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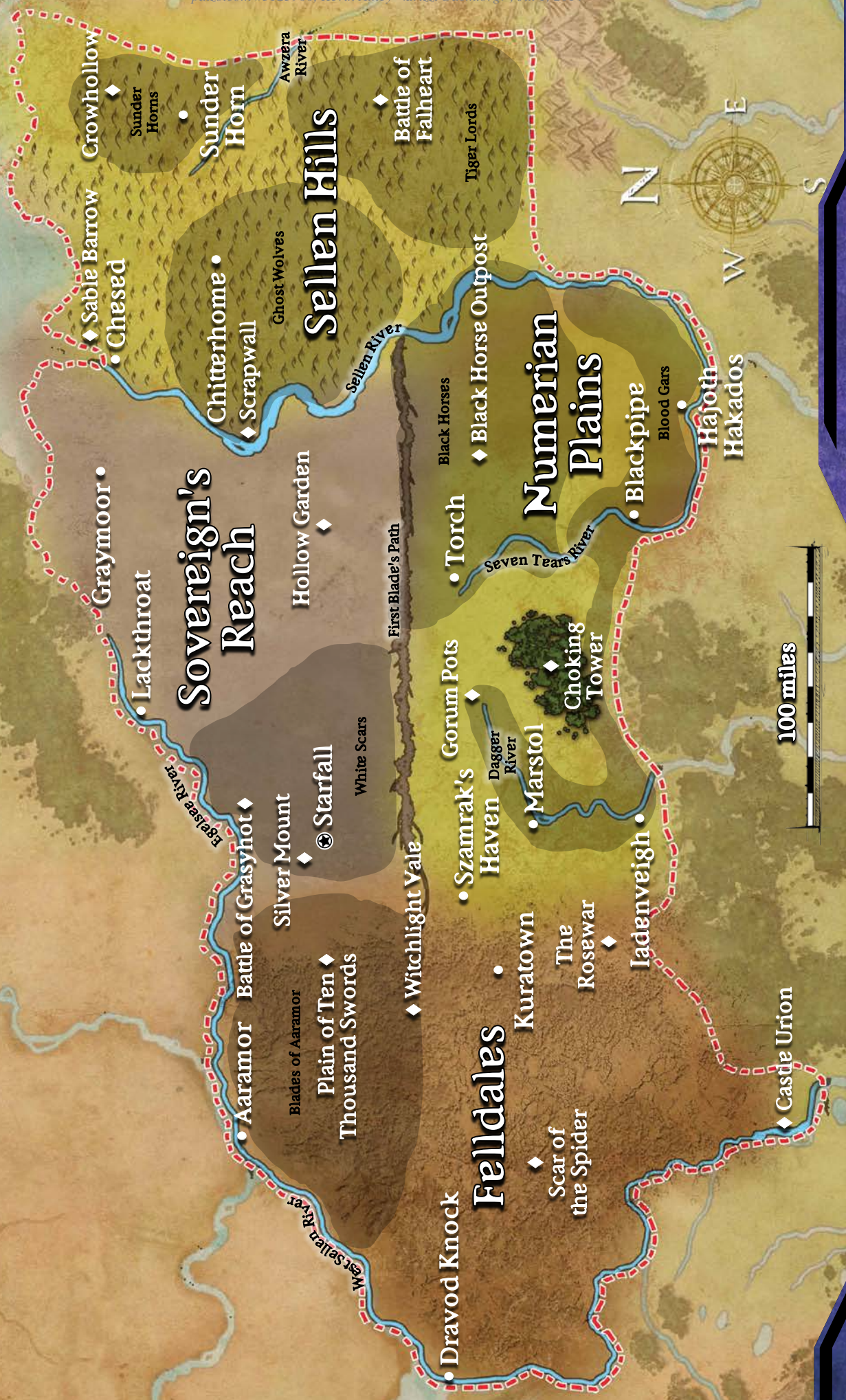
CAMPAIGN SETTING[™]



NUMERIA, LAND OF FALLEN STARS

NUMERIA

Lake of Mists and Veils



100 miles





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Get a glimpse of some of Numeria’s many dangerous denizens, from the lowly zhen worms of Gorum Pots to the alien eel-beast known as the targotha, one of many specimens brought to Golarion from distant worlds aboard the crashed starship. You’ll also find four new robots to tech up any campaign, as well as a new template to mutate creatures into radiation-warped versions of themselves.

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers and *Pathfinder Campaign Setting: Technology Guide* can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>GameMastery Guide</i>	GMG
<i>Advanced Player’s Guide</i>	APG	<i>Inner Sea Bestiary</i>	ISB
<i>Bestiary</i>	B1	<i>Technology Guide</i>	TG
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
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<i>Bestiary 4</i>	B4		

On the Cover



Amiri proves that even the “primitive” weapons of Golarion can be brutally effective against a robotic gearsman in this exciting cover by J. P. Targete.



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Gazetteer

"Walk the soil. Feel the breeze kiss your skin and taste the crisp spring waters. Hear the rustling grass of the plains and see your next victory on the horizon. That is what it means to be truly free. The elders remind us that once we were all a free people, who rightly knew to fear the metal men and the life-ending ruins. But now the weak cower in their cities and hide behind walls of wood, stone, and steel, greedily feasting on the lies of the Technic League. Bah! Cowards who shoot light and flame from hiding and know not the honor of true battle! By Gorum's mailed hand, our people shall cut the mewling whelps from their domesticated wombs and raise them up to be true scions of our lands, untainted and pure. Or we will end them. It's as simple as that."

—Soyka Tenkiller, Ghost Wolf tribeswoman

Numeria, Land of Fallen Stars

Numeria is a land of extremes. The environment is harsh and barely sustains life, and what life it does sustain is often mutated into twisted parodies of Golarion's native species, or else transplanted here from far, alien reaches. Once a rising power poised to unite its neighbors under its banner, Numeria's leadership has fallen into decay. Here, savagery and science exist side by side. Amid the wreckage of a crashed starship from a distant world, technomancers from across Golarion flock to research and exploit the technological wonders found within the otherworldly ruins; meanwhile, tribes of primitive barbarians cling to an age-old tradition and eschew technology in favor of their own raw skill and martial prowess. This is a nation where, under the auspices of technological advancement and the betterment of civilization, a select few rule a subjugated nation as despots and tyrants, placing their own power and continued reign above the well-being of their citizens. Where Silver Mount rises like a gleaming edifice of shimmering metal above the desolate plains, adventurers strive to unlock the secrets of a land touched by the stars, and all who come here find themselves changed forever by the environment, its inhabitants, and—perhaps most of all—the strange technologies that can offer them either unmatched power or a quick and untimely death.

From a Rain of Stars

The history of the Kellid tribes in the nation of Numeria is a long and strange tale, stretching back to a time before Earthfall. When the fall of the *Starstone* devastated the world, the Kellids retreated to caves to weather the Age of Darkness. Though beset by subterranean predators, such as orcs and other horrors, this proud people survived better, arguably, than many cultures. Just over 240 years later, they emerged and successfully reclaimed their lands. Their experience serves as a testament to their endurance and forever marks them as strong and determined survivors.

Yet, one single catastrophe defines Numeria like no other. In -4363 AR, another disaster from above struck this land. A crippled starship from a distant galaxy plummeted toward Golarion, breaking up in the atmosphere's upper reaches and scattering itself across Numeria. Chunks of extraterrestrial metals and alien materials as small as fists and as large as cities slammed into the plains, burying themselves in Numeria's soil and bathing the landscape in otherworldly energies and radiation, an event that would be forever remembered as the Rain of Stars. The largest section of this doomed stellar vessel would become known as Silver Mount, but across the hills and plains of the country fell innumerable smaller pieces of this colossal ship. Since that day, the Numerian countryside has been exposed to strange energies and alien substances that have mutated much of the local fauna and flora.

The Kellids are a hardy folk, though, and despite this calamity, their culture endured. Their survival can be attributed partially to a deeply ingrained cultural taboo against technology, which originated from a singular event that took place in -3116 AR. Before this catastrophe, many Kellid tribes had been exploring the strange ruins left in the wake of the Rain of Stars. But one particularly headstrong chieftain delved too deeply into a ruin in the Felldales searching for weaponry that could subjugate his enemies, and he accidentally triggered a weapon more powerful than he could ever have imagined. The resulting explosion obliterated his entire tribe, poisoned the land for miles around, and left a blast of light and a looming mushroom cloud that served as a grim warning to all those who witnessed it. After the event, other tribes fearful of triggering a similar event began to systematically bury and conceal the strange technological ruins. Even traveling in regions known to house such ruins became taboo. Although the name of the chieftain who caused the event has been lost to time, the prohibition against exploring the ruins persists to this day.

Yet, the influence of alien technology would not remain buried. While the Kellid tribes of Numeria have long avoided sites known to contain strange relics and dangers from beyond the stars, the flora, fauna, and land itself have endured thousands of years of otherworldly influences. Today, areas hardest hit by the fallen space debris are still undergoing the process of seeking equilibrium with the extraterrestrial chemicals, radiation, and quantum energies that soaked into the land and water. Vegetation, however stunted and strange, took purchase in poisoned soil, and animals that fed upon the tainted plants transmitted strange mutations and altered instincts to their offspring. Explorers and outcasts broke taboos or came from beyond Numeria's borders to explore the peculiar sites. As word of the wonders of Numeria spread, treasure seekers from far-flung lands came looking for strange fortunes and power among the alien ruins.

Perhaps no figure is more responsible for shaping contemporary Numeria than Gojan the Sharp, one of the original Pathfinders. Gojan traveled to Numeria to make a name for himself in 4308 AR, only to become all but enslaved by the Black Sovereign of that era, a barbarian named Ontar. After a grueling series of tests and challenges that lasted over a decade, Ontar finally gave Gojan permission to explore Numeria's ruins—and most importantly, permission to explore Silver Mount itself. After a year, Gojan returned to Absalom and his findings were published. That Gojan returned the following year to continue his explorations only to disappear without a trace further enhanced the mystery and allure of Numeria across the Inner Sea region as a whole.

The final major development that would define modern Numeria was the formation of the Technic

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League—a powerful and corrupt cabal of spellcasters who seek to control and exploit the technology hidden in the land’s dangerous ruins. Internal strife and treachery have plagued the Technic League since its very inception, and control of the group shifts every few years from one leader to another. However, when a powerful Kellid chieftain named Kevoth-Kul forged an alliance with the Technic League to gain the support he needed to claim the title of Black Sovereign, he gave the group the metaphorical key to power. Today, the Technic League controls the city of Starfall, and with it, access to the land’s most notorious and deadly ruin: Silver Mount.

Numeria maintains no formal alliance with its neighbors, but Kevoth-Kul has become self-indulgent and sedentary since his coronation, and has opted to refrain from raiding them. The Black Sovereign welcomes all crusaders to travel through his borders, taxing them heavily and growing rich on the coin spent in Numerian trading posts en route to the Worldwound. An agreement exists between Numeria and the Black Marquis of Deadbridge to allow Numerian vessels to traverse the Protectorate’s territory unmolested, though the latter has grown fickle and petulant. Even so, Kevoth-Kul has not been moved to rouse himself to crush the Numerian expatriate.

Numeria Timeline

The following timeline describes major events in the history of Numeria.

Date	Event
-5293 AR	Earthfall. Many Kellid tribes in lands that will become known as Numeria perish, but enough survive by hiding out in caves to allow them to emerge and rebuild their nomadic tribal societies as the Age of Darkness recedes.
-5051 AR	In part driven from their caverns by increasing conflict with the deeper-dwelling orcs (who are themselves being pushed upward by the dwarves and the Quest for Sky), Kellids finally return to dwelling on the surface of Golarion. At first they are disoriented, finding the world changed and more dangerous, yet the Kellids’ legendary toughness serves them well.
-4363 AR	Rain of Stars. A massive alien spaceship crashes on Golarion.
-3116 AR	A Numerian chieftain starts exploring the fallen ruins and triggers an explosion that wipes out his tribe, setting in stone the taboo against the use of technology.
-3115 AR	Kellid tribes begin to systematically bury smaller technological artifacts.
-1003 AR	Armog, a barbarian warlord, terrorizes southwest Numeria and nearby lands.

499 AR	Taldor’s Second Army of Exploration pushes north of Lake Encarthan; they start to explore Numeria but are unable to get far due to dwindling supplies and native hostility.
1288 AR	Battle of Grasyhot begins. Queen Boliga Bharsolm clashes with the 30 tribes of the hill giant chief Urgo Axbiter.
1291 AR	Battle of Grasyhot ends. Axbiter is slain. Several months later, the hill giants are defeated in a final clash that also claims Queen Boliga’s life.
1305 AR	Construction of Aaramor commences to prevent the giant population from reaching dangerous numbers again.
1521 AR	The reigning lord of Aaramor orders the demolition of the city’s stone bridge to the north and replaces it with a wooden one to deter giants from crossing the river.
2009 AR	Taldor’s Fifth Army of Exploration expands into the River Kingdoms and Iobaria; its leaders ignore Numeria in favor of heading east.
2801 AR	Numerians claim control of Carrion Hill.
2823 AR	Numerians lose control of Carrion Hill.
3441 AR	Battle of Falheart. Prince Rathhorn and Sabline the Traitor charge into battle, but both they and their entire armies mysteriously die before the battle begins.
3489 AR	Thousands of warriors die in battle, their souls bound to their weapons and trapped on the Material Plane, forming the eerie, haunted Numerian battlefield known as the Plain of Ten Thousand Swords.
3596 AR	Karamoss develops his theory that all organic life is inferior to mechanical life and begins his decade-long preparation for an exploration of Silver Mount.
3606 AR	Karamoss enters Silver Mount under a cloak of utmost secrecy.
3636 AR	Karamoss emerges from Silver Mount transformed into a cyborg and turns his attentions south toward Absalom.
3637 AR	Karamoss creates the Red Redoubt and begins his siege of Absalom.
4275 AR	A strangely intelligent spider-like robot arrives in Scrapwall and establishes a hidden lair therein.
4308 AR	Gojan the Sharp, one of the first Pathfinders, travels to Numeria to make a name for himself, hoping to explore Silver Mount. He contacts Black Sovereign Ontar, seeking permission to explore the forbidden location.
4318 AR	After a decade, Gojan finally earns Ontar’s blessing to enter the forbidden lands in his realm and explore Silver Mount.
4319 AR	Gojan returns to Absalom with his findings from Numeria; a narrative detailing his journey and research is published later that year in the third volume of the <i>Pathfinder Chronicles</i> .

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- 4320 AR Gojan returns to Numeria to learn more, but disappears and is never heard from again.
- 4498 AR Scrapwall is depleted of usable relics and skymetal.
- 4501 AR Sidrah Imeruss, a survivor of the spaceship crash, awakens and begins working to return home. In order to do so, she begins recruiting aid and preaching against the Kellid taboo on technology, resulting in the founding of the Technic League.
- 4509 AR Sidrah and the Technic League reach Silver Mount. Her sub-commander, who wants the technology for himself, kills her.
- 4512 AR The Technic League first manages to enter Silver Mount; explorations into the ruins continue to the current day.
- 4602 AR The violet light atop Black Hill first flares up.
- 4604 AR Torch founded.
- 4606 AR The Worldwound opens; Numeria is increasingly flooded with crusaders passing through on their way to the battlefield.
- 4607 AR Changing weather patterns in the region open a sinkhole at Crowhollow that exposes alien technology. The Mountain Crow tribe does its best to hide this discovery from the Technic League.
- 4611 AR Ustalavic scientist Berym Verrachus uses quantum flux technology to escape the Technic League, cursing himself to remain within a 4-mile radius of his home and live only 16 hours a day.
- 4628 AR Technic League wizard Alling Tresorant learns of the Crowhollow sinkhole and travels to it to investigate. The spellcaster never reports back, instead taking up residence within the ruin. Within 5 years he and the entire Mountain Crow tribe vanish. Crowhollow is declared a haunted ruin by the remaining tribes.
- 4629 AR Crusaders build Castle Urion as a gift to the Black Sovereign; the castle is technically under Numerian control, but is occupied and run by Iomedean crusaders.
- 4649 AR Exiles from Molthune abandon Canorate and found Iadenveigh.
- 4650 AR The citizens of Iadenveigh discover their town has been infiltrated and partially subverted by pod-spawned duplicates. As the Rosewar fully blooms, ranger Barton Cabers dies attempting to slay their floral mastermind.
- 4688 AR Kevoth-Kul unites several Numerian tribes under his banner.
- 4690 AR Kevoth-Kul makes Starfall his capital, forms an alliance with the Technic League, and becomes the latest Black Sovereign.
- 4703 AR Furkas Xoud is exiled from the Technic League for his religious beliefs. He builds the Choking Tower.
- 4704 AR Black Sovereign Kevoth-Kul burns down the Starfall Pathfinder Lodge and issues a proclamation stating

that any Pathfinders found stealing technology from Numeria are to be hanged. Pathfinders begin establishing secret lodges.

4709 AR First sighting of an annihilator robot (*Pathfinder Campaign Setting: Inner Sea Bestiary* 43) in Numeria; it destroys many towns before retreating into the Felldales with prisoners.

4711 AR The Technic League gains a powerful new leader, Ozmyn Zaidow, who reforms and rebuilds its core structure into a more formidable organization than ever before.

4714 AR The present year.



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Felldales

Technology-Haunted Waste

Alignment: CN

Notable Settlements: Aaramor (1,490), Castle Urion (1,240), Dravod Knock (1,288), Kuratown (240)

Notable NPCs: Chief Rothgar of Aaramor (CN male human barbarian 10/fighter 2), Iron Hand of Gorum Andura Jakos (CN female human warpriest^{ACG} of Gorum 11)

Races and Monsters: Dwarves, hill giants, hobgoblins, humans, mutants, robots

Resources: Fish, skymetal, technology

A hazardous wasteland haunted by robots either malfunctioning or whose original (or worse, updated) programming is at best mildly hostile to organic creatures, the Felldales occupy the region of Numeria most heavily bombarded by falling space junk in the Rain of Stars. A thin strip of arable land clings to the West Sellen River, and a few hardy souls have managed to carve what might optimistically be called “civilization”

from its soil, but the bulk of the region is a blasted wilderness of crags, ravines, and badlands infested with countless life-threatening hazards.

When the Worldwound opened a century ago, waves of refugees, animals, barbarians, and even tribes of giants fled to the Felldales from Sarkoris. They exist now in isolated tribes, eking out a precarious living and barely able to hold their own against the area’s indigenous dangers. In addition to robotic and alien horrors, the influence of radiation, strange contaminants, and reactive engine fluids mutates many of its denizens into terrifying parodies of their natural forms. Other threats include creatures brought to Golarion from the stars, such as the dreaded moonflower (*Pathfinder RPG Bestiary 2* 192). Some of these star travelers have only recently been released from stasis. Others, such as the gluttonous aurumvorax (*Bestiary 2* 35), crawled from the wreckage thousands of years ago and have since spread throughout the Inner Sea region.

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Despite its myriad dangers, the Felldales remain tempting as they are a plentiful source of alien technology not under the direct control of the Technic League. Deposits of skymetal ripe for the picking lie throughout the region for those brave enough to seek them out. From an agricultural standpoint, the Felldales have nothing to offer aside from the small plots of land immediately adjacent to the West Sellen River, where fishing is the most prosperous trade. This band of relative safety is further protected by the constant flow of crusaders who travel the river on their way north to the Worldwound. The river sees heavy traffic from such travelers, and so those who stay within sight of its banks can typically make journeys without much fear of being attacked by the horrors that hold sway in the region's heartland.

AARAMOR

N small town

Corruption +0; **Crime** -2; **Economy** +1; **Law** +2; **Lore** +0;
Society -2

Qualities holy site, strategic location

Danger +0

DEMOGRAPHICS

Government overlord (tribal chieftain)

Population 1,490 (1,164 humans, 151 dwarves, 148 half-orcs, 27 other)

Notable NPCs

Andura Jakos, Iron Hand of Gorum (CG female human warpriest^{ACG} of Gorum 11)

Chief Rothgar, Tribal Leader (N male human barbarian 10/fighter 2)

Kannath, Envoy of the Technic League (LE male human wizard 8)

Shepherd Euna, Priest of Erastil (NG female human cleric of Erastil 5)

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 5,000 gp;

Spellcasting 6th

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

Aaramor: Constructed in 1305 AR as a bulwark against the predations of giants and trolls, the town's tall, thick stone walls have been under assault over the last century from a greater threat. As Numeria's sole defense against the demons of the Worldwound, the citadel is ever in need of more soldiers and supplies to maintain its lonely crusade, which is strained even with the influx of tax money levied on travelers heading east into Mendev.

Aaramor is the hold of the Blades of Aaramor (see page 30), named after the tribe's founder, the one-time rival and eventual consort of Queen Boliga Bharsolm. In 1521 AR, after the walls had endured centuries of battering, the Blades of Aaramor erected a simple wooden bridge designed to be collapsed at a moment's notice, dumping

any giants or trolls on it into the river, where they prove easy pickings for the walls' archers.

With the exception of the tribe's elderly and wounded, and a small collection of merchants and skilled tradespeople, any who cannot heft a sword or bow in Aaramor's defense work the palisaded fields to the northwest of the town, toiling in perpetual serfdom. Shepherd Euna leads a small church of Erastil in the town's northwestern district, which provides for many of the farmers' material and spiritual needs. The chief subtly aids her efforts and encourages the Blades of Aaramor to avoid any abuses that might result in an uprising that could threaten Aaramor's food source.

The Technic League's universally despised emissary to Aaramor, a sniveling whelp of a Kellid named Kannath, ensures that tribute flows from the coffers of Aaramor into the League's hands. At least 13 attempts have been made on his life since his appointment in 4711 AR, and Kannath plays up the rumors their failures have inspired—stories of dark pacts made for immortality, arcane secrets, and technical prowess—to cow the superstitious tribesmen into compliance. But a conspiracy hatched by some of the chief's lieutenants may soon test Kannath's credibility.

Between the Worldwound's demonic host and the Technic League's pressures, Chief Rothgar finds himself in a geographic and political tight spot. The Black Sovereign has shown little interest in using his might to back the crusade and leaves Aaramor as Numeria's lone bulwark against the incursion. A staunch traditionalist, Rothgar takes his oaths of fealty to the Black Sovereign seriously, but without more support, the most he can hope to accomplish is to keep the demons at bay. Not all in Aaramor share Rothgar's ambivalence, however. The brilliant tactician and current Iron Hand of Gorum, Andura Jakos, openly encourages her faithful to travel up the river to Nerosyan to join the ranks of the Mendevian Crusaders. She secretly hopes the conflict, which she sees as the ultimate tribute to Gorum, will continue for a long time. Despite her relative neutrality, she finds it a much easier sell to convince her followers to join the ranks of humanity than to side with the demonic hordes, and would prefer the eventual victory of the crusaders.

Castle Urion: Ostensibly a gift to the reigning Black Sovereign in 4629 AR, this relatively new castle was one of the first major architectural endeavors undertaken by the Church of Iomedae during the First Crusade. It remains occupied by the Knights of Urion and their platoon of griffon riders, who provide protection for crusaders following the River Road north to the Worldwound. The town also hosts one of Numeria's two secret Pathfinder Lodges. More information on Castle Urion can be found on page 36.

Dravod Knock: This small, impoverished village squats on the east bank of Lake Prophyria, directly across from the refined Ustalavic city of Karcau. With a population



just short of 1,300 souls, the so-called “knocks” (citizens) of the city have clung to existence and eked out a living for hundreds of years. The ever-present mud forms the cornerstone of their community and is the reason for their continued existence. Though they reside in nothing more than crude wooden shacks built above mud, muck, and silt, the villagers are a proud and hardworking people who make their living hauling clay for fired bricks or dredging for bulbous-eyed mudfish. The clay they trade across the lake and the fish they scoop from the bog provide subsistence without the necessity of venturing too deeply into the Felldaes proper. They trade their surplus goods with crusaders headed north to Aaramor, in exchange receiving tools or goods they have no other means of obtaining. While they do not worship it formally, they do maintain an odd reverence toward the mud that defines their home. When a member of the community dies, the local funeral custom is to sink their bodies in a particularly deep quagmire called the Sleeping Grounds.

There is little local crime in this small, insular community, as it is united by its stark poverty. Among the worst offenses one can commit is to attempt to lure a son or daughter away from Dravod Knock without the blessing of the chief, **Jorry Wiggthane** (N male human ranger 2/ commoner 2). Outlanders are nevertheless welcome to

marry into the community if they commit to settle there and share in the work. Crusaders are warned by their superiors at Castle Urion not to trifle with the “Mudbrides of the Knock” for good reason. The punishment for theft or the seduction/abduction of a potential child-producing adult (the offenses are considered similar) is to be rowed out into the “Cullin’ Field.” This expansive plot of quicksand allows the accused only a short time to cry out for forgiveness in hopes their sincerity is accepted before the mud claims them for eternity.

Kuratown: While it’s extremely difficult for settlements to survive—let alone prosper—in the Felldaes, the village of Kuratown demonstrates that it’s possible. What differentiates Kuratown from other settlements is that it is chiefly populated by orcs. This fortified encampment is run by its namesake, **Kura** (LE male orc fighter 5/chemist^{APG} 3), who doesn’t hesitate to sacrifice the village’s weakest members and slaves in its defense. If Kuratown’s population starts to shrink, the orc encourages his underlings to breed a new crop of soldiers. It’s no coincidence that this settlement is on the border of the Numerian Plains. The orcs know where the farmlands are situated and launch frequent raids, but the Felldaes are dangerous lands, and their perils deter most organized efforts to stamp out the orcs.

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Plain of Ten Thousand Swords: On this location in 3489 AR, two great armies did battle. When the conflict drew to a stalemate, each chieftain demanded that his warriors fight to the last, but the armies turned on their own chieftains instead. Now the souls of thousands of warriors are trapped here within their aging weapons, bound to the Material Plane unless a mortal can free them. More details on this location appear on page 41.

The Rosewar: This area, near the border between the Felldales and the Numerian Plains, was the site of the Rosewar in 4650 AR. A little girl in the town of Iadenveigh by the name of Tinley Tillmoor quite inadvertently discovered her parents had been captured by a bodythief and replaced by pod-spawn (*Pathfinder RPG Bestiary* 4 21). After Tinley persuaded local ranger Barton Cabers to listen to her fantastic tale, he discovered a conspiracy of hunters and woodcutters that lured fellow community members to a nearby wood. There, they were systematically consumed by the vile bodythief and replaced by its spawn. Cabers rallied the local militia and lost his own life in their attempt to end the bodythief's treachery. Whether or not their efforts were successful has never been confirmed, but the bodythief has not been seen since. Despite this, woodcutters report that the nearby flower blooms have an odd habit of turning toward visitors when they're not looking, indicating that something may still be amiss in the area.

Scar of the Spider: This small valley is much like many others scattered throughout the Felldales—a jagged gorge in the badlands with a small creek running through it. One arm of the gorge is carved lower than the other in the Y-shaped Scar, and through this the creek drains into a foul, fungus-infested swamp. Vegetation grows unexpectedly well in the muck, yet it gives off an unhealthy color that most find impossible to describe. Rumors of strange, spiderlike robots dwelling in the gorge and its numerous caverns give this region its name. These rumors insist that the robots either seek or defend an odd enigma that dances and whistles in a coffin of glass, but few explorers venture here, as tales of the violence and power of the scar's robotic denizens are more than enough to keep most folk away.

Witchlight Vale: In -3116 AR, a chieftain accidentally triggered a powerful weapon here while searching a ruined portion of fallen starship. His tinkering caused

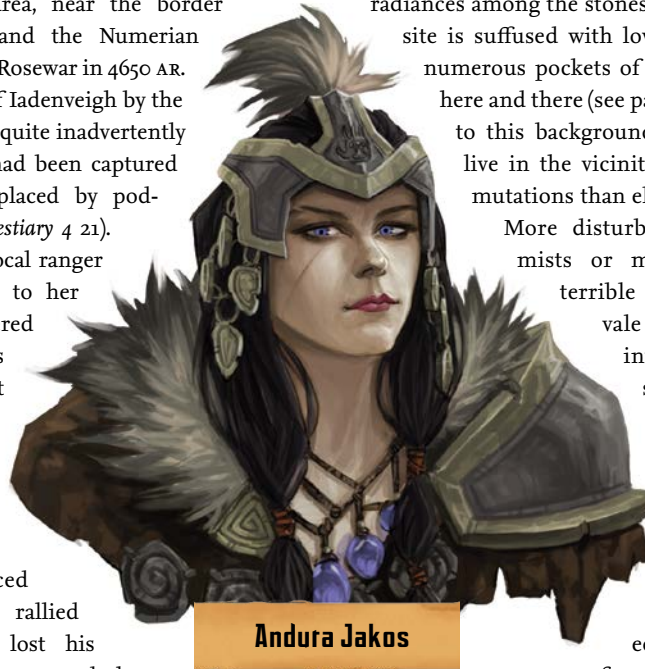
a blast that obliterated not only him, but his entire tribe and much of the surrounding area. The crater left by the tremendous explosion persists, as does the poison in the earth and air that surrounds the devastation. Today, the site of this ancient disaster is known as Witchlight Vale.

The heart of the vale is a weathered crater within which no plant life grows. At night, the crater is suffused with faintly glowing mists and vapors that project strange radiances among the stones and dirt below. The entire site is suffused with low levels of radiation, with numerous pockets of stronger radiation hidden here and there (see page 26). After long exposure to this background radiation, creatures that live in the vicinity are even more prone to mutations than elsewhere in the Felldales.

More disturbing than the radioactive mists or mutated creatures is the terrible presence that stalks the vale at night. This near-invisible shape is that of some massive beast filled with a dim light. Yet the exact features of this horror defy definition, even after multiple attempts to extrapolate its appearance from its silhouette. With an eerie awareness, this silent form stalks prey that wanders

into its domain, regardless of precautions taken to avoid drawing its attention. The entity is immune to detection magic or effects that perceive or dispel invisibility. The being is not difficult to spot in the darkness of night, but keeping track of it at dusk or dawn proves more difficult—save for the huge and deep tracks that appear silently, with small puffs of dust, upon the ruined ground. When the entity is exposed or attacked with light, fire, or electricity, it retaliates with beams of pure force. The scant few reports of the entity come from travelers who left their fellows to die in its phantom claws and teeth; in northern Numeria, the expression “one who has seen the Witchlight” refers to a traitorous coward.

Over the centuries, druids have marked this area's known borders with squat menhirs displaying warning sigils. These menhirs are often infused with the strongest warding magic the druids can muster to keep the beasts in and the curious or clueless out. Over time, however, these boundaries have shifted, and old stones can be found well within or outside of the vale's current borders. Those found within the vale often show signs of defacement, which suggests that the more intelligent inhabitants of Witchlight Vale are aware of the stones' purpose and, more ominously, do not approve.



Andura Jakos

Gazetteer

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Numerian Plains

Home to Insurrection

Alignment: N

Notable Settlements: Blackpipe (332), Hajoth Hakados (6,780), Iadenveigh (2,300), Marstol (564), Szamrak's Haven (1,244), Torch (4,320)

Notable NPCs: Cythrul, skymetal merchant (LN female witchwyrd alchemist^{APG} 12; *Pathfinder RPG Bestiary 2* 285); Lady Altouna, ruler of Hajoth Hakados (NG female lashunta wizard 13; *Pathfinder Campaign Setting: Inner Sea Bestiary 25*)

Races and Monsters: Androids, humans, mutants, wildlife

Resources: Agriculture, hides, lumber, skymetal

The Numerian Plains are the most fertile regions in the nation—meaning only that crops actually grow here. The regions' agriculture is so important that even the Black Sovereign and the Technic League largely leave the area alone. Ironically, this policy of noninterference provides fertile ground for the seeds of rebellion to take root.

Gazetteer

Of the four regions of Numeria, the Numerian Plains are the safest, most “civilized” reaches of the land, but this is not to say they would be categorized as safe when compared to other nations of the Inner Sea region.

Black Horse Outpost: From the outside, this secluded compound appears to be nothing more than a small farm surrounded by a tall, wooden stockade. Visitors who pass through the gates discover small wooden enclosures separated by vegetable gardens, a disproportionate number of guards wearing leather armor and armed with clubs, and little obvious explanation. Few know that this outpost is situated above several underground complexes in which a large number of vexgit gremlins (*Bestiary 2* 145) are being raised.

This “gremlin farm” is the pet project of one of Kevoth-Kul's countless cousins, a bitter, jealous man named **Kragreth-Kol** (CN male human barbarian 10). Kragreth-Kol intends to use his burgeoning army of vexgits to

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claim Starfall as his own. **Juniper Bluepetal** (CN female halfling druid 9), formerly of Sevenarches, was hired—at no small expense—to manage the endeavor and control the brutes with a team of Black Horse tribe members, but for now, it’s all the outpost can do to contain the vexgits, much less organize them into something that could be used as a weapon against Starfall.

Blackpipe: This small community of simple farmers and herders is named for an adamantine cylinder that juts from the area’s fertile soil. The metal of the pipe seems to be pure adamantine, yet the stuff is strangely brittle when worked, almost as if some strange transformation had undermined its integrity. It’s a tight squeeze for a human to crawl down, but not impossible to navigate. The pipe extends 15 feet above the ground and a further 40 feet below, where it ends at a strange, iris-like door, which is said to open and close at random times, allowing access to a mysterious complex. Some explorers have noted that the complex is strangely similar to the inner workings of some of the energy-spewing technological firearms found in the region, yet on a much grander scale. The village elder, **Gonton** (LG male human expert 2/adept of Erastil 1), keeps the community running smoothly and has made close alliances with local barbarian tribes by trading food in exchange for protection.

Choking Tower: This sooty black tower rises above the surrounding forest and bears a spiky crown of exhaust pipes and chimneys belching trails of smoke that can be seen for miles. Furkas Xoud, a wizard and one-time adept of the Technic League, built the Choking Tower in 4703 AR after a falling out with his order. Though the mage is presumed dead, something within the tower spends all day and night producing a cacophonous din, with all manner of clangs, bangs, and howling whistles. The region directly surrounding it has also seen an increase in giants and other unusual creatures, as if something hidden within the tower were luring strange visitors to the vicinity.

First Blade’s Path: The northern border of the Numerian Plains is separated from Sovereign’s Reach by what most call a riverbed, although it is too straight to be natural. This track runs for hundreds of miles to the Sellen River. At its absolute widest point, the Path measures approximately 3/4 of a mile across and 150 feet

deep, but on average it is no more than 30 feet across and 12 feet deep. Locals believe that the path was created when the Herald of Gorum, the First Blade, dragged a deadly alien weapon from its tomb south of Starfall toward the east for an unknown reason. Priests of Gorum often walk the Path seeking visions from their god.

Gorum Pots: Just north of the Dagger River’s source is a site of geothermal activity—formed by heated water rising through volcanic ash, clay, and other fine particulates—named the Gorum Pots. The mixture belches and pops as the thick, muddy slurry forms a series of stinking, colored pools and geysers. The area also holds rich iron deposits, which cause the mud to take on a slightly bloody rust color. Considered sacred to Gorum, the Pots aren’t fit for bathing, as the mud’s temperature and acid content are too high for comfort. Even if a would-be bather were able to withstand the acid and heat, the Gorum Pots are also a breeding ground for zhen worms (see page 63).



Gonton

HAJOTH HAKADOS

N small city

Corruption -1; **Crime** +1; **Economy**

+4; **Law** +1; **Lore** +6; **Society** +0

Qualities broad-minded, prosperous, strategic location, tourist attraction

Danger +5

DEMOGRAPHICS

Government magical (benevolent alien overlord)

Population 6,780 (5,083 humans, 644 dwarves, 346 half-elves, 305 halflings, 254 gnomes, 148 other)

Notable NPCs

Cythrul, Skymetal Merchant (LN female witchwyrd alchemist^{APG} 12; *Bestiary* 2 285)

Dronkar the Speaker, Master of the Syntheriad (N male dwarf aristocrat 3/fighter 9)

Lady Altouna, Ruler of Hajoth Hakados (NG female lashunta wizard 13; *Pathfinder Campaign Setting: Inner Sea Bestiary* 25)

MARKETPLACE

Base Value 6,400 gp; **Purchase Limit** 37,500 gp;

Spellcasting 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

NOTES

Broad-Minded: Residents of Hajoth Hakados are tolerant of differences, respect diverse viewpoints, and react positively to visitors. (Lore +1; Society +1)

Hajoth Hakados: Rising with majesty from the confluence of the Seven Tears and Sellen Rivers, the grand, engraved stone walls of Hajoth Hakados protect



this bastion of trade and acceptance known by crusaders traveling to Mendev as “the velvet caress of the north.” Hajoth Hakados prospers from its reputation for tolerance and neutrality toward disparate groups, such as the Pathfinder Society (who maintain a covert lodge here), the Aspis Consortium, numerous churches, Kellid barbarian tribes, and mercenary groups like the Steel Phalanx. Violence between rival factions is kept in check through economic means. Groups who eschew Hajoth Hakados’s political neutrality swiftly find themselves charged exorbitant fees for even the most mundane supplies, or cut off from trade altogether. While not barred from the city, members of the Technic League are not welcome inside the walls of Hajoth Hakados, and the city guard closely watches any visiting Technic League members.

Hajoth Hakados and its residents take pride in their open and friendly city. The government keeps taxes low—as the Technic League prefers that travelers to Chesed arrive with a full purse—which results in plenty of business for the city. Citizens pride themselves on providing quality goods and services at a fair price.

Currently, there is no thieves’ guild in Hajoth Hakados. The Catspaw Marauders were tolerated for a time, but recently their predations proved too severe, and the community banded together to run them out of town. The

series of connected buildings that served as their secret headquarters sits abandoned but still laden with traps.

Many who come to Hajoth Hakados do so to visit the witchwyrd Cythrul, an alchemist, scholar, and skymetal expert. Cythrul’s knowledge of alien technology is so great that it rivals many experts in the Technic League—indeed, the League itself is somewhat in awe of Cythrul’s lore, and it is out of respect (and perhaps fear) of her that they allow Hajoth Hakados to function without much interference. Cythrul is one of the few aliens to live openly as such in Numeria, and she is something of a hero for outcasts, as she exemplifies how to coexist with Golarion natives without persecution or experimentation.

Hajoth Hakados is run by Lady Altouna, believed by nearly every citizen to be a half-elf. Few outside of Lady Altouna’s inner circle know the truth about their ruler’s actual race. Like her close friend, Cythrul, the origin of her people lies on a distant world, and as such she found herself hunted by the Technic League, who wished to experiment on her like they do so many creatures from other planets. Cythrul and Altouna originally formed an alliance for mutual protection, but it quickly became one of companionship, and by the time the two arrived at Hajoth Hakados, they had become unlikely friends. It took little time for Altouna to adopt a disguise and rise through the political ranks of

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Hajoth Hakados to become the city's ruler. She has held her position without major competition to this day.

Both scholars of esoterica, Lady Altouna and Cythrul often team up to solve particularly troubling scientific and magical problems. The pair has also formed a hidden network dedicated to the discovery, liberation, and smuggling of alien species and androids from the depths of Numeria's many ruins, knowing that countless alien visitors lie trapped in stasis within the deepest of these locations. These refugees build simple lives for themselves and maintain low profiles, lest a curious agent of the Technic League learn of them and attempt to capture them for study or enslavement. Only a handful of such aliens exist in Hajoth Hakados; each is beloved by its neighbors and protected from discovery at all costs.

The cost of rescuing and hiding these aliens is negotiation with the Blood Gar tribe. Lady Altouna offers substantial recompense to the river pirates in exchange for their cooperation—and their silence. The Blood Gars, for their part, honor these deals, and in exchange enjoy the right to assault river traffic out of Hajoth Hakados with impunity. Lady Altouna would prefer to ally with a more reliable group who can ferry her liberated but confused charges out of Numeria, but the Blood Gars monopolize illicit trade along this stretch of the Sellen River, and until another group proves able to step in, she is forced to sully her hands by partnering with them.

The government of Hajoth Hakados knows that opposed factions within the city require a place to vent their aggressions, and that the love of violence and spectacle keeps even jaded travelers returning. To this end, they have converted their civic theater into an arena where disagreements can be solved with blade, blood, tongue, and wit. Known as the Syntheriad, the former amphitheater now hosts gladiatorial combat, political discussion, displays of new magic and technology, musical and theatrical performances, and other entertainments on a near-daily schedule. The current Master of the Syntheriad is a bombastic dwarf named Dronkar the Speaker. Dronkar runs a tight schedule and assures rival factions equal representation while happily and quietly advancing the agendas of those with coin to spend. As a result, many of the recent entertainments, violent or benign, have pitted allied factions against each other. These disparate power brokers have begun to discuss how to dispose of the greedy dwarf. The only thing restraining their action is disagreement over just how violent their coup should be.

Iadenveigh: Unique in Numeria, Iadenveigh was founded 65 years ago by exiles from Molthune. Established by decent, hard-working hunters and lumberjacks, this community has a fierce devotion to Erastil and an absolute loathing of any technology more sophisticated than a crossbow. A traditional wizard has nothing to fear here, but androids and technologists best beware, for all that awaits them in Iadenveigh is a perfunctory trial and

a very real punishment. The town has long fought to keep mutants out of the surrounding hunting grounds, and it once held festivals in which recovered technological items were dismantled and destroyed—although after one such festival a decade ago ended with an explosion, the town elders have sought other methods of secretly and safely disposing of any such items. The citizens of Iadenveigh have had numerous clashes with the Technic League, but their small size and distance from Starfall has kept them firmly in the category of “minor nuisance” to the League, and as of yet, no significant action has been taken against the town. For more information on Iadenveigh, see *Pathfinder Adventure Path #87: The Choking Tower*.

Marstol: This small town is one of the larger farming settlements in the Numerian Plains, and is detailed here as an example of one such location. The majority of these small villages are found on the shores of either the Dagger River or the Seven Tears River. The farms are managed by Kellids who are too old to fight, actively rearing children, or unable to travel with their tribes for some other reason. The towns divide their produce and livestock between the participating tribes on a seasonal basis, and any surplus is sold to traveling merchants and crusaders. This combination market and work distribution site has been dragged into inter-tribal conflicts in the past, but most chieftains realize that doing so risks their own survival and could cause the Black Sovereign to intervene.

Szamrak's Haven: Hidden in a series of caverns beneath the western Numerian Plains, this enclave of androids is the largest settlement of their kind in Numeria. Its residents are firm believers in the superiority of their race, and work to unlock the secrets to their existence, hoping to build or gain access to a foundry where they can create more of their kind. For more information on this location, see page 43.

Torch: Torch takes its name from a bonfire-sized violet flame that, with no evident fuel, burns atop a solitary hillock called Black Hill. The strange flame first flared up in 4602 AR, and smiths soon discovered that the flame burned hotter than any normal fire, making it an invaluable resource for the smelting and forging of skymetals. The fact that the Technic League leaves Torch relatively alone (in large part due to the town being prompt and regular on numerous tithes to the League) makes it a popular destination for smiths across Avistan who come to pay for the privilege of working with the strange fire for a few days. Now and then, without discernible pattern or rhythm, the flame thrums and the ground around it rumbles, presaging its explosion into a column of fire seen for miles. This phenomenon can last anywhere from a few seconds to hours, during which the people of Torch have learned to avoid the peak of Black Hill—for the fires that burn atop its crown at these times reduce anything in close proximity to ash. For more information on Torch, see *Pathfinder Adventure Path #85: Fires of Creation*.

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Sellen Hills

Altar of Commerce

Alignment: CN

Notable Settlements: Chesed (59,690), Chitterhome (1,764), Sunder Horn (1,249)

Notable NPCs: Councilmaster Harpram Gavers of Chesed (N male human aristocrat 3/rogue 9); Elder Broketooth (CN venerable female ratfolk rogue 9/expert 1); Merisk Kaffaun, Captain of the Chesed Technic League Office (LE male human wizard 11)

Races and Monsters: Giants, humans, megafauna, orcs, ratfolk, spine dragons

Resources: Iron, skymetal, technology

One might mistake the Sellen Hills for an uninhabited region, but this would be folly. This fierce and savage countryside is the home to many of Numeria's barbarian tribes. These Kellids are mostly nomadic and roam the surroundings at will, sometimes across the borders into the River Kingdoms and beyond. River traffic is almost

constant up and down the Sellen River from Hajoth Hakados to the great city of Chesed. The streams of soldiers and crusaders heading north mostly keep the Technic League at bay, but even though it has little power here, the League's presence can still be felt.

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East of the Sellen is harsh hill country: land that barely supports life and is pockmarked with technological ruins. Giants, orcs, and other monstrous tribes contest with the barbarians for territory here. Further east of the barren scrubland, spine dragons, wendigos, and other powerful monsters haunt the loneliest of places. To the south, the Sellen Hills give way to the Branthlend Foothills, which become the Branthlend Mountains in the River Kingdoms.

Battle of Falheart: This accursed place is where, roughly 1,200 years ago, two opposing armies mysteriously dropped dead just prior to meeting on the field of battle. More information can be found on page 34.

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Chitterhome: This ratfolk (*Pathfinder RPG Bestiary* 3 231) enclave lies about 50 miles east of Scrapwall and, though dozens of smaller warrens exist, is the largest single community of them in Numeria. Chitterhome is located in a series of natural caverns that have been expanded by the industrious ratfolk, and contains at least three previously unknown entrances into the upper reaches of Nar-Voth. The ratfolk are well aware of these entrances and maintain constant vigil over them out of fear of those things that dwell below; each passage is sealed by large stone plugs that can be lifted via motors scavenged from technological ruins. **Elder Broketooth** (CN venerable female ratfolk rogue 9/expert 1) is a former adventurer who returned to her home warren and was subsequently chosen as the community's leader. She runs Chitterhome with defense in mind, and so far her efforts have paid off.

The caverns spread over a square mile of total area, and every major section of warren is designed with multiple entrances, exits, and collapsible tunnels to prevent the whole town from falling to an invasion from above or below. The passages themselves are built for ratfolk, so larger races find them uncomfortable and claustrophobic. The industrious ratfolk also prove quite clever at refashioning scavenged inventions to both help guard their home and trade with others. They do not welcome visitors to Chitterhome, and instead take their trade goods on the road to crusaders along the Sellen or to cities like Chesed and Hajoth Hakados.

CHESED

LN metropolis

Corruption +4; **Crime** +2; **Economy** +6; **Law** +7; **Lore** +6;

Society +2

Qualities academic, holy site (Abadar), prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord (puppet dictator installed by the Technic League)

Population 59,690 (41,783 humans, 7,163 dwarves, 4,775 halflings, 597 androids, 5,372 other)

Notable NPCs

Alpiir Nehet, surgically modified agent of the Chapel of Rent Flesh (LE male human ex-paladin 1/monk 7)

Briisa Klygvauther, High Priestess of the Cathedral of the Lawgiver (LN female dwarf cleric of Abadar 17)

Councilmaster Harpram "Gilt Hand" Gavers (N male human aristocrat 3/rogue 9)

Merisk Kaffaun, Captain of the Chesed Technic League Office (LE male human wizard 11)

Vel Bindergorpp, Twilight Talon agent (NG male gnome inquisitor^{APG} of Milani 9)

MARKETPLACE

Base Value 25,600 gp; **Purchase Limit** 150,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Chesed: Mighty Chesed, the largest city in Numeria, is an economic powerhouse that rivals settlements many times its size. The influx of crusaders since the First Crusade has caused river travel through Chesed to explode over the last century. Trade is the true ruler of modern Chesed, politics her handmaiden, and wealth her brutal enforcer. It is the most law-abiding and organized settlement in Numeria, and the best location for visitors to buy strange technologies from the futuristic ruins that dot the land. Anything purchased in Chesed is typically priced at 150% its regular asking price, with the additional funds from this tax used as tithes and bribes for the Technic League, whose increasing influence may soon bring a new and unwelcome age of control to the proud city. As long as Chesed maintains these crushing taxes, it can continue to pay the League to leave the city's inner workings alone, but each year these payments seem to buy less and less freedom.

Most of the city's industry lies on the eastern side of the Sellen, which now predominantly houses the poor, as well as the more odoriferous businesses, such as butcher shops, tanneries, and alchemical labs. Frequent barbarian raids—known locally as “barrow sieges”—have forced Chesed's government to move to the so-called “New Heart” district on the river's west bank, and the more affluent and prestigious residents and businesses followed. The city's prime location below the Lake of Mists and Veils cements the city's reputation as a hub for trade. Docks span nearly every foot of riverside property, and vessels from Mendev, Brevoy, the River Kingdoms, and occasionally even Razmiran drop anchor here every day.

Slavery is a fact of life for the Technic League and the barbarian tribes of Numeria (where the slaves are known as thralls). In Chesed's early days, slaves constituted a significant portion of the city's trade and economy, but this came to an abrupt end in 4309 AR when the Lawgiver, herald of Abadar, manifested upon Sable Barrow outside of town. On the eve of what could have been a disastrous slave revolt, the Lawgiver inspired the slaves with the civic pride necessary to aid in the defense against the largest barbarian attack the city had ever endured before or has suffered since. The people of Chesed subsequently abolished the sale of slaves, and any slave not registered as such within an hour of arrival in the city is declared free, making Chesed a haven for the downtrodden. The Technic League's increased influence and interest in Chesed may well see the city's anti-slavery stance backslide or vanish entirely, but for now the city defends its tradition with a fierce pride.

The current leader of the city, the elected Councilmaster, is a charming man named Harpram Gavers, known as “Gilt Hand” for his mercantile acumen and eager acceptance

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of bribes, as well as his skill at consensus-building. He knows his position is tenuous, however, and makes sure his every move meets with Technic League approval.

The current high priestess of the Cathedral of the Lawgiver is Brissa Klygvauther. The leader of the city's most popular faith, Brissa is a staunch defender of open trade, despite opposition from the city's other power brokers. Technic League agents rightly assume the citizens of Chesed would side with Brissa in a power struggle, so they toil to make their fortunes, navigating harsh economic regulations with oddly specific loopholes that allow savvy merchants and business owners to operate essentially tax-free, while the fresh-faced crusaders en route to the Worldwound are drained of every last bit of wealth. Brissa grudgingly allows it all, as the process stresses the importance of well-thought-out business ventures, but she would rather see unfettered trade be the rule of the land. Though not a council member, she has council allies who hold similar beliefs, and so far it seems the tide of political battle may be turning in her favor.

Opposing her work at every turn is Captain Merisk Kaffaun, the leader of the League's office in town. Merisk, a solidly built man with a keen mind for magic, technology, and politics, has spies and agents throughout every level of society, as well as several robots of varying size and

function, though mostly smaller varieties suitable for infiltration and information retrieval.

Not everyone in Chesed works within the system. Vel Bindergorpp, owner of Bindergorpp's Fine Salves and Tonics, plays the part of the eccentric gnome to the hilt, but unknown to everyone but his allies, he is an agent of the Twilight Talon (a clandestine branch of Andoran's Eagle Knights), dedicated to opposing the growing influence of the Technic League in Chesed. His handpicked agents are freed slaves, mostly liberated gladiators who found a new life in the city after fleeing servitude from other lands. Bindergorpp prefers freed Tymon gladiators for their strong sword arms, formidable personalities, and staunch abolitionist viewpoints. Most were never trained in subterfuge, but Bindergorpp is an excellent teacher in the finer points of espionage, lies, and disguise.

A greater danger to Chesed is the invaders from deep below her sewers. The kyton cultists of the Chapel of Rent Flesh (see page 37) send agents to the surface to collect specimens for their cruel experiments. Their most successful kidnapper is a former Sarenite paladin, Alpiir Nehet, a seemingly kind bear of a man whose scars speak of the tragedies of war. In fact, Alpiir was abducted in 4710 AR and succumbed to the

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kytons' ministrations before he ever had a chance to reach Mendev. After 6 months of torturous surgery and brainwashing, Alpiir was turned into the most successful of the kytons' victim fetchers. He formed a support group for war-racked crusaders whose physical and mental scars render them unfit for life as citizens, much less soldiers. The membership of the group changes constantly, which serves as a perfect cover for Alpiir's horrifying abductions.

Crowhollow: This supposedly haunted location is the former wintering grounds of the Mountain Crow tribe, which vanished more than 80 years ago. The remaining tribes attribute their extinction to a mysterious sinkhole that opened up after a period of unseasonable rainfall. It is said the Mountain Crows tried unsuccessfully to fill it back in, and the place has since been declared taboo. The last group of foreign adventurers to go there was likewise never heard from again. For more information on Crowhollow, see page 38.

Sable Barrow: Chesed is surrounded by a range of hills that overlook both the city and the banks of the Sellen River. The hill called Sable Barrow is famous for hosting an appearance by the Lawgiver, the herald of Abadar, in 4309 AR, as documented by Gojan the Sharp in the third volume of the *Pathfinder Chronicles*. While there have been reports of the Lawgiver in remote locations since that time, this was a rare occasion where a herald was observed by witnesses numbering in the thousands. The Lawgiver appeared at the onset of a slave revolt and so startled slave and slave master alike that the rebellion ended quietly. The Lawgiver vanished after 4 days, but less than a week later, savages (most likely from Sunder Horn) laid siege to Chesed and would have likely razed the city to the ground had the populace not been in its defense. This was the one of the most serious "barrow sieges" ever attempted by the local tribes. Sable Barrow is now considered an Abadaran holy site.

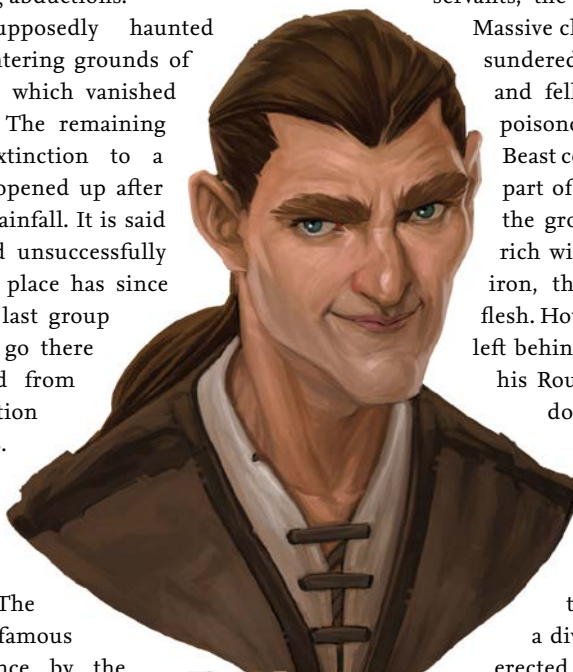
Scrapwall: Scrapwall is a sprawling junkyard of cast-off technology and useless refuse and debris stretching nearly 3 miles in length. The site was once one of the nation's greatest sources of skymetal other than Silver Mount itself, but it has long since been depleted of this precious resource. Passages and open-air thoroughfares wind through and around artificial mountains of mangled metal like a maze. Though not a proper settlement, Scrapwall is far from uninhabited—

the tangled stretch is infested by several bickering and squabbling gangs of bandits and thugs.

Sunder Horn: Sunder Horn refers to both a Kellid barbarian tribe (see page 31) and their ancestral home and territory. What is not generally known is that in the Age of Creation, the god Rovagug tainted the area with his touch during the divine war to restrain him. Assailed from all directions by gods and their servants, the Rough Beast stumbled here.

Massive chunks of chitinous armor were sundered from his monstrous body and fell to the earth, bathed in his poisonous blood. While the Rough Beast could not be stopped, he still left part of himself behind. An eon later, the ground beneath Sunder Horn is rich with metal deposits, particularly iron, the "petrified" remains of his flesh. However, amid his ejecta, Rovagug left behind something far worse: one of his Rough Seeds. The Seed remained dormant, but leaked black ichor into the ground and affected the Kellid tribe who came to reside here. The Seed radiated a subconscious aura of violence and rage that the barbarians mistook as a divine gift of power, and so they erected a circle of menhirs around the site to mark it as sacred. Nothing more may have become of it, other than the continued savagery of the Sunder Horn

tribe, had it not been for a barbarian named Ghievhalt. Ghievhalt built his ramshackle hut up against the menhir circle on top of the Rough Seed. The Kellid barbarian was prone to great violence and sadism to begin with, but this close proximity caused a psychic connection to form between him and the Seed that further twisted his mind. Ghievhalt became a perverted monster, a being of true fury, and renamed himself **Rovagug's Nail** (CE male human barbarian 10). Under his leadership, the already malicious Sunder Horn tribe has become something far worse. All ties and alliances between them and others have withered away. Rovagug's Nail perceives himself as divinely chosen to be part of some great and bloody plan. Meanwhile, beneath the ground, the Rough Seed has hatched into an awful emkrah (*Pathfinder Adventure Path #21: The Jackal's Price* 80). The barbarian warlord senses something calling to him from beneath the ground, but fears to unearth it, lest it overshadow his own "great destiny." Still, the emkrah continues to dig, feeding off its own rage and gnawing hunger, expanding its foul cyst beneath the barbarian's feet while the earth above rises like a festering boil.



Harpram Gavers



Sovereign's Reach

Stronghold of the Technic League

Alignment: CE

Notable Settlements: Graymoor (516), Lackthroat (1,940), Starfall (32,400)

Notable NPCs: Kevoth-Kul, the Black Sovereign of Numeria (CN male human barbarian 15); Lord Cheldain Graymoor/Berym Verrachus (NE male human alchemist^{APG} 13); Ozmyn Zaidow (CE male human magus^{UM} 14)

Races and Monsters: Androids, giants, humans, orcs, robots

Resources: Skymetal, technology

The geographic and political center of Numeria lies in Sovereign's Reach—to be more specific, in the nation's capital of Starfall. Very little outside of Starfall, Silver Mount, or the small communities of Graymoor and Lackthroat receive direct oversight—but then, there is little to oversee on the dead plains of Numeria's heart. Still, explorers arrive daily, hoping to strike it rich by finding new technologies hidden in Sovereign Reach's

dozens of crashed-ship ruins. The Technic League is well aware of this, and tasks loyal agents and robotic minions, like the gearsmen (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44), with keeping unwanted intruders at bay. That so few explorers leave Numeria with anything to show for it—other than grievous wounds, dead allies, and a handful of Numerian silverdisks—is testament to the Technic League's might and ruthlessness.

Under the control of the Technic League, Sovereign's Reach remains distinctly unwelcoming to the native Kellid tribes—not that their cultural aversion to Silver Mount and all it represents gives them reason to travel there. Instead, the dry, barren flatlands of the region are home to tribes of orcs, giants, and barbarian thralls of the Black Sovereign, who is himself under the Technic League's influence. These myriad threats know better than to attack Technic League forces and holdings, but all other travelers are fair game to them. The Technic League finds it advantageous to use these brutish humanoid to

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harass particularly quarrelsome human tribes without risk to themselves directly, a service these scourges of humankind relish.

Battle of Grasyhot: The site of a great battle between the barbarians of Numeria and an army of giants and trolls from Sarkoris, this field is now dominated by two massive tombs built one atop the other, which house the leaders of both armies. For more information on this site, see page 35.

Hollow Garden: Controlled by a demented and sadistic robot, this section of space wreckage was once a piece of the great ship's entertainment deck. Its holographic emitters and relaxation robots are now repurposed to deceive and torment any who enter. For more information on this site, see page 40.

Graymoor: The town of Graymoor is unusual compared to other settlements in Sovereign's Reach. Its citizens live in relative peace and the soil has recovered more than in other areas, save the Numerian Plains. The town's only priest, a cleric of Brigh named **Ellarose** (N female human cleric 4), attributes the community's blessings to its protector, Lord Graymoor. The Graymoor family emigrated from Ustalav just over a hundred years ago after what most townsfolk surmise was exile. Over the years, the Lords and Ladies Graymoor have done everything they can, from special soil treatments to architectural improvements, to enhance the safety and quality of life around their somewhat incongruous gothic castle. Lord Cheldain Graymoor (see page 39) has been summoned many times to Starfall, but always respectfully declines. He has even been invited to join the Technic League, but has thus far refused. Graymoor nevertheless pays its taxes, and its mysterious lord has publicly received guests in the sunlight, just to dispel rumors of his vampirism once and for all.

LACKTHROAT

CN small town

Corruption +2; **Crime** +3; **Economy** +3; **Law** -7; **Lore** +0;
Society +0

Qualities notorious, tourist attraction

Danger +10

DEMOGRAPHICS

Government secret syndicate (loosely allied gang of smugglers, thieves, and vice peddlers)

Population 1,940 (1,261 humans, 190 halflings, 174 half-orcs, 315 other)

Notable NPCs

Council Lord Drajeet Ishanat, Ruler of Lackthroat (CN male human rogue 5/bard 3)

Councilwoman Lemda "Knifefoot" Alturic, Leader of the Throatlitters Thieves' Guild (NE female halfling rogue 7)

Rahm, Technic League Expatriate (LE male half-orc alchemist^{APG} 10)

MARKETPLACE

Base Value 1,500 gp; **Purchase Limit** 7,500 gp;

Spellcasting 4th

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

Lackthroat: Outside of Starfall, where vices are reserved for the rich and powerful alone, no Numerian community can match Lackthroat's diverse collection of gambling halls, drug dens, brothels, poison-peddlers, and markets for illegal goods and services that defy simple description. Originally formed as a small encampment of loosely allied brigands and highwaymen, the sizable town is guarded by simple log palisades and stolen siege-works, and time spent there is seen by Mendev's less-savory crusaders as something of a reward—a place to spend their money after months of fighting.

Lackthroat's prime location on the northern river route to Mendev and its ability to cater to most travelers' desires—whether legal or not—have ensured that nearly all river traffic up and down the Egelsee makes a stop there. These stopovers provide crews a chance to unwind and passengers ample opportunity to indulge in all manner of entertainment. Originally a small encampment, Lackthroat gained its name from its old tradition of marking its borders with the bodies of traitors, whose throats had been ripped out, to deter interlopers. As it grew into a town built on an illicit economy, however, Lackthroat has left most of its violent impulses behind, as a dead or brutalized visitor won't return with a full purse that begs to be drained.

Council Lord Drajeet Ishanat, a Vudrani who originally hailed from Absalom, runs Lackthroat's finest (and seediest, by most people's standards) inn and tavern, the House of No Tales Told. As the name implies, visitors can indulge themselves without fear that stories of their actions and vices will come back to haunt them. Even this laissez-faire policy has its limits, however, and violent crimes are outright banned within the walls of the House. Regulars strictly enforce this policy, and they readily beat and lynch anyone whose dangerous actions would threaten the success of the House and the safe enjoyment of their favored vices. Drajeet tends bar most evenings, with occasional breaks to perform on the house stage. His bawdy Vudrani tales are immensely popular with those sober enough to remember them. Drajeet is also a font of news garnered from all along the Egelsee River—none involving his customers, of course. He can often be cajoled into sharing a juicy tidbit of information for a very reasonable price. When Drajeet is not managing the House, he runs the chaotic political body of criminal and mercantile interests that barely qualifies as a town council, even by Lackthroat's standards.

Lackthroat's most powerful thieves' guild is the Throatlitters. The guild is run by a congenial halfling woman named Lemda Alturic, known as "Knifefoot" for



her habit of wearing thick wooden sandals that conceal razor-sharp knife blades. Despite the fact that her concealed weapons are common knowledge in town, Lemda's gregarious manner and swift reflexes ensure that the blades remain a surprise to her targets. Lemda also maintains a presence on the town council, providing proper representation for her guild's concerns—primarily the smuggling illicit goods into less open-minded communities and the running local gambling interests. She also sees to it that no gang of independent thieves ever gains enough power to become a rival.

Lackthroat is riddled with vice dens and street-corner dealers, but for the refined addict, Cures and Ails, run by the former Technic League chemist Rahm, is the best place to find a fix. Originally assigned by the Technic League to study the numerous fluids that leak from Silver Mount, Rahm realized his alchemical knowledge and large supplies of assorted drugs and toxins could make him a wealthy man. To this end, Rahm designed an "accident" that consumed his laboratory (and several promising apprentices) in a violent purple fireball. After this faked death, Rahm fled Starfall into the Numerian hinterlands, where he eventually found himself in Lackthroat, the perfect community for an amoral vice peddler and poisoner to sell his wares. So far, demand

has vastly outstripped supply and made Rahm both Lackthroat's wealthiest citizen and a serious contender for the position of Council Lord—should the half-orc ever decide he wants the job.

Silver Mount: Of all the countless half-ruined and fallen hulks that scar Numeria, the massive edifice of Silver Mount is by far the largest and most legendary. Heavily guarded by the servants of the Technic League, the jagged metallic peak rises over 1,500 feet into the air at its highest point, and stretches even farther into the bowels of the earth, forced deep into the ground when it crashed to Golarion in the Rain of Stars.

Within Silver Mount are countless intact cabins and passages—the laboratories, living quarters, and storage facilities of the massive spacecraft's crew. It is from these danger-laden chambers that the Technic League has collected the sources of their power, strange technologies that even the wisest among them don't fully understand. Yet these weapons, armor, and other devices are almost entirely crafted for humanoid use, and the Technic League goes to incredible lengths to ensure that none but themselves have access to such wonders, securing their own positions of authority and influence in Numeria. Despite the high security the League maintains around the wreck and the certain death the Black Sovereign

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promises to any who approach the place without his permission, demand for knowledge from the stars is high among sages across all of Golarion. Adventurers willing to brave the Mount's perils can undoubtedly make a fortune—should they survive the experience and escape the grasp of the Mount's guardians.

Perhaps the most famous individual to explore Silver Mount was the wizard Karamoss, who entered the it under a cloak of secrecy in 3606 AR and did not emerge for 30 years. When he did, he had been greatly changed, as his body and mind were infused with myriad cybernetic enhancements. Using his newly augmented abilities, and equipped with knowledge greater than any who had yet (or have since) explored the ruins, the ambitious arcanist set his sights not on the lands around Silver Mount (from which he had already taken what he sought), but instead on the metropolis of Absalom. There, on the Isle of Kortos, he constructed a mighty siege castle in the hopes of overrunning the city with technology. Though he ultimately failed and disappeared, the Red Redoubt of Karamoss remains only partially explored to this day.

Not all who explore Silver Mount illicitly do so with ambitions of attaining personal power. Some, such as famed Pathfinder Gojan the Sharp, simply seek knowledge of what technological wonders and strange alien life-forms they will find within. That the mount is, in fact, a large portion of a massive spacecraft is often discovery enough for many explorers, but for a rare few, the quest to discover Silver Mount's origin and other hidden secrets becomes a lifelong obsession.

Occasionally, one of the many thralls sent to explore the ruin on behalf of their Technic League masters will discover a piece of technology there that inspires her to break free from her servitude, sometimes even providing the means to do so. Such fugitive slaves are generally hunted to the ends of Golarion by the Technic League, who seek to punish the traitors and reclaim their stolen technology. While next to nothing can stop a Technic League hunter from chasing her quarry, the slaves' knowledge of the Leagues' defenses and the interior of Silver Mount prove valuable to those with interest in exploring the forbidden location.

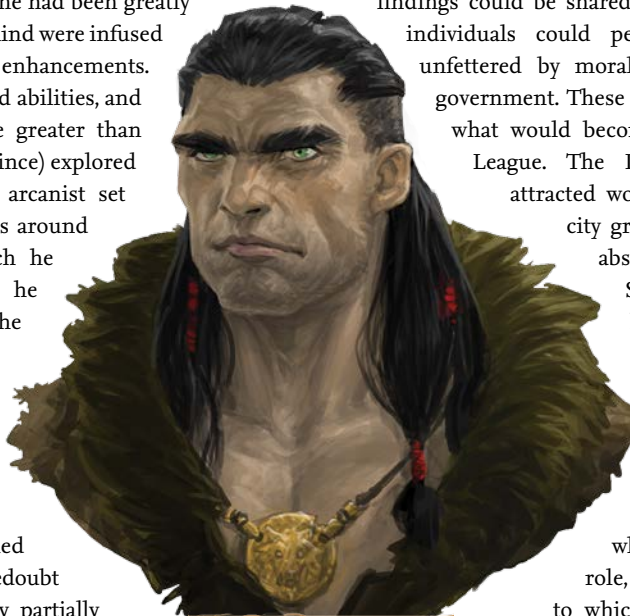
Starfall: Those who assume that the capital of Numeria is its most prosperous city would be terribly mistaken, for Starfall, though the seat of the Black Sovereign, is home to one of the largest populations of oppressed and

downtrodden peasants in the Inner Sea region. Here, in the shadow of Silver Mount, the Technic League holds complete authority, and the technocracy rules the poor citizens of Starfall with literal fists of iron.

Founded as a small settlement, Starfall's initial purpose was to serve as a permanent safe haven for explorers seeking the technological wonders of Silver Mount and outlying lands. Starfall not only served as a base of operations, but as a place where ideas and technological findings could be shared and discussed, and where individuals could perform renegade research unfettered by morality or the regulations of government. These first few explorers founded what would become known as the Technic League. The League's discoveries soon attracted worldwide attention, and the city grew quickly. Yet, due to the absence of a true working class, Starfall began importing hundreds of slaves to do the League's dirty work, and today, slaves make up over a third of the population. The current leader of the Technic League is Ozmyrn Zaidow who, during his tenure in the role, has ramped up the lengths to which his followers will go to prevent the knowledge and technology of Numeria from escaping their grasp.

The Technic League ruled Starfall alone until 4690 AR, when the Kellid warlord Kevoth-Kul arrived, backed by several thousand warriors, and demanded the city's surrender. Surprisingly, the Technic League's high council agreed without argument. Kevoth-Kul quickly took the title of Black Sovereign, supreme ruler of all Numeria. The Kellid clans who joined their new leader in Starfall, in the hope that he would continue to spread his conquest beyond Numeria's borders, were forced to hunker down and build more permanent settlements as the Black Sovereign, having come to rely on the power and advice of the Technic League and wholly under their influence, took no further actions. Poverty and crime now run rampant in the city, whose bustling streets are packed to capacity with citizens who squabble among themselves for food, water, and other resources that neither the land nor the technocratic rulers of Starfall provide. Peace and order are only barely maintained today due to the robotic gearsmen—mysterious servants of the Technic League—that patrol the streets, weighing the city down under a mantle of harsh, totalitarian law.

For more information on the city of Starfall, see *Pathfinder Adventure Path #89: Palace of Fallen Stars*.



Kevoth-Kul



Plots and Perils

Notification to Siccatite Unit Nine: Copy of the Book confirmed in the hands of the uninitiated. Attempts to recover the Book by nonlethal means have failed. Such a breach cannot go unpunished. Collateral property damage and some civilian deaths are authorized, but do not, repeat DO NOT damage the Book. Your recovery operations officer has all the necessary protocols. Upon recovering the Book, tender it to Chesed office, care of Captain Merisk Kauffan or one of his spiderbots. Consider the Book as command-level material. Recovery agents of insufficient rank caught opening the Book must be dispatched on-site.

Failure is unacceptable and is punishable by neuro-staple. Your activities are being monitored. Do not allow the book to leave Numerian soil. Destroy this message after reading.

—Coded message from Chesed Technic League offices regarding a copy of *A Thread in Silver* found in the possession of Pathfinder agents

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Perhaps more than anywhere else in the Inner Sea region, Numeria presents challenges unique to adventuring. This is in no small part due to the presence of alien technology and creatures from beyond Golarion's solar system, as well as to the extreme measures taken by the greedy arcanists of the Technic League to ensure these selfsame wonders don't escape their grasp. It stands to reason, then, that campaigns set in Numeria are rich with potential to go places and do things that are not normally standard fare for fantasy adventures.

This chapter presents a wealth of new rules, in the form of alien afflictions (including new diseases, poisons, infestations, and drugs), environmental hazards, radiation effects, and the powerful effects of imbibing the strange fluids found seeping out of the ruins that pepper the Numerian landscape. An overview of the most prominent Kellid tribes to populate the nation and an introduction to the sinister Technic League that often works in opposition to these natives allow GMs to better incorporate the motives and backgrounds of Numeria's varied populace into their campaigns. Rounding out the chapter are detailed descriptions of several distinct locations where a Game Master may wish to run an adventure or base an entire campaign, complete with information on the hazards, inhabitants, and potential treasures found within each.

Hazards of the Stars

When the massive spaceship that crashed into Golarion in the event known as the Rain of Stars broke into thousands of pieces, it scattered not only debris across the Numerian landscape, but also the contents of its many laboratories, engineering sections, and cargo holds. Many of these elements are hazardous in their raw forms, while others have evolved or intermixed with each other and the existing environment and become dangerous over time.

Afflictions

Many of the diseases and poisons of Numeria come from beyond Golarion's solar system, having been released into the world during the starship's crash or by explorers sifting through its wreckage. Other such afflictions have a technological origin, such as diseases caused by nanites—microscopic technologies designed to perform versatile tasks and interact with biological tissues.

Nanite-based infestations (fractal etch and soldier's peace) resist medical treatment. Heal checks and caster level checks made to treat these ailments take a –5 penalty if the user does not have the Technologist feat (see *Pathfinder Campaign Setting: Technology Guide*). Existing diseases can be altered into nanite variants by adding the infestation and nanite traits and renaming the disease.

The drugs presented below (bloodbrush extract and starspore) use the rules for addiction (*Pathfinder RPG GameMastery Guide* 236).

NUMERIAN TECHNOLOGY

The presence of futuristic technology from a crashed spaceship is one of the defining features of Numeria, and it's hard to imagine a campaign or adventure in the region that doesn't utilize some element of advanced technology. Whether this technology takes the form of a nanite infestation, a laser pistol wielded by an enemy, or a robot guarding the entrance to the PCs' destination, a Game Master needs rules to integrate the element into a Pathfinder RPG campaign. The rules needed are extensive—so extensive, in fact, that they couldn't fit in this book alongside all the setting material presented. Instead, these rules occupy this book's sister volume, *Pathfinder Campaign Setting: Technology Guide*. Inside that 64-page Pathfinder Campaign Setting volume, GMs will find new feats, spells, skill uses, afflictions, cybernetics, and artificial intelligences, as well as dozens of new technological weapons, armors, and utility devices, ready to use in any Numerian campaign. While the contents of the present chapter can be used on their own as written, many GMs will find the new technology rules presented in the *Technology Guide* invaluable.

BLOODBRUSH EXTRACT

Refined from the thorns of bloodbrush (see page 47), this extract numbs the senses and evokes vivid hallucinations, heightened awareness, and altered thought processes. Although repeated doses can be toxic, bloodbrush extract is not widely used as a poison but rather as a recreational drug.

Type drug, ingested; **Addiction** mild, Fortitude DC 14

Price 25 gp

Effect 2 hours; +2 on Knowledge (arcana, planes, or religion) and Spellcraft checks, victim is distracted for the purposes of Perception checks

Damage 1d2 Wis damage

BLUESPIT

This bacterial infection from Silver Mount thrives in avian and mammalian lungs. The name is derived from the blue-tinged sputum coughed up by victims—at least until they finally keel over.

Type disease, inhaled; **Save** Fortitude DC 14

Onset 1 hour; **Frequency** 1/day

Effect 1d6 nonlethal damage and fatigue. The fatigue and nonlethal damage cannot be cured while the disease remains. This fatigue does not stack with itself to produce exhaustion, but does stack with other sources of fatigue. A victim that accumulates sufficient damage to fall unconscious while infected with bluespit begins to suffocate (*Pathfinder RPG Core Rulebook* 445). Despite being unconscious, the victim is considered to be holding its breath rather than immediately progressing to negative hit points and death.

Cure 2 consecutive saves

INFESTATIONS

Parasites, including harmful nanites, cause infestations, which are a type of affliction similar to diseases. Infestations can only be cured through specific means; otherwise, no matter how many saving throws the target attempts, the infestation continues to afflict it. While *remove disease* (or a similar effect) instantly cures an infestation, immunity to disease offers no protection, as the infestation is caused by parasites. Infestations can afflict androids despite their artificial nature and immunity to disease, but they can't afflict nonliving creatures such as undead.

COWARD'S MARK

Externally manifesting as round marks on the skin like ringworm, this fungal infection soon spreads to the nervous system. The corpses of victims that succumb to coward's mark sprout thousands of fruiting bodies 1d4 days after death, spreading the infection on the wind.

Type disease, contact or inhaled; **Save** Fortitude DC 13

Onset 1 week; **Frequency** 1/day

Initial Effect 1d2 Dexterity damage and 1d2 Wisdom damage. If the victim fails two saving throws 2 days in a row (not counting the initial save), he develops a secondary effect, or the existing secondary effect worsens. Curing the affliction immediately removes all accumulated secondary effects.

Secondary Effect The first time the disease progresses, the victim becomes shaken whenever other creatures (including allies) are within 30 feet. After the second progression, the victim must succeed at a Will saving throw (DC equal to the disease's save DC) or become frightened each time any creature approaches within 30 feet. The victim needs to attempt a saving throw against any specific creature only once every 24 hours. With the third and final progression, the disease's save DC increases by 2, and the reaction upon a failed save increases to panic. After the third progression, the victim feels safe only in complete solitude. The secondary effects of coward's mark are mind-affecting fear effects.

Cure 3 consecutive saves

FINAL REST

A disease brought to Golarion from the ruined starship, final rest saps emotion until the victim simply gives up living.

Type disease, inhaled; **Save** Fortitude DC 16

Onset 1 week; **Frequency** 1/day

Effect 1d2 Charisma damage; while any Charisma damage remains, the victim cannot gain morale bonuses, receives a +2 bonus on saves against mind-affecting effects, and must attempt a saving throw even against harmless mind-affecting effects.

Cure 2 consecutive saves

FRACTAL ETCH

Circuitry-like traces spread across the scalp of victims of fractal etch, as the nanites behind this affliction scrub away the folds of the brain, causing loss of experience and memory.

Type infestation, nanite, contact or inhaled; **Save**

Fortitude DC 18

Onset 1 week; **Frequency** 1/day

Effect 1 negative level. Such negative levels never become permanent, but as long as the victim remains infested, they cannot be removed. A creature that dies from this sickness cannot rise as undead.

Cure 3 consecutive saves

Special If the target takes 10 or more points of electricity damage from a single effect, she must attempt a Fortitude save against the disease's save DC. If she succeeds, the damage destroys the nanites. If she fails, she is stunned for 1d4 rounds.

SHATTERMIND

Shattermind refers to a group of related infectious mental patterns spread by skin-to-skin contact between infected victims. Most forms of shattermind affect only humanoids and monstrous humanoids. Each form of shattermind spreads a different form of insanity to its victims.

Restoration allows a new saving throw but does not cure the insanity.

Type disease, contact; **Save** Will DC 17

Onset 1 day; **Frequency** 1/day

Effect 1d4 Wis (cannot reduce Wisdom below 1); on any day the victim fails her saving throw, she suffers the effects of a type of insanity (*GameMastery Guide* 250). Unlike normal insanity, on any day she makes a successful saving throw (using the DC for shattermind, not her form of insanity), she regains her sanity for that day. A given variety of shattermind spreads the same form of insanity to all of its victims.

Cure 2 consecutive saves

SOLDIER'S PEACE

Administered as an injection of nanites, soldier's peace is not usually contagious. The nanites settle in the brain, where they inflict crippling pain in response to violent acts and thoughts.

Type infestation, nanite, injury; **Save** Will DC 15

Onset 1 day; **Frequency** special, maximum once per round

Effect If the victim damages or attempts to damage another creature, even by accident, she must succeed at a saving throw or be nauseated with excruciating pain for 1 round, then sickened for 1d4 additional rounds. A successful saving throw eliminates the nausea and reduces the sickened effect to 1 round. Sufficiently violent thoughts (GM's discretion) require a saving throw as well. The nanites make no allowances for harming unintelligent or nonliving creatures, but do allow the

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destruction of objects. If the victim doesn't notice she hurt a creature (such as stepping on an ant), no ill effects occur.

Cure Soldier's peace can be cured only by *remove disease* or similar means that eradicate the disease from the body; it can't be cured with successful saving throws.

STARSPORE

A resilient, iridescent mold that blooms with a peridot-colored encrustation before releasing invisible spores, starspore grows on adamantine and other skymetals as well as their alloys. It requires trace toxins found in the rains and water of Numeria to grow. Ingesting or inhaling starspore opens the mind, enhances the senses, and bestows a feeling of invulnerability upon the user, but these sensations come at a price. Starspore uses the rules for addiction (GameMastery Guide 236).

Type drug, ingested or inhaled; **Addiction** severe, Fortitude DC 15

Price 300 gp

Effect 1 hour; gains darkvision with a range of 60 feet, the ability to see invisible creatures (as the *see invisibility* spell), and vulnerability to sonic damage

Damage 1d2 Constitution damage and 1 Wisdom drain

THOUGHT CRAWLERS

These parasitic worms live in cerebrospinal fluid. Their microscopic eggs can be carried on the wind or coated on a weapon, and enter the body through exposed nerves, such as those in injured skin. Once in the body, the worms travel along the nervous system to the brain and spine, causing an escalating progression of debilitating neurological symptoms.

Type infestation, injury; **Save** Fortitude DC 16

Onset 1 day; **Frequency** 1/day

Effect 1d2 Intelligence and 1d2 Wisdom damage; see below;

Cure 3 consecutive saves

Special Apply the effects below based on the cumulative Intelligence or Wisdom damage the victim has sustained from the disease (less any amount cured), using the higher total. The effects are cumulative. Save DCs equal the disease's save DC.

2–6 points: The victim is highly suggestible. Treat any request as though delivered by *suggestion* (Will DC negates).

7–12 points: The victim becomes irritable and aggressive. If provoked or insulted, the victim attacks for 1 round (Will negates). If attacked, even in self-defense, the victim automatically responds in kind for 1 round (no save). Severe headaches leave the victim distracted when casting spells (Concentration DC 10 + the level of the spell the victim is casting).

13+ points: Severe headaches leave the victim sickened. Each round when under stress (such as during combat), the victim must succeed at a Fortitude saving throw or be nauseated until the start of its next turn.

Environmental Hazards

Many of the perils lurking across Numeria are unique to the region, ranging from alien growths to toxic runoff to malfunctioning machinery.

Corrosive Rain (CR 2, CR 4 for downpour): Many kinds of dangerous chemicals rain down from the skies of Numeria, the result of alien fluids evaporating and intermixing with water vapor to form clouds. Corrosive rain acts as normal rain, but deals 1d6 points of acid damage per hour of exposure. Rains vary widely in what they affect, some dissolving nearly any material, others affecting only organic matter, metal, or plastics. When corrosive rain falls in a downpour (*Core Rulebook* 437), it deals 1d6 points of acid damage every 10 minutes instead.

Electromagnetic Field (CR 6): Malfunctioning generators deep in the remains of crashed starship sections create powerful fields of electromagnetic interference that fluctuate in intensity in specific locations across Numeria. The fields don't harm living creatures, but they do wreak havoc on many technologically complex devices. Within an electromagnetic field, force fields (but not magical force effects) and technological devices that consume electricity fail to function. At the GM's discretion, heavily shielded technological devices may be immune to this effect.

Robots with 4 Hit Dice or fewer deactivate while in an active electromagnetic field. Robots with 5 HD to 10 HD are staggered, while robots with 11 or more HD function normally. There is a 50% chance that any energy weapon on a robot fails to function when used in an active electromagnetic field. Projectile weapons function normally, as do any energy weapons that don't require electrical power such as flamethrowers. Robots with immunity to electricity are not affected by these effects.

Electromagnetic fields generally measure 2d6 miles across and remain active for periods of 2d4 hours, with some particularly powerful fields lasting for days. The period of inactivity between electromagnetic events ranges from 1d4 days to 2d6 weeks.

Ravenous Mold (CR 4): The spores of this black mold grow uncontrollably on contact with flesh. As it grows, the mold secretes a potent acid to break down the flesh of its host. When a colony of ravenous mold is disturbed or agitated (such as by bumping or wind), the mold takes root on any organic matter within 20 feet. Any living creature, magic item, or attended object can avoid infestation with a successful DC 14 Fortitude saving throw. An unattended object gains no saving throw. Infested living creatures and organic objects take 1d6 points of acid damage each round as the mold spreads. Only half of an object's or creature's hardness applies to the damage, but acid resistance or immunity applies in full. Exposing an infested creature to bright light destroys the mold, as does 10 points or more of fire damage dealt in a single round. Additionally, the mold can be cured by any effect that removes disease.

Ravenous mold cannot consume inorganic materials or bone, or dry organic materials such as cured leather and wood.

Ravenous mold escaped from a quarantine chamber in Silver Mount, where it was being studied to determine its potential efficacy as a biological weapon.

Thirsting Brambles (CR 5): Thirsting brambles pull the moisture from living creatures, other plants, and even the air and ground around them. Brought to Golarion from a desert planet, thirsting brambles cannot tolerate exposure to large quantities of water like lakes and rivers, thus limiting their spread. The brambles draw blood from a victim through even the tiniest scratch, but so subtly that it goes unnoticed unless the victim succeeds at a DC 25 Perception check. After 10 minutes of pushing through bramble-infested terrain, a creature becomes dehydrated as though having spent a day without drinking water (*Core Rulebook* 444). Each additional minute acts as an hour without water. After a number of additional minutes equal to the creature's Constitution modifier, the creature must succeed at a Constitution check each minute (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Any creature taking nonlethal damage in this fashion is fatigued. This damage cannot be cured until the target hydrates properly with large quantities of water. Armor that provides 5 or more points of AC bonus or a natural armor bonus of 2 or more adds 10 minutes before a creature becomes dehydrated, as does a successful DC 15 Survival check once each hour to reduce contact with the brambles. Combining these measures imparts a period of safety equal to 30 minutes + the target's Constitution score. Any amount of damage reduction prevents scratches from the brambles, as does airtight technological armor.

Radiation

Radiation is a deadly threat to those who would explore the technological ruins in Numeria, and even in areas that appear devoid of strange artifacts, the land, the water, or the local flora and fauna may be irradiated. At the GM's discretion, adventurers may even be affected by the cumulative effects of mild levels of radiation that would be harmless if encountered briefly, but may build into dangerous levels over sustained or repeated periods of exposure. Radiation is a poison effect, but its secondary effect is different from its initial effect. Radiation dangers have four levels of intensity: low, medium, high, and severe.

Area of Effect: Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example,

a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 feet to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

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

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

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

RADIATION DAMAGE

Radiation Level	Fort Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

Gravity

Energies seeping from powerful technological artifacts can create unpredictable gravitational fluctuations, and those who would traverse Numeria's landscape must be prepared to deal with unexpected changes in gravity. Gravitational differences have the potential to cripple characters or make them superheroes—and sometimes both at the same time. For most areas in Numeria, the gravity is Golarion's standard. Yet some areas affected by graviton-based artifacts require special consideration.

For areas that differ significantly from Golarion's standard gravity, the game effects are proportional; therefore, an area with half Golarion's standard gravity allows players to jump twice as high, whereas one with twice Golarion's standard gravity reduces jump heights by half (see below). In all cases, effects may be more severe and problematic for PCs when they first arrive in an area, and PCs may take additional penalties on attack rolls or to movement until they adjust to the new environment.

High Gravity: In high-gravity areas, such as those in close proximity to graviton-based artifacts, characters are literally crushed to the ground by their increased weight, and their physical abilities are affected accordingly. For example, in an area where the gravity is twice as strong as

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it is in areas with standard gravity, a character weighs twice as much as he does elsewhere on Golarion, but has only the same amount of strength. Such characters move at half speed, can only jump half as high or as far, and can only lift half as much. Their projectiles (though not those of creatures residing in the area, or who have occupied it for a significant amount of time) have their ranges cut in half as they fall to earth more rapidly. The personal effects (modifications to running, jumping, lifting, etc.) can be negated by spells such as *freedom of movement*, but projectiles remain affected. Characters who remain in a high-gravity environment for long periods often become fatigued.

Low Gravity: Low-gravity areas, such as those in which the effects of multiple graviton-based artifacts interact in unpredictable ways, are PC playgrounds, in which characters' relatively hyper-developed muscles are far more effective than normal. In an area with only a third of Golarion's gravity, for example, PCs can jump three times as high and as far and lift three times as much. (Movement speed, however, stays the same, as moving in great bounds can be awkward and difficult to control.) Projectiles have their range categories tripled.

No Gravity: In rare circumstances, the close proximity of graviton-based artifacts counteracts gravity entirely in a limited area, sometimes intermittently for short periods.

A lack of gravity is not the same as flight. Movement is difficult, and creatures without something to push off from often find themselves floating helplessly. When a creature does manage to find something to propel itself off of, it can choose to move in any direction, but at half speed. Double-moves and charges are still possible, but running is not. If provided with sufficient handholds, a creature with a climb speed can move along a wall at full speed, as can any PC who succeeds at a DC 20 Climb check (adding her Dexterity bonus). Note as well that a creature that moves in a given direction continues to move in that direction at the same speed each round (without the cost of a move action) unless it is able to change its motion by latching on to an object or creature, pushing off in a new direction, or creating thrust of some kind (all of which are considered move actions). Creatures that fly using physical means, such as wings or jet propulsion, are affected by these same rules only in vacuum—in normal atmosphere, they may recover and get their bearings within 2d6 rounds, after which they can fly normally. Magical flight is not affected. A character in a weightless environment can lift and carry 10 times her normal amount. Projectile weapons have their range categories multiplied by 10. In addition, ranged weapons no longer have a maximum number of range increments—their wielders simply continue to



accrue penalties the farther away the target is. Projectiles fired from a null-gravity area into an area with gravity of any kind take a –10 penalty to hit.

Inverted Gravity: A creature affected by inverted gravity falls upward, as though gravity had been reversed, carrying them away from Golarion's surface. A minor fluctuation sends the affected creature upward 10x2d6 feet within a single round before the creature falls again. A severe fluctuation sends the creature falling upward for 2d6 rounds, for a distance of 500 feet in the first round and 1,000 feet in each successive round. Fly skill checks take a –5 penalty while gravity is reversed due to disorientation, and a successful DC 10 Fly check is required for a flying creature to control its movement. Creatures with perfect maneuverability take no penalty and need not attempt checks to move.

While in a region of inverted gravity, there is a 10% chance every 10 minutes of 1d4 random individual creatures or unaccompanied objects weighing more than 5 pounds being affected. The effect targets individual creatures and objects within the area, rather than everything in the area. Areas subject to inverted gravity may be identified by a pronounced lack of larger rocks and similar objects in the area, though only by those familiar with the threat. A typical region measures 1,000 feet across, while larger areas span up to 5 miles.

Numerian Fluids

Over the centuries, strange fluids have seeped from the wreckage of Silver Mount and other crash sites. Engine fluid, coolant, hydraulic fluids, and stranger substances have mixed together, the chemicals further transformed by the strange radiations of the ship's drives. Fluids can be found in pools or springs, or collected as they drip from larger pieces of wreckage. Odd behavior in animal life or an abundance of mutations can indicate a nearby source of alien fluids. While many such fluids are no more magical or marvelous than crude oil—and often highly poisonous to humanoids—others have strange and sometimes desirable effects on biological life.

The elite of Numeria cultivate a taste for these latter fluids, ostensibly for the insights and pleasant fugues induced by some of the chemicals. Indeed, repeated exposure to such fluids leads first to addiction, then to dependency. Yet beyond these prosaic effects, the fluids of Numeria unleash change: alterations in mind and body both terrible and wonderful.

Numerian fluids are considered drugs (*GameMastery Guide* 236). Initially, the fluids expand perception and insight, opening the mind to new sensations. This overstimulation gives way to mental fatigue, leaving the imbiber distracted and vulnerable to suggestion. A pleasant euphoria lasts as long as the drug's effects. Unlike most drugs, the effects of Numerian fluids can be negated with a successful DC 20 Fortitude saving throw. Success at this saving throw precludes the need to save against addiction, but also prevents the dose from countering the effects of addiction. A person partaking of Numerian fluids can open his mind and body to the fluid's effects, voluntarily forgoing a Fortitude save. Of course, this also

entails accepting the risk of addiction and any side effects from the specific type of fluids consumed.

Each distinct dose of Numerian fluids requires a new roll for side effects, even if multiple doses were recovered from the same source. The inherent instability of the fluid contributes to this variability, as the fluids undergo further reactions even after collection. At the Game Master's option, fluids collected from the same source at the same time can have a higher chance of providing the same side effect. One option for handling such variation is to roll two d20s of different colors for each subsequent drink from a sample, adding one and subtracting the other from the previous result. Another option is rolling twice, and using the second result only if it matches the previous side effect. Either variant increases the potential value of a dose of Numerian fluids, and the potential for unintended consequences in the campaign.

At least 1 pint of Numerian fluids must be consumed to experience euphoria and expose the drinker to side effects. Smaller amounts leave the drinker slightly disoriented (no game effect). If a drinker consumes a full dose within a single 24-hour period, the drug takes effect when the final portion is consumed.

In addition to imparting normal addiction to the fluids, certain results also addict the imbiber to a particular side effect. This extra addiction and its strength are listed on the Numerian Fluids Side Effects table. Only rolling the same type of side effect for a dose of fluids alleviates this addiction. This is handled as a distinct case of addiction, rather than being grouped in with other addictions, as is normally the case. This special type of addiction has a frequency and a dose requirement of once per week, rather than once per day. If a given creature has to save against the effects of both general addiction and this special addiction on the same day, only roll for the more serious addiction that day.

Identifying the effects of a dose of Numerian fluids presents a challenge, as the composition of the fluids changes constantly. A successful DC 25 Craft (alchemy) check has a 75% chance of correctly identifying a fluid's effects on a specific drinker, and a 25% chance of misidentifying a random effect instead. The dose must be consumed within 1 hour for the results to remain accurate.

NUMERIAN FLUIDS

Type drug, ingested; **Addiction** minor, Fortitude DC 15; **Save** Fortitude DC 20

Price 500 gp (1 pint)

Effects 1d4 hours; +1d4 Wis, roll on the Numerian Fluids Side Effects table

Effects after the initial 1d4 hours; -5 penalty on Perception and Sense Motive checks, -2 penalty on saving throws against mind-affecting effects for 2d4 hours

Damage 1d2 Con



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NUMERIAN FLUIDS SIDE EFFECTS

d%	Result
01	The drinker's cellular structure breaks down, and her flesh dissolves off of her bones. The victim dies in 1 round unless a <i>limited wish</i> , <i>regeneration</i> (not just the regeneration ability), or <i>wish</i> spell is administered. Immunity to ability drain prevents death, but immunity to death effects or poison does not.
02-04	The drinker permanently loses a random sense (roll 1d4: 1-hearing, 2-sight, 3-smell, 4-taste). A <i>regenerate</i> spell restores lost smell or taste. Moderate addiction.
05-07	The drinker ages 2d10 years.
08-10	The drinker takes 2d6 points of damage to all ability scores (roll once for damage, apply it to each). If any score reaches 0, death results. If the imbibor survives, roll again for an additional side effect, rerolling a result of 15 or lower.
11-15	The drinker takes 2d4 points of drain to a random ability score.
16-20	The drinker takes 1d4 points of Intelligence damage and loses the ability to speak or write (but not to listen and read) for 1d4 days. Moderate addiction.
21-30	The drinker contracts a random form of insanity (<i>GameMastery Guide</i> 250) for 1d4 days.
31-35	The fluids impart 1d4 negative levels to the drinker (Fortitude DC 20 to remove).
36-40	The drinker is rendered unconscious until the effects of the dose wear off. Mild addiction.
41-50	The drinker is nauseated for 2d6×10 minutes.
51-60	The drinker is sickened until the effects of the dose wear off.
61-65	The drinker is fascinated by visions of a far-off reality for 1d4 hours. An interruption that ends the fascination provokes incoherent anger (attack nearest creature) for 1d4 rounds. Strong addiction.
66-70	The drinker exudes an unpleasant odor, as the stench ability, for 24 hours.
71-75	The drinker gains increased empathy with mechanical minds for 24 hours, gaining a +10 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against androids and robots, but takes a -5 penalty on such checks against other creatures.
76-80	For 1d4 hours, the drinker is healed by a random energy type (acid, cold, electricity, fire, or sonic) instead of harmed. Being healed in this fashion staggers the drinker for 1 round.
81-85	The drinker's skin thickens into armor-like plates. This gives a +2 bonus to natural armor and a -2 penalty to Dexterity. Multiple doses do not stack. It takes 1d4 months for the excess skin to slough off.
86-90	Roll twice. If the first result is below 20, add 20 to the result. If the second result is above 80, subtract 20 from the result. If the same side effect results on both rolls, apply it only once, but the drinker becomes severely addicted to that result.
91-92	The drinker gains fast healing 5 for 24 hours, but must consume twice as much food and water as normal.
93-94	The drinker gains a +6 enhancement bonus to a random ability score for 2d4 days.
95-96	The drinker gains telepathy with a range of 100 feet for 2d4 days.
97	The drinker gains the ability to see possible futures a few seconds ahead for 24 hours. Because the visions are distracting, the drinker takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks, but for one such roll, she can ignore the penalty and roll twice, keeping the better result. The drinker must decide to use this ability before rolling.
98	The drinker becomes 1d6 years younger. If this changes her age category, adjust physical attributes but not mental. Mental attributes don't increase when the original age category is reached again (see <i>Young Characters</i> , <i>Ultimate Campaign</i> 94).
99	The drinker foresees her death in a cryptic and disjointed vision. The next time an effect would cause her death, she can take an extra standard action just before she dies (including actions like healing spells that prevent the impending death).
100	Roll on the table below. All exceptional effects are permanent.
d10	Exceptional Side Effect
1	Immortality: The drinker no longer takes penalties for aging (bonuses still apply) and does not die from old age.
2	Mutant: The drinker gains the mutant template (see page 52). The mutations should reflect the drinker's inner personality, as determined by the GM.
3	Phasing: The drinker gains the ability to become incorporeal for 1d4 rounds as a swift action, but takes 1 point of Con damage when he does so. Phasing can be extended as a free action by taking 1 additional point of Con damage. Coming out of phase inside a solid object is instantly fatal. Phasing cannot be used by creatures that are immune to Con damage.
4	Three-Dimensional Touch: The drinker gains blindsense with a range of 60 feet. Focusing on this sense as a move action improves it to blindsight with a range of 60 feet until the start of the drinker's next turn.
5	Wings: The drinker grows a pair of batlike wings that grant a fly speed of 30 feet and average maneuverability.
6	Ability Score Bonus: The drinker gains a +2 inherent bonus to a random ability score.
7	Fluid Generation: The drinker's body naturally creates its own approximation of Numerian fluids, which he can, as a standard action once a day, redirect into his system to gain the effects of drinking 1 dose of Numerian fluids. Treat the addiction, effects, and side effects of this dose as normal, save that it cannot provide an additional exceptional effect (reroll results of 100).
8	Grounding Skin: The drinker grows a metal mesh surrounding his skin that grants him electricity resistance 10.
9	Bioluminescence: The drinker's body glows as <i>gem of brightness</i> . The drinker can produce this effect 5 times per day.
10	Sleep of Experience: For 24 hours, the drinker falls into a coma and cannot be awakened. During this time, he dreams of living an entire lifetime on a different planet in an alien body. The drinker gains the number of bonus experience points needed to advance 1 level. A creature can gain this exceptional effect only once (reroll all future exceptional effect rolls of 10).



Kellid Tribes of Numeria

The barbarian tribes of Numeria are nomadic, with two notable exceptions: the Blades of Aaramor and the Sunder Horns. Save for the brutal Sunder Horns, the tribes generally maintain an uneasy truce with each other as well as Numeria's settlements, as outright warfare undermines everyone's survival and inhibits trade for those items a tribe can't produce on its own. Crusaders are usually left unmolested, and some tribes accept bribes of goods from foreign merchants in lieu of putting them out of business or slaughtering them outright. Most tribes take thralls, but may release them after a season or two of labor, or even adopt them if they're found worthy.

Black Horses

Among the tribes, members of the Black Horse tribe are the most proficient equestrians. Traditionally, Black Horses favor the Numerian Plains when not raiding in the Sellen Hills, since their animals require grasslands in order to survive. Kevoth-Kul was a member of the Black Horse tribe when he "conquered" Starfall. Over time, the Technic League gradually encouraged or compelled most of the Black Horses to return to the wilds, though a small cadre of the Sovereign's cronies elected to remain at his side, and those who did now revel in abandon alongside their leader. Tolerated by the League, these loud, brawling sycophants provide another obstacle to anyone who seeks to get near the Sovereign. Yet Kevoth-Kul has missed an entire generation among his people, so young Kellids who convincingly feign membership in the Black Horses and invoke the laws of hospitality may have a chance at gaining an audience with the monarch. Out in the plains, the Sovereign's first cousin **Kragreth-Kol** (CN male human barbarian 10) is the current Black Horse chief in all but name. Kragreth-Kol maintains a secret compound in the plains where he breeds vexgits, which he intends to unleash upon the Technic League as part of a larger plan to end his mad cousin's reign. How to control and transport the gremlins and then smuggle them inside the city are details he hasn't yet worked out, so the warlord may ally himself with those who have solutions and a will for rebellion.

Blades of Aaramor

The Blades of Aaramor take their name from an ancient Kellid warlord who famously united his people around the construction of a great stone citadel that would keep them safe from both giants and enemy tribes from Sarkoris. The Blades are not nomadic, but instead bound to the citadel by ancient tribal agreements. The tribe is specifically tasked with repelling invaders from the north, and has the right of tribute from all who reside within and around the citadel. Tribal occupation of the citadel is not a privilege, but rather a responsibility granted by the other Kellid tribes. A Black Sovereign could strip the

Blades of their ancient obligation, but such a move would so dishonor the Blades as to tempt civil war.

The tribal chieftain is always the ruler of the city, but not every citizen of Aaramor is a member of the tribe. Tribal membership is a birthright. Of all the tribes, however, the Blades are the most liberal-minded concerning adoption. Adopted members must forsake racial ties and prove their loyalty to the tribe above all else, which has led to some rather provocative pairings of dwarves and half-orcs as blood brothers and sisters. Lately, the Technic League has demanded **Chief Rothgar** (N male human barbarian 10/fighter 2) levy a greater toll upon crusaders passing through the citadel, and against his better judgment, he has done so. Rothgar usually abstains from tribal politics, but many of his tribe whisper that it is time to take sides against Kevoth-Kul.

Blood Gars

Like their chosen totem, the members of the Blood Gar tribe are violent, water-dwelling predators who savage their lessers, take what they want, and leave suffering and gore in their wake. The Blood Gars travel the riverways whenever possible and carry their small, flat-bottomed boats overland when needed. Their specialty is raiding riverside settlements, though they are far from shy about striking at river travelers when the opportunity presents itself. The Blood Gars see fear and plunder as equally valuable for increasing their power in the region, and are immensely creative with their methods of execution when confronted by a particularly stubborn foe.

The Blood Gars prey primarily on foreigners, and make frequent forays into the western River Kingdoms and Razmiran, and even as far south as Galt—though they take care to avoid the hidden bows of the forests of Kyonin. The Blood Gars were not always as far-reaching as they are now; their current chieftain, **Ghorak Maul-Hand** (NE male human barbarian 4/rogue 6), has demanded increased tribute and has designs on the Protectorate of the Black Marquis. Conquering the Protectorate would position the Blood Gars as the single largest river pirate group in northern Avistan. Ghorak's close associates whisper that this plan has less to do with increasing the tribe's wealth and more to do with some sort of blood feud with the Black Marquis, **Urdul Bazzak** (LE male human rogue 6)—for more information, see page 42 of *Pathfinder Campaign Setting: Guide to the River Kingdoms*. Rumors attribute this apparently one-sided feud to everything from an ancient family rivalry to spurned love to Ghorak's savaged left hand.

Ghost Wolves

Surrounded on all sides by those they consider cowardly "lesser" tribes and the dangerously foolish Technic League, the Ghost Wolves cling even more tenaciously to kith, kin, and clan than most tribes. They accept new

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blood through conquest rather than peaceful exchanges, and put every suspected technology-user to the sword. The Ghost Wolves travel swiftly across the land and strike at the Technic League, their minions, and their machines before vanishing back into the wilds. **Xol-Nomag** (CN female human barbarian 12) is the tribe's ferocious chieftain, regarded with a mixture of awe, devotion, and fear.

The Ghost Wolves do not fear technology so much as hate it; they seek to prove their supremacy over it through destruction of technological artifacts, the murder of Technic League agents, and the defeat of robots. The Ghost Wolves collect skymetals, particularly adamantine, from destroyed robots and ruins to forge potent blades to combat technological threats. For a Numerian tribe, they have an unusually large number of spellcasters. They have learned through hard experience that magical acumen is far less dangerous than unleashed technology. The Ghost Wolves frequently utilize invisibility to gain a battlefield advantage, as few robots can detect invisible foes and their laser weaponry proves useless against such threats.

Sunder Horns

Like the Blades of Aaramor, the Sunder Horn tribe (see page 17) maintains a permanent territory centered near an iron mine, although they do range abroad in raiding parties. Unlike the Blades, however, the Sunder Horns are notorious raiders, viciously attacking even other tribes in their lust for slaves. While all of the tribes take thralls under the right circumstances, the Sunder Horn tribespeople are cruel slavers who work their prisoners to death.

Tiger Lords

Of all Numeria's native tribes, the Tiger Lords may be the widest-ranging. The tribe travels from the Realm of the Mammoth Lords across the entire width of Numeria, and through Brevoiy and the River Kingdoms into far-off Iobaria. Along their journeys, the Tiger Lords have proven agreeable to service as mercenaries, a duty they currently take up under the banner of the River Kingdom of Pitax. This wandering mercenary work has made the Tiger Lords quite wealthy for a nomadic tribe, at the cost of spreading their people thin across their territories and loosening the bonds of kinship between distant members.

The Tiger Lords' current chieftain, **Armag the Twice-Born** (CN male human barbarian 5/fighter 9), was raised by cultists of Gyronna to be a living weapon of revenge for their humiliating expulsion from Brevoiy. Taught from birth that he is the legendary barbarian chieftain *Armag* reborn, he seeks to reclaim his ancestral weapon, *Ovinrbaane*. *Armag* believes himself destined to enter his previous incarnation's tomb, face its trials, and possess the blade of his spiritual ancestor. While he awaits his full transformation, his tribe serves at the whim of Pitaxian coin.

White Scars

Though all Kellid tribes are ostensibly loyal to the Black Sovereign, and by extension to the Technic League, none has sworn fealty to Kevoth-Kul as fervently as the White Scar tribe of Sovereign's Reach. Led by the corrupt sibling co-chieftains **Dar** and **Wessiva Nightsign** (LE male human barbarian 8 and NE female human rogue 10), the White Scar tribe makes up the largest portion of the Black Sovereign and Technic League's non-thrall Kellid subjects. While they believe they serve the Sovereign out of honor and racial pride, the ease with which they accept bribes, promises of power, and the chance to assert dominance over weaker and smaller tribes suggests their true motivations. While not outright hated by other Kellid tribes, members of the White Scar tribe are generally seen as untrustworthy, and an envoy from the clan arriving in another tribe's territory is generally seen to presage trouble with the Technic League, even if the White Scar comes under the pretense of diplomacy and peace.



Xol-Nomag

Technic League

The Technic League is a cabal of arcanists whose chief goal is the acquisition of personal and temporal power through the exploitation of magic and recovered alien technology. The Black Sovereign may be the ruler of Numeria, but the Technic League is the power behind the throne. The day that Kevoth-Kul proudly strode through the city of Starfall to claim the entire nation as his own, the League stood by, poised to ensnare him in their webs. Instead of defiance, the League offered the warlord submission and allegiance along with all the knowledge and power at their disposal and their aid in the guardianship of Starfall. Kevoth-Kul accepted their fealty and declared himself the new Black Sovereign of Numeria. Wasting no time, the Technic League introduced their monarch to all manner of intoxicating and mind-altering fluids that leak from Silver Mount. Now Kevoth-Kul reigns in a stupefied haze, and lounges in the debauched throes of his personal harem. So long as the Sovereign remains weak and entertained, the Technic League is free to do as it wishes.

The League's dominion is not absolute, however, as Kevoth-Kul is a proud and superstitious man. Deep down, the Black Sovereign still fears technology. His attempt to conquer Numeria was fueled in part by the conviction that the Kellid tribes had lost their way, seduced by city folk and technological marvels. Maybe the warlord can no longer see himself clearly, but few dare whisper that he is being played for a fool, for Kevoth-Kul's raging fury is the stuff of legends, and his warriors might still be able to drive the League from Numeria if he so chose.

History

The Technic League was founded on murder and betrayal, but even its leaders are ignorant of the true nature of the woman who established the group—Sidrah Imeruss, a soldier who served aboard the ship that now lies scattered across Numeria. She survived the crash in a life support pod that remained functional for the next several thousand years, keeping her body and mind in stasis until explorers awakened her in 4501 AR. After spending some time acclimating to the strange new world she found herself in (and realizing the wisdom of keeping quiet about her true nature), she concluded that the native culture was so biased against technology that she would need to carefully recruit allies if she were to realize her goal of returning to the ship's core and devising a way back home. Sidrah turned to a group unafraid of new concepts and ideas—arcane spellcasters, predominantly wizards but including alchemists, magi, and sorcerers. She started the Technic League as a secret society, sharing what knowledge she could of science and technology. The soldier's ability to operate and contextualize technological artifacts convinced her initial recruits of the truth of her fantastic tale, and Sidrah

loosely organized them after the naval organization to which she once belonged. When “Captain Imeruss” felt the League was sufficiently prepared, she and the group gathered their existing technological resources and started the journey to Silver Mount. Her goal was to repair either Silver Mount or a smaller craft inside of it so she could make her way home—or, barring that, activate a distress beacon to call for aid. Her plans were cut short when her second-in-command, a treacherous wizard named Mulrach-Zeer, assassinated Sidrah and took her place as Captain of the Technic League.

This single act of treachery would define the Technic League for years to come. Instead of a group of free-thinkers dedicated to the expansion of knowledge and the support of the founder who desperately sought to find her way home, the Technic League became a ruthless and insular organization dedicated to the pursuit of power. Sidrah's loss was costly in terms of the Technic League's progress. It would be 3 years before they learned how to enter Silver Mount, and many more before they gained access to any truly useful technology. But time and persistence paid off in the end, and the Technic League eventually produced workable energy weapons and other devices, as well as an army of robotic soldiers known as the gearsmen.

Organization

The Technic League is based in Starfall, which is the closest city to Silver Mount and reasonably close to the northern Felldales (where a wealth of unrecovered technology awaits those who brave its dangers). Starfall is also home to the gearsmen (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44), a small army of mysterious humanoid robots from Silver Mount that protect Starfall and enforce the Technic League's orders—most of the time. The League's authority doesn't end at Starfall, however, as they maintain some presence in every city and large town in Numeria. In communities where their presence is less welcome—Iadenveigh, for example—they are known to install spies. They are also infamous for their tax collection, demanding a portion of all revenue—in the Black Sovereign's name, of course.

While the Technic League does not fully understand every technological secret of Silver Mount, they are not completely oblivious to the nature of its super-science. They know Silver Mount and most of the space junk that litters the countryside was part of a massive starship that traveled between worlds and even star systems. The League is also quite cognizant that technology does not rely upon magic in order to function. This is one of the reasons the League is so secretive and insular nature. Many, albeit not all, powerful forms of magic are specific to those who are versed in its nature, but technology requires only energy and operational instructions—a bitter pill for any mage to swallow. Thus the League fears

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technology's potential to displace the power granted by magic. Rather than despise and suppress it, they seek to possess and control it.

Membership

The League is private about its internal hierarchy—an outgrowth of its transition from secret society to public organization. Membership is generally restricted to those who wield arcane magic, but it's not impossible for a divine caster of a compatible faith to be accepted. Those without magical powers can be employed—or enslaved—by the League, but rarely become true members. Basic membership has some immediate benefits, as the group tends not to guard traditional magic spells and lore quite as jealously as some magical organizations. Members are likewise not supposed to withhold technological secrets from one another, but in fact, that practice is all too common.

While the leaders of the Technic League are referred to as captains, any illusion of military precision stops at the surface. The small council of captains is a squabbling and chaotic group, its members working together one minute and assassinating each other the next. All captains are technically equal in rank, yet one captain usually manages to rise to a position of leadership through brute force and intrigue, helping to organize and direct the other captains and acting as the primary liaison to the Black Sovereign. Below these captains, rank is a hodgepodge decided upon by individual captains. Many have valued lieutenants or commanders, but terminology varies, and some refer to all their subordinates as assistants or apprentices. These lesser League members are in turn vastly outnumbered by non-member slaves and hired agents who carry out their masters' bidding, and who are occasionally even entrusted with the use of technological marvels.

League leadership watches for infiltrators and spies closely. New initiates are not customarily told the full truth about the starship or allowed to possess technological artifacts, and are often given tasks designed to “get their hands dirty.” Members are brought into the full mystery and permitted to keep what technology they find or create. The stronger of these members tend to be at least 8th level in their chosen spellcasting class and are often used as lieutenants by the captains, assigned as envoys or overseers, with authority over less prominent members. Captains set the agenda for the entire League and have the greatest access to Silver Mount. Those who discover or unlock new technology can expect merit-based promotion.

Applicable Craft skills, crafting feats, and construct fabrication are encouraged and can fast-track advancement. Over the past century, there have been efforts to organize the membership into divisions like command, engineering, tactical, intelligence, and

support—but as the League consists primarily of chaotic individualists, they've never been successfully herded to that degree. The current leader of the Technic League is **Ozmyn Zaidow** (CE male human magus^{UM} 14).

The Technic League does not officially venerate any type of outsider—they look to empirical experimentation for their truths. Yet many League members become fascinated with the concept of expansion of the mind through altered states, as evidenced by their use of the strange substances they harvest from Silver Mount. More than a few League members have been seduced by kyttons to explore expanded consciousness and sensual stimulation unfettered by conscience. Kyttons, for their part, look upon the League's technological playthings with undisguised delight.



Adventure Sites

When the Rain of Stars forever altered the landscape of Numeria, it peppered the nation with countless ruined sections of a once-mighty spacecraft, polluted the water and soil with hazardous mutagens and poisons, and unleashed new alien and technological monstrosities upon the world. While the natives of the land are hesitant to explore these ruins too thoroughly, many others have no such wariness, and some are driven to obsession by the mysterious technology and otherworldly horrors found nowhere else on Golarion.

The remainder of this chapter details several different sites where adventurers can explore ancient ruined spaceship fragments, recover marvelous and powerful technology, or interact with the Kellid natives of the scarred land. Each entry begins with a short summary of the site's location, its master (the creature or organization that rules the site), its notable inhabitants (the most common foes one might encounter in the adventure site), and any features of note (important structures, magic, rumors, traps, treasure, and so on). Any monster that appears in this book is marked with an asterisk (*).

BATTLE OF FALHEART

Radioactive Hot Spot and Technological Treasure Trove

Location: Sellen Hills

Master: None

Inhabitants: Incorporeal undead, irradiated robots

Features: Buried ruined ship, damaged robots, irradiated undead, malfunctioning experimental abysium reactor, underground lake of radioactive sludge

The people of Numeria have avoided the strangely lifeless field of Falheart for centuries. This roughly 3/4-square-mile region of dry dirt lacks any plant life. Sheared sections of metal walls litter the area, as useless to any farmer and shepherd as the barren land. The field's location far from most roads and communities has made travel to it pointless. Even wildlife avoids the region, and reacts with fear and discomfort to the odd subsonic thrum—a thrum that even humans can feel in their bones as they approach. Despite these ill omens, Prince Rathhorn and Sabline the Traitor, two mighty warriors who fought for dominance in one of Numeria's many inter-tribal conflicts, brought forth their armies to do battle on the field in 3441 AR. They felt victory on such forsworn ground would prove they had the favor of the gods and further cement their claim to leadership over eastern Numeria's steppe lands.

Two days later, a small group of explorers from Brevoy passed by the lifeless gray plain and saw the two armies lying dead without a single wound upon any of them, and not even a carrion-bird to pick at the remains. The group fled back to Brevoy to spread the word, and soon after a handful of priests and guards were dispatched to investigate. It took hours of work and dozens of

divinations, but it was eventually determined that the field somehow produced an invisible zone of energy inimical to all life. The area was thus declared the province of Pharasma herself, and small stone markers were erected around the border of the area to ward off intruders.

In truth, the field of Falheart is the grave not only of two doomed armies, but also of a deadly experiment that began well before the Rain of Stars, when the ship was still voyaging through space. Buried under the field is the portion of the crashed starship where experiments into the construction of an abysium reactor were being performed. The nature of the experiments required isolation, and as that portion of the ship was thus physically less connected to the main body than most, it was one of the first portions of the ship to break free when the ship hit Golarion's atmosphere. In the crash, the experimental reactor was damaged; the resulting pulse of strange radiation slew the survivors and partially liquefied the ground itself. The ruin sank into the quicksand-like sludge, which over the decades to follow hardened into a solid shell on the surface. This shell, like a layer of thick ice over water, is strong enough to support the passage of creatures above and gives the region the appearance of a relatively flat, slightly depressed field—a perfect place for a battle—yet the soil bears no nutrients and continues to emit low levels of radiation. Unfortunately, this radiation reacts strangely to the presence of life. Against small numbers, such as the group of investigators from Brevoy, the radiation is relatively harmless. But once a critical mass of life gathers above it, it rises in a pulse from the ground below, inundating the region with severe radiation that recedes only once all life above is extinguished.

Falheart's outward appearances belie the potential for exploration beneath it. An enterprising group of explorers could hypothetically find a way to dig down through the shell of hardened earth. After a distance of only 20 feet, the explorers would reach the quicksand-like slurry that still surrounds the ruins containing the experimental reactor. The decks of these ruins are accessible via still-functioning airlocks, which prevent the interior from being flooded by the sludge. The entire ruin is angled diagonally, making it awkward to navigate the interior without climbing or flight. The exact nature of what may be buried in these ruins is unknown, although the Technic League suspects that something interesting lies below Falheart. As of yet, the danger of the radiation and the distance from Starfall have conspired to keep the League's exploration of the site from progressing further, but plans to send a unit of gearsmen to explore the ruins are periodically bandied about. Unfortunately, each time such an attempt is made, the gearsmen simply disobey the orders, as if they had some knowledge about what lies within and knew better than to approach.

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BATTLE OF GRASYHOT

Two-Tiered Haunted Tomb

Location: Sovereign's Reach

Master: Uργο Axbiter (CE male unique undead hill giant barbarian 8)

Inhabitants: Mutant and undead hill giants, orcs, plant monsters, undead

Features: Haunts, giant-dominating artifact, two-tiered tombs of ancient hill giant and human monarchs, traps

In 1288 AR, a war to control all of Numeria began at Grasyhot—a war that raged for over 3 years before a clear victor emerged. It started when the growing Kellid clans of southern Sarkoris threatened through sheer numbers to overwhelm the giants and trolls of that nation. A hill giant chieftain named Uργο Axbiter foresaw an inevitable confrontation, looked to the southeast, and considered Numeria. Numeria was a harsher land, but still suitable for giantkind and populated by far fewer humans. Intent on the conquest of this new land for his people, Uργο united 30 tribes of his kind in Sarkoris and marched across the Egelsee River to seize control of Numeria and forge a nation for the giants. Unfortunately, Uργο failed to realize the barbarian tribes of Numeria would rally to resist his invasion. Queen Boliga Bharsolm gathered her own army of warriors and moved to stop the giants' advance. The resulting war dragged on, with successes and setbacks on both sides. When Axbiter was finally slain, his grieving followers entombed him in a great earthen mound that overlooked the battleground so as to further inspire his followers. The conflict ended in a titanic final struggle that smashed the giant horde once and for all, but at the cost of the life of the Kellid queen. When Axbiter's tomb proved too deadly and dangerous for the victors to loot, they buried it and erected a second tomb above it, wherein they interred the remains of their queen to serve as a symbol of the tribe's dominance of this land and to allow her spirit to revel in the giant's defeat forevermore. Aaramor, once Boliga's rival and later her consort, built his own citadel to the northwest to ensure the giants can never again return in such numbers. Millennia later, Grasyhot remains littered with cairns and the rusting remnants of gigantic weapons, all overgrown with thick kudzu vines. This weed tolerates Numerian soil and provides cover for all manner of strange, lurking plant creatures. The two-tiered tomb of Queen Boliga and Uργο still looms over the region, a testament to barbarian strength.

Axbiter's dominion over his kin was derived from an artifact, a huge uncut ruby that Uργο stumbled across years earlier in Sarkoris. After a retributive strike from a dying foe rammed a spear through Axbiter's chest, the giant was compelled to use his dying moments to extract the weapon, claw out his own heart, and replace it with the ruby. It restored him to health and transformed him into a leader among his kind. No one knew of Uργο's power, and so it remained in his chest and was entombed beneath the earth with him. In time, the powerful magical ruby restored Uργο to life—of a sort—but by this point the giant had been sealed in his cairn by the second tomb above. Uργο Axbiter is now undead, an immense monster



Uργο Axbiter

who's not quite vampire or ghou, and waits patiently for his descendants to free him.

Today, his descendants have congregated in the region. Several tribes of hill giants and their ettin and troll allies bicker and vie for control in the battlefield above, yet none have penetrated far into the tomb of Boliga. Divinations among the tribes' spiritual leaders point to "Urgo's Heart," a reference that is meaningless to the seers but piques their curiosity, driving them to seek out adventurers to uncover its true nature.

CASTLE URION

Fortress Concealing Stolen Technology

Location: The Felldales

Master: Caroliss Minerran (LG female half-elf paladin of Iomedae 13)

Inhabitants: Clerics and paladins of Iomedae, crusaders and low templars, cultist infiltrators, griffons, robots, Technic League spies

Features: Castle intrigue, divine magical traps and wards, griffon-riding knights, robot prisoners, stolen technological artifact in a secret basement dungeon

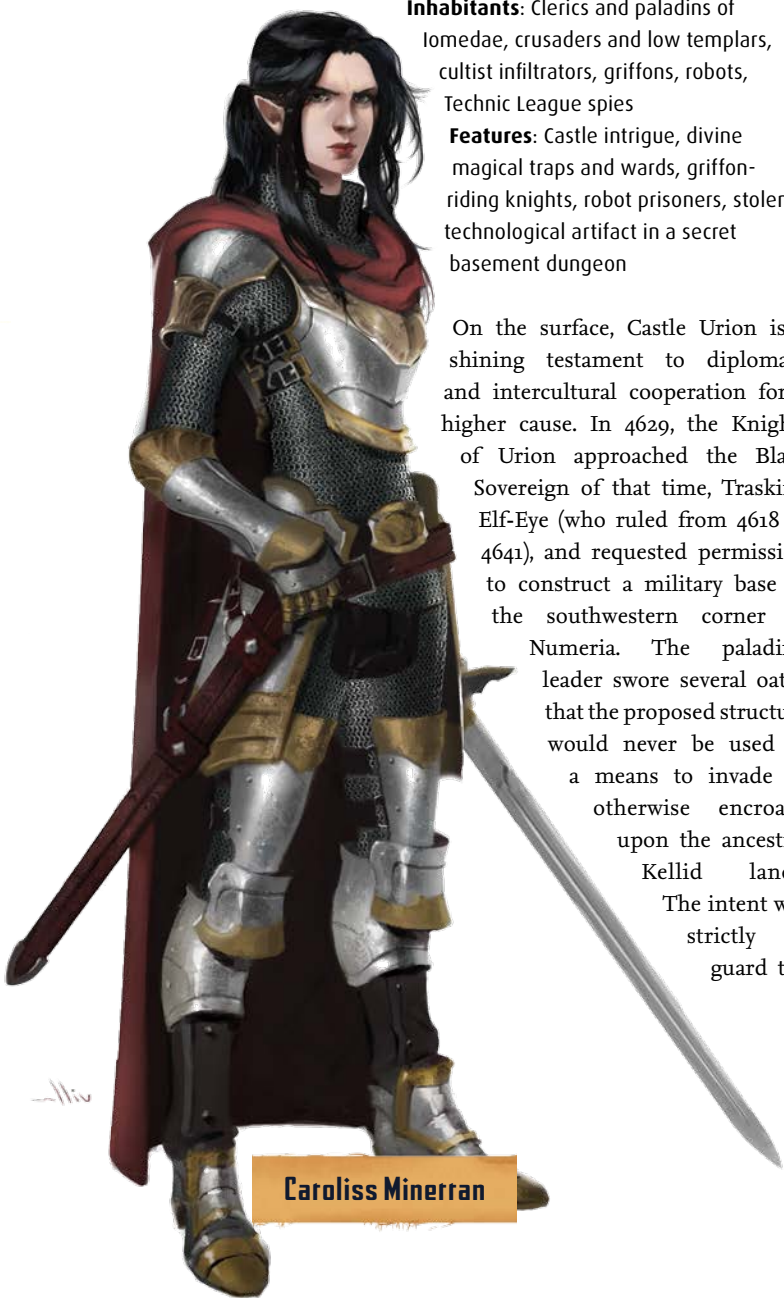
On the surface, Castle Urion is a shining testament to diplomacy and intercultural cooperation for a higher cause. In 4629, the Knights of Urion approached the Black Sovereign of that time, Traskind Elf-Eye (who ruled from 4618 to 4641), and requested permission to construct a military base in the southwestern corner of Numeria. The paladins' leader swore several oaths that the proposed structure would never be used as a means to invade or otherwise encroach upon the ancestral Kellid lands.

The intent was strictly to guard the

northerly portion of the River Road, which begins far to the south in Taldor. The knights' standing mission is to protect crusaders and missionaries traveling north to fight in the Worldwound and provide support to travelers before they cross the border into the war zone. The Black Sovereign was initially reluctant to permit a foreign army on Numerian soil, but the holy order improved the offer by stipulating Castle Urion was a gift, to him and his future successors. This gesture, combined with the knights' oath-sworn promises, persuaded the Black Sovereign to relent. Construction on the castle started immediately. Traskind's willingness to trust the knights paid off in the short term when the war in Sarkoris dragged on and the traveling crusaders kept the demonic hordes at bay.

Recent events have violated that trust and put this long-standing alliance in jeopardy. Three years ago, crusaders headed for Aaramor disembarked on the east bank of the West Sellen, not far from Urion, to repair their boat. They explored inland and discovered a lost cache of technology, the most significant of which was a powerful device associated with dimensional travel. The device interacts with its users via a holographic projection programmed to speak and interact, giving it the illusion of intelligence. The crusaders initially communicated with it via *tongues* but eventually learned the device's language, and in the process uncovered the device's purpose: to aid in plotting the wormholes created by the starship's engines. The crusaders immediately began to study this ability to see whether it could help them detect Abyssal rifts and dimensional anomalies, and—perhaps most importantly—track demonic teleportation. In proper working order, such a device would be an invaluable tool against the forces of the Worldwound, and so without hesitation, the crusaders locked the site down and set about transporting the equipment back to Castle Urion. The scanner currently has a range of only a few hundred feet, but if fully repaired, it can track teleporting creatures and objects across hundreds of miles. The Knights of Urion don't have the Technic League's skill or experience with technology, but the tool's unique interface can communicate what it requires to be repaired.

Unfortunately, the Technic League has recently learned that the crusaders have recovered technology of an uncertain nature, and they consider it a serious theft. Subterfuge now surrounds the matter. The commander of Castle Urion, Caroliss Minerran, is loath to disclose details of the discovery until it's been fully converted to its new function as a teleportation tracker, while the Technic League has not revealed its awareness that the knights are hiding something. The League has been increasingly infiltrating the castle with spies and is attempting to convince Kevoth-Kul to allow the League to "inspect" the castle—by force if necessary. The Sovereign has been unwilling to take that step, but will likely relent if confronted with proof or a strong witness. For her part,



Caroliss Minerran

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Caroliss Minerran increasingly runs the risk of violating her paladin code the longer she keeps her discoveries secret, as she acts out of concern for the greater good but without regard for the law.

Castle Urion's crusaders also hold a handful of captured robots in their dungeons in the hope that these constructs can be forced to repair or even operate the scanner. Were this to be discovered, the Technic League would certainly insist that Kevoth-Kul exile the knights from Numeria and cede Castle Urion to the League's control. Finally, since a steady stream of new crusaders passes through Castle Urion en route to Mendev, a handful of secret demonic cultists working to infiltrate the crusade have gained a foothold here. If these deep-cover operatives become aware of the scanner's existence, they will go to great lengths to see it destroyed.

The one-time bastion of cooperation is fast becoming a white-hot focal point for political intrigue. If mishandled, this situation holds dire consequences for northwestern Numeria, Ustalav, and the Worldwound.

THE CHAPEL OF RENT FLESH

Torture Paradise of Sinister Outsiders

Location: Sellen Hills (below Chesed)

Master: Tibronchaes (LE female interlocutor kyton^{B3} alchemist^{AP6} [vivisectionist^{UM}] 4)

Inhabitants: Cyborgs, kytons, robots, surgically altered slaves

Features: Caverns, magical and technological wards, repurposed alien technology, surgical torture chambers

Far removed from the workings of staid devils and debased demons exists a highly specialized suffering: a madness wherein the flesh is twisted, deprived, and given painful succor over and over until all mortality—and morality—is turned inside-out. This is the theater of the kytons, who maintain a presence in Numeria, where the interaction between flesh and technology can be explored like nowhere else on the planet.

Hidden deep beneath the city of Chesed lies a realm of hideous experimentation and technological surgery beyond the nightmares of mortal minds: the Chapel of Rent Flesh. Within this natural cavern, modified by centuries of clawed hands and vile magic, lies a perverse cathedral of metal and stone where pain is love and hatred divine. Therein, a coterie of kytons practice their trade and repurpose alien technology for torturous experiments no sane mind can encompass. Chants to the glories of Zon-Kuthon weave through the unceasing screams of pain and sing an unholy chorus to honor the Midnight Lord.

Overseen with cold efficiency by the kyton Tibronchaes, this laboratory of madness works constantly toward an awful goal. Tibronchaes has long wondered whether a new race of kytons could be engineered from a fusion of technology and biology here on the Material Plane,

so she runs dozens of experiments on hundreds of test subjects in a continuous process of clinical violence and profane worship that seeks to mold mortal life to kyton ideals of perfection. The kyton's numerous surgical theaters and torture chambers are all brightly lit and meticulously clean, and their devices undergo near-constant maintenance. Numerous reflective surfaces and *clairvoyance* effects ensure that test subjects are witness to every process they undergo, a key aspect in the preparation of mind and body. Test subjects broken and rebuilt to align with the kyton mindset serve as assistants to the kytons and see to the needs of other prisoners. Surgical and cybernetic augmentations make them effective guardians, and their mostly mortal appearance (with augmentations hidden under loose clothing) permits them to run errands in Chesed above without drawing undue attention. Tibronchaes is often too busy with her experiments to be bothered with the new recruits, so her second-in-command, **Xaubunchror** (LE female



Xaubunchror

evangelist kyton^{B1} monk 9), oversees the work of the converted. She both rewards converts' newfound faith and punishes failure with painful "learning opportunities."

Tibronchaes and her devoted servants are always in need of new test subjects. Their more specific requests are passed on to Nidal via magical communication, gathered by teleportation, and deposited into pitch-black holding cells. The darkness is an essential extra component to the kytons' vile surgeries. They believe regular exposure

to lightless spaces helps make the mortal soul a proper vessel for kyton teachings and primes it for painful truths perfected on the kytons' adopted home plane.

Tibronchaes and her most inventive kyton followers live in the deepest chambers of the Chapel, the Sanctum of Unearthly Joys. These chosen few work exclusively on a series of blasphemous experiments designed to weave pleasure, pain, technology, and forced evolution on their most promising subjects. Their experiments are many, though most troubling to mortal life are their efforts to break mind, body, and living soul alike, effectively building new kytons from mortal bodies instead of warping souls in the afterlife. The process has been slow, but the kytons' results are promising. Should Tibronchaes and her allies succeed at their goal, the threat to mortal existence cannot be overstated.

The Sanctum of Unearthly Joys houses a large portal to the Plane of Shadow that allows new kytons to arrive when called. Regular progress reports are delivered to Tibronchaes' kyton demagogue master Sugroz, the Voice in Screams. The demagogue's realm sits directly above the portal. Sugroz is pleased with Tibronchaes' progress so far, and the results of her experiments are being disseminated to similar kyton laboratories on other worlds. A group dedicated to the elimination of the kyton threat must brave the nightmares of Sugroz's realm to disconnect that realm from the kytons' other laboratories on distant worlds in order to prove successful. Experimental redundancy is key to Sugroz's master plan on the Material Plane—should one laboratory be shut down, the others will continue their research.

The Chapel has long been allied with the Technic League. The two groups exchange research into various forms of technological torture, as well as some of

the intelligence gained through such methods. Indeed, the Chapel of Rent Flesh was originally built as a kyton embassy and has slowly expanded into its current form. The League has only a dim understanding of just how extensive the kyton presence has become, and vastly underestimates the might of its outsider allies.

The PCs may become involved in this heinous plot through investigation of disappearances among Chesed's poor or the emergence of strange new ecstatic cults. The Chapel even preys upon Worldwound refugees who suffer from post-traumatic shock or survivor's guilt, with the promise of support from those "who truly understand the terrors they have witnessed."

CROWHOLLOW

Lich's Technological Nightmare

Location: Sellen Hills

Master: Alling Third (LE male unique cyborg-lich wizard 17)

Inhabitants: Advanced wraiths, constructs, corporeal undead with cybernetic enhancements, festering spirits, greater shadows, haunts, torturer robots

Features: Animated building features, powerful undead, underground technological complex

Until fairly recent times, Crowhollow was the wintering place of the Mountain Crow tribe. The Mountain Crows roamed northeastern Numeria as far as the west side of the Golushkin Mountains in western Brevoy. In 4607, the region was struck by long stretches of unseasonable weather, thanks to the radical ecological shift taking place in Sarkoris. Heavy rains opened a large sinkhole and exposed a sizable section of alien spacecraft buried here in ancient times. The Technic League had been an emerging power over the previous century, and the Mountain Crows (rightfully) feared the League would



Alling Third

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discover the ruin, so they took it upon themselves to try to conceal it. After a generation, though, stories of the site began to circulate, and a Technic League wizard named Alling Tresorant arrived to investigate. Alling entered the ruin and concluded that while it was minuscule compared to Silver Mount, it constituted a valuable discovery that he alone could control. The wizard gradually won the trust of the Mountain Crows with a promise not to inform the League about the Crowhollow site.

What he did instead was far worse. Alling became addicted to the strange chemicals inside the ruin, and engaged in communication with the voices that whispered from within the wreckage. Alling realized it was impossible to unlock all the secrets of the ruin in just one lifetime. Obsessed, he set out to achieve lichdom, guided by an intelligence within the ruin. When the time came to complete his apotheosis, Alling told the Mountain Crows he had discovered a great evil that nested beneath the ground and implored them to accompany him down below in order to destroy it. The hideous truth was that Alling was the very evil that he had described. Once the strongest warriors of the Mountain Crow tribe were sequestered in the wizard's technological dungeon, the ruin came alive and imprisoned them. One by one, the tribal warriors were fed to a machine that drained them of their life energy and transferred it to Alling's phylactery. Those who weren't sacrificed immediately were brainwashed by Alling and commanded to march from beneath the ground to capture the children and caregivers whom the warriors had left behind. Over the course of a month, the entire tribe was consumed to satiate the lich's hunger for immortality. From the perspective of the other Kellid tribes, the Mountain Crows simply disappeared, and the area around Crowhollow gained a well-deserved reputation for being haunted and accursed.

Alling himself has become an inhuman horror, even for a lich. His only biological remains, his head and torso, are suspended in a glass cylinder. This receptacle is mounted on a mechanical, arachnid-like chassis and attached by all manner of tubes and cables, while a wheezing bellows drives air through a mechanical larynx. The entire contraption crawls with spidery grace, though a handful of components pop and hiss amid small showers of sparks as it moves. The lich is able to manipulate objects around him thanks to a trio of mechanical arms that extend and rotate around the base. His phylactery is unique in that it is an integrated part of his new body. Housed somewhere within the technological framework is a tiny puzzle composed of the seven known skymetals, which must be solved in order to access his phylactery and fully destroy the rest of his body.

The wizard refers to himself as Alling Third, but is loath to explain why. Simply stated, this is the third iteration of the lich since he abandoned his humanity.

Alling is occasionally plagued by auditory and visual hallucinations as a byproduct of his integration with the adaptive software inside the ruin. The integration allows him to remotely control part of the ruin and see through its internal cameras and sensors, but sometimes he loses control of himself to it. This vulnerability almost led to his destruction at the hands of a party of powerful adventurers once before, but they failed to solve the puzzle before he managed to construct this new and even more monstrous body.

Alling has since surrounded himself with undead creatures he has brought to heel or created himself. His lair is a treasure trove of alien technology and powerful magic of the traditional variety. He has a vested interest in acquiring more technology, as he continually seeks to increase the power and versatility of his current form.

GRAYMOOR

Small Town with Scientific Secrets

Location: Sovereign's Reach

Master: Lord Cheldain Graymoor, a.k.a. Berym Verrachus (NE male human alchemist^{APG} 13)

Inhabitants: Androids, constructs, humanoids, mutants, robots

Features: Dark castle, peaceful settlement, secret laboratories and dungeons, secretive immortal lord trapped in a state of quantum flux, subterranean complex

Since its foundation, the quiet town of Graymoor has existed in a peculiar state of grace separate from the violence and chaos around it, thanks to the benevolence of the Graymoor family. A wealthy immigrant family, the Graymoors have fended off barbarians, the Technic League, and monstrous adversaries through diplomacy, quick wits, and determination. Lord Cheldain Graymoor is the current head of the family and de facto leader of the town (see Graymoor on page 19).

Lord Graymoor, however, bears a strange and terrible curse. Graymoor's true name is Berym Verrachus; he is an exiled Varisian noble from Ustalav who moved his family to Numeria when a scandal forced them out of their homeland. In Numeria, he put his extensive intellect to work tinkering with the small amount of technology he was able to scavenge without catching the notice of the Technic League. His secret experiments lasted only a short time, however, before the League learned of his work. In 4611 AR, they sent a raiding party to end his research and recover his technology. Using a device he had just learned to operate, Verrachus phase-shifted himself and his family into an alternate quantum state that would keep them safe, suspended in time and space. The Technic League enforcers arrived to find his castle empty of inhabitants, but recovered all the technology they could find—including elements vital to maintaining Verrachus's family in their state of quantum flux. Twenty years later, the scientist rematerialized in his abandoned

workshop, alone and without the technology he needed to restore his family.

The scientist suffers a peculiar malady—he exists for only 16 hours per day. Afterward, he fades from existence to a place not even the gods know. His current theory is that he enters a state of nonexistence, or quantum flux. Further complicating matters, he is tied to the spot where he first appeared, perhaps locked by local geomagnetic conditions. When Verrachus moves one step past an approximate 4-mile radius, even with magic, he vanishes until the next cycle. The only positive side effect to his condition is apparent immunity to physical aging. Over the past century, he has attracted followers and allies, constructed a home, studied magic, founded a town, and gradually conquered the land around him. Graymoor has repeatedly faked his own death and re-inserted himself in his own family history. As an accomplished fencer, marksman, and magician, he has dueled barbarian chieftains, entertained Pathfinders, and matched wits with Technic League captains—yet he remains trapped like a fly in amber. Now under the pseudonym of one of his own descendants via a later relationship, Lord Graymoor still plots and schemes escape from his prison.

Graymoor can serve as either a foil or resource in other adventures, or the focal point for one that concerns him. He is, at heart, a selfish and bitter man, but this does not make him incapable of charity or the occasional good deed—though these are mere diversions for him. Behind his charming and urbane demeanor is a ruthless personality.



Celmak Toysiel

His only true regard is for his confidantes: his great-granddaughter **Ourita** (N female human wizard 3/expert 3) and his majordomo **Dellos** (N male android^{ISB} fighter 5/expert 3). Ourita is a honey-colored blonde who somehow manages to see the good in her ancestor (who she refers to as her “uncle”) and is perhaps the one person who can persuade him to demonstrate kindness and generosity. Graymoor saved Dellos from a pack of superstitious barbarians and provided him with certain upgrades. In return, the android pledged his loyalty for life.

The dungeons beneath Graymoor’s castle are where the scientist-turned-summoner experiments with dimensional magic and technology, both to end his curse and to recall his original loved ones. Its warded chambers are prisons to a number of otherworldly beasts and entities, and are guarded by robots that Graymoor has successfully reprogrammed. His laboratories are stocked with recovered technology that, unlike most technological items on Golarion, is often repaired and functional. This alone might be incentive for PCs to try to rob him, but if not, Graymoor is usually amicable to a business arrangement. The scientist has insights like no other and always requires agents to act on his behalf beyond the town of Graymoor. If the PCs suggest they could access Silver Mount, this definitely gets his attention. PCs should be wary of Graymoor’s bargains, however, as his machinations have no end and his generosity is seldom what it seems.

HOLLOW GARDEN

Demon-Inhabited Self-Customizing Gauntlet of Horrors

Location: Sovereign’s Reach

Master: Celmak Toysiel (CE unique mannequin robot; see page 57)

Inhabitants: Demons, robots, various detained creatures

Features: Collected treasures of dozens of dead adventurers, holograms, self-modifying rooms, technological items, toxic or mind-altering chemicals, traps

When the ancient starship crash-landed, a large section of an entertainment deck slammed into the lowlands of the Numerian Plains. Damaged and without access to the backup systems of the ship’s main computer, the subsystem that ran the holographic and modular entertainment rooms lost what little mind it had. One of its versatile pleasure mannequins malfunctioned, and the entirety of the computer was downloaded into its system when it tried to repair itself amid the wreckage. Adopting the name of one of the many personalities it was programmed to impersonate, Celmak Toysiel, the robot set about repairing its fellow damaged robots and the holographic emitters, continuing its original purpose, albeit with much more deadly results.

The entertainment module retains a limited array of external sensors, which Celmak uses to scan the

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surrounding region for new potential victims. When sentient creatures approach within a mile of the ruin, the entertainment deck begins to emit odd pulses, holographic images, and other enticements to lure travelers into entering. Celmak is particularly fond of creating idyllic gardens. Those who approach always find the doors to the ruin's underground bunker left invitingly open, with bright lights that only occasionally flicker to guide creatures down the sloped passage. Indeed, to all outward appearances, the area looks like a recently opened and undefended segment of the ship that is currently malfunctioning, devoid of guardians, and ripe for plundering. Potential victims walk into its foyer and discover a reception area, typically a lush garden (actually a series of clever holograms, synthetic plants, and robotic animals). Once the explorers enter, the doors leading out silently shut and lock magnetically to seal the new participants within. From then on, the only known escape is death.

Celmak greets explorers through remote speakers in a dull, androgynous voice. The malfunctioning mannequin explains to its guests that they have been chosen to make history. Should the PCs survive, they will be hailed as heroes among their people and will become wealthy beyond imagining, for the rewards of their participation are great. As it speaks, Celmak scans the newcomers' minds and seeks out their hopes, dreams, loves, fears, suspicions, and convictions, using technology originally designed to allow the robot to provide clients with the ultimate relaxing experience without the need for overt requests and orders. It also gauges newcomers' abilities so it can create the most thrilling entertainment possible. Once its analysis is complete, the doors to the Hollow Garden whisk open, revealing exactly what sort of participation the host desires of its guests.

As the PCs traverse the rooms, fight robots, overcome obstacles, and face myriad holographic illusions, their thoughts are monitored and their actions recorded by hidden cameras throughout the dungeon. To further complicate matters, Celmak often seeks to "heighten the drama" by releasing clouds of psychoactive drugs, toxins, and other odorless, invisible gases—these substances can simulate the effects of spells with the emotion descriptor such as *confusion*, *rage*, or *unnatural lust*^{UM}, though many other effects are possible. Each scene is carefully crafted by the robot specifically to test its guests' responses. Periodically, Celmak offers color commentary, usually snide remarks or insults directed at those who seem to be having too easy or too difficult a time in the current scene. In between scenes, the mannequin provides minor magical or technological trinkets from its accumulated hoard—either from the ship's stores or from past victims' gear—to participants whose actions it deems particularly heroic, brave, vile, or

debased. Each item, whether a simple healing potion, a medlance, or a weapon, is hand-picked to prolong the entertainment, but somehow never allows (much less guarantees) success.

Recently, a group of demons from the Worldwound, led by an incubus named **Vlathherex** (CE incubus^{B2} fighter 6) fled through the failed Wardstone border and took up residence within the Garden. Celmak had never seen demons before and was impressed by their capacity for cruelty and perversion. The robot has offered the outsiders recurring roles as "regular cast members" and releases them into scenes as desired to heighten the action. Vlathherex and his allies agreed to the deal as a way to stay entertained while they wait out potential pursuers. Yet Vlathherex has begun to worry Celmak has no intention of allowing them to leave. He and his demonic allies who are capable of teleportation have noticed that they are unable to use this ability within the Hollow Garden. Vlathherex hopes to find out whatever creates the Garden's *dimensional lock* effect and disable it, and may just be convinced to ally with particularly skilled explorers in exchange for guaranteed mutual escape. A treasure trove of wealth and magic items from fallen victims awaits whoever can shut Celmak down.

PLAIN OF TEN THOUSAND SWORDS

Blood-Soaked Battlefield of War-Wearied

Location: The Felldales

Master: Rothka Seven-Axe (CN female human ghost barbarian 18)

Inhabitants: Followers of Zyphus, incorporeal undead, psychopomps

Features: Cultists, curses, haunts, and thousands of haunted magical weapons

In 3489 AR, a bloody battle for succession roiled between two mighty chieftains: Bechask, Slayer of Titans, and his rival, Naun Witcheye. Each controlled half of the existing tribes of that time and commanded the fealty of thousands of warriors. Their forces collided for the last time upon this formerly unnamed field. As the battle raged, it was clear they were evenly matched, but neither chieftain was willing to retreat or sue for peace. Instead they continued the conflict day after fatal day, as their surviving forces dwindled. Only a handful of soldiers still stood in the end, along with their power-mad chieftains. All present were haggard, bloodied, and on the threshold of absolute exhaustion.

The survivors begged for their leaders to call off the conflict. Nearly 8,000 warriors lay dead on the ground, and the dry soil had become a sticky marsh of blood. Once more, each warlord screamed for the head of the other, but the last survivors of each army turned on their commanders and cut them down in a hail of blades. As the chieftains died, they cursed their traitorous soldiers

and declared that none on the field, living or dead, would see the Boneyard until their last mortal business was resolved. The dying curse consumed both leaders and suffused the bodies, weapons, and very soil with their rage, failure, and betrayal. The miasma of the curse was so potent it slew the last of their armies' ranks as it took hold. The weapons planted themselves into the soil through the chest of their wielders, and the bodies sank into the blood-suffused soil so that nothing but the hilts jutted from the earth. This story of the folly of needless wars and foolish grasping for power is still told by tribes across Numeria, and listeners would do well to heed it.

Yet this was not the end of what became known as the Plain of Ten Thousand Swords, but just the beginning. Minutes after the dying decree's echoes faded into the melancholy hills, a trio of shoki psychopomps (*Inner Sea Bestiary* 40) arrived to help usher the thousands of dead to the River of Souls. The power of the field is too strong even for them, however, and the best the shoki can do is prevent others from joining the plain's souls, for when mortals die upon the Plain of Ten Thousand Swords, they become trapped there as well, bound by the hatred and dedication of the fallen Kellid chieftains who cursed the land. What the shokis truly hope for, however, are able heroes who will free the spirits from their material prisons.

Each weapon in the field holds the spirit of its former wielder, and each carries with it a curse that can be removed only after someone completes the task that holds the wielder back from the afterlife. Rothka Spiteblade haunts the center of the site. She is the most powerful of the area's restless spirits, as she was the first one to land a blow upon her chieftain. Her sword is said to be an intelligent *vorpal* weapon. Her spirit is trapped until she obtains her chieftain's forgiveness—an unlikely eventuality at best.

To lay claim to a weapon in the field, one need only grasp its handle, accept the charge of its associated spirit (mechanically, by voluntarily failing a Will save), and draw it from the earth. From that point on, the wielder voluntarily suffers an irreversible curse and cannot be rid of the weapon until the task has been completed. The difficulty of the task, the severity of the curse, and the potency of the weapon are roughly proportionate to each other. In this way, only the worthy few who can endure their heavy burden can earn the most powerful weapons. The psychopomps freely offer advice and information, and warn off those who would assume too great a burden; they further attempt to ward off those who simply seek power without assuming the spirits' charge. Their counsel is nevertheless of a strange and cryptic sort, similar to that garnered by a *divination* spell. Should a weapon's wielder perish in pursuit of its goal, the wielder's soul becomes bound to the field. (Completing the task assigned by the associated spirit frees both that spirit and the soul of the would-be wielder.) A psychopomp then retrieves the weapon and restores it to its previous location to await a new champion. Should the would-be hero resolve the unfinished business, the original wielder's soul is set free. The curse is lifted and the weapon then belongs to the one who liberated it.

Further complicating matters is a small group of cultists who worship Zyphus, god of pointless deaths, who are drawn to bask in the sight of such wanton slaughter. The cult's leader, **Ichadros Chardris** (NE male human cleric 7), hopes to lure more souls into the field,



Rothka Spiteblade

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adding to the number of mortals dying pointlessly, trapped on the Material Plane for eternity. Cultists who draw too close to the site are driven off by the psychopomps, so they lie in wait just beyond the field's edge, laying traps for unsuspecting adventurers and working to ensure the deaths of those who have taken possession of one of the field's many swords.

SZAMRAK'S HAVEN

Android Settlement Fostering Ideology and Mad Science

Location: Numerian Plains

Master: Nelris Sargal (N female android wizard 14)

Inhabitants: Alchemists, androids, reprogrammed robots

Features: Android ideologues, robots, technological experiments

One of the few permanent android settlements on Golarion, Szamrak's Haven is a subterranean network of natural geologic caverns and salvaged remnants of the crashed spaceship—moved at great cost and with no small amount of effort from site ranging throughout the surrounding areas, sometimes piece by piece and sometimes in massive undertakings that moved entire rooms with a combination of gravity-manipulating technology and magic. Located close to the western edge of the Numerian Plains, only a dozen miles from the Felldaes, this enclave is the largest settlement of androids in the world, yet its remote location and underground nature keep it hidden from all but those its inhabitants want to know about it.

Founded shortly after the advent of the Technic League by an uncharacteristically charismatic and visionary android named Szamrak, the haven's original purpose was just that: it was a sanctuary from persecution for androidkind. Here androids at the end of their lives could find a safe, secure place for renewal, and the company of their kind offered many a sense of purpose in the unwelcoming and harsh world they found themselves born into.

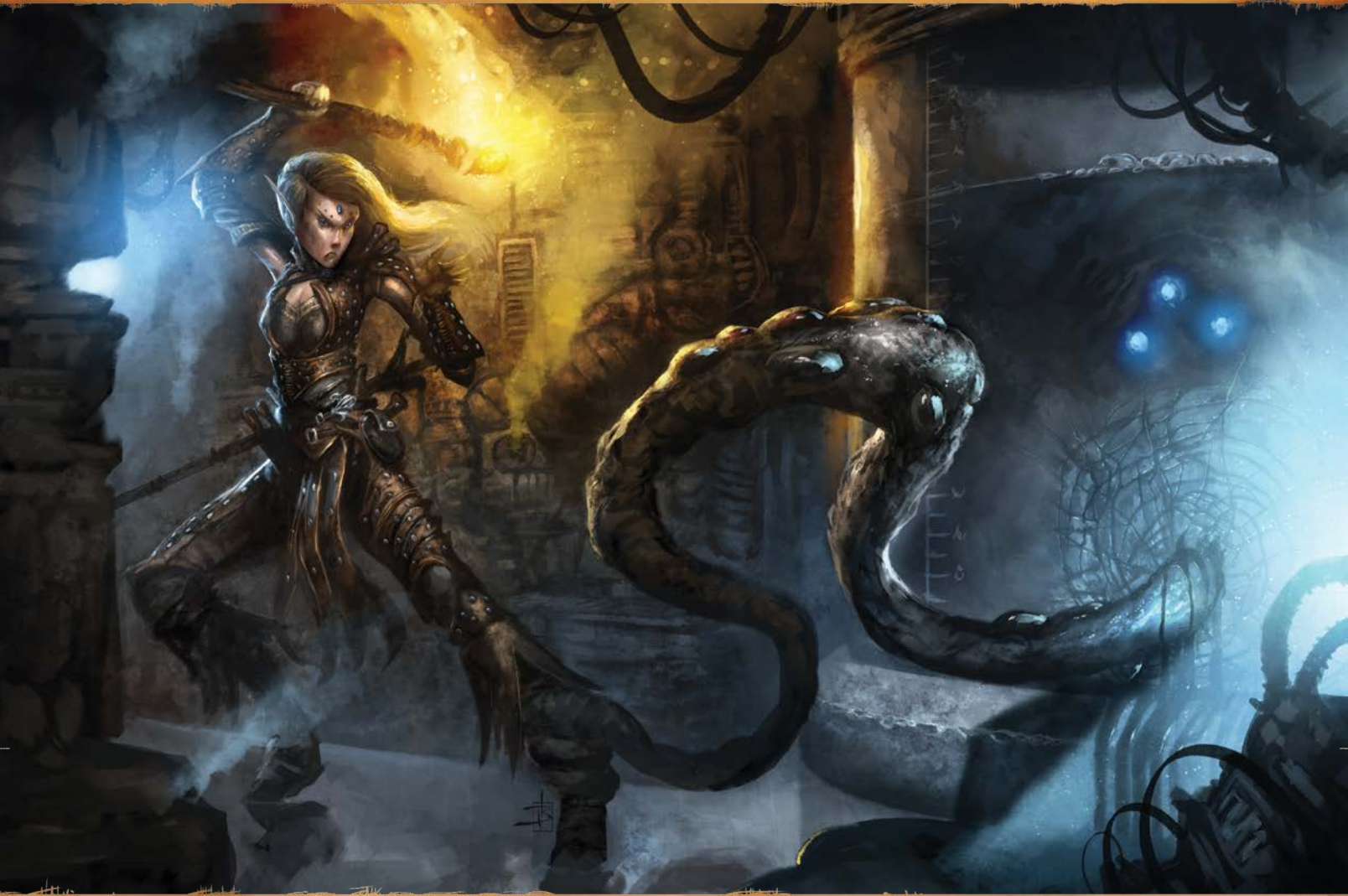
Over time, as more and more androids made their way to Szamrak's Haven, the philosophy of the Constructed took hold amid a large portion of its population. This android belief in the superiority of constructed life over biological equivalents led the androids to experiment on their own kind—volunteers who donated their precious bodies to science—to increase their collective understanding of their physiology, the nanites that served as their lifeblood, and the process of renewal. Ironically, in this effort to perfect themselves and understand the nature of technology, the androids made their society into one that paralleled the very Technic League from which they originally attempted to escape. Now the enclave plays host to any number of morally questionable experiments conducted by android wizards, alchemists, and engineers.

Among the many undertakings currently occupying the android scientists' minds are the creation and manipulation of alien technology, methods of better disguising their kind to appear human, and the imparting of souls into the bodies of reprogrammed robots. The primary hurdle the scientists face is lack of access to the specialized facilities needed to craft new technological items, which is in part why the enclave puts so much effort into collecting technology and isolated pods from the crashed starship. Ultimately, the androids of Szamrak's Haven hope to gain access to a foundry where more of their kind can be created or construct a foundry of their own, thus ensuring the safety and ultimate survival of the android race. To date, they have gotten no closer to this goal than the Technic League, though they believe it is their destiny as androids to harness the technology to make more of their kind before the humans of the League do.

The experiments conducted on their own kind anger followers of the rival android philosophy of the First, which recognizes the potential within all androids to have been the first of their kind, renewed countless times over the millennia since the race's creation. While the First take no violent or directly antagonistic action toward Szamrak's Haven (as it would violate their belief in protecting every android), they often infiltrate the enclave in an attempt to spread their own beliefs and slowly change the minds of the settlement's inhabitants toward their way of thinking.

The people of Szamrak's Haven also find themselves at odds with the non-Golarians of Hajoth Hakados, whose policy of aiding androids in escaping the Technic League by ushering them out of Numeria secretly conflicts with the Constructeds' goals of building their own android society within Numeria's borders. Though they have not come to open conflict with Hajoth Hakados's leadership, representatives of the Haven often travel to the city to convince potential refugees to join them in their cavern home rather than flee the land, a practice that angers Cythrul and Lady Altouna to no end.

The current leader of Szamrak's Haven is Nelris Sargal, who inhabits the same body as the settlement's founder, Szamrak, once did—the body has undergone eight renewals since the haven was established. Nelris protects her people with a growing army of robots salvaged from across Numeria or stolen from the Technic League. These technological forces are led by Nelris's most trusted associates, who are primarily fellow arcanists, alchemists, and gunslingers. Nelris and her acolytes do not hesitate to defend their home from non-androids who may stumble across it. In rare circumstances, they allow those non-androids who can assist the colony in research stay, but they never allow anyone who knows the secret of their lair—save trusted fellow androids—to escape and potentially expose them to the Technic League.



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"It may look like a heap of junk, but let me tell you—and you'd best heed this warning—there's danger amid that scrap. That metal's stronger than anything on the planet, and you're sure as dead if you ever need to fight something made of the stuff. And that'll happen more often than you'd imagine, broken-looking metal people standing up without warning and coming at you, angry that you woke them from their long sleep. If they even sleep. And that's saying nothing of the weird creatures that make their nests and burrows in these ruins. Tentacled things, and things with too many eyes. Stuff that can't be from here. Then again, if they gotta be from anywhere, it might as well be this blasted place. I certainly don't know of anywhere weirder."

— Gillima Targenda, veteran scrapper, to her newest apprentice

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Random Encounter Tables

The encounter tables presented on this page are not meant to be exhaustive lists of the creatures that dwell in Numeria—GMs should feel free to replace monsters on these tables with others, including the new monsters found in the Iron Gods Adventure Path.

Kellid Tribe (CR 7): A small tribe of nomadic Kellid barbarians consists of one chieftain (CN human barbarian 5), a shaman (N human oracle 4), and six tribal warriors (CN human warrior 2). A tribe generally encompasses another 3d10 noncombatants, including hunters and gatherers, the young, and the elderly. Depending on the specific tribe encountered, its members might be friendly, territorial, or outright antagonistic. See page 30 for more information on the principal Kellid tribes in Numeria.

Technic League Contingent (CR 10): A contingent of Technic League agents generally consists of a single Technic League arcanist (NE human wizard 8), two gearsmen (*Pathfinder Campaign Setting: Inner Sea Bestiary* 44), and an entourage of five to eight Technic League hirelings (see page 61) and mannequin robots (see page 57). Technic League agents and their minions are almost always armed with advanced technology, such as that presented throughout this chapter and in *Pathfinder Campaign Setting: Technology Guide*.

FELDALES

d%	Result	Avg. CR	Source
01-08	1d6 orc mutants	11	See page 52
09-18	2 aurumvoraxes	11	B2 35
19-26	1d6 rift drakes	12	B3 106
27-38	1d3 capacitor oozes	13	See page 48
39-50	1d3 ash giants	13	B3 126
51-62	1 gray goo	14	See page 50
63-72	1d4 myrmidon robots	14	ISB 45
73-84	1 targotha	15	See page 60
85-92	1 spine dragon	16	ISWG 312
93-100	1 annihilator robot	16	ISB 43

NUMERIAN PLAINS

d%	Result	Avg. CR	Source
01-10	1d6 arachnid robots	3	See page 56
11-18	1 wayward crusader	4	See page 62
19-30	1d4 bloodbrushes	5	See page 47
31-42	1d12 zhen worms	5	See page 63
43-54	1 Numerian gunslinger	6	See page 55
55-62	1d6 mannequin robots	6	See page 57
63-72	1 Numerian fluid scavenger	6	See page 54
73-84	1d3 trolls	7	B1 268
85-92	Kellid tribe	7	See above
93-100	1 torturer robot	8	See page 59

ROBOT

“Robot” is a special subtype that can be applied to any construct without changing its CR. All robots gain the following traits, unless noted otherwise. More information on robots can be found in *Pathfinder Campaign Setting: Inner Sea Bestiary*.

Intelligent: Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.

Vulnerable to Critical Hits: Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save to avoid being stunned for 1 round. If its saving throw is successful, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.

Vulnerable to Electricity: Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity because of other special defenses.

Difficult to Create: Robots are crafted via complex methods in well-guarded facilities hidden in Numerian ruins or other technological bastions. While the Technic League has developed magical solutions to some of these requirements, actual details on creating robots are beyond the scope of this book.

SELLEN HILLS

d%	Result	Avg. CR	Source
01-10	1 android impostor	5	See page 46
11-18	1 Numerian gunslinger	6	See page 55
19-30	1d4 scrapyard robots	6	See page 58
31-40	Kellid tribe	7	See above
41-48	1 bulette	7	B1 39
49-56	1 machine slayer	8	See page 51
57-66	1d3 kytons	8	B1 185
67-78	1d6 wyverns	9	B1 282
79-86	1d3 orc mutants	9	See page 52
87-100	1d6 hill giants	10	B1 150

SOVEREIGN'S REACH

d%	Result	Avg. CR	Source
01-08	1d6 Technic League hirelings	6	See page 61
09-20	1d4 gearsmen	6	ISB 44
21-28	2d6 akatas	7	B2 23
29-38	1 machine slayer	8	See page 51
39-48	1 moonflower	8	B2 192
49-56	1 shoki psychopomp	9	ISB 40
57-72	Technic League contingent	10	See above
73-82	1d3 torturer robots	10	See page 59
83-90	1 capacitor ooze	11	See page 48
91-100	1 robot golem	11	See page 49

Android Impostor

Intricate tribal tattoos cover the skin of this greataxe-wielding Kellid warrior.

ANDROID IMPOSTOR

CR 5



XP 1,600

Android fighter 6 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 3)

N Medium humanoid (android)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 55 (6d10+18)

Fort +8, **Ref** +3, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2, constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 greataxe +12/+7 (1d12+8/x3)

Ranged mwk composite longbow +7/+2 (1d8+3/x3) or throwing axe +7 (1d6+4)

Special Attacks nanite surge, weapon training (axe +1)

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 19

Feats Deceitful, Improved Initiative, Lunge, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Bluff +8, Climb +4, Disguise +8, Intimidate +9, Perception +6, Sense Motive -3, Survival +5, Swim +4; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common, Hallit

SQ armor training 1, emotionless

ECOLOGY

Environment cold plains (Numeria)

Organization solitary

Treasure NPC gear (*potion of bull's strength*, *potions of cure light wounds* [2], alchemist's fire [2], mwk chainmail, +1 greataxe, mwk composite longbow with 20 arrows, throwing axe, *cloak of resistance* +1, disguise kit, wooden holy symbol of Gorum, 130 gp)

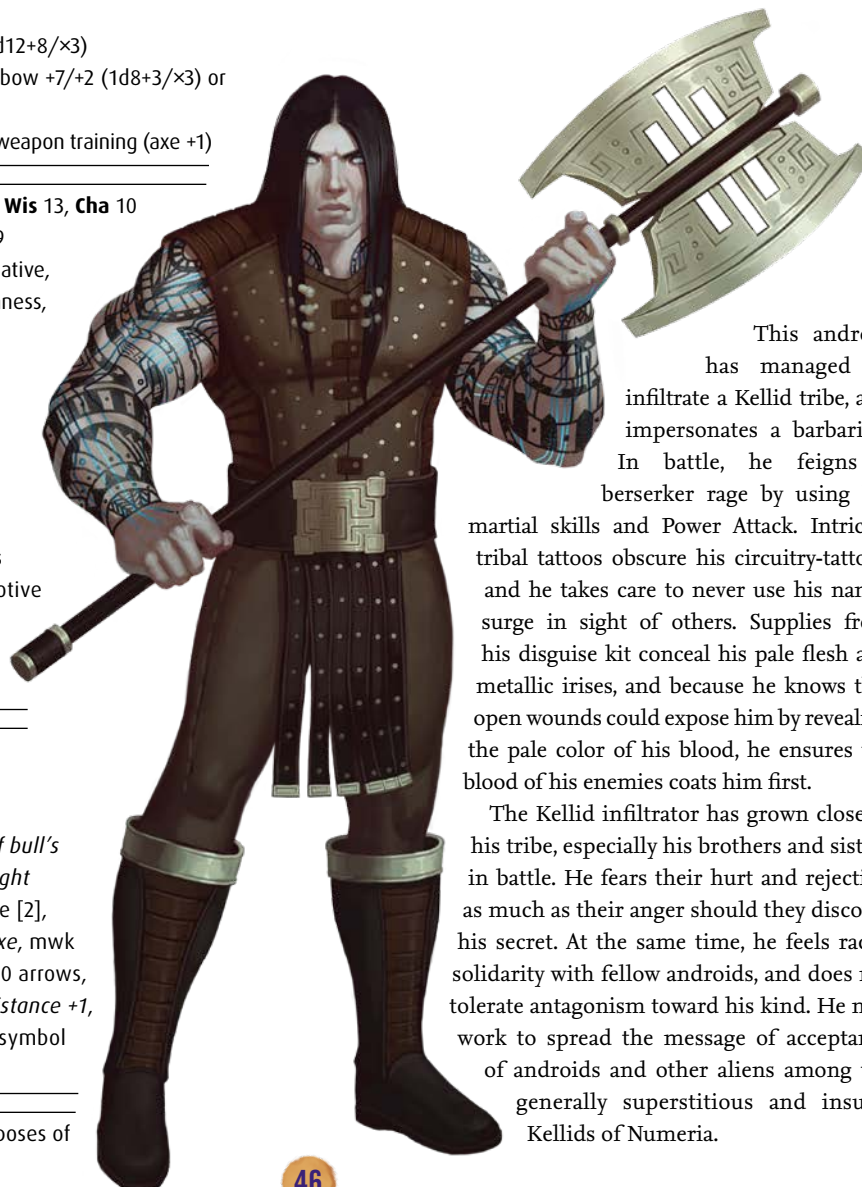
SPECIAL ABILITIES

Constructed (Ex) For the purposes of

effects that target a creature by type (such as a ranger's favored enemy or a bane weapon), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects; they are not subject to fatigue or exhaustion, and are immune to disease, emotion-based effects, fear effects, and sleep effects. Androids can never gain morale bonuses.

Emotionless (Ex) Androids have problems processing emotions properly, and thus take a -4 penalty on Sense Motive checks.

Nanite Surge (Ex) An android's body is infused with nanites. Once per day as an immediate action, an android can cause his nanites to surge, granting the android a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, his circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.



This android has managed to infiltrate a Kellid tribe, and impersonates a barbarian. In battle, he feigns a berserker rage by using his martial skills and Power Attack. Intricate tribal tattoos obscure his circuitry-tattoos, and he takes care to never use his nanite surge in sight of others. Supplies from his disguise kit conceal his pale flesh and metallic irises, and because he knows that open wounds could expose him by revealing the pale color of his blood, he ensures the blood of his enemies coats him first.

The Kellid infiltrator has grown close to his tribe, especially his brothers and sisters in battle. He fears their hurt and rejection as much as their anger should they discover his secret. At the same time, he feels racial solidarity with fellow androids, and does not tolerate antagonism toward his kind. He may work to spread the message of acceptance of androids and other aliens among the generally superstitious and insular Kellids of Numeria.

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Bloodbrush

This dried-out clump of thorny brush has torn free of its roots and seems to move not with the wind, but of its own volition.

BLOODBRUSH
CR 2

XP 600
N Small plant

Init +0; **Senses** low-light vision; Perception +0

DEFENSE
AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 26 (4d8+8)

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

Defensive Abilities all-around vision, barbs, flammable; **DR** 5/slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE
Speed 30 ft.

Melee slam +6 (1d3+3 plus grab)

Special Attacks grab (Medium), poison, powerful charge (slam, 2d4+3 plus grab)

STATISTICS
Str 14, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

ECOLOGY
Environment cold or temperate plains

Organization solitary, pair, or field (3–12)

Treasure none

SPECIAL ABILITIES

Barbs (Ex) A creature that strikes a bloodbrush with a melee weapon, an unarmed strike, or a natural weapon takes 1d4 points of piercing damage and 1 point of bleed damage, and is exposed to the bloodbrush's poison. Any creature that attempts a combat maneuver or Escape Artist check against a bloodbrush also takes this barb damage, regardless of success. Melee weapons with reach do not endanger an attacker in this way. A grappled creature takes barb damage at the start of the bloodbrush's turn.

Flammable (Ex) If a bloodbrush takes fire damage, it catches fire (*Pathfinder RPG Core Rulebook* 444), but does not take damage for catching fire in the round it ignites. It takes 1d6 points of fire damage at the start of each turn unless it succeeds at a DC 15 Reflex save to extinguish the flame. A burning bloodbrush inflicts 1d6 points of fire damage with its barbs and slam attacks and to any creature that strikes it with a melee attack as its barbs ability.

Poison (Ex) Barbs—*injury*; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* dazed; *cure* 1 save; no effect on creatures immune to mind-affecting effects.

Though they resemble humble tumbleweed, bloodbrushes are animate and aggressive. Movement draws its attention, especially when accompanied by warmth and moisture. When it strikes prey, it latches on and delivers a sedating toxin through its barbs. Victims that succumb to this poison experience vivid hallucinations as the bloodbrush

finishes them off. As much a drug as a poison, refined bloodbrush toxin commands a high price in the right circles. A single bloodbrush provides sufficient poison to refine 1d4 doses of bloodbrush extract (see page 23), and counts as the raw materials for the process.

Bloodbrush thorns deposit seeds, though the seeds germinate only in dead flesh. A single corpse sprouts 2d4 seedlings. After 3 months of growth, the now-mature and animate bloodbrush breaks free of its roots and rolls off in search of prey. Prior to this, an immature bloodbrush is neither animate nor toxic. A bloodbrush lives for up to 6 months after tearing free, and can survive 2 weeks between feedings. Despite its size, a mature bloodbrush plant weighs 5 pounds at most.

Kellids harvest the thorns of immature bloodbrushes. They grind the dried thorns, and brew the resulting powder as a tea with mild euphoric and fever-reducing properties. Harvesting the thorns and preparing the tea requires a successful DC 15 Survival check. Drinking this tea grants a +1 circumstance bonus on saves against an ongoing disease for 24 hours.

Particularly ingenious tribes, and even some members of the Technic League, cultivate bloodbrush in the shallowly buried corpses of their fallen enemies. When a farmed bloodbrush is near maturity, the grower places a sturdy wicker cage about it to prevent it from escaping. Such cages can be completely sealed and carried into battle or covertly placed in a rival settlement. When released, the captive bloodbrush tends to attack the nearest target, so using one as a weapon presents significant risks to the one who releases it.



Capacitor Ooze

Electricity crackles and arcs from this undulating mass of orange slime.

CAPACITOR OOZE

CR 11



XP 12,800

N Medium ooze

Init -5; **Senses** blindsight 120 ft.; Perception -5

Aura osmotic drain (10 ft., DC 25)

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 195 (17d8+119)

Fort +12, **Ref** +0, **Will** +0

Defensive Abilities electrified; **Immune** electricity, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +18 (2d6+9 plus 4d6 electricity and neurophagic jolt)

Special Attacks neurophagic jolt

STATISTICS

Str 22, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 23

Skills Climb +14

SQ compression

ECOLOGY

Environment cold deserts or plains

Organization solitary

Treasure none

SPECIAL ABILITIES

Electrified (Ex) A creature that strikes a capacitor ooze with a natural weapon, unarmed strike, or metal weapon takes 4d6 points of electricity damage. Creatures grappling a capacitor ooze take this damage when initiating the grapple and on each round the grapple is maintained.

Neurophagic Jolt (Ex) When a capacitor ooze deals electricity damage to a target with its slam attack, the jolt to the target's neurological system stuns the creature for 1 round (Fortitude DC 25 negates). A second neurophagic jolt to a stunned target sets up a destructive resonance in the target's brain. This resonance functions like an affliction with the following statistics: *save* Will DC 25; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity and 1d2 Intelligence damage; *cure* 1 save. *Neutralize poison* does not cure this affliction, but *heal*, *greater restoration*, and any effect that removes insanity does. This is a mind-affecting effect. The save DC is Constitution-based.

Osmotic Drain (Ex) A capacitor ooze drains power from nearby electrical sources. Any creatures within 10 feet of a capacitor ooze carrying at least one device that's powered by or generates electricity must succeed at a DC 25 Fortitude save or lose 1 charge from a random electrical device. Single-use items are depowered entirely; devices with renewable electrical sources are depowered until they can recharge (in the case of a solar-powered device) or have their electrical function suppressed for 1d4 minutes (in the case of a *shock* weapon). A given power source can be drained only once per minute. For each electrical device affected by the capacitor ooze's osmotic drain, the ooze deals an additional 1d6 points of electricity damage the next time it would deal electricity damage to a target, and its speed increases by 30 feet for 1 round. The save DC is Constitution-based.

Created by technologists seeking to devise an organic battery, capacitor oozes escaped captivity and now infest the hinterlands of Numeria. They find water dangerous and humidity painful, so they gravitate toward arid climes with stable weather.

Capacitor oozes instinctively seek out sources of electricity, consuming them like other creatures would food. Maintaining vigor and growth requires regular consumption of organic material as well. A capacitor ooze that's denied power or food begins to starve.

Capacitor oozes grow without bound, splitting only from damage or misfortune. Capacitor oozes that encounter others of their kind often merge if left undisturbed, a process that takes 1d4 hours and may result in a giant or advanced ooze. Capacitor oozes that aren't inclined to merge disperse, as they find disharmonious electrical auras intolerable.



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Golem, Robot

Though corroded and damaged, this bipedal metallic construct moves silently, as though powered by some force other than its own rattling gears.

ROBOT GOLEM
CR 11

XP 12,800
N Large construct

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

DEFENSE
AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 112 (15d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE
Speed 20 ft.

Melee 2 slams +22 (2d10+8)

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

Special Attacks rend construct (2 slams, 2d10+12), shockwave (30-ft.-radius spread, 8d6 electricity, Reflex DC 19 for half, usable every 1d4 rounds)

STATISTICS
Str 26, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +15; **CMB** +24; **CMD** 34

ECOLOGY
Environment any (Numeria)

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

- Immunity to Magic (Ex)** A robot golem is immune to spells or spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against it, as noted below.
- A magical attack that deals electricity damage deals half damage to the golem. Additionally, for 1d4+1 rounds the golem gains the benefits of *haste* and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing an object smaller than itself if no creature is within reach; it then moves on to spread more destruction. The golem comes back under the control of its creator when the duration ends.
 - A *transmute metal to wood* spell reduces the robot golem's damage reduction by 5 and its natural armor bonus by 9 for 1d4 rounds.
 - A robot golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.
- Rend Construct (Ex)** This functions as the rend special ability, except the robot golem can rend only other constructs.
- Shockwave (Ex)** A robot golem can release a pulse of electrical energy held within its nonfunctioning batteries as a standard action once every 1d4 rounds. This pulse is a 30-foot-radius spread that deals 8d6 points of electricity damage to all creatures in its area of effect (Reflex DC 19 half). The save DC is Constitution-based and includes a +2 racial bonus.

When robots are damaged beyond the abilities of Numerian technologists to repair, salvages sometimes animate their frames via magic rather than science. What results is more of a walking mechanical corpse that lacks the intelligence and vulnerabilities of a true robot. The arcanists of the Technic League often employ these magically animated constructs to combat rogue robots or those under the control of their enemies.

Construction

A robot golem's body used to be a Large robot, but is now nonfunctional. Any major damage on the intended body must be repaired prior to animation.

ROBOT GOLEM
CL 14th; **Price** 72,000 gp

CONSTRUCTION
Requirements Craft Construct, *geas/quest*, *limited wish*, *make whole*, *shatter*, creator must be caster level 13th;

Skill Craft (mechanical) DC 20; **Cost** 36,000 gp


Gray Goo

Droplets of a silvery gray, slightly grainy goo gleam dully as they hang in the air.

GRAY GOO

CR 14



XP 38,400

N Fine construct (swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 29, touch 29, flat-footed 18 (+10 Dex, +1 dodge, +8 size)

hp 123 (19d10+19)

Fort +8, **Ref** +18, **Will** +8

Defensive Abilities dispersion, swarm traits; **Immune** construct traits, weapon damage

OFFENSE

Speed fly 50 ft. (perfect)

Melee swarm (6d6 plus dismantle and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks dismantle, distraction (DC 21), infest

STATISTICS

Str 1, **Dex** 30, **Con** —, **Int** 5, **Wis** 10, **Cha** 1

Base Atk +19; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Dodge, Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Toughness, Wind Stance

Skills Fly +26, Perception +13, Stealth +32 (+42 when dispersed); **Racial Modifiers** +10 Stealth when dispersed

Languages Common (can't speak), Hallit (can't speak)

ECOLOGY

Environment cold plains (Numeria)

Organization solitary, pair, or storm (3–12)

Treasure none

SPECIAL ABILITIES

Dismantle (Ex) Creatures damaged by a gray goo must succeed at a DC 19 Reflex save or a random piece of their equipment takes the same amount of damage, determined as though the target rolled a natural 1 on a saving throw, using the rules for items surviving after a saving throw (*Pathfinder RPG Core Rulebook* 217). In addition, unattended objects in the area of a gray goo take damage if the swarm chooses to harm them. The save DC is Constitution-based.

Dispersion (Ex) As an immediate action, a gray goo can disperse, spreading itself across an area of up to 30 cubic feet. While dispersed, it deals no damage and cannot use its other special abilities until it reforms. A dispersed gray goo can hide in plain sight (as a ranger in its favored terrain) with a +10 bonus and does not take additional damage from area effects. It takes 2 rounds for a dispersed gray goo to reform.

Infest (Ex) As a standard action, a gray goo can infest a Medium or larger creature (Fortitude DC 21 negates), including constructs and undead. The swarm deals double its normal damage to its host each round, but cannot make use of its dismantle ability. If the host is reduced to 0 hit points while infested, it is reduced to dust and destroyed (similar to a *disintegrate* effect). A gray goo infesting a host can be expelled by any effect that cures disease, with a disease save equal to this ability's DC. The save DC is Constitution-based and includes a +2 racial bonus.

Swarms of weaponized nanites—microscopic robots designed to work in large groups to perform varied tasks—roam the Felldaes, reducing anything in their path to wisps of dust. Called “gray goo” by natives who do not understand the true nature of the creature's components, some swarms were activated as weapons of mass destruction, while others were originally benign swarms that malfunctioned and abandoned their programming. Nanites have limited intelligence and potentially respond to commands. Such controlled swarms often spare the treasure their victims carry.

Rumors of virulent clouds of gray goo spread throughout Numeria every few years. The most recent tale speaks of a self-replicating swarm that uses its victims as incubators from which further swarms are born—a harrowing prospect if true.



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Machine Slayer

Battered scraps of metal hang from this battle-scarred archer's necklace, trophies of the fierce Kellid's many mechanical kills.

MACHINE SLAYER**CR 8****XP 4,800**

Human ranger 9

CN Medium humanoid (human)

Init +4; **Senses** Perception +13**DEFENSE****AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)**hp** 79 (9d10+25)**Fort** +9, **Ref** +11, **Will** +5**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft.**Melee** adamantine warhammer +12/+7 (1d8+2/×3)**Ranged** mwk composite longbow +15/+10 (1d8+2/×3)**Special Attacks** combat style (archery), favored enemy (animals +2, constructs +4)**Ranger Spells Prepared** (CL 6th; concentration +7)2nd—*barkskin*1st—*abundant ammunition*^{UC},
longstrider, *resist energy***STATISTICS****Str** 14, **Dex** 18, **Con** 14, **Int** 8,**Wis** 12, **Cha** 10**Base Atk** +9; **CMB** +11; **CMD** 25**Feats** Deadly Aim, Diehard, Endurance, Improved Precise Shot, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (longbow)**Skills** Heal +12, Knowledge (geography) +8, Knowledge (nature) +8, Perception +13, Sense Motive +10, Stealth +15, Survival +13**Languages** Common, Hallit**SQ** favored terrain (mountain +2, plains +4), hunter's bond (companions), swift tracker, track +4, wild empathy +9, woodland stride**ECOLOGY****Environment** cold hills or plains (Numeria)**Organization** solitary**Treasure** NPC gear (+1 adamantine construct bane arrows [10], adamantine arrows [10], scroll of cat's grace, scroll of cure moderate wounds, arc grenade, +1 chain shirt, adamantine warhammer, dagger, mwk composite longbow with 20 arrows, cloak of resistance +1, animal fetish [divine focus], spell component pouch, 29 gp)**SPECIAL ABILITIES****Arc Grenade (Ex)** An arc grenade is a splash weapon with a range increment of 20 feet, generally thrown at a grid intersection rather than a creature. When armed and thrown,

it detonates at the beginning of the machine slayer's next turn. The explosion deals 5d6 points of electricity damage to all targets within a 20-foot-radius spread (Reflex DC 15 half). An arc grenade weighs 1 pound and is worth 750 gp.

To feed his tribe, he learned to hunt. To keep them safe, he learned to hunt machines. This Kellid ranger learned the secrets of fighting the metal monstrosities of Numeria from the greatest hunters of his tribe, and now he has surpassed and outlived them all. He leads his fellow warriors in battle against the robots, fighting with warhammer and arrowheads crafted from skymetal claimed from his foes' remains. Whether the machines act independently or serve the hated Technic League matters not—all pose a threat to the tribe.

Of late, rumors have reached the tribe of machines crafted into human form, sent to infiltrate the surviving free tribes and destroy them from within. The machine slayer keeps a close eye on strangers, any of whom might be machines pretending to be humans. Odd behavior risks a deadly response. He would rather mistakenly kill a stranger than risk the lives of his kinfolk.



Mutant

This mutated, eyeless, heavily scaled orc holds a crude club in one arm, but her other arm is withered and useless.

MUTANT ORC

CR 7



XP 3,200

Mutant orc barbarian 7 (*Pathfinder RPG Bestiary* 222)

CE Medium aberration (orc)

Init +1; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 16, touch 9, flat-footed 15 (+4 armor, +1 Dex, +3 natural, -2 rage)**hp** 100 (7d12+49); fast healing 5**Fort** +11, **Ref** +3, **Will** +4**Defensive Abilities** ferocity, improved uncanny dodge, trap sense +2; **DR** 1/—; **Immune** gaze attacks, radiation, sight-based attacks, and visual effects

OFFENSE

Speed 40 ft.**Melee** mwk club +18/+13 (1d6+9)**Special Attacks** rage (20 rounds/day), rage powers (powerful blow +2, quick reflexes, scent)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 86; **Fort** +9, **Will** +2;**Melee** mwk club +16/+11 (1d6+7); **Str** 24, **Con** 18; **CMB** +14,**CMD** 25; **Skills** Climb +17, Swim +17.

STATISTICS

Str 28, **Dex** 12, **Con** 22, **Int** 6, **Wis** 11, **Cha** 4**Base Atk** +7; **CMB** +16; **CMD** 25**Feats** Blind-Fight, Cleave, Power Attack, Toughness, Weapon Focus (club)**Skills** Acrobatics +11 (+15 when jumping), Climb +19, Swim +19**Languages** Common, Orc**SQ** deformities (blind, useless arm), fast movement, mutations (armored, fast healing, sonar), weapon familiarity

ECOLOGY

Environment any (Numeria)**Organization** solitary, pair, band (3–8), or tribe (9–30)**Treasure** NPC gear (*potion of bear's endurance*, *potion of bull's strength*, *potions of cure serious wounds* [2], *potion of lesser restoration*, *alchemist's fire* [3], *tanglefoot bag*, +1 *studded leather*, *mwk club*, *amulet of natural armor* +1, 15 gp)

When long-term exposure to radiation doesn't result in a creature's death, it often mutates the creature into a twisted version of itself. Some of these mutations can be advantageous to the creature; others are unquestionably a hindrance to it. In either case, mutants are plentiful throughout Numeria, especially in the Felldales, where they band together into roving bands of loosely affiliated marauders, traveling the landscape in search of food, shelter, or whatever other things motivate their fractured and warped minds.

Creating a Mutant

"Mutant" is an acquired template that can be added to any living, corporeal creature. A mutant retains the base creature's statistics and special abilities except as noted here.

CR: As base creature +1.**Type:** The creature's type changes to aberration. Do not recalculate HD, BAB, or saves.**Defensive Abilities:** Mutants are immune to radiation.**Attacks:** A mutant retains all the natural weapons, manufactured weapon attacks, and weapon and armor proficiencies of the base creature.**Special Abilities:** A mutant retains any extraordinary and supernatural qualities of the base creature.**Mutations:** A mutant gains one of the mutations below when it acquires this template, plus an additional mutation for every 4 HD it possesses. By taking an extra deformity, a mutant can add an additional beneficial mutation. Only the first extra deformity provides this benefit. A mutant that gains additional HD after acquiring this template does not gain additional special abilities.**Armored (Ex):** The mutant's natural armor bonus to AC increases by 2. This ability can be taken multiple times.**Bulbous Eyes (Ex)** The mutant has darkvision with a range of 60 feet and low-light vision.**Celerity (Ex):** As a swift action, the mutant gains the benefits of *haste* for 1 round. This ability can be used once every 1d4 rounds. The mutant has a +2 bonus on Initiative checks.**Extra Arm (Ex):** The mutant has an extra arm and gains Multiweapon Fighting as a bonus feat if this mutation brings its total number of arms above two. This ability can be taken multiple times, adding an arm each time.**Fast Healing (Ex):** The mutant has fast healing 5.**Feral (Ex):** The mutant gains a bite attack and one claw attack for each arm or forelimb. These natural weapons deal damage based on the mutant's size. If it already has these attacks, their damage improves by one size category.**Gills (Ex):** The mutant has the aquatic subtype, the amphibious special ability, and a swim speed equal to its base speed.**Increased Speed (Ex):** One of the mutant's speeds increases by 10 feet. If this mutation is taken multiple times, apply it to a different speed each time.**Leaping (Ex):** The mutant gains Acrobatics as a class skill and a +10 bonus on Acrobatics checks to jump. The mutant always counts as having a running start when jumping.**Mental Armor (Su):** The mutant generates a protective field as *mage armor* while conscious. If its mental armor is removed, the mutant can restore it as a swift action.**Radiation Affinity (Ex):** The mutant gains the advanced simple template when in areas of medium or stronger radiation (see page 26).**Rage (Ex):** The mutant gains the ability to enter a manic rage, as the barbarian rage class feature. The mutant uses its HD as its barbarian level.

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Resistance (Ex): The mutant has resistance 10 to a single energy type. This special ability can be selected multiple times, for the same or different types. Selecting it twice for one energy type grants resistance 20; taking it three times for the same energy type provides immunity.

Rugged (Ex): The mutant has DR 5/—.

Sealed Mind (Ex): The mutant is immune to mind-affecting effects.

Slam (Ex): The mutant gains a slam attack for each arm or forelimb. These attacks deal damage based on the mutant's size. If the mutant already has a slam attack, its slam damage improves by one size category.

Sonar (Ex): The mutant has blindsense with a range of 30 feet and gains Blind-Fight as a bonus feat.

Spell-Like Ability (Sp): The mutant has one of the following spell-like abilities, usable at will unless noted otherwise: *charm monster*, *charm person*, *chill metal*, *deep slumber*, *dimension door* (3/day), *dominate person* (dominating a new character frees any previous dominated creature), *heat metal*, *mirror image*, *modify memory*, *rage*, *shocking grasp*, *shout*, *sleep*, *suggestion*, *telekinesis*. The mutant's caster level is equal to its HD. The mutant can choose only spells with a level no higher than half its hit dice. This ability can be taken multiple times, choosing a different spell each time.

Stench (Ex): The mutant has the stench ability, with a duration of 1 minute.

Telepathy (Su, Sp): The mutant has telepathy with a range of 100 feet as a supernatural ability and *detect thoughts* as a spell-like ability, usable at will.

Wings (Ex): The mutant gains wings, granting it a fly speed of 40 feet with average maneuverability.

Deformities: Each mutant has one of the following deformities. It can take a second to gain an extra special ability as detailed above. If a deformity would not disadvantage the mutant, it cannot be taken.

Blind (Ex): The mutant cannot see, and gains the blinded condition unless it possesses a means of seeing other than normal vision, darkvision, or low-light vision. This blindness cannot be magically removed.

Deaf (Ex): The mutant can't hear, and gains the deafened condition. This deafness cannot be magically removed.

Fragile (Ex): When the mutant fails a Fortitude save, it is staggered for 1 round.

Fractured Mind (Ex): When the mutant fails a Will save, it is confused for 1 round.

Lame (Ex): The mutant's stunted legs reduce its base speed by 10 feet. This deformity cannot be taken if the mutant's base speed is already slower than 20 feet.

Light Blindness (Ex): The mutant has the light blindness special ability. This deformity cannot be taken in conjunction with the blind deformity.

Mindless (Ex): The mutant gains the mindless trait. A mindless mutant has no Intelligence score, loses all feats and skills, and is immune to mind-affecting

effects. A mutant with class levels retains its hit points, base attack bonus, and base saves from its class levels, but loses all weapon and armor proficiencies and other class abilities. This deformity may prevent the mutant from being eligible to take certain special abilities or using some of the base creature's abilities, at the GM's discretion.

Misshapen (Ex): Humanoid mutants only. The mutant cannot wear armor (including magical armor) fashioned for humanoid creatures. Armor made to fit the mutant costs twice as much.

Poor Ability (Ex): The mutant takes a –4 penalty to one ability score in addition to the normal ability score penalties applied by the template.

Spasms (Ex): When the mutant fails a Reflex save, it loses its Dexterity bonus to AC, on ranged attack rolls and attack rolls with finesse weapons, and on ability checks and skill checks, and it cannot take attacks of opportunity or immediate actions for 1 round.

Useless Arm (Ex): One of the mutant's arms is malformed and useless.

Vulnerability (Ex): The mutant is vulnerable to one energy type. If the base creature has innate resistance or immunity to that energy type, it loses those abilities.

Abilities: A mutant gains a +4 bonus to two ability scores of its choice and takes a –2 penalty to two ability scores of its choice.

Skills: A mutant gains Climb, Intimidate, Knowledge (any one), Perception, Sense Motive, Survival, and Swim as class skills.



Numerian Fluid Scavenger

Bottles and flasks hang from the belt and tattered leather armor or this ragged, wild-eyed human.

NUMERIAN FLUID SCAVENGER CR 6

XP 2,400

Human alchemist 7 (*Pathfinder RPG Advanced Player's Guide* 26)

CN Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 56 (7d8+21)

Fort +9, **Ref** +10, **Will** +2; +4 vs. poison

Weaknesses addicted

OFFENSE

Speed 30 ft.

Melee mwk longspear +6 (1d8/x3)

Ranged dart +7 (1d4 plus poison)

Special Attacks bomb 11/day (4d6+4 fire, DC 17)

Alchemist Extracts Prepared (CL 7th)

3rd—*absorbing touch*^{APG}, *heroism*

2nd—*alchemical allocation*^{APG}, *barkskin*, *false life*, *invisibility*

1st—*bomber's eye*^{APG}, *cure light wounds*, *disguise self*, *expeditious retreat*, *shield*

STATISTICS

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

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

Feats Brew Potion, Great Fortitude, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Throw Anything, Toughness

Skills Appraise +10, Craft (alchemy) +14, Disable Device +12, Knowledge (engineering) +11, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Spellcraft +14, Stealth +9, Survival +9

Languages Aklo, Common, Giant, Hallit, Orc

SQ alchemy (alchemy crafting +7, identify potions), discoveries (acid bomb, enhance potion 4/day, latest dose, mutagen (+4/-2, +2 natural, 70 minutes), precise bombs [4 squares]), poison use, swift alchemy, swift poisoning

ECOLOGY

Environment cold plains (Numeria)

Organization solitary

Treasure NPC gear (*potion of cure moderate wounds*, *potion of delay poison*, *potion of lesser*

restoration, *potion of remove disease*, acid [2], alchemist's fire [2], darts coated in giant wasp poison [6], giant wasp poison [4 doses], oil of taggit [2 doses], plastic container holding 1 pint of Numerian fluid, +1 studded leather, mwk longspear, *cloak of resistance* +1, alchemist's kit, formula book [contains all prepared formulae as well as the following: 1st—*comprehend languages*, *detect secret doors*, *endure elements*, *identify*; 2nd—*cure moderate wounds*, *delay poison*], 34 gp)

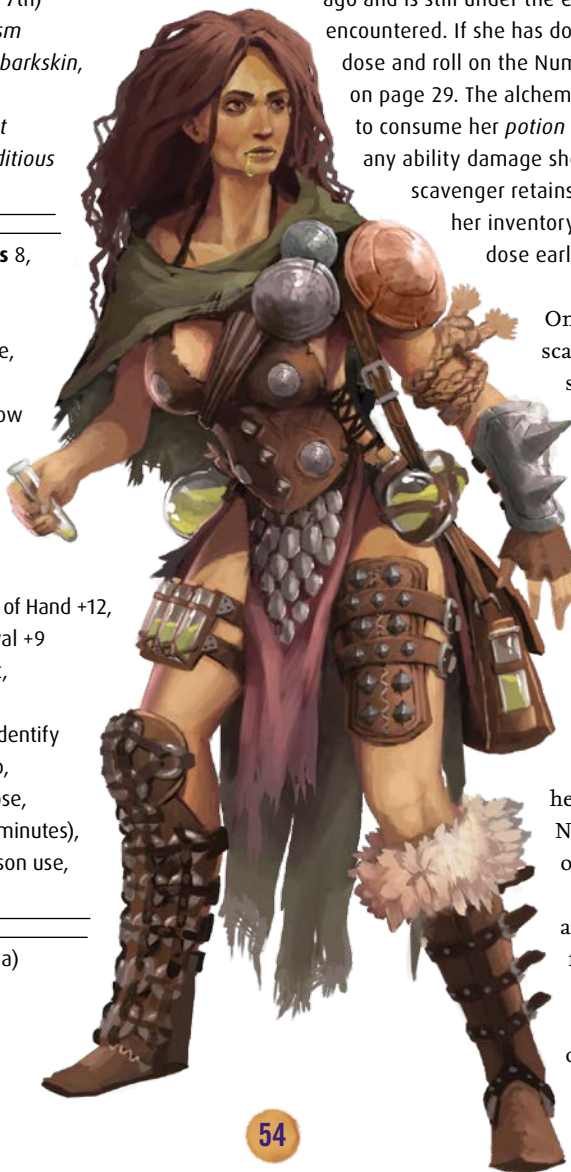
SPECIAL ABILITIES

Addicted (Ex) The Numerian scavenger is addicted to Numerian fluids (see page 28). She keeps her ability damage and penalties under control with *lesser restoration*. Roll once on the Numerian Fluids Side Effects table on page 29. If the result indicates a side effect that includes an addiction, the scavenger is addicted to that specific side effect in addition to Numerian fluids in general.

Latest Dose (Ex) There is a 50% chance the Numerian fluid scavenger drank her latest dose of fluid 1d4 hours ago and is still under the effects of the drug when encountered. If she has done so, apply the effects of the dose and roll on the Numerian Fluids Side Effects table on page 29. The alchemist uses *alchemical allocation* to consume her *potion of lesser restoration* to cure any ability damage she takes from the dose. The scavenger retains the unused dose of fluids in her inventory, even if she has consumed a dose earlier in the day.

Once, the Numerian fluid scavenger roamed the Felldales, searching for fluids to sell to hapless addicts. Now, she's become addicted to her own merchandise, and increasingly drinks her finds instead of making the long trek to civilization. As her symptoms worsen, the Numerian fluid scavenger grows more and more paranoid, convinced that strangers seek to track her back to her sources of Numerian fluids and rob her of her precious liquids.

If her addiction is lifted by a healer or simply through forced withdrawal, the Numerian fluid scavenger could be a powerful ally for one looking for a source of such potent reagents.



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Numerian Gunslinger

This hard-eyed stranger holds a strange weapon in his hand that resembles a pistol but glows with a pale blue light.

NUMERIAN GUNSLINGER

CR 6



XP 2,400

Human gunslinger 6 (*Pathfinder RPG Ultimate Combat* 9)

CG Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, +2 dodge)

hp 61 (6d10+24)

Fort +8, **Ref** +9, **Will** +5

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk dagger +8/+3 (1d4+1/19–20)

Ranged laser pistol +10 touch (1d8+3 fire) or mwk pistol +10 touch (1d8/x4)

Special Attacks grit (2), gun training (laser pistol, +3)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 10,

Wis 14, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 23

Feats Gunsmiting^{UC}, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (laser pistol)

Skills Acrobatics +11, Craft (mechanical) +9, Knowledge (engineering) +9, Perception +11, Sleight of Hand +11

Languages Common

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith, rare resources

ECOLOGY

Environment any (Numeria)

Organization solitary

Treasure NPC gear (oil of magic weapon, potion of cat's grace, potions of cure moderate wounds [2], antitoxin, mwk chain shirt, laser pistol, mwk dagger, mwk pistol with 20 bullets and 20 paper alchemical cartridges [bullet], cloak of resistance +1, ring of protection +1, black powder horn with 20 doses of black powder, everburning torch, mwk artisan's tools, 5 Numerian silverdisks worth 100 gp each, 40 gp)

SPECIAL ABILITIES

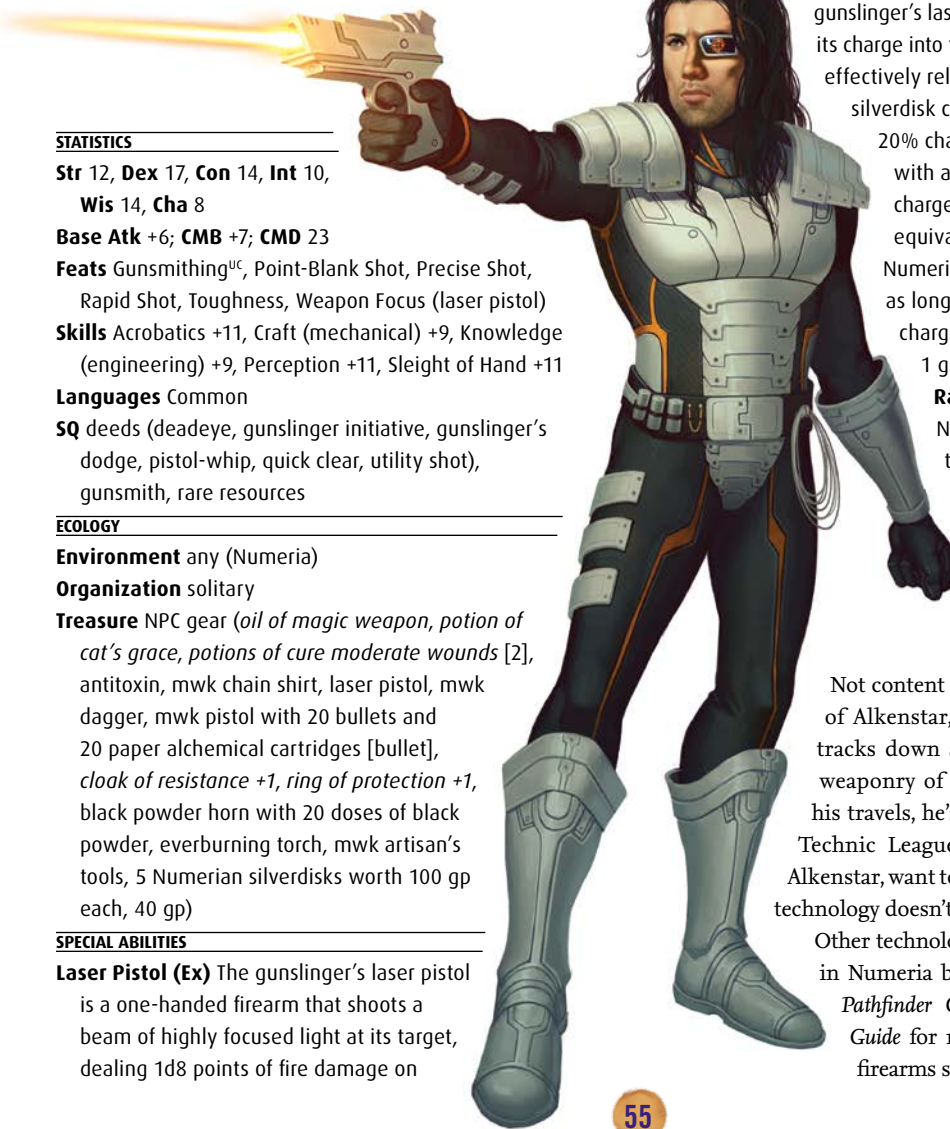
Laser Pistol (Ex) The gunslinger's laser pistol is a one-handed firearm that shoots a beam of highly focused light at its target, dealing 1d8 points of fire damage on

a successful hit. The gun has a range increment of 50 feet, and its attacks resolve against the target's touch AC. Lasers can pass through force fields and force effects like a wall of force without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers do not provide cover from lasers (but unlike force barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Each shot expends 1 charge of the gun's 10-charge capacity. As a semiautomatic weapon, the gun fires one shot per attack. If the gunslinger wishes, he can fire an additional shot per round as if using the Rapid Shot feat. This additional shot can stack with the additional shot granted by Rapid Shot, but when it does so, it increases the penalty for all shots fired that round to –6. A laser pistol is worth 10,000 gp and weighs 2 pounds.

Numerian Silverdisks (Ex) These small, coin-sized discs are etched with circuitry, and contain 10 charges each. When placed in a special slot in the gunslinger's laser pistol, a silverdisk transfers its charge into the gun's internal capacitors, effectively reloading the weapon. A silverdisk can be recharged (with a 20% chance of being destroyed) with an active generator. A charged silverdisk glows with light equivalent to that of a candle. A Numerian silverdisk is worth 100 gp as long as it is capable of holding a charge; a dead silverdisk is worth 1 gp.

Rare Resources (Ex) The Numerian gunslinger's access to the rare and expensive technology of the land's many metal ruins increases his wealth to that of a PC of her level. This increases his CR by 1.

Not content with the black powder guns of Alkenstar, the Numerian gunslinger tracks down and masters the high-tech weaponry of Numeria. In the course of his travels, he's made enemies among the Technic League, who, like the people of Alkenstar, want to ensure that their advanced technology doesn't spread beyond their reach. Other technological firearms can be found in Numeria beyond the laser pistol—see *Pathfinder Campaign Setting: Technology Guide* for more examples of advanced firearms such a character could use.



Robot, Arachnid

This dog-sized, spiderlike robot has a plasma torch mounted on a stinger-like limb and gripping claws on its forelegs.

ARACHNID ROBOT

CR 1/2



XP 200

N Small construct (robot)

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

DEFENSE

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

hp 15 (1d10+10)

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

Immune construct traits; **Resist** fire 5

Weaknesses fragile, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +3 (1d3-1)

Special Attacks explode, plasma torch

STATISTICS

Str 9, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 1

Base Atk +1; **CMB** -1; **CMD** 10 (18 vs. trip)

Feats Weapon Finesse

Skills Climb +7, Disable Device +10, Perception +5, Stealth +10;

Racial Modifiers +5 Disable Device, +5 Stealth

Languages Common, Hallit

ECOLOGY

Environment any (Numeria)

Organization solitary, pair, or colony (3-12)

Treasure none

SPECIAL ABILITIES

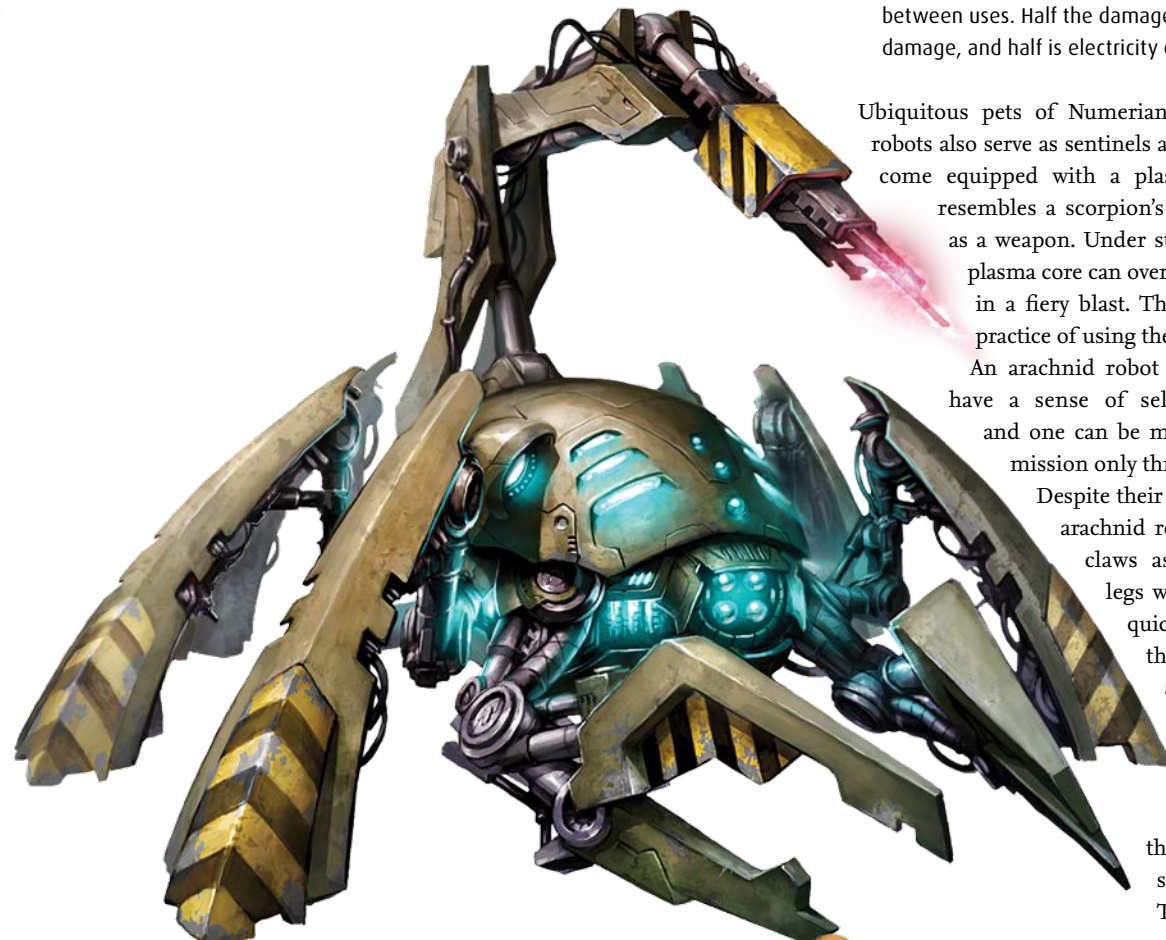
Explode (Ex) If an arachnid robot is destroyed or takes damage while below half its maximum hit points, it must attempt a Fortitude saving throw with a DC equal to the amount of damage taken. If it fails, the robot explodes, dealing 2d4 points of plasma damage to all targets in a 10-foot-radius burst (Reflex DC 10 half). Half the damage dealt by plasma is fire damage, and half is electricity damage. This destroys the robot if it was still animate. The save DC is Dexterity-based.

Fragile (Ex) When badly damaged, arachnid robots function poorly. An arachnid robot reduced to fewer than half its maximum hit points is staggered and moves at half speed. Further damage may cause the robot to explode.

Plasma Torch (Ex) An arachnid robot can use its arm-mounted plasma torch in two ways. First, it can use the torch to make a ranged touch attack against a target within 15 feet, dealing 1d6 points of plasma damage on a successful hit. Alternatively, the robot can emit a 15-foot cone from its torch, dealing 1d4 points of plasma damage to all targets in the area of effect (Reflex DC 10 half). The robot's plasma torch requires 1 full round to recharge between uses. Half the damage dealt by plasma is fire damage, and half is electricity damage.

Ubiquitous pets of Numerian technologists, arachnid robots also serve as sentinels and spies. Arachnid robots come equipped with a plasma welding torch that resembles a scorpion's tail stinger and doubles as a weapon. Under stress, an arachnid robot's plasma core can overload, destroying the robot in a fiery blast. This tendency inspired the practice of using the robots as suicide drones. An arachnid robot is intelligent enough to have a sense of self-preservation, however, and one can be made to undertake such a mission only through trickery.

Despite their scorpion-like appearance, arachnid robots' ability to use their claws as an additional pair of legs when climbing or moving quickly has earned the robots the name "spiderbots" among Kellid natives. Their small size makes them the most likely robots to be found outside of Numeria, as they are the ones most easily smuggled past watchful Technic League agents.



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Robot, Mannequin

This impassive humanoid has shiny, pale skin and an eerily expressionless face.

MANNEQUIN ROBOT
CR 2

XP 600

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE
AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 31 (2d10+20)

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

Immune construct traits; **Resist** electricity 5, fire 5

Weaknesses vulnerable to critical hits, vulnerability to electricity

OFFENSE
Speed 30 ft.

Melee 2 slams +4 (1d4+2)

STATISTICS
Str 15, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +4; **CMD** 15

Feats Alertness

Skills Disguise –4 (+4 to appear human), Knowledge (local) +4, Perception +6, Sense Motive +6; **Racial Modifiers** +8 Disguise to appear human

Languages Common, Hallit

SQ false flesh

ECOLOGY
Environment any (Numeria)

Organization solitary, pair, or band (3–8)

Treasure standard

SPECIAL ABILITIES

False Flesh (Ex) The synthetic flesh and hair of a mannequin robot give it a +8 bonus on Disguise checks to appear human (but not to impersonate a specific human). Closely inspecting a mannequin or touching its cold, synthetic skin automatically reveals its non-human nature.

Designed to labor at tedious or hazardous tasks, mannequin robots were intended to both look and behave like humans. Their designers felt that humans would find the mannequins more comfortable to work next to than conventional robots—but they were mistaken. While the mannequins superficially resembled their makers, their inhuman behavior, subtly wrong appearance, and unnatural movement, as well as the unyielding cold of

their synthetic flesh proved disturbing, and the humans they were meant to work alongside reflexively distrusted them. Though many were produced for a variety of tasks, the mannequin line of robot was deemed a failure. The next generation of human-form constructs took the form of a true artificial life form: the android.

Mannequins look more or less human, but their jerky, mechanical movement, imperfectly simulated behavior, and artificial construction give them away with any close interaction. Mannequin robots vary in size and shape as much as humans, but weigh at least 200 pounds because of their metallic endoskeletons.

Variants

The mannequin robot described above represents a typical model, designed for menial labor or basic service. Other models resemble the base model, but have different capabilities. If no CR change is noted, the model has the same CR as a standard mannequin. Specialized mannequins advance by taking class levels, generally in non-spellcasting classes such as fighter, gunslinger, monk, and rogue.

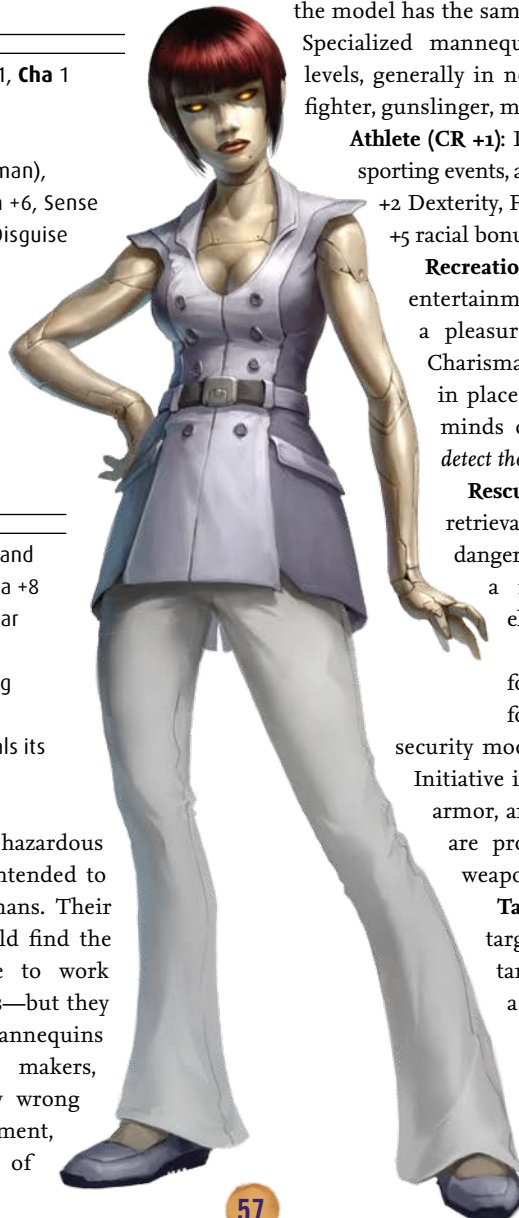
Athlete (CR +1): Designed to compete in robotic sporting events, an athlete model has +2 Strength, +2 Dexterity, Fleet in place of Alertness, and a +5 racial bonus on Acrobatics checks.

Recreation (CR +1): Designed for entertainment and leisure purposes, a pleasure model has a +4 bonus to Charisma, has Skill Focus (Perform [any]) in place of Alertness, and can scan the minds of creatures within 30 feet (as *detect thoughts*).

Rescue: Designed for rescue and retrieval operations in conditions too dangerous for unprotected humans, a rescue model's resistance to electricity and fire improves to 10.

Security (CR +1): Designed for assisting human security forces in dangerous situations, a security model has +2 Dexterity, Improved Initiative in place of Alertness, +1 natural armor, and hardness 5. Security models are proficient with firearms, simple weapons, and light armor.

Target: Designed as an active target for weapons practice, a target model has +2 Dexterity, a 10-foot increase to speed, hardness 5, and Dodge in place of Alertness. Reducing a target model below half its maximum hit points causes it to shut down for 10 minutes.



Robot, Scrapyard

Frayed wires and broken-off protrusions sprout from mechanical construct, and one of its salvaged arms ends in a spinning blade.

SCRAPYARD ROBOT

CR 3



XP 800

N Medium construct (robot)

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

DEFENSE

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 42 (4d10+20)

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

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses fall to pieces, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+4) or rotary saw +8 (2d4+4/x3)

STATISTICS

Str 17, **Dex** 8, **Con** —, **Int** 5, **Wis** 10, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 16 (20 vs. trip)

Feats Power Attack, Weapon Focus (rotary saw)

Skills Knowledge (engineering) +2, Perception +5

Languages Common, Hallit

SQ repair, staggered

ECOLOGY

Environment any ruin (Numeria)

Organization solitary

Treasure none

SPECIAL ABILITIES

Fall to Pieces (Ex) Attacks and effects that deal more than 25% of a scrapyard robot's maximum hit points in damage (10 hit points for a standard scrapyard robot) impair one of the robot's components. Determine which subsystem randomly by rolling 1d6. If the subsystem has already been impaired, there is no further effect.

1 **CPU**: The robot is confused (*Pathfinder RPG Core Rulebook* 566)

2 **Fractured Plating**: Reduce the robot's natural armor bonus by 3.

3 **Power Core**: Attacks against the robot with natural weapons, unarmed strikes, or metal weapons deal 1d6 points of electricity damage to the attacker, and the robot's slam attack deals an additional 1d6 points of electricity damage. The robot shuts down from power loss in 1d4+1 rounds.

4 **Rotary Saw**: The robot loses its rotary saw attack.

5 **Servos**: The robot's speed is reduced to 15 feet and its CMD against trip combat maneuvers is reduced by 8.

6 **Sensors**: The robot is blinded.

Repair (Ex) A scrapyard robot can use the inactive bodies of other robots to repair damage to itself. Doing so restores 10 hit points and removes one condition imparted by its fall to pieces ability per 8-hour period of uninterrupted work.

Eight hours of repair expends all salvageable parts from 1 Medium robot. For each size category a scrapped robot is above Medium, the scrapyard robot can perform another 8 hours of repairs using that robot's parts.

For each size category smaller than Medium scrapped robots are, the scrapyard robot requires twice as many robots to complete 8 hours of work.

Staggered (Ex) The poor construction of a scrapyard robot allows it to take only a single move or standard action each round. In effect, it always has the staggered condition. A scrapyard robot can move up to its speed and attack in the same round as a charge action.

Pieced together from broken technology, these constructs lack the balance to stand upright, the motor control to use their hands (if they have any), and the intelligence possessed by advanced robots, but they still retain a halting consciousness and the ability to obey simple commands.



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Robot, Torturer

Spinning blades, long needles, and crystal-tipped rods stud the surface of this hovering metallic sphere.

TORTURER ROBOT
CR 8

XP 4,800

N Small construct (robot)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE
AC 23, touch 17, flat-footed 17 (+5 Dex, +1 dodge, +6 natural, +1 size)

hp 105 (10d10+10 plus 40-hp force field)

Fort +3, **Ref** +8, **Will** +5

Defensive Abilities all-around vision, hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE
Speed fly 40 ft. (perfect)

Melee 4 rotating blades +16 (1d4+5/18–20)

Ranged 4 surgical lasers +16 touch (1d8/19–20 plus fire)

Special Attacks agile, interrogate, nanosurgeon

STATISTICS
Str 8, **Dex** 21, **Con** —, **Int** 10, **Wis** 15, **Cha** 1

Base Atk +10; **CMB** +8; **CMD** 24 (can't be tripped)

Feats Alertness, Dodge, Mobility, Vital Strike, Weapon Finesse

Skills Fly +15, Heal +17, Perception +19, Sense Motive +19;

Racial Modifiers +15 Heal

Languages Common, Hallit

ECOLOGY
Environment any (Numeria)

Organization solitary

Treasure none

SPECIAL ABILITIES

Agile (Ex) A torturer robot adds its Dexterity modifier to its damage rolls in place of its Strength modifier when using its rotating blades attack.

Force Field (Ex) A field of shimmering energy surrounds a torturer robot. Damage dealt to the robot is applied to the force field first. As long as the field is active, the robot is immune to critical hits. The force field has fast healing 8, but once the field's hit points are reduced to 0, the field collapses and does not reactive for 24 hours.

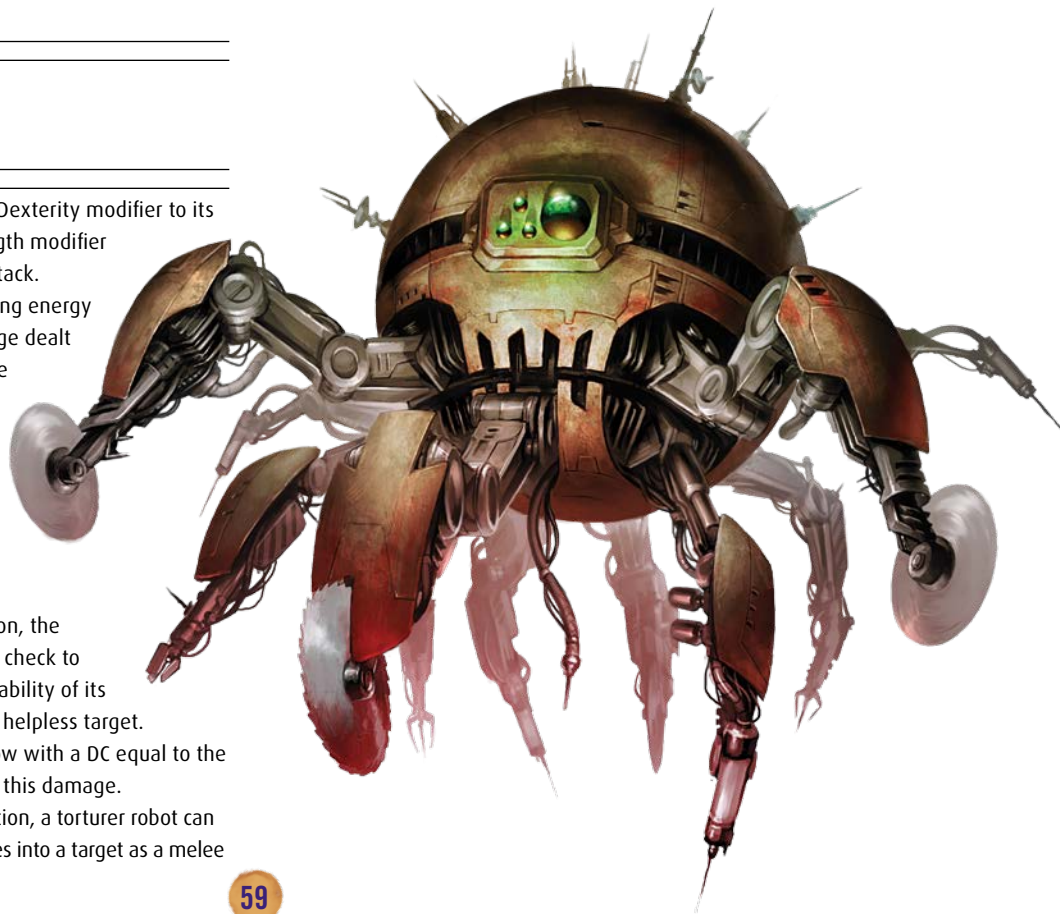
Interrogate (Ex) As a standard action, the torturer robot can attempt a Heal check to deal 1d4 points of damage to an ability of its choice possessed by an adjacent, helpless target. A successful Fortitude saving throw with a DC equal to the robot's Heal check result negates this damage.

Nanosurgeon (Ex) As a standard action, a torturer robot can inject purpose-programmed nanites into a target as a melee

touch attack. The nanites produce one of the following effects or conditions (CL 10th, where applicable): *cure serious wounds*, *lesser restoration*, *neutralize poison*, *remove disease*, exhaustion, nauseated for 1d4 rounds, or paralyzed (nauseated targets only, for remainder of original duration). If the victim succeeds at a DC 17 Fortitude saving throw, exhaustion is reduced to fatigue, nauseated is reduced to sickened, and other effects are negated. The torturer robot carries 5 doses of nanites, and it constructs replacements at a rate of 1 dose per hour. The save DC is Wisdom-based.

Surgical Lasers (Ex) The torturer robot's lasers have a range of 50 feet with no range increment, and threaten a critical hit on a 19 or 20. Lasers pass through transparent creatures and objects without causing harm (including force fields, force effects, and invisible creatures; it can pass through glass, but the glass takes damage), and can strike targets behind them normally. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Torturer robots, nicknamed "murderballs" by enemies of the Technic League, were built to extract information from prisoners. Murderballs administer pain in a detached fashion, repeating questions over and over while their heuristic programming analyzes the truth and completeness of responses. Their job demands detailed knowledge of human anatomy and the capacity to revive a dying patient, leading some to serve double-duty as field medics and surgeons.



Targotha

This eyeless, eel-like beast has a menacing mouth and sharp fins running down its long, black-and-orange body.

TARGOTHA

CR 15

XP 51,200

N Huge aberration

Init +1; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +16

DEFENSE

AC 28, touch 10, flat-footed 26 (+1 Dex, +1 dodge, +18 natural, -2 size)

hp 253 (22d8+154)

Fort +16, **Ref** +10, **Will** +15

Defensive Abilities all-around vision, slippery; **Immune** acid, electricity, poison; **Resist** cold 20, fire 20

OFFENSE

Speed 10 ft., swim 50 ft.

Melee bite +25 (3d6+11 plus poison), 2 razor fins +25 (2d6+11/19-20), tail slap +20 (2d8+16 plus bull rush)

Ranged jolt +15 touch (12d6 electricity plus stun)

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

Special Attacks volatile breath (60-ft. cone, 15d6 fire or confusion, Reflex DC 28 half or Fortitude DC 23 negates, usable every 2d4 rounds)


STATISTICS

Str 33, **Dex** 13, **Con** 24, **Int** 2, **Wis** 14, **Cha** 13

Base Atk +16; **CMB** +29; **CMD** 41 (can't be tripped)

Feats Blind-Fight, Critical Focus, Dodge, Great Fortitude, Improved Critical (razor fins), Improved Vital Strike, Lightning Reflexes, Mobility, Spring Attack, Staggering Critical, Vital Strike

Skills Perception +16, Swim +33

ECOLOGY

Environment any swamp (tar seeps)

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Jolt (Ex) A targotha stores electrical potential that it can expend as a ranged touch attack with a range of 240 feet and no range increment. Using this ability within oil or tar reduces its range to 30 feet. A targotha cannot use this ability in water. A jolt deals 12d6 points of electricity damage, and the target is stunned for 1d4 rounds (Fortitude 28 negates the stun effect). It can use this ability once every 1d4+1 rounds, during which the targotha cannot ignite its volatile breath. The save DC is Constitution-based.

Razor Fins (Ex) A targotha's razor fins threaten a critical hit on a 19 or 20, augmented to 17-20 by its Improved Critical feat.

Slippery (Ex) A targotha secretes a thick mucus that allows it to move gracefully through viscous fluids like tar and oil. This mucus dissolves away adhesives (such as *sovereign glue*, tanglefoot bags, and webs) in 1d4 rounds. Additionally, all combat maneuver checks to grapple a targotha automatically fail. The targotha automatically succeeds at any combat maneuver checks and Escape Artist checks to escape a grapple or a pin.

Tail Slap (Ex) A targotha adds 1-1/2 × its Strength modifier on damage rolls for its tail slap. It can attempt a bull rush combat maneuver against a creature struck by its tail slap as a free action without provoking attacks of opportunity. The targotha can't move as part of this bull rush.

Volatile Breath (Ex) A targotha can breathe a cone of flammable gas as a breath weapon. As a swift action, it can ignite the gas with its jolt ability. When ignited, the gas explodes, dealing 15d6 points of fire damage in the area of the cone (Reflex DC 28 half). If not ignited, the gas confuses all creatures in the area of effect that breathe it in before the gas dissipates at the start of the targotha's next turn. This confusion last for 1d4 rounds (Fortitude DC 23 negates). The save DCs are Constitution-based, and the confusion save DC has a -5 racial penalty.

Before the great starship crashed on Golarion, it traveled the stars, collecting all manner of strange specimens. One of the oddest varieties were targothas, which came from a lush planet rich in oil and tar where local fauna evolved to live in that world's tarry seas.

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Technic League Hireling

This woman's once-fine garments are tattered and stained with unnatural fluids, but her protective gear is carefully maintained.

TECHNIC LEAGUE HIRELING CR 3

XP 800

Human rogue 4

CN Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE
AC 18, touch 14, flat-footed 14 (+3 armor, +4 Dex, +1 shield)**hp** 25 (4d8+4)**Fort** +5, **Ref** +9, **Will** +1**Defensive Abilities** evasion, trap sense +1, uncanny dodge

OFFENSE
Speed 30 ft.**Melee** dagger +4 (1d4+1/19–20)**Ranged** dagger +7 (1d4+1/19–20)**Special Attacks** sneak attack +2d6

STATISTICS
Str 13, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10**Base Atk** +3; **CMB** +4; **CMD** 18**Feats** Alertness, Deft Hands, Great Fortitude

Skills Acrobatics +11, Appraise +7, Bluff +7, Climb +8, Disable Device +15 (+14 vs. electronic devices), Escape Artist +11, Knowledge (engineering) +6, Knowledge (local) +6, Perception +8, Sense Motive +8, Sleight of Hand +13, Stealth +11, Survival +3, Swim +5

Languages Common, Giant, Hallit, Orc**SQ** implanted tracker chip, rogue talents (ledge walker, trap spotter), trapfinding +2

ECOLOGY
Environment ruins (Numeria)**Organization** solitary

Treasure NPC gear (*potions of cure light wounds* [2], *potion of delay poison*, acid [2], alchemist's fire, antitoxin, smokesticks [2], mwk studded leather, mwk buckler, dagger, *cloak of resistance* +1, backpack, black e-pick, climber's kit, crowbar, everburning torch, grappling hook, magnifying glass, masterwork thieves' tools, signal whistle, silk rope [100 ft.], sunrod [2], tindertwig [4], waterskin)

SPECIAL ABILITIES

Black E-Pick (Ex) This electronic lockpick allows the user to attempt Disable Device checks against electronic devices and grants its user a +1 competence bonus on the check. Thieves' tools do not apply to Disable Device checks against electronic devices. An e-pick has 10 charges; using the e-pick as part of a Disable Device check consumes one charge. An e-pick weighs 1 pound and is worth 100 gp.

Implanted Tracker Chip (Ex) This chip allows its carrier to be tracked remotely with a chipfinder (see *Pathfinder Campaign Setting: Technology Guide*). Finding evidence of it requires a full-round search of the carrier and a successful DC 30 Perception check. Extracting the chip requires a slashing weapon and deals 1 point of damage to the carrier.

Long experience with the threats of Silver Mount often leaves Technic League members reluctant to risk their own lives in exploration. Rather, when they gain access to a new chamber in the Mount or other trove of lost technology, they sometimes rely on hirelings and specialized slaves. Also called canaries, metal rats, and silver divers, these delvers are valued for their skill but still seen as expendable. While most hire on voluntarily, offering their services in exchange for coin and adventure, some are adventurers who were caught trespassing in the Technic League's domain, and now pay for their continued existence with this risky form of servitude.

Hirelings are searched for any sign of contraband whenever they exit the Mount. Attempts to hide technology bring harsh, public punishment as a warning to others. The Technic League secretly implants tracking devices in most metal rats to prevent them from escaping with technological secrets, attributing the scar to injections given to protect against exotic plagues and poisons.



Wayward Crusader

Dents and nicks fail to dull the shine of this knight's armor. A sword and starburst decorate her shield.

WAYWARD CRUSADER CR 4



XP 1,200

Human paladin of Iomedae 5

LG Medium humanoid (human)

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

Aura courage (10 ft.)

DEFENSE

AC 20, touch 9, flat-footed 20 (+9 armor, -1 Dex, +2 shield)

hp 42 (5d10+10)

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

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee mwk cold iron longsword +9 (1d8+3/19-20) or mwk lance +9 (1d8+4/×3)

Ranged javelin +4 (1d6+3)

Special Attacks channel positive energy (DC 15, 3d6), smite evil 2/day (+3 attack and AC, +5 damage)

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

At will—*detect evil*

Paladin Spells Prepared (CL 2nd; concentration +5)

1st—*bless weapon*, *lesser restoration*

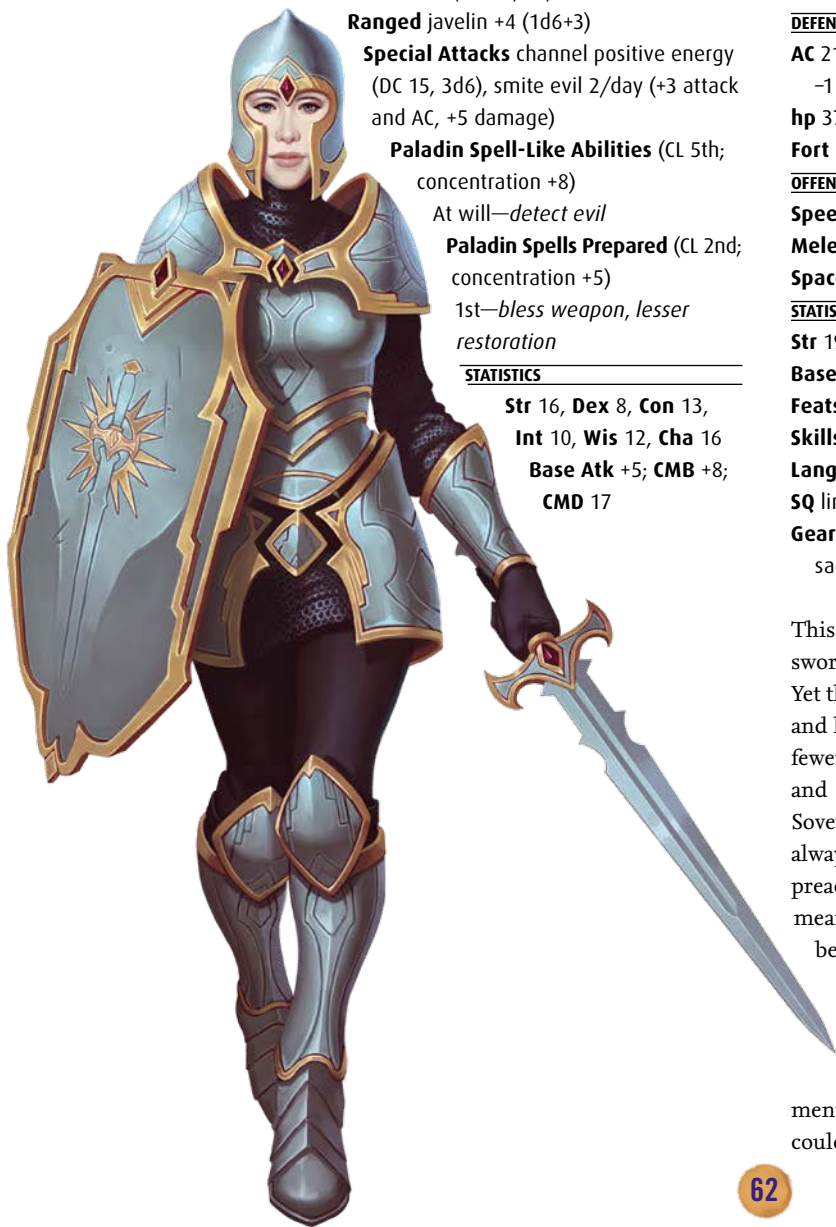
STATISTICS

Str 16, **Dex** 8, **Con** 13,

Int 10, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +8;

CMD 17



Feats Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge

Skills Diplomacy +11, Heal +9, Ride +4

Languages Common

SQ divine bond (mount), lay on hands 5/day (2d6), mercy (sickened)

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*wand of cure light wounds* [9 charges], holy water [2], mwk full plate, mwk heavy steel shield, dagger, javelins [4], mwk cold iron longsword, mwk lance, everburning torch, silver holy symbol of Iomedae, spell component pouch, 83 gp)

CRUSADER'S MOUNT

CR —

Horse animal companion

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 21, touch 11, flat-footed 19 (+4 armor, +2 Dex, +6 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+4), 2 hooves +4 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Endurance, Iron Will, Multiattack

Skills Perception +9

Languages Common (can't speak)

SQ link, share spells

Gear mwk chain shirt barding, bit and bridle, military saddle, saddlebags

This crusader believed her destiny to be in Mendev, as a sword and shield against the cancer of the Worldwound. Yet the long road from Taldor took her through Numeria, and here she found a cause perhaps as great, and with far fewer ready to stand with her on the side of compassion and righteousness. Now she quests to bring justice to Sovereign's Reach and mercy to the Felldales, and is always in search of stout hearts to stand beside her. She preaches the glory of the Inheritor to those in search of meaning and answers, but recognizes the universal truths behind all good faiths.

PCs adventuring in Numeria may run across or even be rescued by this wayward crusader, and she doesn't hesitate to enlist them in her cause. For low-level PCs she can serve as a powerful ally and mentor, while companions who surpass her in power could even claim her crusade for their own.

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Zhen Worm

Barely thicker than hempen rope, this orange-banded worm stretches many feet in length.

ZHEN WORM

CR 1/2



XP 200

N Medium vermin

Init -1; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 5 (1d8+1)

Fort +3, **Ref** -1, **Will** +0

Defensive Abilities protective mucus; **Immune** gaze attacks, mind-affecting effects, sight-based attacks, and visual effects

Weaknesses blindness

OFFENSE

Speed 20 ft., burrow 10 ft., swim 20 ft.

Melee slam +1 (1d4+1 plus grab)

Special Attacks constrict (1d4+1), dissolve flesh

STATISTICS

Str 12, **Dex** 9, **Con** 13, **Int** —, **Wis** 10, **Cha** 1

Base Atk +0; **CMB** +1; **CMD** 10

Feats Blind-Fight⁸

Skills Stealth -1 (+9 in swamps), Swim +9; **Racial Modifiers** +10 Stealth in swamps

ECOLOGY

Environment warm swamps

Organization solitary, pair, or colony (3-20)

Treasure none

SPECIAL ABILITIES

Blindness (Ex) A zhen worm perceives solely through its tremorsense ability. It is immune to all sight-based effects and attacks, including gaze attacks.

Dissolve Flesh (Ex) Though too dilute to cause damage in combat, a zhen worm's acidic mucus reduces a Medium-sized corpse to bones and a pool of foul-smelling slurry in 1d4 days. Each size category above Medium doubles the amount of time required, and each size category smaller than Medium halves it.

Protective Mucus (Ex) Weapons slip off the slick slime that coats a zhen worm, and fire has difficulty burning it away. Zhen worms take half damage from weapons and fire. This ability does not reduce damage from confirmed critical hits.

The blind and mindless zhen worms thrive in warm, wet environments such as the Gorum Pots of Numeria. Cold disrupts their tremorsense, and they cannot burrow through rocky soil, so the worms do not roam far from their geothermal baths.

Though rarely thicker than an inch in diameter, zhen worms reach up to 10 feet in length and weigh up to 20 pounds. The orange bands along their sides react to tremors and vibration, providing their only means of perceiving the environment around them. Zhen worms hunt by lying unseen

ZHEN DISTILLATE

Through alchemical processes, zhen worm mucus can be distilled into a preservative ointment. When spread liberally over a dead game animal, zhen distillate preserves the meat for 1 month. If left on for at least 3 days, the distillate dissolves away hair, nails, and skin, while leaving muscles and organs untouched. If not thoroughly washed away with wine or a similar alcoholic liquid, zhen distillate leaves behind a foul aftertaste. A flask of zhen distillate weighs 1 pound, costs 50 gp, and preserves the corpse of a Large creature. Each step up or down from Large doubles or halves, respectively, the amount of distillate needed. The mucus harvested from a single zhen worm can be processed into one flask of distillate with a successful DC 25 Craft (alchemy) check.

beneath mud or water, waiting for prey to approach close enough to attack. Zhen worms normally restrict themselves to modest prey such as rodents and lizards, but a hungry worm may attack Small or even Medium prey.

A zhen worm has no mouth or digestive tract. Instead, it absorbs nutrients and secretes waste through thousands of tiny orifices along its body. The mucus coating its body slowly dissolves organic matter. Over a matter of days, a zhen worm wrapped around a corpse reduces it to nothing but bones and a foul-smelling slurry.



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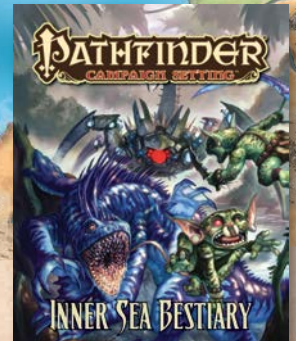
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RUINS FROM THE STARS

Thousands of years ago, a massive spaceship from a distant world broke apart in the atmosphere above Golarion, showering down alien debris and technological wonders—an event known as the “Rain of Stars”—onto the plains of Numeria. Largely kept within this land by the barbarian natives’ superstition and hostility as well as the greed and jealousy of the magical cabal known as the Technic League, the technology from this advanced culture has defined Numeria over the centuries. Now, nomadic warriors and metal men clash in radioactive badlands, and treasure-seekers from across the Inner Sea flock to the strange metal dungeons that pepper the landscape. What mysteries of super-science await you in this magical land?

Numeria, Land of Fallen Stars provides all the information a Game Master needs to run an adventure in the Pathfinder campaign setting’s science-fantasy wasteland. Within this book, you’ll find:

- ▶ An in-depth gazetteer of the four regions that make up Numeria, including detailed descriptions of its largest cities and its most dangerous and remote dungeons.
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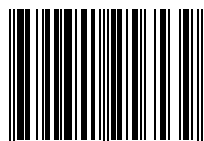
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