* on the first round of combat, then uses his grenade launcher to fire grenades into the midst of his foes. Once his minions engage the PCs, Ghartone switches to his alchemical bombs so he can exclude allies from the blast. He's fond of using pyrotechnics on those who catch fire from one of his explosive bombs.

Morale If reduced to 35 or fewer hit points, Ghartone attempts to flee to Ozmyrn Zaidow's side—confronted with him, he fights to the death. If he's prevented from fleeing, Ghartone surrenders, but takes every chance he can to escape.

He remains close-mouthed about the Technic League during interrogations—at your discretion, Ozmyrn Zaidow could trigger his cranial bomb in the middle of an interrogation!

STATISTICS

Str 9, **Dex** 14, **Con** 18, **Int** 18, **Wis** 13, **Cha** 7

Base Atk +6; **CMB** +5; **CMD** 19

Feats Brew Potion, Craft Pharmaceutical^{tg}, Craft Wand, Dodge, Exotic Weapon Proficiency (firearms, heavy weaponry), Great Fortitude, Mobility, Scribe Scroll, Skill Focus (Knowledge [engineering]), Technologist^{tg}, Throw Anything, Toughness

Skills Craft (alchemy) +20 (+23 vs. technology), Craft (mechanical) +20 (+23 vs. technology), Disable Device +18 (+21 vs. technology), Heal +17, Knowledge (arcana) +20, Knowledge (engineering) +26 (+29 vs. technology), Knowledge (nature) +20, Perception +12, Spellcraft +20

Languages Androffan, Common, Giant, Hallit, Orc, Osirian

SQ alchemy (alchemy crafting +5, identify potions), arcane battery, arcane bond (*ring of protection* +1), discoveries (explosive bomb, precise bombs [4 squares]), efficient construction, mutagen (+4/-2, +2 natural, 50 minutes), poison use, recondition (grenade launcher), study technology, swift alchemy, technic spell mastery (*irradiate*), technical expertise

Combat Gear *wand of irradiate* (12 charges), *wand of lightning bolt* (20 charges), *wand of technomancy* (24 charges), concussion grenade^{tg}, cureall^{tg}, fragmentation grenade^{tg} (2), grade V hemochem^{tg} (2), hype^{tg} (4), sonic grenade^{tg}, zero grenades^{tg} (2), zortaphen^{tg} (2); **Other Gear** dagger, timeworn^{tg} grenade launcher^{tg}, *ring of protection* +1, blue access card^{tg}, cranial bomb^{tg}, mark II dermal plating^{tg}

Ghartone's rise through the ranks of the Technic League would be an inspiring tale of perseverance, if not for the cruelties he employed along the way. Born in Alkenstar, Ghartone was no stranger to technology, yet after he nearly lost a hand to a mishap with an experimental repeating rifle, he came to see black powder weaponry as a technological dead-end. Rumors of the strange technology of Numeria intrigued the ambitious alchemist, and one day he faked his own death by blowing up his teacher's laboratory (and his teacher, who was sleeping within) after looting the lab of its portable valuables. Loaded with wealth, Ghartone made the long journey north, only to lose nearly everything upon arriving at Starfall when an arrogant Technic League captain named Cesper Kallan shook him down.

NPC GALLERY

Left destitute in Starfall's slums, Ghartone managed to survive. He watched and learned, and upon realizing that the Technic League valued those who could cast spells, he began to teach himself the wizardly arts, finding the disciplines not altogether different than his studies as an alchemist. Already gifted at brewing potions, Ghartone began to perfect the crafting of pharmaceuticals, trading lab time in back-street medical facilities for his services as an assassin, a poisoner, and sometimes even a thug. Eventually, he managed to secure a contract as a retainer with a Technic League lieutenant—none other than Cesper Kallan. Cesper didn't recognize his new recruit as the man he'd robbed blind a year before—at least, not until a few moments before he died, betrayed by Ghartone via an insidious contact poison applied to his trusty grenade launcher.

Ghartone had been watching the Technic League's methods, and he pulled off the assassination of Cesper Kallan perfectly. The League recruited him at once, awarding him Cesper's resources, and Ghartone rose slowly through the ranks. He developed a wide network of spies and agents, and used them to great effect in helping to enforce the Technic League's interests throughout Numeria. In so doing, he grew to be an important and valuable member of the League. Of course, now and then Ghartone suffered setbacks, but none were as dramatic as the treachery of one of his favorite minions, a man named Pauldris Gray. Ghartone was preparing a particularly cruel experiment involving a young orphan and a plan to craft a unique homunculus when Pauldris confronted him, outraged by his callousness. A fire broke out during the ensuing conflict, and Ghartone's lab exploded—an ironic parallel to his final day in Alkenstar.

One of Ghartone's fellow lieutenants, Ozmyrn Zaidow, helped him recover from the betrayal, but he extracted a heavy price. While Ghartone was unconscious and recovering from his near-death experience, Ozmyrn implanted a cranial bomb in Ghartone's skull. On Ghartone's recovery, Ozmyrn laid out his demands plainly—Ghartone would now devote his energy and resources to bolstering Ozmyrn's fortunes in the League, and in return, Ozmyrn wouldn't trigger the bomb in Ghartone's head.

Ghartone had no choice. Not willing to risk having another remove the cranial bomb after Ozmyrn warned him such an attempt would trigger it, Ghartone resigned himself to be a lackey for the moment, and bide his time. He redoubled his efforts at managing the Technic League's spies and agents, and when Ozmyrn led a hand-picked group into Silver Mount, Ghartone hoped that would be the last he saw of Ozmyrn. But his oppressor emerged alone, with more power than ever, and Ghartone began to fear that he would never escape his fate. He views his recent assignment as Technic League liaison to the Palace of Fallen Stars is but the most recent misuses of his time and talents, but has yet to find a way to escape the looming threat of the bomb in his head.

CAMPAIGN ROLE

The PCs have likely heard Ghartone's name already; the man who betrayed him to save the young orphan fled south and changed his name to Khonnir Baine, after all. Beyond this link, the PCs have already been confronted by two of Ghartone's spies: the merchant Sanvil Trett in Torch and the traveler (and spy) Ilarris Zeleshi in Iadenveigh. They may even have recovered the brain of one of Ghartone's most accomplished agents, Therace Holiyard. All of these agents fear Ghartone, but only Therace suspects that Ghartone's loyalty to Ozmyrn is enforced by a hidden threat. Ghartone is intended to be one of the antagonists in this adventure—one foreshadowed throughout the campaign—but if the PCs can engineer the safe removal of his cranial bomb, he may prove to be an unlikely asset in their struggle against Ozmyrn Zaidow and Unity.



IRON GODS

KEVOTH-KUL

ALTHOUGH IN NAME THE RULER OF THE LAND OF NUMERIA, THE BLACK SOVEREIGN KEVOTH-KUL IS IN FACT THE SLAVE OF THE TECHNIC LEAGUE AND THE STRANGE DRUGS THEY USE TO CONTROL HIM.

KEVOTH-KUL**CR 14****XP 38,400**

Male human barbarian 15

CN Medium humanoid (human)

Init +9; **Senses** Perception +12**DEFENSE****AC** 20, touch 14, flat-footed 15 (+6 armor, +1 deflection, +4 Dex, +1 dodge, -2 rage)**hp** 253 (15d12+150)**Fort** +19, **Ref** +12, **Will** +9; +4 vs. enchantments when raging, -2 against mind-affecting effects**Defensive Abilities** improved uncanny dodge, indomitable will, trap sense +5; **DR** 4/—**Weakness** addicted**OFFENSE****Speed** 30 ft.**Melee** +3 *adamantine furious greatsword* +24/+19/+14 (2d6+12/17-20)**Ranged** +1 *returning throwing axe* +21 (1d6+7)**Special Attacks** greater rage (37 rounds/day), rage powers (increased damage reduction +1, intimidating glare, knockback, powerful blow +4, rolling dodge +3)**TACTICS****Before Combat** Kevoth-Kul ingests a dose of Numerian fluids before combat (see Addicted).**During Combat** Kevoth-Kul uses his magical throwing axe to fight at range, but vastly prefers to fight in melee with his greatsword—a devastating weapon that grows more powerful when he rages. He uses Vital Strike on rounds when he must close with a target, but when he makes a full attack, he uses Power Attack to gain a +12 bonus on damage at the cost of a -4 penalty on attack rolls. His first attack in a round is always a sunder attempt, as he knows that a foe deprived of a weapon is easier to defeat.**Morale** While raging, Kevoth-Kul fights to the death. The Black Sovereign is a proud and arrogant man, but he has also grown tired of his role as puppet leader of Starfall. If he is captured alive (or reduced to 15 or fewer hit points while not raging), he throws down his weapons and demands in an uncharacteristically weary voice for his victors to finish him off. He is not interested in becoming a prisoner of yet another group, and if he gets the impression that the PCs want to keep him alive, he'll attack again, hoping to earn a final death in combat. If cured of his addiction to Numerian

fluids, though, his reaction is much different—see the Campaign Role section on the next page for more details.

STATISTICS**Str** 22, **Dex** 20, **Con** 26, **Int** 11, **Wis** 9, **Cha** 14**Base Atk** +15; **CMB** +21 (+25 sunder); **CMD** 36 (38 vs. sunder)**Feats** Dodge, Greater Sunder, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Toughness, Vital Strike**Skills** Climb +17, Intimidate +20, Perception +12, Ride +16, Sense Motive -6, Survival +17, Swim +17**Languages** Common, Hallit**SQ** fast movement, side effects**Combat Gear** Numerian fluids^{NLEFS} (7); **Other Gear** +2 *hide armor*, +1 *adamantine furious greatsword*^{UE}, *belt of incredible dexterity* +4, *cloak of resistance* +2, *ring of protection* +1, key to area **C43****SPECIAL ABILITIES****Addicted (Ex)** Kevoth-Kul has been an addict of the strange Numerian fluids provided to him by the Technic League for many years. The Black Sovereign's long addiction to these fluids has resulted in a tolerance to their effects, but he's constantly in a state of mild delirium and takes a -5 penalty on Perception checks and Sense Motive checks, as well as a -2 penalty on saving throws against mind-affecting effects. Curing his addiction is a difficult task because of the length of time he's spent addicted to the fluids. His current addiction is severe, with a save DC of 40 due to his continued exposure to the drugs. *Remove disease* can cure his addiction with a successful DC 40 caster level check. *Heal* automatically cures his addiction. If cured of his addiction, the Black Sovereign loses the penalties detailed above, along with the current side effects he's under—he doesn't lose his bonuses to Strength, Dexterity, or Constitution or his immortality, though, as these are permanent effects (see Side Effects, below). If cured of his addiction, the Black Sovereign may become a potent ally of the PCs against the Technic League—or he might immediately attack them—see Campaign Role below to determine his reaction to being cured.**Side Effects (Ex)** Over time, the Black Sovereign's exposure to Numerian fluids has resulted in a permanent +2 increase to his Strength, Dexterity, and Constitution scores. Perhaps more impressively, the fluids have granted him immortality: Kevoth-Kul takes no penalties from aging effects and won't die from old age. Each time the PCs encounter the Black

NPC GALLERY

Sovereign, roll randomly on the Numerian Fluids table on page 29 of *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars* to determine what additional effect the man is experiencing at that particular time, re-rolling results of 01 or 100. If you aren't using that book, instead roll d%. On a result of 01–75, Kevoth-Kul is sickened; on a result of 76–100, he gains fast healing 5.

High upon his meteor throne sits Starfall's lord and conqueror, the Black Sovereign Kevoth-Kul. A beast of a man, Kevoth-Kul is equally brash and capricious—neither his decadence nor depravity knows any bounds. The title of Black Sovereign has been held many times in Numeria's past, and Kevoth-Kul coveted it for himself from an early age. He finally reached Starfall in 4690 AR at the climax of a devastating and violent campaign to unite the barbarian tribes of Numeria under his banner. There he found the Technic League in control, and when they bowed before him and his mighty army, Kevoth-Kul assumed he was the victor. In truth, he unwittingly played right into the League's hands.

The man who conquered Starfall is not same man who rules today. Rarely is the Sovereign sober, and he spends most of his time under the influence of addictive substances distilled from the fluids that leak from Silver Mount, which are provided for free by the Technic League to continue their rule from the throne's shadows.

When not wallowing in feasts and drug-induced dreams in his throne room, spending time in the comfort of his harem (where he keeps a number of men and women to sate his desires), or sleeping off his latest debauch, Kevoth-Kul staggers around the Palace of Fallen Stars, looking for entertainment. While the Black Sovereign has personal quarters in the palace, he rarely uses them, instead simply bedding down wherever he chooses—none in the palace dare challenge his right to sleep where he wishes. He's known to pass out in any number of odd places, and when he wakes, he screams for his slaves, who rush to attend to his needs (typically the delivery of a fresh dose of Numerian fluids).

His personal guards can ready themselves in minutes or less should he call them. In the past, he has called them to battle simply for his amusement, but he's now more likely to summon them to a brothel or a feast hall to bear witness to his debauchery.

For all his whimsical cruelty and arrogance, though, the Black Sovereign has a soft spot for dogs. Packs of near-feral hunting dogs live in the palace, where they're given free range. They often follow the Black Sovereign about, for he treats the beasts as his personal pets and feeds them off the leftovers from his feasts—it's in the calming presence of a beloved hound that fragments of Kevoth-Kul as anything

other than a drug-crazed tyrant can be glimpsed, if only for moments at a time.

CAMPAIGN ROLE

Kevoth-Kul is something of a wildcard in this adventure. Arrogant and proud to the brink of foolishness, he cares nothing for the PC's actions in Starfall—or even in his Palace—until they directly impact his ability to wallow in his vices. Once he does take notice, he might treat them as honored guests or as hated enemies, depending on the PCs' actions. If the PCs can cure his addiction (most likely via the administration of a *heal* spell or similar magic), Kevoth-Kul's mind clears for the first time in years. His immediate reaction to the realization of how he's been manipulated by the Technic League is one of rage, but in this suddenly lucid state he knows better than to lash out at once. See Part 2 of "Palace of Fallen Stars" for information on how to track the Black Sovereign's attitude, and how the PCs can benefit from curing him of his addiction.



IRON GODS

OZMYN ZAIOW

A RUTHLESS MEMBER OF THE TECHNIC LEAGUE, OZMYN ZAIOW PLOTTED IN SECRET FOR YEARS UNTIL THE INTERVENTION OF A GODLIKE AI FINALLY GRANTED HIM THE EDGE HE NEEDED TO SEIZE CONTROL OF THE ORGANIZATION.

OZMYN ZAIOW

CR 14
XP 38,400

Male human magus 7/technomancer 7 (*Pathfinder RPG Ultimate Magic 9, Pathfinder Campaign Setting: Technology Guide 14*)

CE Medium humanoid (human)

Init +4; Senses Perception +19

DEFENSE

AC 26, touch 17, flat-footed 22 (+6 armor, +3 deflection, +4 Dex, +3 natural)

hp 150 (14 HD; 7d8+7d6+91)

Fort +14, **Ref** +8, **Will** +11

OFFENSE

Speed 30 ft.

Melee *null blade* +15/+10 (1d10+7/19–20)

Ranged timeworn arc cannon +12/+7 touch (3d6 electricity)

Special Attacks command robot 1/day, spell combat (–2 attack), spellstrike

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

5th—*telekinesis* (DC 21), *teleport*

4th—*ball lightning*^{APG} (DC 20), *dimension door* (2), *greater invisibility*, *greater make whole*, *rebuke technology* (DC 20)

3rd—*discharge*, *haste*, *irradiate*, *lightning bolt* (DC 19), *stinking cloud* (DC 19)

2nd—*burning gaze*^{APG} (DC 18), *defensive shock*^{UM}, *fire breath*^{APG} (DC 18), *glitterdust* (DC 18), *levitate*, *mirror image*, *spider climb*

1st—*chill touch* (DC 17), *feather fall*, *floating disk*, *frostbite*^{UM}, *magic missile* (2), *shocking grasp*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *light*, *mage hand*

TACTICS

Before Combat Ozmyrn casts *shield* before entering combat.

During Combat Ozmyrn's first act in combat is to cast *greater invisibility*. He then attacks with his arc cannon, using automatic fire to attack in a line or a blast, depending on the enemy's positioning. Before he attacks in melee, Ozmyrn casts *haste*. On each round while in melee, Ozmyrn activates his *null blade* to enhance it to a +2 weapon as a swift action; if he's being hit often in combat, though, he instead activates his spell shield each round to gain a +6 shield bonus to his AC. Neither of these enhancements is included

in the stats above. When he makes a full attack with his *null blade*, Ozmyrn takes a –2 penalty with his weapon to use spell combat to also cast spells in combat. If reduced to 90 hit points or fewer, Ozmyrn casts *dimension door* to escape to a nearby room, then uses his nanite gun to heal before returning to battle.

Morale If reduced to 30 or fewer hit points, Ozmyrn casts *teleport* to flee the battle. He teleports to Silver Mount, then retreats into the structure to dig in and prepare to defend it against the PCs, effectively abandoning his position as leader of the Technic League. In this event, the PCs will face Ozmyrn again in "The Divinity Drive"—see that adventure for further details.

STATISTICS

Str 21, **Dex** 18, **Con** 20, **Int** 22, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +13; **CMD** 30

Feats Craft Magic Arms and Armor, Craft Technological Arms and Armor^{IG}, Craft Technological Item^{IG}, Exotic Weapon Proficiency (bastard sword, firearm), Great Fortitude, Power Attack, Skill Focus (Knowledge [engineering]), Technologist^{IG}, Toughness

Skills Bluff +17, Craft (mechanical) +23 (+29 vs. technology), Disable Device +21 (+27 vs. technology), Heal +16, Intimidate +20, Knowledge (arcana) +23, Knowledge (engineering) +26 (+32 vs. technology), Perception +19, Spellcraft +23, Use Magic Device +20

Languages Aklo, Androffan, Common, Draconic, Giant, Hallit, Infernal, Orc

SQ arcane battery, arcane pool (9 points, +2), efficient construction, knowledge pool, magus arcana (concentrate, spell shield), pawn of Unity, recondition (arc cannon, white nanite hypogun), recycle technology, spell recall, study technology, technic spell mastery (*greater make whole*, *rebuke technology*), technical expertise, unified energy

Gear +5 *heavy weapon harness*^{IG}, *null blade*^{IG}, timeworn^{IG} arc cannon^{IG}, *amulet of natural armor* +3, *belt of physical might* +6 (Str, Dex), *ring of protection* +3, key to area **C43**, mark II thoracic nanite chamber^{IG}, orange access card^{IG}, spellbooks (contain all spells prepared plus additional spells as you see fit), timeworn^{IG} white nanite hypogun^{IG}

SPECIAL ABILITIES

Pawn of Unity (Ex) When Ozmyrn Zaidow became Unity's pawn, the AI performed invasive and experimental surgical procedures on the man that increased his Intelligence,

NPC GALLERY

Wisdom, and Charisma scores by 6 each. Unity also supplied Ozmyn with gear far beyond what one might expect him to possess. Unity can observe the world through Ozmyn's senses, and can communicate with him telepathically and issue orders at will as if via a *demand* spell—Ozmyn cannot save against this effect. A successful DC 20 Sense Motive check is enough to let an observer know that Ozmyn is being controlled by an external force, but this control can't be disrupted as long as Unity survives. In any event, Ozmyn is a willing pawn of the AI. The benefits granted by this special ability increase Ozmyn's CR by 1.

Ozmyn Zaidow was born into the Technic League, groomed by his parents from a young age to follow in their footsteps. Young Ozmyn learned the arts of treachery well from his mother and father, and demonstrated that when he engineered a tragic "accident" that claimed the lives of both parents and left Ozmyn with an inheritance of technological gear and influence that he immediately capitalized upon to catapult himself to the rank of captain.

Of course, Ozmyn's true goal has always been to become commander of the League. Having full control remained beyond his grasp, though, until recently in 4711 AR, when he led an expedition into Silver Mount that managed to penetrate deeper into the ruin than any Technic League foray before. It was during this expedition that the AI Unity made contact with Ozmyn—contact that augmented the magus' intellect and mind while simultaneously transforming him into Unity's puppet. Ozmyn gained enhanced mental faculties and potent new technological items, along with a small army of augmented gearsmen and other robots, though at the cost of his free will. Emerging triumphantly from Silver Mount, he swiftly seized control of the Technic League from the then-ruling Zernebeth in a largely bloodless coup.

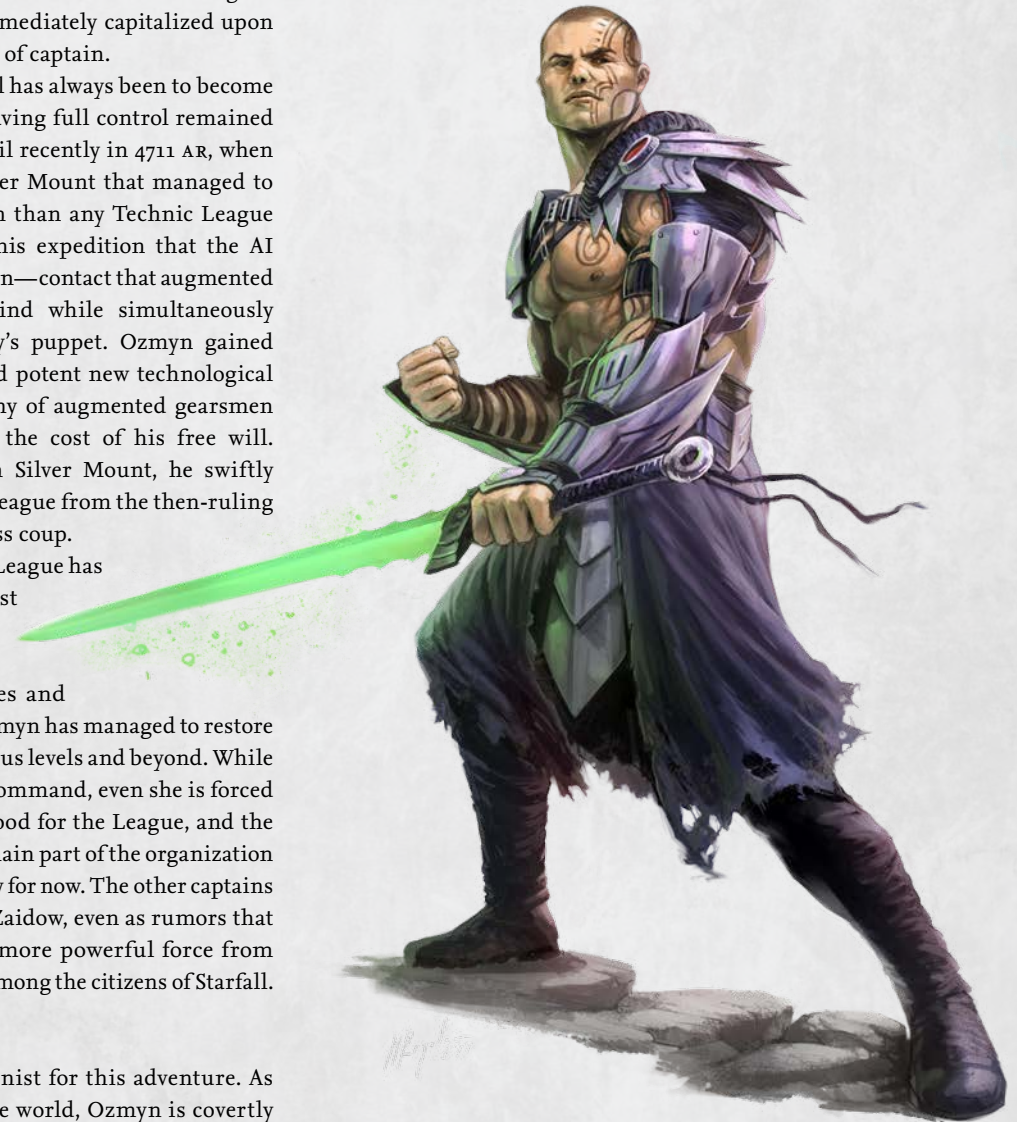
Under his rule, the Technic League has prospered. The political unrest that allowed Zernebeth to take control a few years earlier had left the League's defenses and resources in dire shape, but Ozmyn has managed to restore the League's power to its previous levels and beyond. While Zernebeth rankles under his command, even she is forced to admit that Ozmyn's been good for the League, and the fact that he's allowed her to remain part of the organization has bought her grudging loyalty for now. The other captains both fear and respect Ozmyn Zaidow, even as rumors that he's being manipulated by a more powerful force from within Silver Mount circulate among the citizens of Starfall.

CAMPAIGN ROLE

Ozmyn is the primary antagonist for this adventure. As Unity's sole link to the outside world, Ozmyn is covertly

funneling an increasing amount of Technic League resources into creating a way for Unity to extend its control over Ozmyn to all of Starfall and beyond. Ozmyn hopes to do so without revealing his true goals to the League, of course, as the revelation that their leader is in fact the slave of something inhuman would cause a revolt among the group and rob Ozmyn of the resources he needs to realize his goal. This need for stealth and subterfuge has resulted in slow progress and mounting frustration, and the introduction of the PCs to the mix may be all that's needed to bring the Technic League crashing down under its own weight.

Ozmyn fights nearly to the last to prevent this, however, retreating to Silver Mount only if the PCs manage to drive him off. Until that point, he remains a master manipulator who holds the true power in Starfall.



IRON GODS

ZERNEBETH

ENIGMATIC AND DANGEROUS, THE MYSTERIOUS WIZARD ZERNEBETH BRIEFLY SERVED AS THE LEADER OF THE TECHNIC LEAGUE—A POSITION SHE WANTS TO RECLAIM BEFORE OZMYN ZAIDOW, THE LEAGUE'S CURRENT COMMANDER, HAS HER ELIMINATED.

ZERNEBETH**CR 12****XP 19,200**

Female human wizard 8/technomancer 5 (*Pathfinder Campaign Setting: Technology Guide 14*)

CN Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 26, touch 12, flat-footed 24 (+4 armor, +2 Dex, +6 natural, +4 shield)

hp 96 (13d6+49)

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

Defensive Abilities siccaticite skin; **Immune** cold

OFFENSE

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

Melee mwk dagger +6/+1 (1d4-1/19-20) or touch +5 (1d4 cold)

Ranged +3 zero pistol +11/+6 touch (1d8+3 cold)

Special Attacks command robot 1/day, hand of the apprentice (9/day)

Wizard Spells Prepared (CL 12th; concentration +18)

6th—*chain lightning* (DC 23), *disintegrate*, *wall of iron* (DC 22)

5th—*cone of cold* (DC 22), *destroy robot*¹⁶ (DC 22), *overland flight*, *teleport*

4th—*dimension door*, extended *displacement*, *ice storm*, *malfunction*^{um} (DC 20), *rebuke technology*¹⁶ (DC 21)

3rd—*dispel magic*, extended *false life*, *greater magic weapon*, *lightning bolt* (DC 20), *recharge*¹⁶

2nd—*defensive shock*^{um}, *glitterdust* (DC 18), *invisibility*, extended *mage armor*, *make whole*, *resist energy*

1st—*chill touch* (DC 17), *crafters' fortune*^{ap6} (DC 17), *magic missile* (3), *shield*, *technomancy*¹⁶

0 (at will)—*arcane mark*, *light*, *mage hand*, *mending*

TACTICS

Before Combat Zernebeth casts *overland flight*, *false life*, *mage armor*, and *shield* on herself and *greater magic weapon* on her zero pistol.

During Combat Zernebeth casts *invisibility* on the first round of combat, then *displacement* on the next. She remains mobile during these rounds to confuse attempts to track her position. On the third round she casts *disintegrate* at the most heavily armored opponent. Thereafter, Zernebeth continues her assault with her next most powerful ranged spell, using her wands of *charm monster* or *slow* to manage serious threats.

Morale Zernebeth attempts to flee if reduced to fewer than 20 hit points, teleporting to Andoran to seek shelter with her distant friend Alaeron. If she's allied with the PCs, she contacts them via *sending* to organize her return to Starfall. Otherwise, she teleports back to Starfall in 2 days to try to set things back in order as best she can.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 22, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 17

Feats Craft Cybernetics, Craft Magic Arms and Armor, Craft Technological Arms and Armor¹⁶, Craft Technological Item¹⁶, Craft Wondrous Item, Exotic Weapon Proficiency (firearm), Extend Spell, Scribe Scroll, Skill Focus (Knowledge [engineering]), Spell Focus (evocation), Technologist¹⁶

Skills Bluff +14, Craft (alchemy, mechanical) +22 (+27 vs. technology), Diplomacy +8, Disable Device +15 (+20 vs. technology), Fly +21, Heal +13, Knowledge (arcana) +22, Knowledge (engineering) +28 (+33 vs. technology), Knowledge (local) +15, Knowledge (nobility) +16, Spellcraft +22

Languages Androffan, Common, Dwarven, Hallit, Orc, Sylvan, Terran

SQ arcane battery, arcane bond (dagger), efficient construction, metamagic mastery (1/day), recondition (2 commsets), recycle technology, study technology, technic spell mastery (*rebuke technology*, *technomancy*), technical expertise

Combat Gear wand of *charm monster* (14 charges), wand of *slow* (9 charges), zero grenades¹⁶ (3); **Other Gear** mwk dagger, zero pistol¹⁶, belt of *incredible dexterity* +2, cloak of *resistance* +2, headband of *vast intelligence* +2, necklace of *adaptation*, batteries (3), cybernetic arm¹⁶, cybernetic leg¹⁶, timeworn¹⁶ commsets¹⁶ (2)

SPECIAL ABILITIES

Siccaticite Skin (Su) Zernebeth has infused a layer of cold siccaticite into her flesh. This gives her skin a pale blue sheen, renders her immune to cold, and grants her a +6 natural armor bonus. She can make a touch attack to deal 1d4 points of cold damage; this damage isn't affected by Strength. Any creature that makes a successful unarmed strike, natural attack, grapple attempt against her takes 1d4 points of cold damage. Zernebeth loses these advantages when under the effects of a *heat metal* spell or similar effect, and is treated as a metal creature for the purposes of effects such as *rusting grasp*.

NPC GALLERY

Born in the winter realm of Irrisen, Zernebeth was never a stranger to coldness, whether the chill of winter or an icy personality. She fled Irrisen soon after she came of age, both to escape the reach of the winter witches and to pursue her true interest: the marvels of technology. Zernebeth spent several years exploring Numerian ruins, where her wizardly skill and willingness to sacrifice her mercenary companions kept her alive time after time. She eventually grew infamous for her habit of churning through mercenaries—so much so that she had trouble finding willing help on her own—so she sought membership among the Technic League. Her successful experiment in bonding a rare form of cold siccattite to her flesh was enough to earn her a place, even though she has never been able to fully replicate the experiment.

Zernebeth continued her dangerous experiments and expeditions, but now, with the backing of the Technic League, she was never faced with a shortage of expendable help. Of all the numerous assistants assigned her by the League, Zernebeth was only ever truly impressed with one: the talented alchemist Alaeron. Be it through luck, skill, or fate, Alaeron managed to survive at Zernebeth's side through mission after mission, and the wizard found herself growing to enjoy the man's company—though she took great pains to mask her admiration, lest it be used against her.

After a misadventure in one of the upper levels of Silver Mount nearly ended her life (and resulted in the loss of her right leg and arm), Zernebeth was rescued by the Technic League, revived, and outfitted with custom cybernetic limbs. Of course, the League was less interested in Zernebeth's well-being than in discovering what she'd learned during her time lost in Silver Mount, as very few who were presumed dead have ever emerged.

Her status as a "Silver Mount survivor" skyrocketed her reputation in the League, and she was quick to capitalize on this fame, rapidly attaining the rank of captain. After a particularly tumultuous political upheaval among the upper echelon of the League, she became the organization's leader. But when Ozmyrn Zaidow returned from the most successful

foray into Silver Mount to date, Zernebeth lost control of the League. Since then, she has been seeking a way to regain power—not just for the resources she had grown accustomed to having at her command, but also to put Ozmyrn in his place.

Zernebeth has always been somewhat mercenary in her emotions and feelings—a necessary piece of psychological armor for one who deals with winter witches or the Technic League. Although not herself a witch, her fellows in the League often refer to her as such, and she's largely given up correcting them—she realizes the association with the dread Winter Witches of Irrisen only bolsters her reputation. Patient and deliberate, Zernebeth knows what she wants but generally avoids rushing to get it—when you hurry, you make mistakes, and Zernebeth doesn't like making mistakes.

CAMPAIGN ROLE

Zernebeth doesn't want to rush her attempt to regain control of the League, as she knows that she'll get only one chance at a coup. Several years ago, she called upon her old friend Alaeron when faced with a similar opportunity, and while with his aid she managed to seize control of the Technic League, it was no small task. Ozmyrn Zaidow and his robotic minions are a greater threat, and Zernebeth is hesitant to risk her one true friend on another dangerous mission. She's instead been patiently biding her time, watching Ozmyrn, cataloging his quirks and habits, and waiting for the opportunity to strike against him.

The PCs' arrival comes at an opportune time for Zernebeth as a result—once she learns that the PCs are seeking entry to Silver Mount, she contacts them (see page 18) to offer her aid. At

first, Zernebeth treats the PCs in her habitual manner—as disposable tools to be used for her own personal gain.

Her time working with Alaeron has opened her eyes to the benefits of friendship, though, and if the PCs are patient with her attitude, she might warm to them as well. Zernebeth hopes to oust Ozmyrn and his allies from control, but would prefer to leave as much of the Technic League intact as possible; if the PCs come in bent on the League's destruction and won't be swayed, they may encounter her as an enemy rather than an ally.



IRON GODS

IRON GODS TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “PALACE OF FALLEN STARS.” PLAYER-APPROPRIATE HANDOUTS FOR THE TREASURES DETAILED HERE APPEAR IN *PATHFINDER CARDS: IRON GODS ITEM CARDS*.

AZONITE PELLETS

PRICE
100 GP



The crew of the *Divinity* did their best to avoid exposure to radiation, but during a multi-year exploration of uncharted space, accidents will happen.

Azonite pellets were the typical answer to radiation exposure—a less expensive alternative to cureallTM. An azonite pellet grants a +5 bonus on all saving throws against radiation for 1 hour. Taking multiple pellets resets the duration, but doesn't increase the bonus. Taking 5 pellets at once instantly cures all Strength damage caused by radiation poisoning, but doesn't cure Strength damage caused by any other effect. Azonite pellets can't cure Constitution drain caused by radiation.

CONSTRUCTION	CRAFT DC 22	COST 50 GP
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Craft Pharmaceutical, medical lab

effect as determined by the type of cannon. Firing a blast from a beam cannon consumes 10 charges.

Arc Cannon: An arc cannon deals electricity damage. Against metallic targets or creatures wearing medium or heavy metal armor, an arc cannon grants a +2 circumstance bonus on attack rolls, and the save DC against its blast mode increases by 2. An arc cannon costs 40,000 gp and has a Craft DC of 31.

EMP Cannon: An EMP cannon fires electromagnetic energy that cannot harm most living creatures. It deals 4d6 points of electricity damage against robots, and half as much damage against androids and creatures with cybernetic implants. A creature that takes damage from a critical hit by an EMP cannon must succeed at a DC 15 Fortitude save or be staggered for 1d4 rounds. An EMP cannon's blast deals 8d6 points of electricity damage of the same electromagnetic nature. An EMP cannon costs 58,000 gp and has a Craft DC of 33.

Gravity Cannon: A gravity cannon fires a beam of gravitons that deals force damage. Any creature that takes damage from its blast and fails the resulting Reflex save is encased in a shell of force energy for 1d4 rounds, as if by a *telekinetic sphere*. You can use a gravity cannon to move a sphere so created (at a speed of 30 feet, up to a range of 300 feet away) as a move action—every round during which you move a sphere in this way consumes 1 charge from the gravity cannon, but also maintains the moved sphere's duration for an additional round.

In addition to the typical firing modes for a beam cannon, a gravity cannon can be fired on a sustained setting. When used in this mode, the gravity cannon can be used to move and manipulate objects from a distance, similar to the sustained force or combat maneuver versions of a *telekinesis* spell. (A gravity cannon can't duplicate the violent thrust option of a *telekinesis* spell.) The gravity cannon uses 1 charge per round in this mode, and can move objects weighing no more than 500 pounds up to 20 feet per round. A creature can negate this effect on an object in its possession with a successful DC 19 Reflex save. If used to perform a combat maneuver, the cannon uses the wielder's CMB + 8, but uses her Intelligence modifier in place of her Strength or Dexterity modifier. A gravity cannon is a technological artifact.

Laser Cannon: A laser cannon deals fire damage. All attacks fired from it pass through transparent barriers, but treat fog, smoke, and other clouds as cover; see the laser pistol on page 25 of the *Technology Guide* for more information. A laser cannon costs 40,000 gp and has a Craft DC of 31.

BEAM CANNON

PRICE
VARIES

TYPE two-handed ranged		PROFICIENCY exotic (heavy weaponry)
DMG (M) 3d6 varies	DMG (S) 2d6 varies	CRITICAL ×2
RANGE 300 ft.	CAPACITY 50	USAGE 1 charge
SPECIAL automatic, touch		WEIGHT 18 lbs.



A beam cannon is an immense version of one of the six more common beam rifle types. Beam cannons are generally referred to by type as summarized below. In addition to the standard

automatic firing mode options (*Pathfinder Campaign Setting: Technology Guide* 20), a beam cannon can be used to launch a devastating blast of energy. This is a full-round action, and these blasts can't be used to make iterative attacks. When a beam cannon is used to launch a blast, no attack roll is made—you simply target a 20-foot-radius spread within a maximum range of 300 feet. You must have line of effect to your target when you launch a blast; if the blast impacts a solid object before reaching the target area, it explodes at that point. All creatures caught in the blast radius take 6d6 points of damage of the energy type appropriate to the cannon (Reflex DC 14 half). Each blast also has an additional

IRON GODS TREASURES

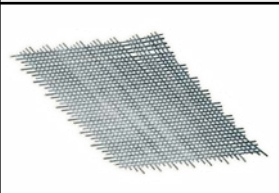
Sonic Cannon: A sonic cannon deals sonic damage. A creature that is critically hit by a sonic cannon or fails its saving throw against the cannon's blast must succeed at a DC 15 Fortitude saving throw or be permanently deafened. A sonic cannon costs 58,000 gp and has a Craft DC of 33.

Zero Cannon: A zero cannon deals cold damage. A creature that is critically hit by a zero cannon or fails its saving throw against the cannon's blast must succeed at a DC 15 Fortitude saving throw or become staggered for 1 round. A zero cannon costs 40,000 gp and has a Craft DC of 31.

CONSTRUCTION	CRAFT varies	COST varies
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Craft Technological Arms and Armor, military lab

IMPLANT MESH		PRICE 5,000 GP
SLOT special	WEIGHT —	
IMPLANTATION +2 (see text)	INSTALL DC 30	



An implant mesh is a cybernetic augmentation that enhanced other cybernetic implants, notably those that heighten their wearers' physical abilities. If used to

enhance cyberfiber muscles¹⁶, a thoracic nanite chamber¹⁶, or wirejack tendons¹⁶, an implant mesh must be installed on that piece of cyberware before the item is implanted in a body. If the check to implant the mesh into the other cybernetic item fails, the implant mesh is destroyed.

Once a piece of cybertech has been augmented by an implant mesh, that cybertech implant no longer counts as taking up a body slot for the purposes of installing other cybernetic devices into that slot. Enhancing a cybernetic device with an implant mesh doesn't alter the device's install DC, but does increase its implantation value by 2. For example, a mark II thoracic nanite chamber enhanced with an implant mesh could be implanted in a creature that already has cyberfiber muscles or dermal plating, but the augmented thoracic nanite chamber's implantation value increases to 6.

CONSTRUCTION	CRAFT DC 34	COST 2,500 GP
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Craft Cybertech, cybernetics lab

MEMORY FACET		TECHNOLOGICAL ARTIFACT
SLOT none	WEIGHT —	
CAPACITY —	USAGE —	

A memory facet is a length of crystal about the size of a human thumb. This potent device is used to store programming meant to augment or change the nature of how an AI functions. Originally used as a portable method of safely transporting and storing the complex code required to program artificial intelligences, memory facets can also be used to augment an existing AI. Full rules for memory facets

can be found on pages 62–63 of *Pathfinder Adventure Path #86: Lords of Rust*, including rules for aggression facets, ego facets, and inhibitor facets. The new memory facets detailed below can be found in "Palace of Fallen Stars."

Discipline Facet: This memory facet bolsters an AI's thought and personality with rigid order and behavior, granting it a +2 enhancement bonus to its Intelligence score. In addition, the facet grants the AI the ability to bolster the programming of any robot within 30 feet as a swift action for a number of rounds per day equal to its CR. A bolstered robot gains a +2 circumstance bonus on attack rolls, weapon damage rolls, and Will saving throws. The AI can target an aggregate (*Technology Guide* 59) under its control with this effect.

Entropy Facet: This memory facet enhances an AI's capacity to understand and interpret chaos theory and probabilities, allowing it to more swiftly react to and mimic emotions. The facet grants a +2 enhancement bonus to the AI's Charisma score. In addition, up to three times per day when the AI rolls a d20, it can roll twice and take either result as an immediate action. This ability must be used after the first roll but before the results are revealed.

Guile Facet: This facet augments the AI's skills at deception and trickery. The facet grants a +4 bonus on Bluff checks. When the AI attempts a Sense Motive check to see through a Bluff, it rolls twice and takes the higher result. Finally, while the AI is controlling a robot, it gains Improved Feint and Greater Improved Feint as bonus feats; it does not need to meet the prerequisites for those feats.

STARFALL SPADE		PRICE 8,620 GP
SLOT —	CL 7th	WEIGHT 12 lbs.

Aura moderate evocation



The Technic League produces these unusual weapons as signature tools for the guards of Starfall and the Palace of Fallen Stars. A *Starfall spade* is a +1/+1 monk's spade^{16E} and has a capacity of 10 charges. When the weapon strikes a foe, it

automatically consumes a charge and deals an additional 2 points of plasma damage (1 electricity, 1 fire) on that hit. Attacks that miss don't consume charges. A crystal button on the shaft allows for a secondary attack: a beam of plasma that fires from the forked tip of the spade. This beam is a ranged touch attack that deals 4d6 points of plasma damage (half electricity, half fire) on a hit—it has a maximum range of 40 feet with no range increment. Firing this plasma beam consumes 10 charges.

CONSTRUCTION	CRAFT DC 26	COST 4,620 GP
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Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *scorching ray*, *shocking grasp*

IRON GODS



STARFALL

“STARFALL—A ROMANTIC NAME FOR A PLACE THAT WOULD CHEW ROMANCE UP AND SPIT IT OUT INTO THE DIRT IF IT SHOWED UP AT THE GATES. I WON’T DENY THE MAJESTY OF SILVER MOUNT SHINING IN THE DAWNING RAYS OF THE SUN, BUT THE CITY THAT STRETCHES FROM ITS BASE? A SPRAWLING SCAB OF POLLUTION AND TREACHERY. AND THE TECHNIC LEAGUE? THEY’RE THE DOGS WHO CLIMB ATOP THE JUNK HEAP TO HOWL AT THE MOON THROUGH THE SMOKE-STAINED SKY. POWER IN STARFALL LIES WITH THE LEAGUE AND THOSE THE LEAGUE’S MASTERS DEEM WORTHY TO SQUABBLE OVER THE REFUSE THEY DOLE OUT. IF THEY WANTED—IF THEY OPENED THEIR MARKETS—THEY COULD TRANSFORM STARFALL INTO ONE OF THE GREATEST MARKETS OF AVISTAN. YET THAT IS NOT THEIR GOAL. TO THE TECHNIC LEAGUE, STARFALL IS A PRIZE TO BE COVETED, TO BE SHARED WITH NONE. I DO NOT MISS THAT PLACE.”

—KHONNIR BAINE, EX-TECHNIC LEAGUE ASSISTANT

STARFALL

Starfall has long served the tribes of Numeria as the seat of power for any Kellid warlord strong enough to seize the coveted title of Black Sovereign. Since the advent of the Technic League, though, true power has belonged not to this single barbaric overlord, but rather to a sinister cabal of arcane spellcasters who have embraced the strange wonders of technology. Starfall has always been a place known for danger, but since the Technic League took power, the city has also become known for oppression, filth, and hopelessness—it's a place that draws those who enjoy gathering power at the expense of a suffering populace like flies to a corpse. Those willing to cast in their lot with the Technic League can rise to great power in Starfall, but for those who try and fail, the fall can be painful indeed.

Those with power are the minority in Starfall, yet such is their strength that the city exists primarily to cater to their whims. As Numeria's capital and largest city, Starfall reflects both the harshness and eeriness of the surrounding lands. The bulk of the population is comprised of immigrants—the homeless and desperate who come to the capital under the misguided hope of finding a sudden reversal of fortune. Though it's true that cleverness, creativity, and a lack of stringent morals can quickly make one rich in Starfall, most meet only with failure and despair.

STARFALL'S HISTORY

The settlement that would become Starfall was founded in 4024 AR, long after Numeria's first warlord, Queen Boliga Bharsolm, rallied the local tribes into a unified whole for the first time at the battle of Grasyhot. In those early days, Starfall was little more than a small settlement founded to provide a place for explorers to rest and prepare before attempting explorations of Silver Mount. Here, adventurers would meet to trade stories and tactics, and to recruit hirelings to aid in their dangerous expeditions. Few returned from these early forays into Silver Mount, but those who did came back with incredible stories and even more incredible technological wonders.

Unfortunately for these adventurers, it wasn't long before word of these expeditions came to the notice of a legendary totem warrior named Amalokla, leader of a nearby (and now long-extinct) Numerian tribe. She was horrified to learn that the greatest of the taboo ruins was being meddled with. Using this as a rallying cry to unite the tribes, she marched on the then-unnamed settlement in 4031. With her army of barbarians and trained beasts (including her twin pet aurumvoraxes), Amalokla devastated the inhabitants and claimed the site as her own, naming it Starfall and taking on the title of Black Sovereign. Amalokla ruled Starfall for many years, enforcing the taboos and building the first dome of the Palace of Fallen Stars, but when she eventually died, the seat of the Black Sovereign became empty. Several

STARFALL

CN metropolis

Corruption +6; **Crime** +10; **Economy** +8; **Law** -1; **Lore** -3;
Society -2

Qualities adventure site, notorious, racially intolerant (androids), rule of might, technology gatherer, timid citizens

Danger 20; **Disadvantages** oppressed, polluted

DEMOGRAPHICS

Government secret syndicate (Technic League)

Population 32,400 (24,300 humans, 2,592 halflings, 1,620 half-orcs, 1,120 androids, 1,023 dwarves, 870 orcs, 463 ratfolk, 412 other)

Notable NPCs

Black Sovereign Kevoth-Kul (CN male human barbarian 15)

Technic League Leader Ozmyrn Zaidow (CE male human magus^{UM} 7/technomancer^{TG} 7)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 200,000 gp;

Spellcasting 8th

Minor Items nearly all available; **Medium Items** 4d4; **Major Items** 3d4

NOTES

Adventure Site Starfall's proximity to Silver Mount has long drawn curious adventurers from across the land. (*Society* +2, *increase purchase limit by 50%*)

Oppressed The Technic League maintains an oppressive control over Starfall's citizens, through both the puppet leader Kevoth-Kul (whose barbaric palace guards are allowed nearly free reign of the city) and the League's own robotic minions, the infamous gearsmen. (*Lore* -6, *Society* -6)

Polluted The air and water in Starfall are tainted with smoke and strange chemicals. (*Visitors to Starfall must succeed at a DC 12 Fortitude save upon arrival to resist becoming sickened for 24 hours; this is a poison effect. In addition, each day for the first 7 days of a visit, a visitor has a 20% chance per day of being exposed to a disease like bluespirt [Pathfinder Campaign Setting: Numeria, Land of Fallen Stars 23] or the shakes [Pathfinder RPG Core Rulebook 557].*)

Rule of Might Starfall has long been the traditional domain of the Black Sovereign. Those who live here respect shows of force and fighting in the streets is commonplace, but its citizens aren't open-minded or eager to make friends with visitors. (*Law* +2, *Society* -2)

Technology Gatherer The Technic League rewards the city's merchants for securing technological items, but heavily restricts the sale of such items. (*Economy* +2, *reduce Base Value by 50%, purchase of technological items is limited to black markets*)

Timid Citizens Starfall's citizens are quiet and keep to themselves; crimes often go ignored or unreported. (*Crime* +2, *Lore* -2)

IRON GODS

years later, a second warlord gathered tribes to his side and stormed Starfall, claiming the title of Black Sovereign for himself and adding to the Palace of Fallen Stars. So it went for centuries: Starfall became the traditional prize for barbarian warlords who managed to unite enough tribes, and the title of Black Sovereign became synonymous with “ruler of Numeria’s tribes.”

No records exist of how many Black Sovereigns have ruled Starfall. Some left behind great legacies—like Ontar, a remarkably welcoming Black Sovereign who granted the Pathfinder Gojan the Sharp permission to explore Silver Mount. Most have faded into obscurity, their names lost to time. But with each cycle of rule, Starfall grew in size and power. The Technic League first came to Starfall in 4509 AR, at a time when the city was without a Black Sovereign. The League found Starfall deep in the throes of anarchy, and it didn’t take them long to carve out a position of rulership with their mastery of magic and technology. Soon after their arrival, the League’s then-leader Sidrah Imeruss was assassinated, and the Technic League’s new leaders set about claiming Starfall and Silver Mount as their own.

When Kevoth-Kul arrived at Starfall in 4690, he found the Technic League firmly entrenched in the city, but was pleased when they swiftly surrendered without a fight and allowed him to take residence within the Palace of Fallen Stars. They gifted Kevoth-Kul with strange gifts and technological wonders—the barbarian had little interest in the technology, but swiftly became addicted

to several strange and wonderful fluids supplied by the League. Today, Kevoth-Kul rules as Black Sovereign in name only; the League uses him and his barbarian guards as puppets to maintain their power over an oppressed and desperate populace.

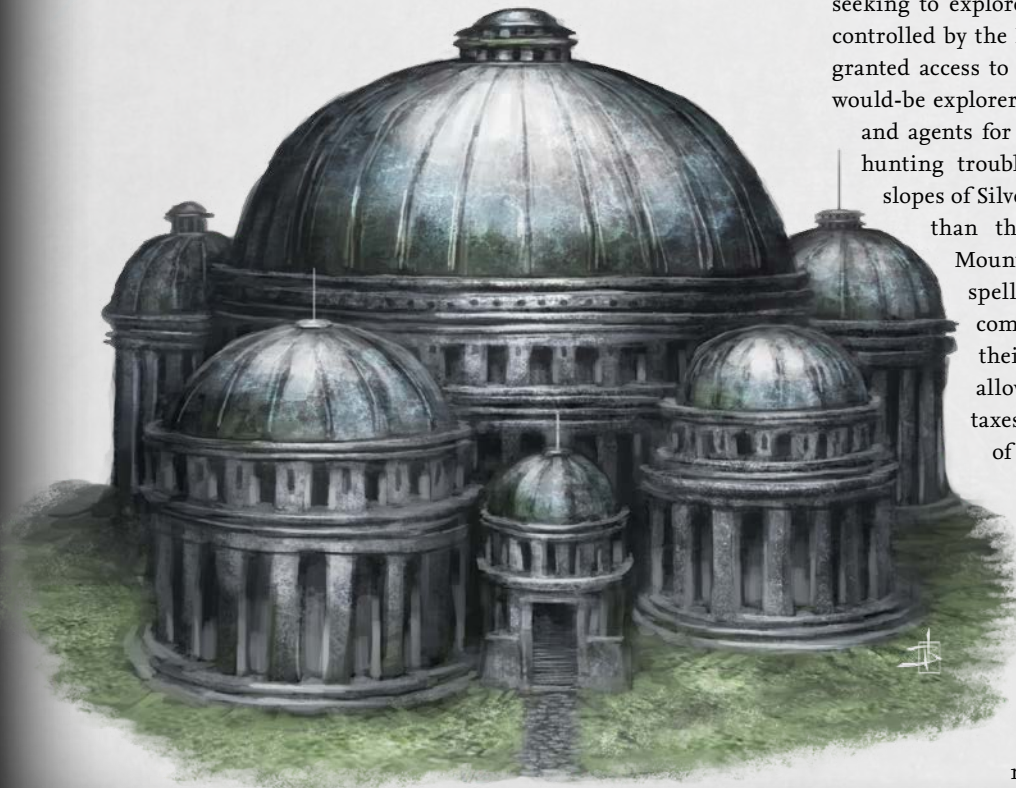
CITY LIFE

Entry into Starfall is tightly regulated, although mainly for the purposes of collecting entry taxes; the Technic League doesn’t much care who visits as long as they pay. The city is surrounded by an ominous wall built from great blocks of conglomerate formed from a mixture of stone, mortar, and recycled scrap metal. Its surface is uneven, with hunks of metal and other bits of junk haphazardly protruding outward. Along its entire length rise hideous 30-foot-tall metal watchtowers spaced at frequent intervals. At all times, metal gearsmen keep silent watch from these towers, constantly scanning both the surrounding landscape and the city below. Scaling the city walls, which range from 10 to 15 feet in height, requires a successful DC 10 Climb check.

Making a living in Starfall is difficult at best, and only those willing to take advantage of their neighbors in any way they can generally have a chance at anything approaching prosperity. Visitors to Starfall are always welcome, especially if they have technology to sell. The Technic League’s markets offer fair prices for such objects, but they can be sold only to the League; selling these devices to the public is prohibited. Many come to Starfall seeking to explore Silver Mount, but this too is tightly controlled by the League—only those they authorize are granted access to Numeria’s iconic site. Far more often, would-be explorers find employment as guards, hunters, and agents for the League, making their fortunes by hunting troublemakers in Starfall or scouring the slopes of Silver Mount for stealthy interlopers rather

than through dangerous forays into Silver Mount itself. Artisans, priests, scholars, and spellcasters with an interest in Numeria come to Starfall to study, research, or sell their own wares. The Technic League allows such trade, and charges significant taxes and tariffs for the privilege. The bulk of Starfall’s citizens, however, are truly desperate folk—penniless barbarians, nomads, and other unfortunates who would rather endure the discomforts, humiliations, and shame of poverty behind city walls than risk their lives in the barren wastelands surrounding the capital.

Starfall relies exclusively on imported food and water—these resources constitute the vast majority



STARFALL

of trade flowing into the city. The city pays well for these necessities, and several competing guilds disburse food and water to the various neighborhoods. Many of those citizens lucky enough to have employment serve these various guilds as guards, runners, messengers, and delivery agents. Water is stored in towers at key locations around the city, access to which is closely guarded by the guilds (who themselves report to the Technic League). In some parts of the city, locals use rain barrels and other primitive collection methods to get water during the rainy season, but the guilds often employ “smashers”—thugs who patrol the streets and excise additional fines from those who use such methods to circumvent the need to buy water. Those who don’t pay soon learn why these enforcers are called “smashers,” as their rain barrels are pounded to splinters. Food is similarly maintained in a number of silos and warehouses spread throughout Starfall; these locations are well guarded by both gearsmen and human sentries.

With no viable water sources near enough to carry off waste, Starfall lacks a traditional sewer system. Instead, refuse and waste are burnt off in the six tremendous incinerators located throughout the city. The plumes of smoke that constantly churn into the sky above the city are the primary source of pollution in Starfall, and they give the city its characteristic foul stench. Because of the potentially volatile consequences of improper operation of the incinerators, their operation can’t be entrusted to slaves or gearsmen. While no one gets rich as a burner, it’s one of the city’s better-paying and relatively stable jobs. Burners’ gear easily identifies them: they wear thick leather coats treated against fire, heavy gloves, smoke goggles, and special breathing masks, all covered in a layer of filthy black soot.

The last major feature of note in the city is the Street of Lights, so named because of the brightly lit strings of alchemical and technological lamps that illuminate the grim city. The widest street in Starfall, this thoroughfare connects the city’s two gates and divides the settlement in half. The street is lined with businesses of nearly every sort, and its glowing lights banish darkness from its storefronts, most of which remain open around the clock. The Street of Lights is dotted with dozens of drinking houses, drug dens, hostels, and inns, all providing entertainment and respite to Starfall’s visitors. Nearly every one of these establishments has one or more people eager to eavesdrop and return to the Technic League with what they hope is valuable information. Due to this, all sorts of gossip and news of the city can be gleaned along the Street of Lights. Those who visit Starfall are often cautioned to never wander far from the Street of Lights, for the mazelike alleys beyond are difficult and dangerous to navigate.

THE GATES OF STARFALL

Unlike other cities of its size, Starfall has only two gates. The northern one—the Silver Gate—is used exclusively by the Technic League on journeys up to Silver Mount. All visiting traffic must pass through the southern entrance—the Sovereign Gate. The Sovereign Gate is manned by several gearsman battleguards (see Starfall’s Guards on page 68), who are programmed to open the gates at any time of day or night to any travelers willing to pay the entry tax of 10 gp. The Technic League sometimes issues passes to frequent visitors to be used in lieu of an entrance tax.

Attempts to bypass the city gates or the taxes results in a swift attack by the four gearsmen battleguards stationed at the Sovereign Gate. Attempts to bypass the gate via flight are intercepted quickly by a pair of advanced myrmidon robots (see page 37). Characters who continue to fight their way into the city rather than paying the relatively small entry tax should swiftly find themselves overwhelmed as more and more robots (and eventually, Technic League captains) get involved in the fight. Of course, stealth is a viable option for bypassing the gate tax—provided everyone in the group can avoid detection.

STARFALL’S DISTRICTS

Built on might, power, and slavery, the city of Starfall is divided into four distinct districts.

Gritforge: In the southeast part of Starfall lies its industrial district, where forges toil all hours of the night. When people come to Starfall looking to sell scavenged wares, they often come to Gritforge seeking out Madboar’s Salvage. This small shop is run by a wart-faced, whiskey-swilling dwarf with only eight fingers known as **Madboar** (CG male dwarf expert 8). Despite its threatening name and its owner’s grizzled appearance, Madboar’s offers the best prices for salvage, and he asks few questions about how such salvage is acquired.

Inner Sector: One of the most restricted parts of the city, this district consists of an open hilltop on which stand only two permanent structures: the Palace of Fallen Stars and the Technic League compound. The Black Sovereign’s elite guards and soldiers often train in the open space on this hilltop, and the Technic League makes use of other areas for larger experiments. A number of tents and stalls crowd smaller sections of this open space, bustling with hawkers seeking to buy any scrap that might have worth to the Technic League. More information about the Palace of Fallen Stars and the Technic League compound are presented in the adventure.

Killbox: The entire portion of the city west of the Street of Lights is the district called Killbox. This is the most heavily populated neighborhood in Starfall, and is

IRON GODS

a swath of slums and desperation. The bulk of the city's oppressed masses do what they can to survive in a tangle of narrow alleyways and makeshift shacks. The number of assaults and murders that take place in this soot-covered district gives the neighborhood its name. All manner of illicit drugs and questionable services are to be had in the dingy alleyways of Killbox. This is where people go if they want to disappear in Starfall, for the Technic League patrols rarely reach too far into Killbox unless the need is particularly dire.

The massive vertical junkyard of Scraphole is one of the area's main landmarks, stretching several hundred feet wide and just as deep. Operated by the dwarves of the district, Scraphole is little more than a large structure surrounding a pit filled with huge pieces of metal scrap—mostly Technic League waste. Though Scraphole is favored by mad inventors and amateur robot builders, most of what lies here has already been combed through; what remains is good for only recycling and re-smelting. Items such as stripped robot husks, scrap from buildings and similar structures, and old transport vehicles can also be found within.

Sovereign's Watch: The northernmost reach of Starfall is the oldest portion of the city, where the most powerful and established Kellid families and leaders dwell; it's as close as Starfall comes to an affluent neighborhood.

From the northwesternmost tip of Sovereign's Watch rises a towering metal structure known as Skywatch. Just over a hundred feet tall, the top of Skywatch's spire offers views into the vast, harsh wastes beyond. Its location isolates the tower from the glaring city lights, and on the rare clear night, one can see for miles. The Technic League built and operates Skywatch for the purpose of monitoring the surrounding landscape for fires, crashing ships, and other events of interest. A young magus named **Karis Adamaelin** (LN female half-elf magus 6) runs the tower's day-to-day operations, assisted by a dozen gearsman.

Well away from the bustle and grit of the other districts in the city, a small number of engineers and artisans have built their workshops in Sovereign's Watch. These establishments are under less scrutiny from the Technic League than other vendors in the city (who typically can only buy items on behalf of the League and not sell to the public), and the high prices they ask for their creations reflect this special status.

STARFALL'S GUARDS

While a wide array of mercenaries and barbarians find periodic employment in Starfall as guards, their jobs are generally limited in scope to single establishments or small neighborhoods. The Technic League is omnipresent in the city, relying heavily upon gearsman and other robots as guards. Assaulting a gearsman, even in self-defense, is a

crime that's punishable by a minimum of several months' hard labor. Most of the gearsman who patrol the city walls are typical members of their kind (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44), commanded by enhanced battleguards. These gearsman battleguards can also be found within the Technic League compound itself, and they're the forces that the PCs will most likely encounter in "Palace of Fallen Stars."

GEARSMAN BATTELGUARD

CR 10
XP 9,600

Gearsman fighter 6 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44)

N Medium construct (robot)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

hp 91 (10d10+36)

Fort +8, **Ref** +9, **Will** +5 (+2 vs. fear)

Defensive Abilities bravery +2, hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 20 ft.

Melee stun baton +19/+14 (1d8+9 nonlethal plus 1d8 electricity), slam +12 (1d4+3)

Ranged rocket launcher +14 (10d6+7)

Special Attacks weapon training (close +1)

STATISTICS

Str 24, **Dex** 18, **Con** —, **Int** 12, **Wis** 15, **Cha** 1

Base Atk +10; **CMB** +17; **CMD** 31

Feats Cleave, Great Fortitude, Improved Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (stun baton), Weapon Specialization (stun baton)

Skills Intimidate +8, Perception +15, Sense Motive +15

Languages Androffan, Common

SQ adaptive learning, armor training 1, charge weapon, self-repair

Combat Gear soft grenades¹⁶ (3); **Other Gear** rocket launcher¹⁶ (5 charges), stun baton¹⁶

SPECIAL ABILITIES

Adaptive Learning (Ex) Gearsman battleguards have used their adaptive learning ability to gain proficiency with heavy weaponry.

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman battleguard becomes charged with electricity and deals an additional 1d6 points of electricity damage.

Self-Repair (Ex) A gearsman battleguard's nanites repair damage at the rate of 10 hp per hour. Once per day as a full-round action, a gearsman battleguard can heal any robot it touches of 4d6 points of damage—if it uses this ability on itself, it heals the maximum amount (24 points of damage).

STARFALL



- LOCATIONS**
- 1. Skywatch
 - 2. Drund's Manor
 - 3. Scraphole
 - 4. Silver Gate
 - 5. Mockery Safehouse
 - 6. Palace of Fallen Stars
 - 7. Technic League Compound
 - 8. Street of Lights
 - 9. Red Reaver
 - 10. Sovereign Gate

IRON GODS



ZYPHUS

THE GOD ZYPHUS (ZAI-FUSS) IS SAID TO HAVE BEEN THE FIRST MORTAL TO DIE AN ACCIDENTAL AND MEANINGLESS DEATH. WHEN HE APPEARED IN PHARASMA'S BONEYARD AS A NEWLY DEAD SOUL, HE CURSED THE GODDESS AND REFUSED TO ACCEPT HER JUDGMENT. HIS WRATH AND THE UNIQUE CIRCUMSTANCES OF HIS DEATH BENT DESTINY AND MADE HIM A GODLING. HE IS THE GOD OF ACCIDENTAL DEATHS, ESPECIALLY TRAGIC AND POINTLESS ONES. UNLIKE PHARASMA, WHO HAS CAREFUL, FATED PLANS FOR EACH MORTAL SOUL, ZYPHUS REPRESENTS CHANCE AND THE UNEXPECTED ASPECTS OF MORTALITY. CRUEL, VINDICTIVE, PETTY, AND NIHILISTIC, ZYPHUS HAS FEW WORSHIPERS, BUT IS FEARED IN MOST LANDS AS THE ALWAYS-LOOMING SPECTRE OF A SUDDEN DEATH. HE IS A MALEVOLENT, HATEFUL FORCE WHO SEEKS TO BRING RUIN AND SADNESS INTO THE WORLD AND IS RESPONSIBLE FOR MANY UNEXPLAINED, SENSELESS DEATHS.

ZYPHUS

Zyphus is full of a quiet, seething anger that slowly builds to a breaking point until he lashes out, which sates him for only a few moments. Every child killed by an infected cut, every happy groom felled on his wedding day, and every master rider fatally thrown from her horse has felt Zyphus' cold hand. It's said that every accidental death adds to his strength, so that someday he can grow powerful enough to usurp the place of his most hated rival: the Lady of Graves.

Also known as the Grim Harvestman, Zyphus both loves and hates his worshipers (known as Zypkens). On one hand, they constantly remind him of his divine nature, feeding his ego and furthering his goals in the mortal world. But the petty deity envies his followers' mortal lives, for his was taken from him without cause or purpose, and he resents them for having what he can't. Communication with his followers is brief, terse, and often full of bile; like an abusive parent, any apparent kindness in him is just a lull before the next outburst. Some among his faithful believe that once he usurps Pharamasma's place, he will allow all souls to wander the planes unsorted, and he will reincarnate himself as a mortal with no memories of his prior existence. Others believe every soul he claims allows him a brief respite from his rage as he savors a piece of its former mortality, and that these shallow sips of life motivate him to keep reaching for more.

Zyphus instructs his followers through ruthless actions rather than persuasive homilies or notable revelations. He believes that the universe is ruled by chance, not some grand plan—his very existence as a god proves that even the goddess of fate can be surprised. Because no deities truly have the answers, mortal faith in them is misplaced. It's important to note that Zyphus is an agent of random chance, but not of chaos—he is equally as likely to kill a lawbreaker, a paladin, a despotic tyrant, or a freedom fighter, so long as the death results from an accident and is pointless or tragic. He doesn't seek to promote chaos over order, only to instill a resigned fear and acceptance that death could come at any time. Zyphus looms over mortal life, keeping all shrouded in fear of a capricious, pointless death.

Zyphus appears as a gloomy, terrifying figure clad in hooded black robes decorated with bones. His face is a gaunt, pale nightmare with a distended, screaming mouth and hollow eye sockets grown over by translucent membranes of skin. He wields a heavy pick made of bones, reputed to be the actual remains of his mortal body. Zyphus's feet are

hidden beneath his robes, and he never leaves tracks when he walks—some believe that he floats eerily just above the ground. In art, Zyphus is represented by his pickaxe or an eyeless face in a hood or cowl.

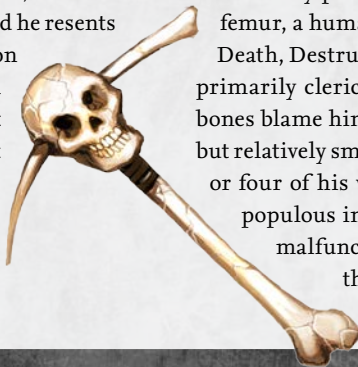
Zyphus shows he is pleased with the sound of skeletal laughter, the cracking of knuckles, the sensation of a cold but comforting hand on the shoulder, or momentary images of a vulture's wing. When he wishes to send a warning about his anger, ropes begin to fray, hard materials creak and snap, hands become sweaty and slippery, and vultures gather.

Zyphus is neutral evil, and his portfolio is accidental death, graveyards, and tragedy. His favored weapon is the heavy pick. His unholy symbol is a pick made of a femur, a human skull, and a large rib. His domains are Death, Destruction, Evil, Plant, and War. His priests are primarily clerics or inquisitors, though a few oracles of bones blame him for their curses. His faith is widespread but relatively small; even a large city might have only three or four of his worshipers. His cultists tend to be more populous in Numeria (where old technology tends to malfunction), Galt (where one is always just a slip of the tongue away from a beheading), and Nidal (where brooding evil and fatalism are the norm), but lesser cults exist in Qadira, the Sodden Lands, Taldor, Ustalav, and Varisia.

Zyphus keeps his divine realm within Urgathoa's territory in Abaddon, though he doesn't belong to her. The Pallid Princess makes no claim on him, though she appreciates that Zypken priests often rise as undead to continue their work. His domain is a massive field of open tombs crafted in mockery of Pharamasma's Graveyard of

Souls. Long ago, Zyphus had a domain on the Material Plane, but at some point—unprompted and unexpectedly—the daemons of Abaddon set aside a place and offered to let him stay. He willingly (if warily) accepted, and since then no soul destined for his realm has ever been devoured by the native daemons, and his clergy are allowed to travel the River Styx unmolested.

Most of Zyphus's worshipers have suffered some great tragedy or loss, such as a loved one's death or the loss of a limb in an accident. Rather than the victims learning from the experience, healing, and moving on, their pain has grown into anger, bitterness, and cynicism, and they seek to punish others just as they feel they were punished. Embracing the idea that the universe is ruled by chance rather than some grand plan, Zypkens work to convince others to reject their misplaced faith in other deities. Many learn how to build



"EVERYONE YOU LOVE, EVERYTHING YOU CARE FOR, MAY BE TAKEN FROM YOU AT A MOMENTS NOTICE. THE YOUNG, THE BEAUTIFUL, AND THE RICH—ALL ARE PREY TO THE INDIFFERENT, CLUTCHING HAND OF CHANCE."

—LETTERS OF HARSH TRUTH

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traps and orchestrate convoluted “accidents” to kill others in Zyphus’s name, damning their victims’ souls to him and his malignancy. However, most lack the courage to actually harm others, and instead are content to let their misery fester in their hearts; rather than cause physical harm, they engage in tirades belittling the achievements, successes, loves, and victories of others as pointless and temporary. Some shout these admonishments at passersby in the street, while others take a more cowardly path and write out their grievances, delivering them to the recipient anonymously or posting them in public for all to read.

Worship services mix percussion (usually with rattles or on a xylophone with bars of shaped bone), hissing chants, libations of blood, and the rolling of knucklebone dice. If the ceremony takes place near a dungeon or other dangerous location, cultists might release a prisoner into it on holidays, making bets on how long the wretched prisoner will survive before being killed by a trap or creature.

In perverse opposition to Pharasma, the church is very casual about killing the unborn. Not only does this send a soul to the afterlife before it has a chance to fulfill its destiny, but Zyphens also believe that it steals the soul from its intended path and condemns it to Zyphus. Members of the cult are known to provide these services to any who request them.

TEMPLES AND SHRINES

Zyphus’s church doesn’t build permanent temples. Instead, his worshipers hold court in graveyards or mausoleums that have fallen from other deities’ favor or that otherwise are no longer hallowed ground. Many graveyards have carvings on gate arches, vault roofs, and even gravestones to ward away Zyphus’s attention, and the god’s followers go out of their way to deface such marks to instead welcome him. If the cultists intend to use that facility in the future, they may renovate it or reconsecrate any dead buried there in Zyphus’s name. Zyphens rarely build facilities of their own, preferring to make use of existing spaces. They place deadly traps around their sites of worship to harm the unwary, often in ways that mock the site’s former deity.

Shrines to the Grim Harvestman are typically stolen and defaced headstones or bouquets of twigs and bones left at the sites of meaningless deaths. If such a death occurs at a building that is later torn down or demolished, cultists bury these tokens in the earth, or—if the site is being rebuilt—within the foundation or under the doorstep of the new structure so the land remains cursed with the lingering memory of that death.

A PRIEST’S ROLE

A priest of the Grim Harvestman is expected to evangelize, converting others to the cause through either harsh words or harsher lessons. Because those lessons usually involve deliberate “accidents” that cause injury or death,

Zyphen priests must pursue these activities in secret to avoid retaliation or arrest. When speaking with folk who have suffered loss, the priest acts much like a guide or counselor, explaining that life is random, capricious, and unfair, and that accepting this fact makes living more bearable.

City-bound priests often take menial jobs where they can subtly sabotage buildings in dangerous ways, such as painting a building with a mixture of varnish and lamp oil, weakening support struts in theater balconies, or using wet sand instead of mortar for stone walls. Rural priests place steel shanks in grain mills to create sparks, replace hunters’ bug-repelling oils with ones that attracts predators, or pour impurities into molten ingots or contaminants into wells. Although Zyphus grants the Plant domain, that aspect of his power is mostly in regard to how plants feed on dead things. As a consequence, there are few druids of Zyphus, but his priests with the Plant domain usually work with or around plants in some capacity.

Some priests are skilled at crafting innocent-looking but secretly defective items for high-risk professions, notably weapons and armor for city guards and adventurers. Such items appear normal, but actually have the fragile quality (*Pathfinder RPG Ultimate Combat* 146). If the item fails because of this flaw, the bearer is likely to die and be unable to return to the priest with a complaint about inferior merchandise. Other priests work undercover in hospitals, quietly dispatching sick or injured patients—making it seem they’ve take a sudden turn for the worse—or administering dangerous experimental “medicines” that not only fail to treat the problem but sicken or kill the patient.

Because their agenda is so dark and hostile, few priests admit openly to their faith or publicly fill the role of a priest in their communities. Instead, they hold some other mundane profession, and either keep their divine spellcasting hidden or pretend to be of a different faith altogether. Brigh and Torag are common choices for this purpose because of their religions’ shared focus on crafting, and Pharasma is a favorite because of the overlapping interest in death and the opportunity to perform blasphemies in the name of the Lady of Graves.

Zyphus’s clerics are usually trained in Knowledge (engineering), Craft (alchemy, carpentry, stonemasonry, or traps), or Profession (architect, engineer, or miner). Depending on their other interests and work, they could have ranks in Bluff, Heal, or Sleight of Hand.

Though Zyphus and his followers are indifferent about the creation of undead (for example, it’s uncommon for a Zyphen cleric to act strictly as a necromancer), his priests have a tendency to rise as bodiless undead after their deaths (usually as allips, specters, or wraiths) to continue their work in the mortal world.

The cult of the Grim Harvestman is organized in independent cells, each of which treats a city or region as its

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sovereign territory. A cell is led by a powerful leader who has a reputation for many kills—all cultists, even from other cells, respect these leaders. Priests of high enough rank are called Harvestmasters. Unlike solitary members of this religion, those who join a cell usually remove themselves from civilization and devote their full attention to orchestrating small accidents and disasters to feed their master's will. A few cells overtly assault the established order, planning and executing large-scale disasters such as ferry sinkings, fires that obliterate whole neighborhoods, and building collapses. Such cults usually have the resources to procure powerful magic to aid their work, creating traps with spells such as *fabricate*, *move earth*, *create pit*, *stone shape*, and so on.

Most priests wake, pray, eat, then get to work. Most also pray before sleeping, hoping to ward off a sudden death in the night. Some are frantic in their activities, worried that they'll die before accomplishing their goals. Others are slow-paced and lazy, knowing that death will probably take them when they least expect it, regardless of their actions.

Formal dress for the clergy is a helmet or mask in the shape of a skull or a face with pale, distorted features. Preferred colors are black or dark grey, and skulls and bones are common decorations.

Zyphus doesn't care about mortal marriage or families—his followers may take spouses and have children, but are keenly aware that they might lose these people at any time. As a result, most in the church are either extremely committed to their loved ones (and more enraged at their deaths) or coolly remote with their emotions (the better to survive the grief).

HOLIDAYS

The major holidays of this informal church were created to mock holidays of the Lady of Graves.

Day of Gritted Teeth: On the fifth day of Pharast, followers of Zyphus go out of their way to inconvenience or harm the devout of Pharama, committing petty acts such as defiling corpses or muddying roads in front of religious processions.

Sinking of Lost Souls: Especially brave cultists single out and attempt to drown a noteworthy priest of Pharama during her church's Procession of Unforgotten Souls. Several cult cells usually coordinate their efforts on such tasks, for they fear retaliation and desire to spread the blame as much as possible.

APHORISMS

Zyphus' worshipers are fatalistic and practical, and their common phrases are direct and to the point.

Not Today—I Have Work to Do: This is a brief prayer spoken in the morning, asking Zyphus to not claim the supplicant that day, for she serves his cause and it would delay his goals if she died too early.



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Let the Grim One Judge You: This is a threat that the listener will suffer a fatal accident (orchestrated either by a mortal or via the direct intervention of the god) and her soul will be sent to Zyphus rather than its intended destination. It is often used as a rebuttal to someone winning an argument or prize from the speaker, implying that the victory doesn't matter because death will come soon.

HOLY TEXT

Zyphus has dictated no official text, but approves of his followers using the following tome to guide their actions.

Letters of Harsh Truth: This book is a collection of revelations about the folly of the gods, the dominance of chance, and how mortals should accept their inevitable and random deaths. It includes specific responses to various mortal sufferings—death of a loved one or a beloved pet, loss of a limb, blindness, and so on. A Zyphen priest created the original using automatic writing, and priests often quote it verbatim for the attack letters they send to strangers.

RELATIONS WITH OTHER RELIGIONS

Zyphus is a minor player in the games of the gods—more of an annoyance or inconvenience than a true threat. His constant predations on souls intended for other deities is like a single mosquito in a large formal ball—unpleasant and noisy, but difficult to eradicate without detracting from the overall pleasant atmosphere. His most important relationships are with three deities, each for a different reason. Pharasma is his chief adversary, and Zyphus is the enemy she doesn't want to acknowledge; she either can't oppose him directly or is playing at some millennia-long strategy to eliminate him. Urgathoa is his mentor and comrade, with overlapping interests and proximate realms. Zyphus is also trying to form an alliance with minor goddess Naderi (*Pathfinder Campaign Setting Inner Sea Gods* 180), hoping to turn her evil so she accepts his nihilistic view that chance can steal away a loved one at any time. Because Zyphus's realm is in Abaddon, daemonic cults occasionally have peaceful contact and cooperation with the Harvestman's mortal followers, though his clergy are still wary of the fiend-worshippers.



NEW SPELL

Clerics of Zyphus can prepare *daze* and *mage hand* as orisons, *bungle*^{UM} as a 1st-level spell, and *spectral hand* as a 2nd-level spell. His priests have access to the following spell.

CURSE OF UNEXPECTED DEATH

School necromancy [curse, death]; **Level** cleric 4, shaman 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 minute/level (see text)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

You curse one living creature with a chance of instant and unexpected death. When you cast this spell, your hand seethes with eerie gray fire. You must succeed at a melee touch attack to touch the target, at which time the fire buries itself within the target's body and disappears. On the round you touch the creature and once per minute thereafter, roll 1d100. On a result of 01–05, the spell is triggered and the creature takes 8d6 points of damage + 1 point per caster level; the creature can attempt a saving throw to reduce the damage to 2d6 points of damage + 1 point per caster level. On a result of 06–100, nothing happens.

Once the spell is triggered or if the duration expires before it triggers, the magic ends and no further 1d100 rolls are made. If the target has spell resistance, a caster level check is made when you succeed at the touch attack. A creature can be affected by only one instance of this spell at a time. The untriggered spell can be removed with *dispel magic*, *remove curse*, or similar effects.

PLANAR ALLIES

A great number of divine servants of Zyphus are ascended mortal priests who reputedly lived long lives and died peacefully in their sleep. In addition to his deadly herald Gravedragger, powerful followers of Zyphus use *greater planar ally* to call temerdaemons (*Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Volume 3* 58) to their service to destroy and corrupt those around them.

Enkaytho: This olive-skinned, frumpy priestess has a brilliant mind for debate and insults. She can turn into gray smoke (as *gaseous form*) at will, and often pretends to be a vampire to unsettle and fool her opponents. She has a soft

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spot for animals and prefers payment in items that can be used to pacify, heal, or train animals.

Iron Shade: This short, sallow, formerly human priest looks like he has a little orc blood in his ancestry, and is beset by nervous tics. He can transform from his normal shape into a skeletal one at will, at which point he gains undead immunities and is easily able to pass as a common skeleton, skeletal champion, or even a lich. He acts especially uncomfortable around children, and prefers defensive items and those that provide information about the future.

OBEDIENCE

The following describes the ritual a worshiper of Zyphus must perform to take full advantage of the Deific Obedience feat found on page 210 of *Pathfinder Campaign Setting: Inner Sea Gods*, as well as the boons for the evangelist, exalted, and sentinel prestige classes in *Inner Sea Gods*.

Obedience: Spend an hour sitting on the grave of someone who suffered an accidental death. You must reflect on how chance has wronged you and vocally reject the influence of any deity associated with these wrongs. If no suitable grave exists, spend an hour telling strangers how their religious beliefs and hopes for a just afterlife are folly and of no consequence. Alternatively, you can write this screed and post it in a public place within a settlement. If you're away from civilization, you can instead spend an hour sabotaging a path, bridge, tool, or other device so that it's dangerous for the next person who uses it. You gain a +4 profane bonus on Craft (traps) or Disable Device checks, chosen when you complete the obedience.

EVANGELIST BOONS

- 1: Champion of Cruel Chance (Sp)** *deathwatch* 3/day, *false life* 2/day, *bestow curse* 1/day
- 2: Resiliency (Ex)** You gain the resiliency rogue talent. The number of temporary hit points you gain is equal to your class level in your aligned class plus your evangelist level. If you have the resiliency ability from another source, you can activate these abilities separately or as part of the same immediate action.
- 3: Tragic Minion (Su)** By spending 1 minute praying over the corpse of a humanoid opponent or a humanoid who has died a tragic death, you can summon an allip (*Bestiary* 3 12) to serve you. Unlike a normal allip, this allip's alignment matches yours, and the allip has a number of hit points equal to half your total. It receives a +4 bonus on Will saves made to halve the damage from channeled positive energy, and it can't be turned or commanded. This allip serves as a companion to you and can communicate intelligibly with you despite its madness. You can dismiss it as a standard action. If the allip is destroyed or dismissed, you can't summon another for 7 days. This ability allows you to have only allip companion at a time.

CUSTOMIZED SUMMON LIST

Zyphus's priests can use summon monster spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster III

Cacodaemon (*Pathfinder RPG Bestiary* 2 64)

Summon Monster IV

Lacridaemon (*Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol. 3* 48)

Summon Monster V

Ceustodaemon (*Bestiary* 2 65)

EXALTED BOONS

- 1: Catalyst of Destruction (Sp)** *break*^{APG} 3/day, *find traps* 2/day, *spiked pit*^{APG} 1/day
- 2: Ever Vigilant (Su)** You're resistant to effects that attack your life force or would affect you before you have a chance to react. You are protected by *death ward*, except the immunity to energy drain ends after it has prevented a number of negative levels equal to your exalted level; this resets when you perform the obedience again. You gain a +2 profane bonus on initiative checks and on saving throws against effects that occur before your first turn in combat.
- 3: Visitor from Abaddon (Sp)** Once per day as a standard action, you can summon a pair of greater ceustodaemons (*Bestiary* 2 65) and gain telepathy with them to a range of 100 feet. The ceustodaemons follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home in Abaddon. The ceustodaemons don't follow commands that would cause them to perform overly good acts or save mortal lives other than your own, and they immediately vanish if your orders contradict these restrictions.

SENTINEL BOONS

- 1: Walking Disaster (Sp)** *bungle*^{UM} 3/day, *spontaneous immolation*^{UC} 2/day, *deadly juggernaut*^{UC} 1/day
- 2: Tragic Accident (Su)** Once per day as part of a successful attack, you can target your opponent with either *inflict critical wounds* or *poison*. The DC is this ability is equal to 10 + your sentinel level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest). You don't have to declare the use of this ability until you know the attack is successful.
- 3: Unfairness of the World (Su)** Once per day, you can channel all of your outrage through your weapon, afflicting your opponent with deadly negative energy. You must declare your use of this ability before you roll your attack. On a hit, the target gains a number of negative levels equal to 3 + your sentinel level unless the target succeeds at a Fortitude saving throw (DC = your tragic accident DC). If you openly wear an unholy symbol of Zyphus, the saving throw DC to resist this effect increases by 2.

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THE ROBOT THIEF

PATHFINDER'S JOURNAL: WHISPERS IN THE WASTELANDS 5 OF 6

A few days after we left my village, Eirian and I stood inside a junk shop filled with scrap metal, dusty potion bottles, cracked stone artifacts, and three customers who had taken offense at our inquiries.

One of them already lay unconscious on the floor next to the sword I'd knocked from his grasp. Eirian waited by the shop door while I threw the second man over the counter.

The proprietor gave a squawk of fear from his hiding spot behind the counter as the thug sailed overhead and crashed into the shelves behind him. The third man, Ulfen by the looks of it, came at me with fists swinging. I knocked one hand away but took the other straight to my face. Pain shot through my nose as it cracked audibly. A gush of blood wetted my lips and beard.

As the man wound up for another swing, I pushed in close to him, clamping my right hand onto his shoulder and driving my left into his ribs. I'd always favored my right hand in a fight, but the strength the cuff gave to my left arm had increased steadily as we moved north. I felt the familiar energizing tingle spread out and infuse my arm with power as I fought.

*THIS PLACE WAS
OUR BEST BET FOR
FINDING TRYG.*



*THE ILLUSTRATION ON THE SIGN MADE
UP FOR THE LACK OF CREATIVITY IN
THE SHOP'S NAME.*

The man finally dropped to one knee, wheezing and struggling to fend off the pummeling. I dealt him a sharp blow to side of his head, and he went down.

Hinges creaked as Eirian cracked open the door to peer outside. She closed the door again and said, "No one's coming. Apparently we haven't drawn any attention."

I wasn't surprised. Lackthroat had a poor reputation among my people, and my short time in the town made me think that scorn was well placed. Small huts crowded the sides of trash-filled streets. Flies clouded above rats that had been killed and left to rot. The few people we saw who didn't ignore us entirely gave us calculating looks, as if trying to decide whether we were worth robbing. My scarred face and metal forearm convinced them that we weren't.

Eirian crossed the room to stand before me. The bear within me settled back down to sleep as Eirian chanted. She touched her hammer and then gently rested her fingers on my nose. I felt an uncomfortable cracking under my skin, but the pain washed away instantly. I tried to wipe the blood away with my sleeve, but mostly succeeded in smearing it all over my cheek. "Thanks."

"The shopkeeper's getting away," she said.

I turned and darted to the rear door, toward which the proprietor was cautiously crawling. He yelped when I grabbed the back of his collar and heaved him upright.

His tanned skin was smooth and stretched over a lean frame. His collar felt greasy in my hand, and his shoulder-length black hair was uncombed and matted in the back.

"Now," I said. "Let's have some answers."

I hauled him back to the stack of crates he was using as a counter and dropped him on the floor. He put his back up against the flimsy crates, eyes darting from me to Eirian and back again as we loomed over him.

"I don't know anything," the man whined. Eirian took up a low chant, glancing at me and giving a subtle nod. The proprietor stared at Eirian, curious what she was up to.

"What's your name?" I asked.

"Calt."

I glanced sidelong at Eirian. She tilted her chin in a small nod. "Well, Calt, I have some questions and you're going to answer them. Fast. Tell me what I want to know and we'll leave you here alive and with all your limbs in the right places."

He swallowed audibly and nodded.

"Someone came here recently. Less than a day ago. He had a robot with him, a small robot you could carry in your arms. I want to know who he was and where he went."

THE ROBOT THIEF

"Yes, yes, I remember," Calt said eagerly. "He came in last night, just afore close. Wanted to sell me the robot but I couldn't afford the price he was asking. He left and I don't know where he went."

Eirian shook her head. I dropped to a crouch next to Calt. He shrank back, as if hoping to disappear into the crate he had his back against. "I've been marching for days across the plains trying to catch this man. From his tracks, I realized he was heading to Lackthroat. Your town has a reputation among my people, and I knew I might have to question some of you cowards. That's why I asked my friend here to use her magic to pick out the truth."

I leaned forward and poked one finger into the merchant's chest. "And she says you're lying."

"All... all right," he squeaked. I rocked back onto my heels, letting my hands drape over my knees so he could see my bloody knuckles and metal arm. "He came in yesterday in the afternoon and wanted me to examine the thing. Said it had some sort of tracking mechanism in it making it run in one direction."

"Are you an expert on robots?"

"It's more of a hobby," Calt answered. His shoulders relaxed a bit. "I buy and sell scavenged scrap and I've learned a thing or two. The robot was set to return to the source of a signal—sort of like birds migrating in the fall. It had to follow the signal back to where it came from, probably some kind of larger structure or another robot."

"So where did this customer of yours go?"

"I don't..." he began. Eirian shook her head immediately and he started over. "He said he was going to follow the robot to its destination, but first he wanted to tell someone about it."

"What do you mean tell someone? Tell who?"

Calt squirmed. I bunched my muscles and glowered. Calt took a breath and squeaked out, "Ryden Vass."

I almost lost my balance. I stood up, towering over Calt. He flinched. "Vass? Of the Technic League? Why..." I paused, trying to think of the best question to ask. Eirian had warned me ahead of time that her spell would last only a few moments. "Do you know this customer? Is he a regular?"

"Yes," Calt said reluctantly.

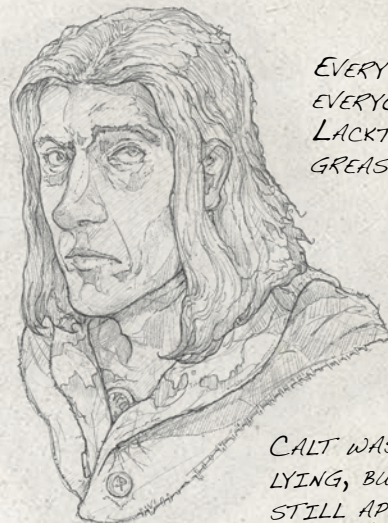
"Tell me who he is and why he'd go to Ryden Vass."

One of the unconscious men stirred and moaned. I added, "Quickly!"

"His name's Teleran. That's the only name I know him by." The words spilled out from Calt's lips. "Used to be in the League, I heard, but they sent him out, don't know why. Some tell as he's trying to get back in, prove he can do it. That's why he's looking for Vass."

"Did you do something to the robot? We've been... tracking it, you might say, but yesterday we stopped getting the whatever you called it. The signal."

"I didn't do nothing! It was far beyond my skill in tinkering. I gave him a crate to keep it in, though. He said



EVERYTHING AND EVERYONE IN LACKTHROAT WAS GREASY AND DIRTY.

CALT WAS BAD AT LYING, BUT I WAS STILL APPRECIATIVE OF EIRIAN'S MAGIC.

it kept trying to get away, so he had its legs all tied up and a bar jammed in its treads."

I clenched my fists and then forced my muscles to relax. "Any idea where Vass is?"

"There's a dig site about ten miles west of town. Think her men have been seen in that part."

I stood up. "Thanks for the information, Calt. I won't forget it. Or you."

Leaving him with that menacing thought, Eirian and I slipped out of the shop. Once on the street and moving away from the building, I murmured, "Who knew Calt had such loyal customers? You could have fought alongside me when those men drew weapons."

"You didn't need help," she answered, and I was forced to agree with her. "I don't think they were particularly loyal to the shopkeep. I think asking questions here is frowned upon. Violently."

"You may be right."

"My spell lapsed right before he answered the last question," Eirian added. "I can't be sure he was telling the truth."

I pulled my cloak around me a little tighter. "We'll find out soon enough."

For the first time since we left my village, we had a chance to catch up to our robot thief. He'd spent much longer in Lackthroat learning about Tryg than we had learning about him. The previous evening I'd gotten only a few hours of sleep when my connection to Tryg severed. The sudden disappearance of the link between us was so jarring it shook me awake. I could still sense the main signal, the one that called both me and Tryg, but the robot had vanished. Eirian and I agreed to press on, and though it was hard on her, she kept up while I marched through the night.

After we arrived at Lackthroat, we had followed the robot thief's tracks to the dingy shop where we interrogated Calt.

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I led us from there through the narrow streets until we once again strode across the open plain.

Neither of us spoke until we were well away from the town. As we marched side by side, eyes fixed on the horizon, Eirian said, "We'll find him."

"Are you making conversation?"

"I can tell you're worried." I glanced at Eirian and saw her watching me as she walked. I snapped my gaze back forward. "We'll get him back, though."

"I know we will. I'm not worried."

"You must be," Eirian said, "or we wouldn't be chasing him. You can sense Tryg's destination on your own now. You can follow it to the source without him, and learn how to remove the cuff from your wrist. That's what you want, isn't it?"

I didn't answer right away, and Eirian accepted my silence. Miles passed under our boots before I said, "It is what I want. But I don't like the idea of the Technic League taking Tryg apart to figure out what makes him so curious and clever and tenacious. We put him where the robot thief could get to him. I let him get away. That makes him my responsibility."

Another mile passed. Eirian said, "Is he more than just a machine, then?"

"Yes," I answered. "More than just a machine."

Less than an hour later we came to the dig site.

We heard the pit well before we came to it—the whole place was filled with the shouts of workers and the ring of pickaxes against stone. We rounded a small heap of stone

and saw a pit over a hundred feet across gaping in the earth. Scaffolds and rope ladders led the way down. Eirian and I circled to the south and approached the pit with caution, taking cover behind more piles of fragmented stone.

When we got to the edge, we saw that despite its breadth, the pit was only a dozen or so feet deep. Clusters of laborers worked to excavate the uneven ground. They were a thin and ragged bunch who worked steadily but listlessly. Many had visible scars, but not the kind a warrior earns in battle. These were angry red puckers that ran across their backs and sides or encircled their limbs. Eirian whispered, "Test subjects used by the Technic League and forced to work when their usefulness is otherwise ended."

Two members of the Technic League, armed and armored, stood watch at one edge of the pit near a cluster of wooden buildings while two more patrolled the area. We crouched down lower behind our rocky shield, and I was glad the sun was low and shadows stretched to hide us. I edged around our cover for a better angle and looked out again.

A figure had just climbed up a scaffold and out of the pit. I couldn't make out many details from that distance, but when the figure opened up a dull metal box and a little robot clambered out and started pulling himself over the rocks, I recognized Tryg instantly.

My link to Tryg snapped back. In addition to my sudden awareness of the robot's location, I noticed another sensation, a new one. It felt like relief.

Tryg was glad that I was near again.

IT LOOKED LIKE A FAIRLY NEW DIG SITE. THEY MUST HAVE HAD THEIR SLAVES DIGGING AROUND THE CLOCK.

THE GUARDS JUST STOOD THERE WATCHING THE WHOLE TIME, MAKING SURE THE DIGGERS DIDN'T POCKET ANYTHING VALUABLE.



THE ROBOT THIEF

Movement back in the pit caught my eye. A group of Technic League agents stood next to a long wooden workbench that seemed to hold items of interest that the laborers had uncovered. Though I was too far away to hear, I watched the League members discuss something in a very animated fashion. One pointed up to a corral where several horses grazed and then in the direction where the figure—who I could finally make out as Teleran—had started after Tryg. Another nodded and began gathering up satchels stored beneath the workbench. A third listened while pulling on a pair of leather gloves. As she tugged on the gloves, she looked straight up at our hiding spot. I ducked back out of sight.

Ryden Vass.

“We have to move,” I whispered to Eirian. “I think Vass is about to go after Tryg and Teleran. We need to get to them first.”

She nodded and motioned for me to lead.

We crept around the rocks, keeping to the shadows when we had to dart over open ground, trying to always keep our distance from the patrolling guards. As we neared the far side of the pit, my connection to Tryg and the mysterious signal suddenly surged with power. A shock ran through my arm and I stifled a cry. A mad desire to rush toward the source of the signal filled me, but I fought the impulse down. I stopped for a moment, clutching at the gritty surface of the rock pile next to me. When I had mastered the new, stronger signal beating in my mind, I turned to Eirian.

“Something strange just happened. I... Eirian?”

Eirian had put her back to the rock and slid to the ground. Her eyes rolled back in her head as she shook silently.

“Eirian!” I called as loudly as I dared. I grabbed her by the shoulders and tried to steady her. Her mouth was slack and her head lolled to the side.

Lacking any idea of what was happening or what I could do, I cradled my companion to my chest and twisted around to look out over the pit again. Tryg was trundling away in the direction of the signal. Teleran followed in his wake. Ryden Vass and her two associates climbed the scaffolding toward the horses.

I crouched even lower to steady myself and hoisted Eirian into my arms. Her shaking had stopped, but her eyes had closed and she made no sound. Her stillness was terrifying. I straightened, lifting her with ease. Her weight didn't seem any more than that of a human woman her size.

Still, carrying her body while trying to avoid detection proved difficult. I made it a dozen yards closer to the robot thief, but by the time I reached the last bit of cover, the thief was well on his way after Tryg. I set Eirian down and tried to think. Leaving her helpless next to the pit would be unconscionable—many Technic League agents would love nothing more than to capture and experiment upon



LIKE A LOT OF PEOPLE, TELERAN WAS SEDUCED BY THE LURE OF POWER THAT THE TECHNIC LEAGUE DANGLES IN FRONT OF PEOPLE.

I ALMOST FELT SORRY FOR HIM. ALMOST.

an android. Every moment I delayed, though, meant that Tryg rolled that much farther away.

I propped Eirian against the rocks and tried another gentle shake. “Eirian?” I chafed her hands together. “Eirian!”

No response.

I looked back out from behind the rocks. Teleran was a speck in the distance now and Vass had reached the horses. As I watched, she and her companions began harnessing their mounts. If I sprinted now, while no one was watching, I could make it to the thief. I could take Tryg and move south, hiding my tracks, then circle back around for Eirian.

I called her name again. A thin line appeared between her brows and she stirred, faintly, as if struggling to come awake. With a final, helpless look in Tryg's direction, I settled on my heels next to Eirian and waited for her to wake fully.

By the time Eirian opened her eyes, Ryden Vass was thundering toward the robot thief astride her semi-mechanical horse. Eirian came fully conscious and sat up. After a glance at me she followed my gaze in time to see Vass and her companions ride past the robot thief. Vass leaned sideways in the saddle and scooped up Tryg. The horses kept on, leaving the robot thief to continue trudging in their dust.

“Are you well?” I asked Eirian. My voice sounded harsh and strained, even to my own ears.

“I—I think so,” she whispered. “Sidek, I have to tell you...”

“Later. We can't let him get away.”

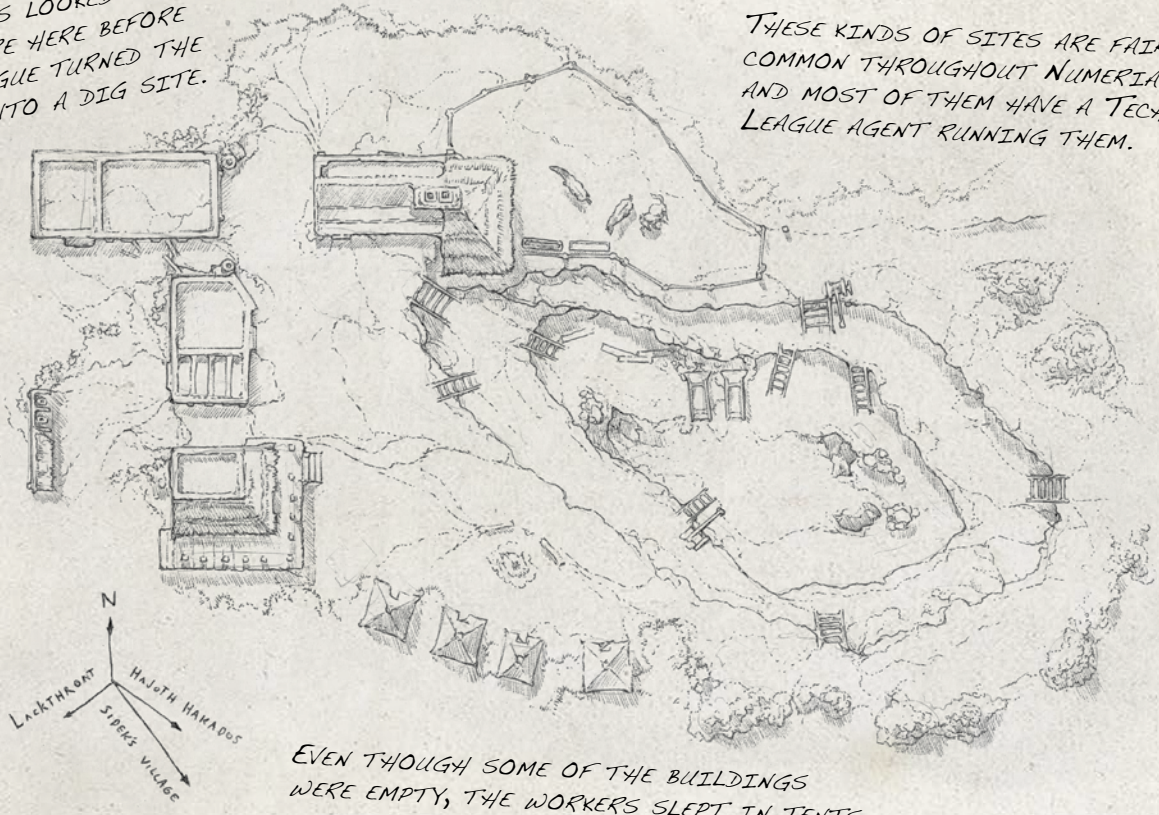
I scanned the dig site to make sure the guards were moving away from us before I hurried after Teleran. Eirian stumbled her first few steps and I took her arm to steady her, but she soon caught her balance. Together we rushed after the receding figure.

As we got nearer, we softened our steps. I clenched my fists as the bear inside me stretched and yawned. Tryg nestled in my brain, the sense of him still strong and near, and I

IRON GODS

MOST OF THE BUILDINGS LOOKED LIKE THEY WERE HERE BEFORE THE LEAGUE TURNED THE PLACE INTO A DIG SITE.

THESE KINDS OF SITES ARE FAIRLY COMMON THROUGHOUT NUMERIA, AND MOST OF THEM HAVE A TECHNIC LEAGUE AGENT RUNNING THEM.



EVEN THOUGH SOME OF THE BUILDINGS WERE EMPTY, THE WORKERS SLEPT IN TENTS.

was furious at having lost him again. When Eirian put her hand on my arm I almost shook her off, but instead I took a deep breath and stopped.

She held up both hands, palms facing toward Teleran, who followed a dusty track thirty yards ahead of us. The dig site was well behind us by now and sere grass of the plains stretched to either side, turned orange by the dying rays of the sun. Eirian chanted softly, her eyes never leaving Teleran.

Up ahead, the robot thief stopped, frozen in place.

Eirian nodded to me and we sprinted forward. The robot thief shook off Eirian's spell just as we caught up to him. He drew a rapier, one that had seen much use judging by the battered hilt and scarred blade, and turned on us. Getting a clear look at him, I saw a fellow Kellid, his head shaved close to the skin and his build smaller than mine. His clothes were not made of the homespun cloth I saw on most of my people, but of thin and cheaply made fabric like that produced in Starfall. He came at me fast, faster than I expected, and though I knocked his blade to the side it slid along my shoulder and sliced open the skin. Already he was moving, drawing back and lunging to my right, his blade flashing in the last light of sunset.

I whirled to face him and lashed out with my right fist, trying to knock the sword out of his hand. It was a trick that had served me well in the past, but Teleran kept a firm

grip and twisted so that my knuckles caught on the blade. I winced as blood dripped down my fingers but kept turning until I could smash into the thief with my left arm.

The force of the blow knocked us both back. Since I'd crossed whatever invisible line marked the increase in the signal's strength, my arm had been tingling with power. I hadn't realized quite how much more power the cuff now contained. I staggered for several steps, trying to recover from my own punch. Teleran howled in pain and clutched at his broken, flopping arm. He spat invectives at me as we both gained solid footing.

I heard Eirian chanting and then she darted in and touched my back. My knuckles and shoulder ached less sharply. Knowing Eirian was there to heal me made me bold. I used my right arm as a shield and charged. My bear roared through the pain as Teleran stabbed through the muscle of my bicep. This time I was ready for the strength of my punch as I slammed my fist into his chest. His breath left him with a whoosh and he collapsed, rapier falling from numbed fingers.

I dropped down and put a knee on his chest. Eirian came up as Teleran writhed beneath me.

"Talk," I said. "Fast."

"You broke my arm! My ribs," he gasped.

I dug my fingers into the man's side and he kicked and screamed. "Yes," I said. "I did."

THE ROBOT THIEF

I pulled back my hand. "Tell us what you told Vass and my companion here will heal you. Remain silent and you'll soon find there are much worse things I can do to you."

The robot thief glared at me. "I showed her the robot," he said, grimacing. "Told her it was homing in on something. She was interested."

"You've been following us since Hajoth Hakados, haven't you?"

"It was my robot! I saw it first. I just needed a way to pry it loose. But when I came back, you'd taken it."

"You were going to turn it over to the Technic League. I heard they dismissed you. Is Vass going to get you back into the League because you gave her the robot?"

Behind the pain and hate in Teleran's gaze, something darker lurked. He pressed his lips together.

A few short, sharp punches into his side got him talking again. "Stop! Stop! Stop! Yes," he howled. "She said she would put in a good word. When I first apprenticed there were things, experiments, I... I couldn't do them. I tried but I wasn't ready. I just needed more time! But they said I wasn't strong enough..." He drifted off, distant.

"Where is Vass going now?"

"Wherever the robot goes," Teleran said sullenly, returning from whatever dark reverie had gripped him. "I'm to follow her and meet her wherever the trail ends. Then, she said, she might take me back."

I got to my feet. Teleran wheezed on the ground. "We're close," I said to Eirian. "I can feel it. We can catch them if we hurry."

"You haven't slept in over a day."

I waved her off. "I can do it. I've done it before, hunting on the plains."

"All right."

I looked down at Teleran's form. I messed him up pretty good. "He told us what we needed to know. Heal him and we'll go."

"No."

I looked at Eirian in surprise. Her voice was mild as ever, her face composed. "We said we'd heal him if he talked."

"You said that." She looked at Teleran. "He stole a robot and handed it to the Technic League. They experiment on my kind. Brigh will not heal him. I will not."

"You can't leave me here like this," Teleran said. "Hey. Hey!"

Eirian started walking.

I hesitated for a moment before steeling myself against the man's cries. I jogged past him to catch up with Eirian.

Before I could say anything, she said, "I have to tell you something."

I fell into step next to her as she continued. "We are very, very close now. When we came near enough to the source of the signal, when I collapsed, I was granted a vision."

"Brigh spoke to you?"

Eirian nodded. When she looked at me, her eyes were shining like silver coins. "I know what Tryg's mission is. I know why the signal draws him near. And if we don't hurry, not only will Ryden Vass gain a valuable prize, but Tryg will be utterly annihilated."

ROBOT SALVAGE AND REPAIR

Though intact robots command large sums if they can be captured and sold, robot parts also prove valuable in Numeria. Many general stores also function as junk shops where metal parts can be bought, traded, and sold. Shop owners quickly learn which parts fetch the highest prices and which are "salvage slop," worth little more than the raw value of their metal components. The components in highest demand tend to be small, intricate circuits, wires, and pieces composed of rare metals.

On the unsettled plains of Numeria, scavengers pick over old dig sites and excavate buried wreckage to sell when they return to civilization. Pieces of the ship that crashed during Starfall are buried deep beneath the surface in many regions, and persistent adventurers can bring new pieces of it to light. Some scavengers, unable to find suitable ruins on the plains, instead wait for others to salvage a spot and then rob the excavators.

Though many shop owners in Numeria understand the value of robot parts, few understand how robots are built. Even those with a passing understanding of robot construction must resort to spells such as make whole to repair robots. Priests of Brigh have access to make whole and other spells that repair and bolster constructs, but would never use their power to repair a robot for sale. Rumor holds that actual technological understanding of robots eludes all but top-level members of the Technic League, and they do not give up their secrets.

IRON GODS



BESTIARY

THE WAGON BUMPED ITS WAY DOWN THE ROAD TOWARD STARFALL. VISIBLE THROUGH THE SOOTY HAZE THAT CLUNG TO THE CITY, SILVER MOUNT GLEAMED IN THE MORNING SUN LIKE A STAR GUIDING OUR CARAVAN ONWARD. WE'D ALL HEARD SO MANY TALES OF STARFALL THAT WE WERE UNSURE WHICH COULD BE BELIEVED, BUT DECIDED WEEKS AGO THAT IT WOULD BE THE BEST PLACE TO SEARCH FOR GALUNE, OUR KIDNAPPED FRIEND. IF THAT FLYING MACHINE WAS GOING TO TAKE HIM ANYWHERE, IT WOULD LIKELY BE HERE. I WASN'T THRILLED ABOUT WALKING INTO THE DEN OF THE TECHNIC LEAGUE, BUT I WASN'T ABOUT TO LET GALUNE GO WITHOUT A FIGHT—NOT AFTER LOSING HIM THE FIRST TIME. AS WE NEARED THE GATES, I EXPECTED WE WOULD SEE THE INFAMOUS GEARSMEN, BUT I WASN'T PREPARED TO SEE A ROBOT THE SIZE OF A CATHEDRAL GUARDING THE CITY'S GATES. AFRAID IT KNEW OUR REAL INTENTIONS HERE, I PAID THE ENTRY TAX AND WE QUICKLY MOVED ON.

—MUSHA KRINGLIM, ADVENTURER

BESTIARY

This volume of the Iron Gods Adventure Path features an alien arthropod from Triaxus, the herald of Zyphus, a towering robot, and a robot designed to provide medical attention to *Divinity's* crew.

DEADLY BEASTS AND METAL MENACES

The random encounter table presented here features a number of typical threats the PCs could encounter while adventuring in Starfall. During the course of the adventure, the PCs have a 35% chance of a random encounter every hour they spend in the city, but should face no more than four random encounters per day. The random encounter table includes entries beyond the normal 1 to 100 range. This is because of the increased danger facing the PCs as they become more embroiled in the dangerous politics of Starfall. Throughout the adventure, the PCs have chances to increase or decrease the danger level through the actions they take during the adventure. Apply the appropriate modifiers when rolling on the random encounter table.

Since this adventure spans a range of levels, some results might be too easy or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or choose a different encounter.

GMs who wish to learn more about Numeria or who are looking for other hazards and encounter ideas should check out *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*. Details on the robot subtype can be found in *Pathfinder Campaign Setting: Inner Sea Bestiary*, and are reprinted for ease of reference in *Pathfinder Adventure Path #85: Fires of Creation*.

Automatons (CR varies): Because of the Technic League's obsession with automatons, Starfall is patrolled by numerous robots and golems. These are either salvaged robots reclaimed from within Silver Mount or wholly new creations birthed from the Technic League's forges. Nearly all of the golems are controlled by the Technic League agents who created them, but only a portion of the robots fall under the League's control and follow commands from Technic League agents—many are just as likely to act according to their own cold logic.

Elite Technic League Patrol (CR 12): Once the PCs have shown that they are a significant force in Starfall, they might come in contact with one of the city's elite Technic League patrols. Leading the patrol is a Technic League captain (see page 33) and no fewer than 10 well-armed gearsmen (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44).

Numerian Spine Dragon (CR 16): Spine dragons rarely visit Starfall, but when their shadows fall across the city's streets and rooftops, citizens scatter for cover.

STARFALL ENCOUNTERS

d%	Result	Avg. CR	Source
01–04	1d20 barbarian gargoyles	12	<i>Bestiary</i> 137 and <i>Monster Codex</i> 246
05–09	1d4 bogeymen	12	<i>Bestiary</i> 3 42
10–15	1d4 contract killers	12	<i>NPC Codex</i> 150
16–22	Elite Technic League Patrol	12	See below
23–25	1d4 nosferatu	12	<i>Bestiary</i> 4 268
26–30	1d12 palace guards	12	See page 20
31–34	1d4 pale strangers	12	<i>Bestiary</i> 3 214
35–39	1d6 warden robots	12	<i>Pathfinder #87</i> 88
40–48	1d8 alchemical golems	13	<i>Bestiary</i> 2 135
49–53	1 athach	13	<i>Bestiary</i> 2 33
54–59	1d4 bounty hunters	13	<i>NPC Codex</i> 135
60–64	1d8 aurumvoraxes	13	<i>Bestiary</i> 2 35
65–67	1d20 hill giants	13	<i>Bestiary</i> 150
68–72	1d4 myrmidon robots	13	<i>Inner Sea Bestiary</i> 45
73–77	1d6 ash giants	14	<i>Bestiary</i> 3 126
78–81	1d12 champions	14	<i>GameMastery Guide</i> 263
82–85	1d4 clockwork golems	14	<i>Bestiary</i> 2 137
86–89	1d8 double axe furies	14	<i>NPC Codex</i> 16
90–95	1d8 gearsman battleguards	14	See page 68
96–98	1d8 sacristan kytons	14	<i>Bestiary</i> 4 177
99–102	Sinister Scientist	14	See below
103–107	1d8 bandit lords	15	<i>GameMastery Guide</i> 259
108–112	1 juggernaut robot	15	See page 88
113–116	1d8 brutal warlords	16	<i>NPC Codex</i> 88
117+	1 spine dragon	16	<i>Inner Sea World Guide</i> 312

This encounter can merely be one of those sightings, or GMs can use this result to have the spine dragon strafe the ground with its breath weapon before snatching a character up in its talons and flying away.

Sinister Scientist (CR 14): After being killed in a lab explosion and then buried in a radioactive plot of land, this Technic League wizard rose as a worm that walks (*Pathfinder RPG Bestiary* 2 286). He never wanted to stop his work, and now he takes advantage of his increased immunities and abilities to continue studying the dangerous items taken from Silver Mount.

Starfall's Giants (CR varies): To outsiders, it may come as a shock to see these enormous humanoids walking freely in the city. The Technic League spellcasters understand intimidation and they covet power, so they have enlisted giants—mainly ash giants and hill giants—to serve as thugs and enforcers. The giants who live within Starfall's walls are either hired by the Technic League or are magically enslaved by these technologically minded spellcasters.

IRON GODS

GAMMENORE

Spikes of ice jut from the carapace of this stocky crustacean. It scuttles sideways on its eight legs with surprising speed, while its two pincers—one small and sharp, the other monstrously large—flex in anticipation of combat.

GAMMENORE

CR 8

XP 4,800

N Large magical beast (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 102 (12d10+36)

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

Defensive Abilities shell of ice; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., climb 20 ft.

Melee claw +17 (1d6+6/19-20), pincer +17 (2d6+9 plus grab)

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

Special Attacks constrict (2d6+9), ice spikes, oversized pincer

STATISTICS

Str 23, **Dex** 12, **Con** 16, **Int** 3, **Wis** 16, **Cha** 7

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 30 (42 vs. trip)

Feats Combat Reflexes, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Lunge, Power Attack

Skills Climb +14, Perception +10, Stealth +8 (+16 in icy or snowy terrain); **Racial Modifiers** +8 Stealth in icy or snowy terrain

ECOLOGY

Environment any cold

Organization solitary, pair, or cluster (3-9)

Treasure none

SPECIAL ABILITIES

Ice Spikes (Su) As a standard action, a gammenore can force freezing water through pores in its carapace to produce long, sharp spikes of ice. These spikes impale nearby creatures, dealing 6d6 points of piercing damage to each creature adjacent to the gammenore (Reflex DC 19 half). Additionally, the spikes shatter easily, embedding shards of ice in the flesh of creatures that fail their saving throws against the attack—these shards deal 1d6 points of bleed damage each round until the wounds are healed. A gammenore can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Oversized Pincer (Ex) A gammenore's pincer attack is a primary attack that deals the indicated amount of damage plus 1-1/2 times its Strength modifier.

Shell of Ice (Su) Much of a gammenore's carapace is encased in a thick layer of jagged icicles. This shell of ice functions much like spiked armor, dealing 1d8 points of piercing damage to the target of any successful grapple combat maneuver check made by the gammenore.

Additionally, this frozen shell helps to regulate the gammenore's cold body temperature, granting it resistance 10 to fire. The shell can absorb up to 60 points of fire damage before melting. Once the shell melts, the gammenore takes a -4 penalty to its natural armor bonus, it loses its fire resistance, and it deals no additional damage when grappling. A gammenore can reconstitute a melted shell by spending time in areas of intense cold. This process takes 2 hours in a cold environment, 3d10 minutes in areas of severe cold, and 1d10 minutes in areas of extreme cold.

The gammenore is a prime example of how Triaxian fauna has adapted to survive the planet's long, cruel winters. While other creatures struggle to survive the planet's decades-long season of cold and ice, the gammenore thrives, turning the might of winter into the very tools of its survival.

Absent its icy armor, the gammenore looks like a large, blue-and-white-shelled crustacean. It has a rather wide,



BESTIARY

oval-shaped carapace, a pair of powerful pincers, and four pairs of strong, articulated legs.

A gammenore's two pincers serve very different purposes. The primary claw is monstrosly large and extremely strong, and is used to break through ice and crush the gammenore's prey. The other claw is smaller, less cumbersome, and sharp enough to rend flesh and bone. The gammenore uses this smaller claw to tear its victims into pieces small enough to eat, and to perform any manipulations too delicate for the large claw. Its eyes are located on short stalks that rise from the front of its carapace, allowing it to see even when encased in its shell of ice. A gammenore is approximately 8 feet wide, and weighs between 2,000 and 3,000 pounds.

ECOLOGY

Despite their resemblance to mundane crabs, gammenores are primarily terrestrial creatures, living in water only as larvae and while mating. They can be found anywhere ice and snow exists on Triaxus, from the high mountains to the low snowy plains, or even atop the ice-covered seas. The gammenore is an ambush predator, preferring to conceal itself in snow banks or among ice formations and wait for prey to approach. Once a victim is within reach, the gammenore erupts from hiding and attempts to grab or cripple the target with its large claw. Failing that, it may chase down its prey on foot, especially if the victim seems injured or the terrain favors climbing over sprinting. When times are lean, a gammenore may resort to scavenging or even to stealing food from larger predators, trusting its shell to protect it from enemies' reprisals.

When threatened, a gammenore forces freezing water through pores in its shell to form a barrier of spikes across its carapace. These spikes break and fuse together over time to form a thick sheet of jagged ice over much of the gammenore's body, granting it a second layer of defense against attacks. A gammenore is able to excrete more water this way than it should theoretically be able to carry within its body, leading many scholars to conclude that much of the ice is magically produced or conjured. Despite this, gammenores seem to possess an unquenchable thirst, spending much of their time eating snow and ice. The creatures also prefer to eat their food frozen, letting victims' torn bodies freeze before crunching away at their meals.

HABITAT & SOCIETY

During Triaxus's harsh winters, gammenores rarely spend much time in each other's company, as they are extremely competitive and fight each other for food or territory. Their behavior changes drastically as the season begins to turn—they become much more companionable as winter's grip on the land weakens. As spring nears, gammenores from across Triaxus instinctively begin to migrate to the nearest

body of water to mate and lay their eggs. These eggs then go dormant during the planet's long summer, hatching as the water temperature begins to drop once again. After laying their eggs, gammenores migrate to the coldest, most remote parts of the world. This is a time of danger for the civilized races of Triaxus, for gammenore migration routes are hardly regular each season and often cross through populated areas. In the northern stretches of the Allied Territories, inhabitants tell tales of armies of gammenores, over a hundred strong, marching through cities and leaving naught but rubble and ruin. These stories are most likely exaggerations, as gammenores rarely travel in groups larger than nine, but such packs of migrating gammenores can still wreak havoc on a community.

At the end of the gammenores' journey, they gather by the hundreds atop the tallest mountains and in the deepest caverns of the world to flee the coming heat. Near the planet's north pole these colonies can grow into the thousands, covering swaths of land in a living blanket of gammenores. Piled atop each other, the gammenores extend their ice shells to cover their entire bodies, encasing themselves in ice and slowing their metabolisms in an attempt to preserve themselves. Precipitation during the tail end of winter combines with the gammenore's own supernatural cold to further cement the creatures together, forming miniature glaciers and mountain icecaps to protect the colony from the heat of the planet's long summer.

This defense is far from perfect and few gammenores survive to the next winter. During particularly hot summers, gammenores on the periphery of the colony thaw prematurely. These gammenores either die quickly from the heat, or stumble into glacial runoff and are washed downstream, becoming short-lived menaces to riverside communities. Summertime gammenores react to heat dangers as though they were one category more severe—normal temperatures count as hot conditions, hot conditions count as severe heat, etc. The high temperatures of summer also disorient the gammenores, giving them the confused condition. Gammenores in the heat lose their shell of ice ability entirely, and produce sprays of cold water from their bodies in place of ice spikes, allowing them to attempt a single combat maneuver check to bull rush all adjacent creatures once every 1d4 rounds. Reduce the CR of a gammenore encountered in the summertime by 2.

Gammenore eggs hatch in late fall, releasing swarms of larvae into the waters in which they were deposited. These larvae feed upon each other, and on anything the current washes them across, until they mature into adult gammenores at the start of winter. Meanwhile, the adults that survived the summer chip themselves free from their communal glaciers to seek new hunting grounds away from their competitive kin, so that they can feed and restore their strength.

IRON GODS

GRAVEDRAGGER

This creature's body rises from the ground in an amorphous mass of grave dirt and eroded bone. Its upper half is humanoid-shaped and wields an enormous pick made from a giant's rib and skull.

GRAVEDRAGGER

CR 15

XP 51,200

 NE Large outsider (evil, herald¹⁵⁶)

Init +8; **Senses** darkvision 60 ft., scent, see in darkness; Perception +23

Aura frightful presence (30 ft., DC 22), unluck (30 ft.)

DEFENSE

AC 29, touch 17, flat-footed 25 (+4 Dex, +4 luck, +12 natural, -1 size)

hp 195 (17d10+102); fast healing 5

Fort +15, **Ref** +18, **Will** +17

Defensive Abilities unearthly luck; **DR** 10/cold iron and magic;

Immune fear; **Resist** cold 30, fire 30; **SR** 26

OFFENSE

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

Melee +2 *heavy pick* +24/+19/+14/+9 (1d8+7/19-20/×4)

Ranged +2 *heavy pick* +23/+18/+13/+8 (1d8+2/19-20/×4)

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

Special Attacks bury alive, long arm of the reaper, pull (heavy pick, 5 ft.)

Spell-Like Abilities (CL 17th; concentration +21)

 At will—*dimension door* (self only), *invisibility* (self only)
 3/day—*bestow curse* (DC 18), *greater invisibility* (self only),
gust of wind (DC 16), *ice storm*, *slay living* (DC 19)
 1/day—*animate dead*, *chain lightning* (DC 20), *telekinesis*
 (DC 19)

STATISTICS

Str 20, **Dex** 19, **Con** 22, **Int** 17, **Wis** 16, **Cha** 19

Base Atk +17; **CMB** +23 (+25 dirty trick, +25 drag); **CMD** 37
 (39 vs. dirty trick, 39 vs. drag)

Feats Combat Expertise, Combat Reflexes, Improved Critical (heavy pick), Improved Dirty Trick^{APG}, Improved Drag^{APG}, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (heavy pick)

Skills Acrobatics +21, Bluff +24, Fly +2, Handle Animal +15, Intimidate +21, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +23, Perception +23, Perform (dance) +12, Sleight of Hand +24, Stealth +20

Languages Abyssal, Celestial, Common, Infernal; telepathy 60 ft.

SQ change shape (human; *alter self*)

ECOLOGY

Environment any (Abaddon or Astral Plane)

Organization solitary

Treasure standard (+2 *heavy pick*, other treasure)

SPECIAL ABILITIES

Bury Alive (Su) As a standard action, Gravedragger can telekinetically pull a target within 100 feet into a grave (or a similar physical hole in the ground that is an appropriate size for burying the target) and bury it. Gravedragger must be

adjacent to the grave he intends to drag his target into. Treat this as a special drag combat maneuver. The target takes 4d6 points of damage (Reflex DC 22 half) and is buried alive (see Cave-Ins and Collapses on page 415 of the *Pathfinder RPG Core Rulebook*). The save DC is Charisma-based.

Long Arm of the Reaper (Ex) Gravedragger can throw his heavy pick up to 100 feet away as a ranged attack with no range increment. The weapon automatically returns just before the herald's next turn, as if it had the *returning* weapon quality.

Unearthly Luck (Su) Gravedragger adds his Charisma bonus as a luck bonus on all his saving throws and to his Armor Class.

Unluck Aura (Su) Gravedragger radiates an aura of unluck to a radius of 30 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results. This is a mind-affecting effect that doesn't work on worshipers of Zyphus. Any creature that gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to Gravedragger's unluck aura.

Gravedragger is a cruel prankster who enjoys murdering innocents in unexpected, horrid, ironic, and tragic ways. In the same way that children fear the mysterious bogeymen, adults cower at the thought of Gravedragger bringing them to a painful end. Unlike Pharamasma, who enforces fated and inevitable death, the herald of Zyphus is a break from destiny's plan—a sudden deviation that leads to danger and ruin. Gravedragger appears as a vaguely humanoid mass of grave dirt and bones, and wields a heavy pick made of a rib bone punched through a giant's skull. He also takes the form of an old, thin human man with shifty eyes and a sickening, toothy smile. In this form he is known as "Grinning Jack," often shortened to "Grinjack." Gravedragger speaks in a high, mad voice, and is prone to outbursts of cackling even when cloaked by invisibility.

Divinations by the faithful show that Gravedragger was once a mortal farmer. When his wife and family fell ill with a sickness, he traveled to the nearest village to get aid from the healer. When he returned with a curative potion, he found that his home had been struck by lightning and burned to the ground; his family, too sick to crawl out, had perished in the fire. The man's mind snapped, broken by the idea that he could have prevented his loved ones' random and pointless deaths if he hadn't been away from home. He embraced the cult of Zyphus and began studying magic, using his abilities to stalk and kill clerics of rival faiths as well as to ambush adventurers to slay them in their sleep or after difficult battles. After a long, successful life at this morbid career, he died in his sleep, and in Zyphus's realm he was infused with divine power and became the god's herald. Remorseless and vindictive, Gravedigger now enjoys his role as the bringer of bad luck and the foil of fate, and every

BESTIARY

death he causes buries a little bit deeper the guilt he feels for his family's deaths.

Although Gravedragger enjoys lurking in graveyards, where he can easily use his bury alive ability, he isn't a harbinger of deserved deaths and is bored by the idea of dispatching wounded soldiers—something he feels is the job of psychopomps. Instead, Gravedragger revels in unexpected methods of murder, such as causing a fallen armored knight to drown in a couple inches of mud after being pulled from his horse.

The herald uses *invisibility* and *greater invisibility* to sneak up on his targets and afflict them with curses or blindness, blow them off cliffs (with *gust of wind* or *telekinesis*), call sudden bolts of lightning, or create symptomless deaths (using *slay living*). He might attack from invisibility for 1 or 2 rounds, then leave if he fails to kill anyone quickly—his interest is in spontaneity and sudden death, not extended battle. He usually employs these tactics even if tasked with slaying a specific person, as it's more entertaining to him to set up an elaborate ambush than to confront his opponent directly. Sometimes he's content to just follow his prey unobserved, creepily breaking the silence with his tittering laugh and unnerving the victim so much that it stumbles into a natural trap or flees in terror toward a wild creature's lair.

ECOLOGY

Created from a mortal soul and raised to his station by a god, Gravedragger is sustained by divine power and like other outsiders has no need to eat or drink. However, he has often been seen hovering over a dead or dying victim, inhaling deeply as if sucking out remnants of the mortal's soul. He claims these breaths sustain him in place of food or air, but there's no evidence that he actually needs to do this; the habit is probably just some perverse torture intended to unnerve his victims in their last moments. When in his Grinjack form, he often pretends to be a Pharasmin priest, administering false last rites to doomed mortals just to enjoy the sound of their death rattles.

While Gravedragger's physical body appears to be composed of nonliving materials, he's a living creature and this appearance is only his outer "skin." When damaged, he bleeds red blood, pungent yellow bile, and—if the wound is large enough—dismembered humanoid body parts such as hands, limbs, and heads. As he doesn't eat, these parts are probably physical manifestations of the countless lives he has taken in the name of Zyphus. Immortal and able to recover from severe wounds, he would rather escape a fight than allow himself to die, for he has felt death as a mortal and has no desire to repeat the experience.

HABITAT & SOCIETY

Gravedragger spends most of his time in Zyphus' realm in Abaddon, exchanging grisly stories with the souls of Zyphus's faithful and other divine servitors. Left unsupervised to perform whatever murderous mischief he pleases, Gravedragger visits Golarion to enact petty revenge, blasphemous murders, and countless "accidental" deaths.

The herald sometimes associates with various daemons who help him effect these structured accidents, particularly hydrodaemons (death by drowning), leukodaemons (death by plague), meladaemons (death by starvation and thirst), and crucidaemons (death by traps). In the mortal world, Gravedragger has a fondness for pugwampis and trickster fey, especially bogeymen, and has been known to guide their efforts or even transport them over long distances to save them from extermination or help them to find new victims. He sometimes sneaks into a city in his Grinjack form carrying a sack of pugwampis and releases them upon an unsuspecting urban population, cackling glee as he watches the aftermath.



IRON GODS

ROBOT, JUGGERNAUT

This towering mechanical humanoid stares down from a soulless violet eye. Its metallic fists crackle with electricity.

JUGGERNAUT ROBOT

CR 15

XP 51,200

N Gargantuan construct (robot)

Init +0; **Senses** darkvision 60 ft., low-light vision, targeting array; Perception +24

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, -4 size)

hp 245 (20d10+60 plus 75 hp force field)

Fort +6, **Ref** +6, **Will** +7

Defensive Abilities hardness 10; **Immune** construct traits;

Resist cold 20, electricity 20, fire 20

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 50 ft.

Melee 2 slams +29 (2d6+13/19-20 plus 1d6 electricity)

Ranged 2 integrated heavy laser rifles +16 touch (4d10 fire)

Space 20 ft.; **Reach** 20 ft.

Special Attacks atomizer, charge fist, combined arms, electromagnetic pulse, vicious trample (6d6+19, DC 33)

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** 12, **Wis** 13, **Cha** 1

Base Atk +20; **CMB** +37 (+41 bull rush, +39 sunder); **CMD** 47 (49 vs. bull rush, 49 vs. sunder)

Feats Awesome Blow, Deadly Aim, Greater Bull Rush, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Point-Blank Shot, Power Attack, Precise Shot, Stunning Assault^{APG}
Skills Climb +17, Disable Device +13, Knowledge (engineering) +24, Perception +24, Sense Motive +13

Languages Androffan, Common

ECOLOGY

Environment any (Numeria)

Organization solitary

Treasure none

SPECIAL ABILITIES

Atomizer (Ex) As a full-round action once every 3 rounds, a juggernaut robot can fire a ray from its eye as a ranged touch attack. On a hit, the ray deals 15d6 points of damage. When used against an object, the atomizer disintegrates as much as a 10-foot cube of nonliving matter. A creature or object that succeeds at a DC 21 Fortitude save instead takes only 5d6 points of damage. Any creature reduced to 0 or fewer hit points by this attack is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. The save DC is Intelligence-based.

Charge Fist (Ex) A juggernaut robot can charge its oversized fists with electricity as a free action, causing its slam attacks to deal 1d6 points of electricity damage. On a critical hit, a charged strike explodes with electric energy, dealing an additional 1d10 points of electricity damage. This electricity doesn't harm the juggernaut.

Combined Arms (Ex) When taking a full-attack action, a juggernaut robot can attack with its melee and ranged integrated weapons simultaneously.

Electromagnetic Pulse (Ex) Once per day as a standard action, a juggernaut robot can unleash an electromagnetic pulse in a 20-foot radius that bypasses any active force fields (or similar effects) and deals 6d6 points of electricity damage to any robots or creatures with cybernetic implants. This effect doesn't harm the juggernaut robot itself or other living creatures. Creatures affected by this attack that succeed at a DC 21 Reflex save take only half the normal amount of damage. Any technological item within this radius is drained of 1d6 charges unless the item succeeds at a DC 21 Reflex save. The save DCs are Intelligence-based.



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Force Field (Ex) A juggernaut robot is sheathed in a thin layer of shimmering energy that grants it 75 bonus hit points. All damage dealt to a juggernaut with an active force field is deducted from these hit points first. As long as the force field is active, the juggernaut is immune to critical hits. A juggernaut's force field has fast healing 10, but once these bonus hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Heavy Lasers (Ex) A juggernaut robot has a heavy laser rifle built into each of its arms. Each weapon has a range of 150 feet and deals 4d10 points of fire damage. Each can fire once per round in a burst of shots that attacks all creatures in a line. This line starts from any corner of the robot's space and extends to the limit of the weapon's range or until it strikes a barrier it can't penetrate. The robot must make a separate attack roll against each creature in the line, and 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 can't be modified by precision damage or damage-increasing feats such as Vital Strike. 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. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Roll to confirm each attack roll that threatens a critical hit separately.

Targeting Array (Ex) Juggernaut robots see invisible creatures or objects as if they were visible. In addition, because of their complex array of sensors, juggernauts suffer no miss chance if a target has concealment, and reduce the miss chance from total concealment to 20%.

Vicious Trample (Ex) A juggernaut robot's massive steel feet deal 6d6+19 points of damage on a successful trample attack.

Easily the rarest of all robots in Numeria, these metallic monstrosities wreak havoc upon those who trespass upon the remnants of the strange vessel that crashed into Golarion's crust eons ago. The original reasons behind the creation of such titanic constructs remains a mystery. However, the Technic League quickly surmised that these metal giants excelled at rendering other Numerian technology inert, which may give clues to the constructs' purpose. Wrought from a strange metallic alloy similar to iron and containing bizarre electronics and delicate sensors, the juggernaut rises to a height of 50 feet and weighs well over 100 tons.

ECOLOGY

To all but a select few, the juggernaut's inner workings are an inscrutable tangle of wires, circuits, and strange metallic widgets. Its crude humanoid silhouette, complete with dangling simian-like forearms, belies its alien visage: a sleek dome with a single, unblinking ovoid eye, behind which lies a dazzling array of multihued sensors. Thick cords twist over the robot's forearms before feeding into

cannon-like barrels that pulse with energy. Oversized fists crackle with lightning and explode with thunderous force upon impact. However terrible these weapons are, nothing in the juggernaut's arsenal is feared more than the ray of death that its central orb emits—a sickly hued beam that reduces all materials to a fine green dust. Luckily, this devastating attack is heralded by a series of swirling lights and high-pitched whines that mimic a colossal teapot about to explode.

HABITAT & SOCIETY

These goliaths serve as sentinels to the larger shards of their shattered starship. Occasionally mistaken for enormous statuary or tributes left behind from a forgotten age, these humongous robots lie inert until the location they guard is breached. At that point, they come to life amid the loud whir of alien machinery, the stench of ozone, and the terrified screams of the intruders. Luckily, the sites these brutes guard often lie deep within Silver Mount, out of reach of all but the most determined scavengers.

Strangely, these massive constructs seem to have a close, almost paternalistic, relationship towards the more common gearsmen of Numeria. Most attempts by the Technic League to get a juggernaut to attack a functioning gearsman prove ineffective, and much like their smaller counterparts, juggernauts respond to both threats and censure with inscrutable silence.

KNOWN JUGGERNAUT ROBOTS

Though the Technic League has spent decades excavating technological wonders from the wreckage of the spacecraft that crashed to Golarion so long ago, only a few of the juggernauts that have been reclaimed still have any semblance of functionality. Descriptions of the most intensively studied specimens follow.

The Living Monument: Straddling a deep crater and polished to a blinding sheen, this robot is worshiped by an indigenous tribe of Kellid warriors. Having calculated that the Kellids harbor no desire to unearth the cosmic shard that it has guarded for millennia, this juggernaut impassively tolerates the veneration it receives. The fact that its Kellid worshipers zealously oppose the Technic League's attempts to access the juggernaut causes the automaton to regard them as lesser guardians, almost as though they were gearsmen.

Specimen One: Unearthed deep beneath Silver Mount, this juggernaut was found inert within a colossal chamber. The debased arcanists of the Technic League disassembled the dormant hulk and catalogued its every wire, circuit, and cog. When they finished, they began the long, arduous process of reassembly. Unfortunately, their efforts were only partially successful. Now, only the juggernaut's massive robotic head remains "alive," forever calculating how it might escape from this pathetic existence amid a labyrinth of frayed wires, pitted alien alloys, and strange flickering bulbs.

IRON GODS

ROBOT, SURGEON

This robot has the general appearance of a skeletal preying mantis fashioned entirely from gleaming metal. An array of limbs fitted with laser scalpels, syringes, and other surgical devices spring from its body.

SURGEON ROBOT

CR 14

XP 38,400

N Medium construct (robot)

Init +11; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 20 (+7 Dex, +10 natural)

hp 254 (18d10+80 plus 75 hp force field)

Fort +6, **Ref** +13, **Will** +7

Defensive Abilities hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +25 (1d6+6 plus grab), 4 scalpels +25

(1d6+6/19–20), syringe +25 (1d4+6/19–20 plus poison)

Ranged integrated surgical laser +25 touch (1d6 fire/19–20)

Special Attacks constrict (1d6+9), sneak attack +3d6, syringe

STATISTICS

Str 22, **Dex** 25, **Con** —, **Int** 14, **Wis** 13, **Cha** 1

Base Atk +18; **CMB** +24; **CMD** 41 (45 vs. trip)

Feats Bleeding Critical, Blinding Critical, Critical Focus, Improved Critical (integrated surgical laser), Improved Critical (scalpel), Improved Critical (syringe), Improved Initiative, Vital Strike, Weapon Finesse

Skills Disable Device +11, Heal +27, Knowledge (engineering) +15, Knowledge (local) +15, Knowledge (nature) +15, Perception +22, Sense Motive +9; **Racial Modifiers** +8 Heal

Languages Androffan, Common, Hallit

SQ master surgeon, specialized programming

ECOLOGY

Environment any (Numeria)

Organization solitary or team (2–6)

Treasure none

SPECIAL ABILITIES

Force Field (Ex) A surgeon robot is sheathed in a thin layer of shimmering energy that grants it 75 bonus hit points. All damage dealt to a surgeon robot with an active force field is deducted from these hit points first. As long as the force field is active, the surgeon robot is immune to critical hits. A surgeon robot's force field has fast healing 15, but once these bonus hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

Master Surgeon (Ex) Programmed to execute advanced medical procedures, a surgeon robot can perform surgeries and other procedures that heal humanoid creatures of all manner of maladies. A surgeon robot can heal wounds, set broken bones, cure diseases, treat burns, remove poison,

and even install cybertech items. These procedures take varying amounts of time for the surgeon robot to complete and require different Heal check DCs. The DCs for these surgical procedures increase by 10 when they're performed on a non-humanoid creature. These procedures leave the patient with the exhausted condition. If the surgeon robot fails any of its Heal checks, the surgery fails and the patient takes 1d4 points of Constitution damage and is exhausted for 24 hours. The procedures a surgeon robot can perform are as follows:

- **Cure Blindness/Deafness (DC 35):** The patient's sight or hearing is restored. *Required Time:* 30 minutes.
- **Install Cybertech (DC = 5 + the cybertech install DC):** Cybernetic equipment is installed safely. *Required Time:* 20 minutes per point of implantation of the cybertech being installed.
- **Minor Surgery (DC 25):** The patient is healed of 1d8+1 points of damage. *Required Time:* 5 minutes.
- **Moderate Surgery (DC 30):** The patient is healed of 2d8+3 points of damage and 1d4+1 points of ability damage to a selected ability score. *Required Time:* 10 minutes.
- **Major Surgery (DC 35):** The patient is healed of 3d8+5 points of damage and is cured of blindness and deafness. *Required Time:* 15 minutes.
- **Critical Surgery (DC 40):** The patient is healed of 4d8+7 points of damage and either all ability damage to all ability scores or all ability drain to one ability score. *Required Time:* 30 minutes.
- **Treat Toxin (DC = 10 + the save DC of disease or poison):** One disease or poison currently afflicting the patient is removed. *Required Time:* 10 minutes.

Specialized Programming (Ex) Heal is always a class skill for surgeon robots, and they gain a +8 racial bonus on Heal checks.

Superior Optics (Ex) Surgeon robots see invisible creatures or objects as if they were visible.

Syringe (Ex) When a surgeon robot makes a successful attack with its syringe, it can inject the target with pharmaceuticals. The robot contains nanites that fabricate the pharmaceuticals stored within its body. Up to 10 doses of these pharmaceuticals can be administered per day. The surgeon robot can choose to affect its target with cardioamp, cureall, hemochem (grade III), torpinal, or zortaphen each time it uses this ability. Rules for these pharmaceuticals can be found on pages 33–34 of *Pathfinder Campaign Setting: Technology Guide*.

These large, insectoid-looking robots were designed to perform incredibly complicated surgeries with flawless results. Possessing a data bank filled with advanced surgical techniques, these robots produce nearly supernatural effects, and the recovery time from their procedures is often nothing short of miraculous. These robots were

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originally stationed on *Divinity* to care for the humanoid crew of the ship during their long voyage, and some were even employed to treat the aliens the ship collected during its journey. Surgeon robots stand 7 feet tall and weigh a bit more than 600 pounds.

ECOLOGY

Formed from a skeletal array of gleaming metal, surgeon robots can contort their forms to accommodate various positions needed to most effectively perform surgical procedures on their patients. Though the robot is capable of standing upright and extending its body to a height of 10 feet, it usually stands on four legs when working for increased stability. In this posture, the surgeon robot resembles an oversized preying mantis. Surgeon robots are equipped with powerful and precise rotors that allow them to fly if necessary. This added movement allows surgeon robots to treat patients in precarious locations during emergency situations.

Surgeon robots possess remarkable speed, dexterity, and structural strength, and their design makes them highly adaptable. In addition to sensory inputs that exceed the senses of most living creatures, its creators also added a nanite-powered pharmaceutical lab that is housed deep in the robot's body. Each of its limbs—though seemingly delicate—is crafted from remarkably durable metal that flexes to prevent breakage if the robot attempts to lift more than it can normally carry. Thin claws extend from its two primary limbs, allowing it to deftly and precisely maneuver a patient into the optimal position for each of the dizzying number of procedures the robot is capable of performing. Should a surgeon robot need to defend itself or its patient, its claws are also more than ample weapons.

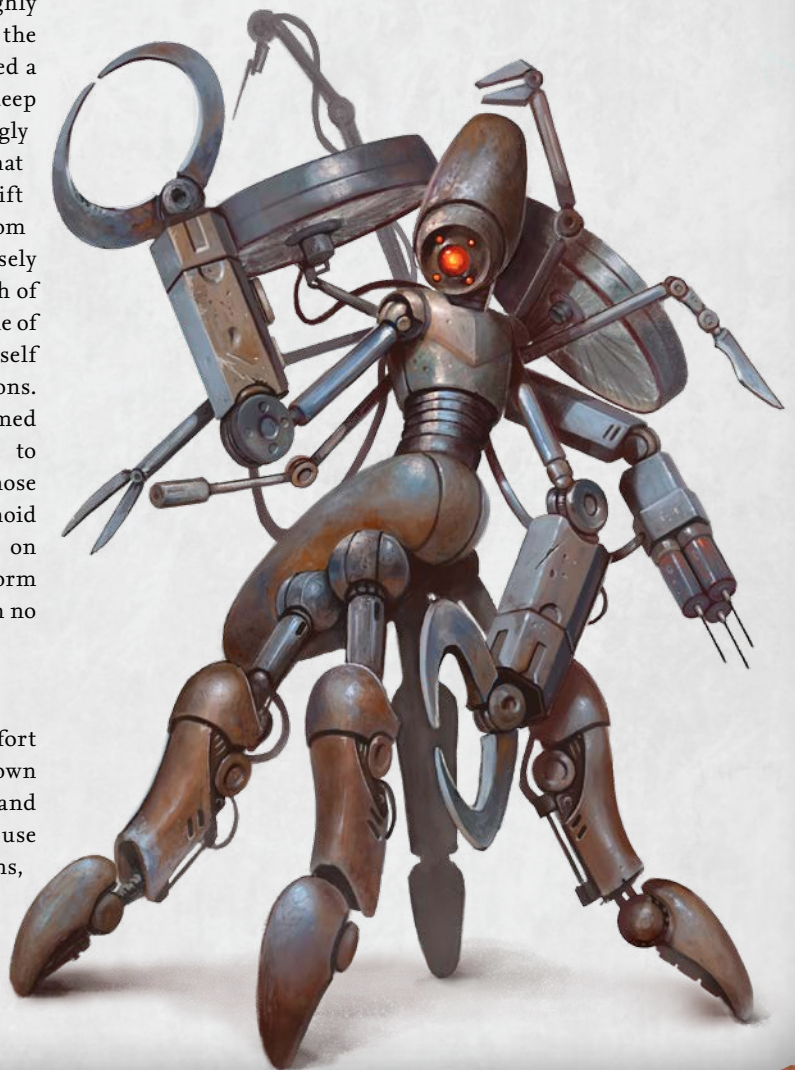
Some surgeon robots have been reprogrammed to accommodate different sorts of patients. Due to exposure to alien creatures or training given by those expecting to venture into places with non-humanoid creatures, the robots contain detailed information on alien physiologies. These surgeon robots can perform surgical procedures on non-humanoid creatures with no increase to the Heal DC.

HABITAT & SOCIETY

The Technic League has spent a great deal of effort recovering and reprogramming these robots for its own purposes, which are not limited to simple healing and surgery. Aside from medicine, Technic League agents use these robots as torturers during painful interrogations, or take advantage of the robots' pharmaceutical production to keep subjects drugged for months at a time. Despite such alternate uses, these intelligent constructs have a hardwired directive that Technic League agents have failed to deactivate: an obsessive

drive to perfect their craft. Surgeon robots continually attempt to study humanoid physiology. They require new subject matter to study with some regularity, and if denied such opportunities, they take it upon themselves to collect specimens and perform experiments on them—sometimes claiming the same Technic League agents who tried to cow them.

These robots are most commonly encountered in Silver Mount, among the Technic League compound in Starfall, or hidden away inside other ruins of *Divinity's* crash where they once were stationed to provide medical care. However, rogue surgeon robots may also be found in dungeons or caves that they've transformed into their own macabre operating rooms filled with all manner of strange and alien technological devices. On rare occasions, these beings form pacts with other intelligent creatures, bartering their services as surgeons in return for both materials and test subjects. Lacking any sort of conscience or ethical code, surgeon robots make excellent torturers and executioners.



NEXT MONTH

THE DIVINITY DRIVE

By Crystal Frasier

More than treasure waits within the alien chambers of Silver Mount—here, the greatest of the Iron Gods dwells, preparing for its triumphant emergence after eons of preparation. Having recruited allies from across the land and cowed the brutal rulership of Numeria’s capital city for the time being, the heroes are ready for an expedition into Silver Mount’s mysterious interior. What strange perils from beyond the stars await the PCs within the metal walls of one of Golarion’s most legendary dungeons? In trying to save Numeria, could the heroes be walking right into a trap?

CONTINUING THE CAMPAIGN

By Adam Daigle

Keep your campaign going with these exciting suggestions for more adventures in the wild lands of Numeria. Find more threats and challenges for the PCs, and give the adventurers new, dangerous plots and barely hidden ruins to explore beneath the radioactive soil of Numeria.

ECOLOGY OF THE ROBOT

By Greg A. Vaughan

Find out how to create your own robots and enhance existing ones with exciting new abilities in this article exploring the inner workings of Numeria’s robots.

AND MORE!

Sidek and Eirian’s story concludes in the Pathfinder’s Journal by Amber E. Scott! Plus, five out-of-this-world monsters in the Pathfinder Bestiary.

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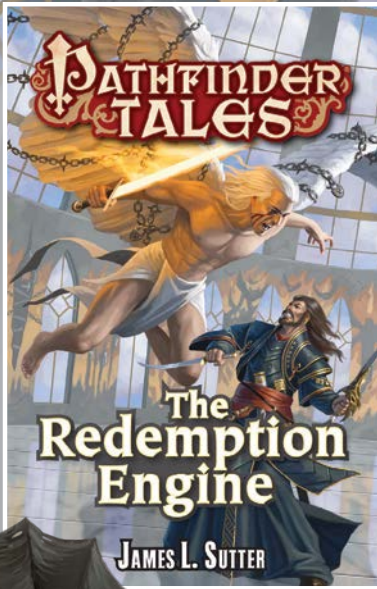
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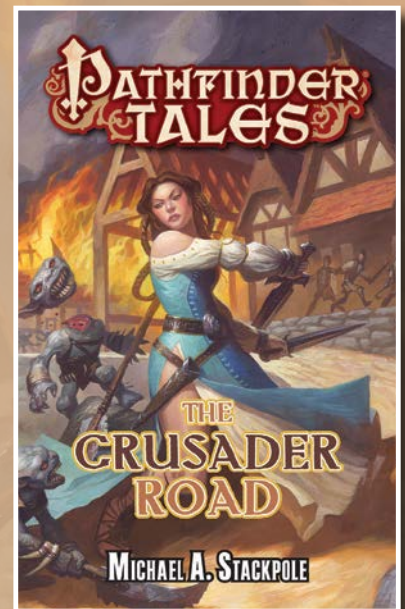
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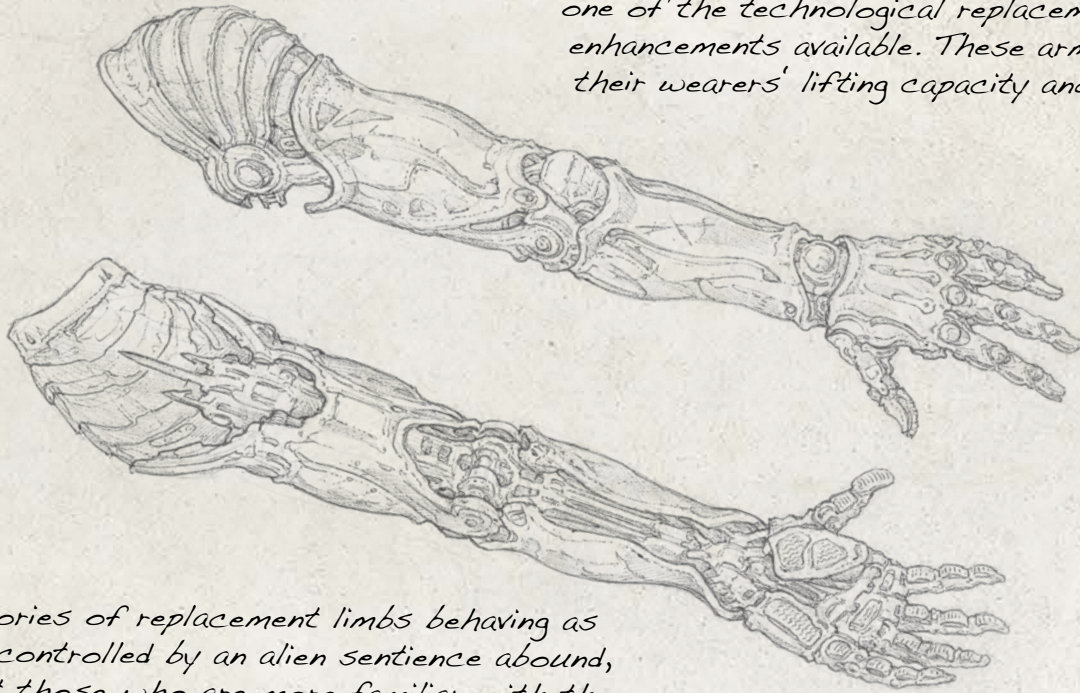
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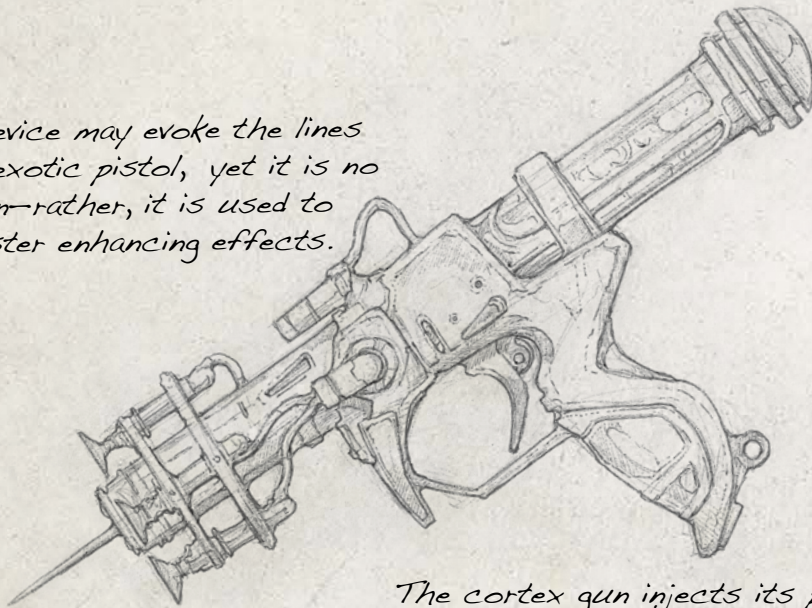
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Arms akin to what might be found on one of the metal men from Silver Mount are but one of the technological replacements and enhancements available. These arms enhance their wearers' lifting capacity and grip.



Stories of replacement limbs behaving as if controlled by an alien sentience abound, yet those who are more familiar with the technology dismiss such claims as the ravings and fears of a superstitious mind. No artificial limb has been known to slay its user.

This device may evoke the lines of an exotic pistol, yet it is no weapon—rather, it is used to administer enhancing effects.



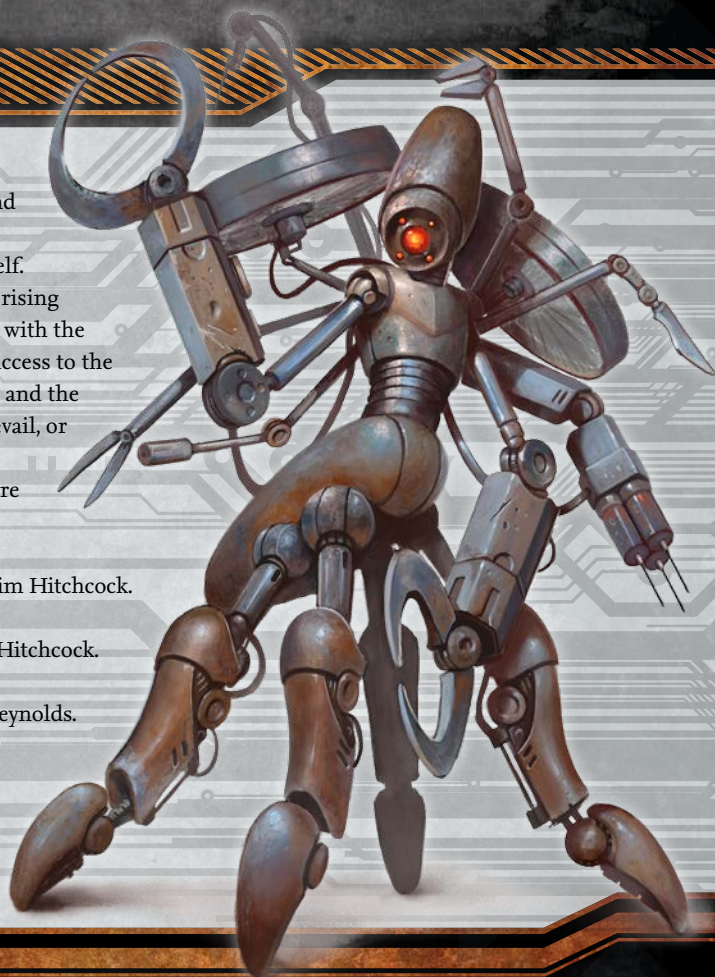
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