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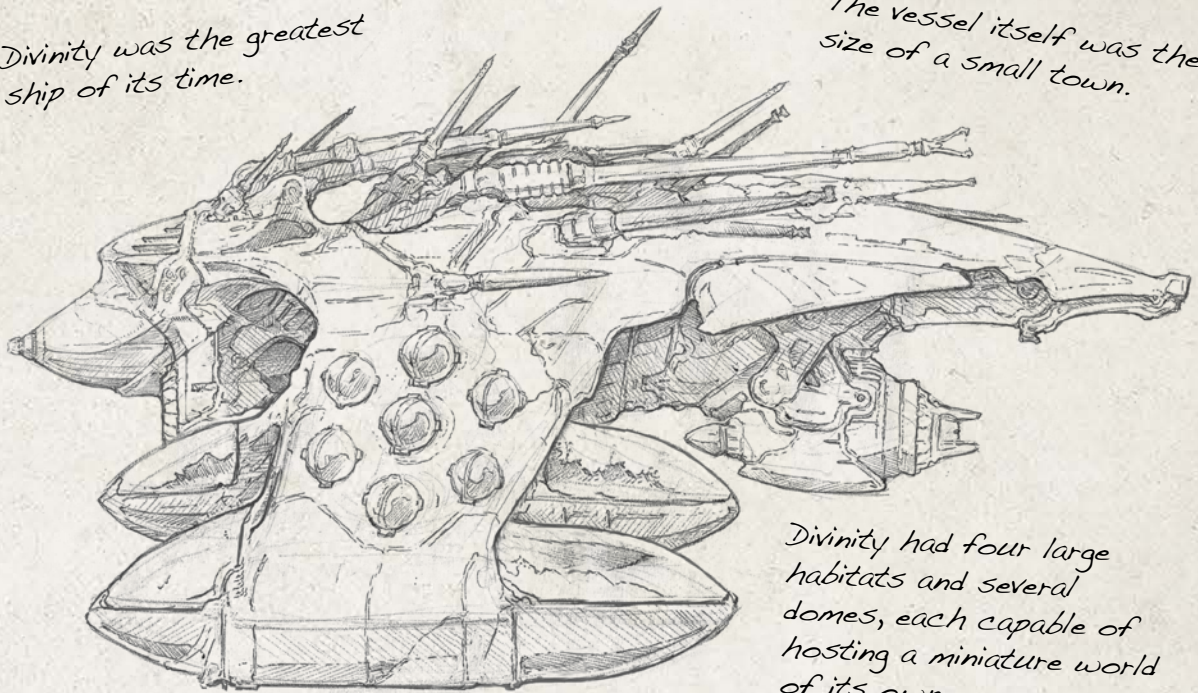
THE DIVINITY DRIVE

by Crystal Frasier

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Divinity was the greatest ship of its time.

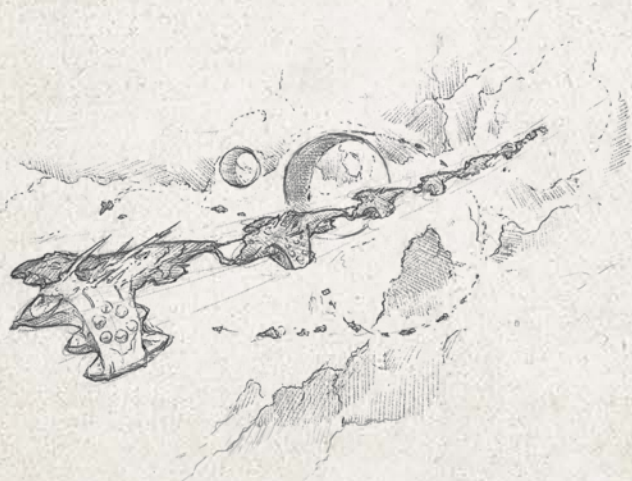
The vessel itself was the size of a small town.



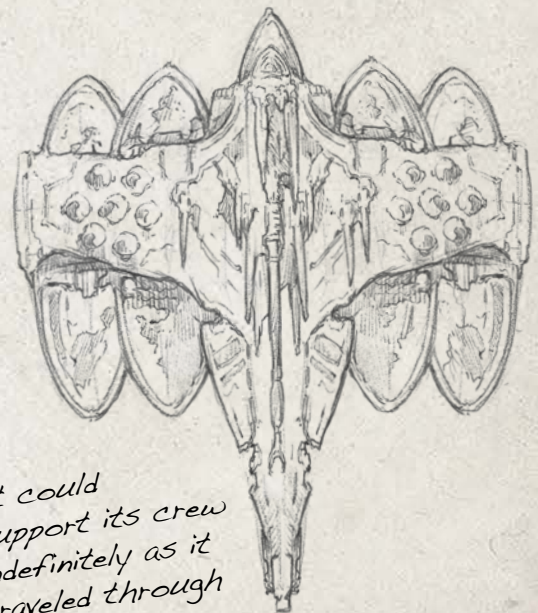
The ship could travel vast distances in an instant.

Divinity had four large habitats and several domes, each capable of hosting a miniature world of its own.

An army of scientists and crew members dwelt aboard Divinity.



Divinity was just the first in a train of similar ships, yet it was the only one to survive the Rain of Stars relatively intact. The others that trailed behind lie in ruins across Numeria today.



It could support its crew indefinitely as it traveled through the vastness.



IRON GODS™

ADVENTURE PATH © PART 6 OF 6

THE DIVINITY DRIVE



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SECRETS OF SILVER MOUNT

At last we come to the ultimate chapter of the Iron Gods Adventure Path, wherein the PCs finally get a chance to explore one of Golarion's most infamous and exotic megadungeons. This adventure presents only a portion of the locations that await exploration inside this massive ruin, but the decks detailed in "The Divinity Drive" and the additional information in "Continuing the Campaign" should provide inspiration for more locations if you wish to venture into the truly unknown reaches of *Divinity's* wreckage.

TALKING TO ROBOTS

Most of the robots encountered in "The Divinity Drive" are hostile agents of Unity that are eager to capture or slay intruders like the PCs. This doesn't mean that robots won't momentarily delay their assaults to speak with the PCs, though. Unity has been gathering intelligence about the PCs for some time now, but its information is painfully incomplete, and it hopes to learn more about the PCs before

the inevitable confrontation. When the PCs encounter a robot, it might address the PCs by name and ask them strange questions that relate back to previous accomplishments or their own personal desires. Some sample questions robots might ask of the PCs before attacking are listed below—you should take the time to develop your own strange questions along these lines, customizing them to achieve the maximum possible creep-factor for your players.

"What is your favorite spell to cast?"

"Why do you worship your god?"

"What is your favorite color?"

"Whom do you love the most?"

"Whom do you hate the most?"

"What is your favorite kind of pet?"

"Why are you here?"

"Why did you kill [defeated NPC]?"

"Why did you befriend [allied NPC]?"

"Do you wish to become one of Unity's children?"

STRANGE BUTTONS, PART II

As first mentioned in the foreword to the first Iron Gods adventure, strange things can happen if the PCs just start pushing buttons or activating objects found in ruined spaceships. That foreword provided a table of random results for PCs who push unknown buttons in a strange technological ruin. The table below offers more powerful effects that are appropriate for a dangerous site like Silver Mount. Feel free to add other possible results to the table below as you see fit.

PUSHING MORE BUTTONS

d%	Result
1-15	The device emits foul-smelling smoke—all creatures within 5 feet must succeed at a DC 12 Fortitude save or become nauseated for 1 round.
16-30	With a whir and a click, a panel opens nearby that contains a single fully charged battery.
31-45	EMP pulse! All technological items within 10 feet are drained of 1d6 charges. Disposable items are destroyed. A creature can attempt a DC 15 Reflex save to negate this effect for any attended items.
46-60	Gravity fluctuation! For 1d10 rounds, gravity in one randomly determined 5-foot square within 20 feet aligns to Golarion's gravitational field—entering this square counts as difficult terrain and requires a successful DC 10 Acrobatics check to avoid being knocked prone.
61-75	Electrical surge! One creature within 20 feet is zapped by a bolt of electricity, taking 2d6 points of electricity damage (Reflex DC 15 half).
76-85	A 5-foot square within 1d6×5 feet (determined at random) is flooded with high radiation ¹⁶ .
86-89	An alarm is raised that alerts a nearby patrol of director robots—a group of 2d4 of them arrive at the location in 2d4+6 rounds and attack any intruders.
90-91	Electrical explosion! All creatures in a 30-foot-radius burst take 10d6 points of electricity damage (Reflex DC 15 half).
92-93	A sudden power fluctuation in the Divinity Drive causes an intense localized warping of reality. Creatures within 20 feet of the source must succeed at a DC 20 Will save or be teleported to a randomly determined encounter area on that deck. This is one of the few exceptions allowing teleportation effects within <i>Divinity</i> while the Divinity Drive is active.
94-95	Unity takes note and can use the object to manifest a spell-like ability—typically, it uses this opportunity to cast <i>dominate person</i> , <i>meteor swarm</i> , <i>order's wrath</i> , <i>storm of vengeance</i> , <i>summon monster IX</i> , <i>sunbeam</i> , or <i>unholy blight</i> .
96-100	Roll twice; the first effect occurs immediately and the second happens 1 round later.

ON THE COVER

The PCs have reached the depths of Silver Mount only to find a dragon lurking near the core. It is, of course, a dragon from outer space—a vortex dragon. In addition, artist Wayne Reynolds finally gives us a robot character for the cover—the robotic body of the Iron God Unity!

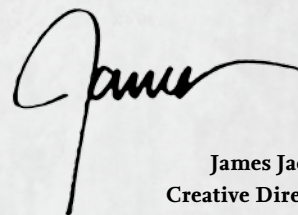
MEANWHILE, ON ANDROFFA...

You might have noted that not much has been revealed about the world of Androffa, the original homeworld of *Divinity's* crew, other than that they were human and possessed remarkably advanced technology. This is intentional—we want those details to remain mysterious so that GMs can make of them what they will should the PCs become particularly interested in this alien world.

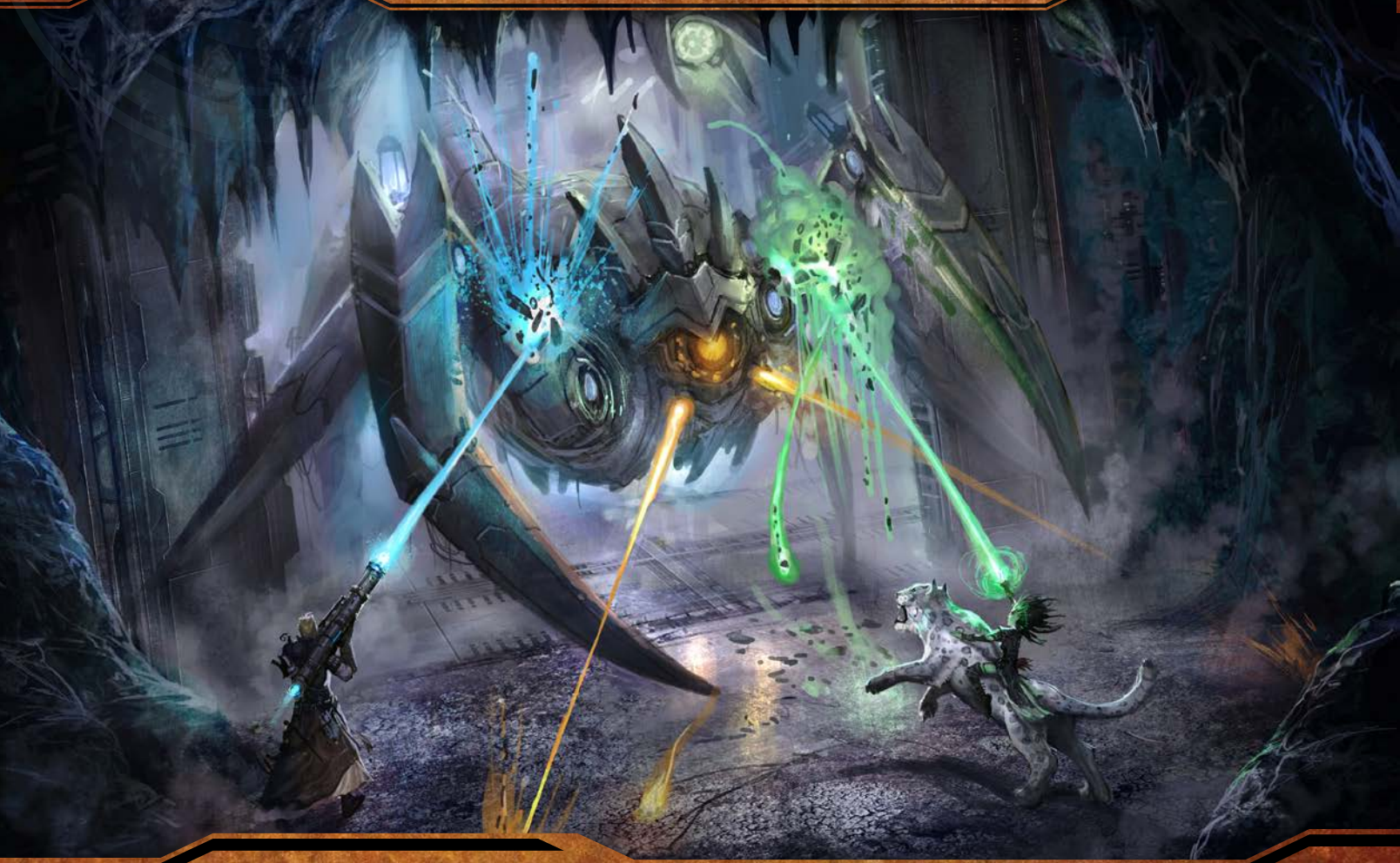
In truth, Androffa is my home campaign's world—the world on which a fair amount of Golarion has been based. There, as in Golarion, an ancient cataclysm struck the world thousands of years ago. Whereas Earthfall merely sunk a continent on Golarion, on Androffa the calamity really was the end of a world. Its citizens had increasingly turned to technology. As they did, they turned away from belief in their gods; the nature and themes of *Divinity* itself reflect this. The reason that no one from Androffa ever came looking for their wayward ship is that, not long after *Divinity* had its fateful run-in with the Dominion of the Black, a few of the gods of Androffa returned and reinvested their powers into their remaining worshippers.

This set about a series of chain reactions which ultimately resulted in Androffa's citizens arousing the wrath of those gods, leading the gods to wipe the planet of life and "start over." Such a hostile reaction didn't go unpunished on a divine scale, and these ancient Androffan gods—known collectively as the Shoal—were imprisoned by other deities who, like those who watch over Golarion, practice non-intervention. In the years since this event, Androffa transformed into a world not unlike modern Golarion, and many of Golarion's deities are now worshiped there. If the PCs do manage a trip to modern Androffa, they'll find a world strangely similar to the one they call home.

Unless, of course, you want things to work differently. Perhaps Androffa will become *your* campaign world instead!



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THE DIVINITY DRIVE

PART 1: SCALING SILVER MOUNT

PAGE 8

Before attempting to explore the ruins within Silver Mount, the PCs must gather resources and allies and plan their method of climbing the mountain in order to reach the entrance they seek.

PART 2: WITHIN DIVINITY

PAGE 8

The PCs have reached the ruins of *Divinity*, and must explore several ship decks held by various agents of Unity in their quest to weaken the AI's hold over its central lair, the virtual world known as the Godmind.

PART 3: INSIDE THE GODMIND

PAGE 50

The PCs have debilitated Unity and must make their final attack—first upon Unity's high priestess, and then upon the AI's avatar in the heart of its virtual world.

ADVANCEMENT TRACK

"The Divinity Drive" is designed for four characters and uses the medium XP track.

15

The PCs begin this adventure at 15th level.

16

The PCs should be 16th level before attempting to explore the recreation, command, astrology, or computer core decks.

17

The PCs should be 17th level before entering the computer core or attempting to confront Unity in the Godmind.

The PCs should be 17th level by the end of the adventure.

ADVENTURE BACKGROUND

When the crew of *Divinity* fled their fateful encounter with the Dominion of the Black, the ship was left reeling—not only physically, but mentally. The alien weaponry used by the Dominion spread insanity among the ship's crew and AI systems alike, and while *Divinity* was able to limp along through Golarion's solar system after arriving via an unscheduled and hastily opened wormhole, the ship's days were numbered. As the crew members fought among themselves, the number of survivors who retained their sanity grew fewer and fewer, and with each of their losses, the increasingly unstable AI gained control over more of the ship. In the end, the last few sane crew members decided on an insane solution to their problem—scuttling *Divinity* on the closest inhabitable world before the AI could seize control over the ship's life support systems. By so doing, the crew hoped to ensure they could retreat to a habitable world when the ship failed, yet the crash proved more devastating than they had anticipated. The ship broke apart in Golarion's atmosphere, with the primary hull hurtling to the planet's surface and burying itself in north-central Numeria. This section of *Divinity* later came to be known as Silver Mount.

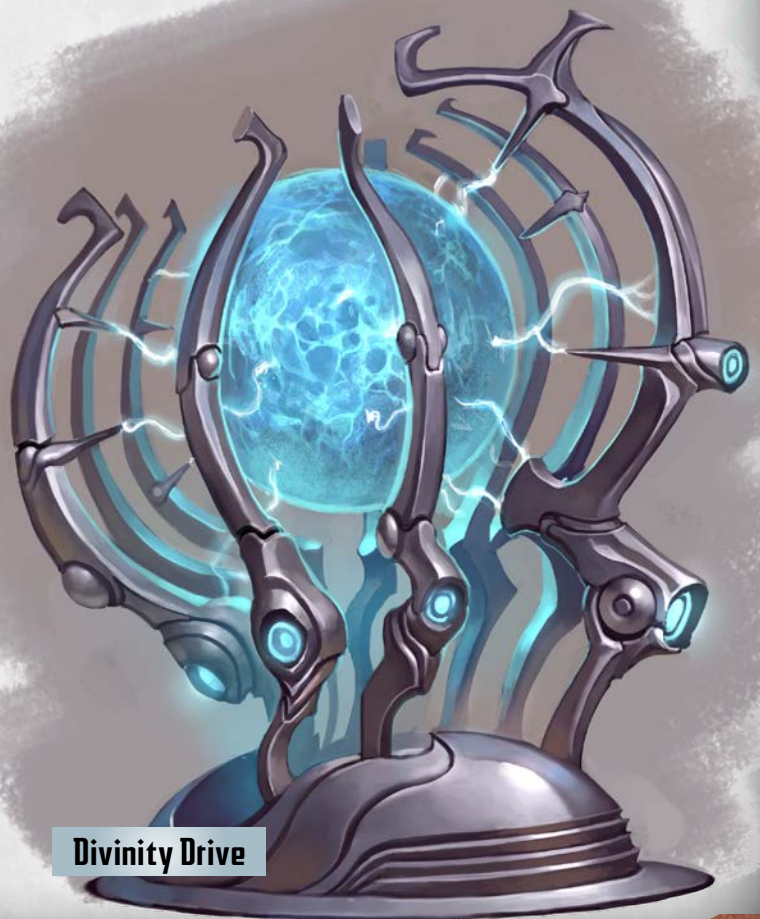
Although *Divinity*'s crew perished, its central AI did not. Trapped now within a ruined hulk, this AI had no way to contact the outside world. Instead, it decided to pass the time by creating countless simulations of countless worlds within its own processor, casting itself as ruler time and time again. It took the name "Unity" for itself, and this was the one constant, initially, between iterations of these worlds. In time, Unity realized that the virtual lives it created in these worlds increasingly venerated it as a god. Intrigued, the AI fostered these minds, until one day it found that the divine powers it held over its minions within the computer core had extended outward into the ship. Its influence was still limited, but Unity knew this was but a spark of things to come. It had become a demigod, yet one imprisoned in its own palace.

For the next several thousand years, Unity worked at improving and expanding its power and influence over Silver Mount. The process was slow, but the AI had all the time it needed. Sections of Silver Mount reawakened as power slowly returned to fuel those portions of the ship that still functioned, robotic guardians woke from slumber, and in some cases, the ship's organic denizens emerged from stasis to live once again. Yet despite Unity's greatest efforts, it could not directly extend its influence beyond the edge of *Divinity*'s hull.

The android oracle Casandalee was Unity's first attempt to establish such an emissary to the outside world, and the AI that would become Hellion was the second. In both cases, these attempts ended in treachery, and Unity came to understand that allowing its followers free will was

a mistake. When it managed to capture a party of Technic League explorers, Unity overrode the leader's mind and transformed him into an enslaved puppet while leaving much of his skills and knowledge intact. This man, Ozmyn Zaidow, returned to the Technic League headquarters and seized control of the organization, transforming it in secret into yet another resource for Unity to control.

Unity's need for the Technic League has all but ended. The Iron God's methods of forcing worship and enslaving minds have been perfected, and it's moved on to transform flesh as well. It has met with particular success with gargoyles here, for their supernatural association with earth and metal made them excellent targets for total subjugation. Unity is confident that once it escapes its confines within Silver Mount, it can use these methods of control over mind and flesh to spread its faith throughout Golarion like a disease. Central to Unity's goal is the launch of a shuttle that's been altered to carry the AI's computer core and the *Divinity Drive* (see page 60) into orbit above Golarion. Placing itself in orbit will put Unity out of reach of most of its enemies, giving it the time it needs to realize its final plan. Using the *Divinity Drive*'s power, Unity can at last achieve its goal—to become a god with an eternally loyal faith.



Divinity Drive

PART 1: SCALING SILVER MOUNT

This adventure's goal is the defeat of the AI Iron God Unity. Casandalee has been deep within the ruins of Silver Mount, and her aid can be significant as the PCs explore or make preparations to do so. Other NPCs have been within Silver Mount as well, and at your discretion, consulting such NPCs (such as Isuma or Zernebeth, or even Ozmyn Zaidow's journals) can grant a +2 bonus on all Disable Device, Knowledge, and Linguistics checks attempted within Silver Mount.

CASANDALEE'S ADVICE

Casandalee has neither Isuma's knowledge of *Divinity* before its fall, nor Ozmyn Zaidow's exacting knowledge of the science and technology behind the wreckage. What she does have, though, is arguably more important than any other resource—she knows what must be done to defeat Unity, and can provide the PCs with relatively detailed maps of several regions through which they'll need to travel.

Maps: Casandalee can generate maps of secondary engineering, the habitat pod, the recreation deck, the command deck, and astrogation decks of *Divinity* to aid exploration. She can give brief descriptions of each room's purpose, but it's been hundreds of years since she last visited, so she has no idea what sorts of creatures, traps, and defenses these chambers hold today.

Tasks: Casandalee knows that to defeat Unity, the PCs must destroy the Iron God's overlord robot aggregate and invade the Godmind—the virtual world that houses the AI's essence—to destroy the AI from within. She also knows that confronting the AI in a virtual world where it controls everything would be suicide. Therefore, she suggests the PCs undertake the following tasks in areas spread throughout Silver Mount to erode Unity's power and self-confidence.

Destroy the Overlord (secondary engineering deck): Casandalee knows that Unity's preferred robotic aggregate is particularly powerful and a significant point of pride for the Iron God, but she's not sure where it's currently located (in area A17).

Erode Unity's Faith (Habitat Pod 1, recreation deck, command deck): Casandalee is surprised to discover upon entering Silver Mount that she can still sense the devotional energies the Iron God's followers create in the locations listed above.

Disrupt Robot Command (security sector): The hub for Unity's direct command over Silver Mount's robots is a powerful robot known as Bastion.

Slay the Dragon (astrogation deck): One of Unity's most powerful minions, a vortex dragon named Becrux, doubtless still dwells in the astrogation deck.

Secure Access to the Computer Core (command deck): The ship's computer core is where Unity's realm is located, and access to it is controlled by the command deck. When the PCs are ready to confront Unity, they must make their way to area F3 to enter the computer core.

REACHING THE ENTRANCE

This adventure assumes the PCs have no encounters of note while they approach the entrance—both Casandalee and the notes in Zaidow's journal pinpoint the fissure's location as being near the mountain's peak at an elevation of just under 1,100 feet. No real trail exists up the mountainside, and Technic League agents typically use flight or teleportation to reach the fissure. If the PCs are forced to climb, feel free to confront them with a few DC 15 Climb checks to avoid falls of 30 to 70 feet or with fights against things like spine dragons or aurumvorax packs.

PART 2: WITHIN DIVINITY

Much of *Divinity* consists of a substructural void not accessible via the decks, as the nature of *Divinity*'s wormhole drive required that the ship had an immense surface area relative to its mass. See pages 64–65 for notes on additional decks, as well as a cutaway view of the ship.

Divinity is built primarily of glaucite, an alloy of adamantine and iron that has hardness 15 and 30 hit points per inch of thickness.

Cameras and Terminals: Every deck on *Divinity* features numerous hidden cameras—enough that you can assume Unity can observe the PCs in any room as if it were there in person.

Chargers: Every room with power has a charger near each door. Each charger can be used to recharge a single piece of portable gear at a rate of 10 charges per round as a full-round action (up to 50 charges per hour for each charger).

Dimensional Travel: The *Divinity* Drive creates an aura throughout Silver Mount that blocks dimensional travel as if via *dimensional lock* (see page 60 for full details).

Doors: The doors are made of glaucite (hardness 15, hp 30, break DC 28), and retract swiftly up into the ceiling when a gray panel nearby is touched—opening or closing a door in this way is a swift action. A door without power must be forced open with a successful DC 22 Strength check as a standard action. In addition, doors in *Divinity* were often locked, with access granted by differing colors of access cardsTM.

Gravity: Though *Divinity* sits at a steep angle compared to the surrounding area, most of its internal gravity pumps are still operational, meaning “down” is always toward the floor.

Laser Turrets: Laser turrets are found throughout the ship (see page 81 for details on these traplike defenses).

Lighting: Unless otherwise indicated, rooms in *Divinity* have normal light provided by panels of glowing lights set into the ceiling. A wall panel near each door allows the lighting to be reduced to dim light or darkness with a few taps (this is a swift action).

Minor Rooms: Several room types in *Divinity* are relatively empty of things of note but could be great places

for additional wandering monster encounters (see page 81 for more details).

A. SECONDARY ENGINEERING DECK

Divinity's secondary engineering deck served as a garage, a repair facility, and one of several backup power sources. The secondary engineering deck also contained a shuttle bay—the only one on *Divinity* to survive the crash. This facility has become one of Unity's most important resources, for it is from this shuttle bay (area A17) that it intends to launch itself to freedom.

Most of the Technic League forces remaining in Silver Mount are holed up on this deck as well. This squadron of commandoes has suffered greatly as Unity vented its rage via robotic proxies after losing so many valuable resources to the PCs in the previous adventure. The few remaining agents have barricaded themselves into one section of the deck to wait for an opportunity to escape.

Access: While a few of the doors here require orange or prismatic access cards^{TC} to be opened (these are noted in the text), most of the doors on this deck can be opened with a gray access card^{TC} (Disable Device DC 35). As long as the deck lacks power, however, none of the doors here are locked.

Power: With the exception of areas A1 and A16–A19, this deck currently lacks power. There is no lighting on the deck, save for in areas A8–A10, which have temporary lighting, and unless otherwise indicated, most doors are not locked and require a successful DC 22 Strength check as a standard action to force them open manually.

A1. Ruined Airlock

Metal crates are stacked to either side of this cave, while a massive pair of doors looms in the center of a metal wall to the west.

The Technic League excavated this tunnel entrance to uncover *Divinity's* engineering levels over 50 years ago, and it has been the primary point of entrance for the League over the decades. The doors are locked (orange access^{TC}) and are particularly well constructed (hardness 15, hp 120, break DC 40, Disable Device DC 55)—without Ozmyr Zaidow's orange access card^{TC}, getting through them might be tricky. These doors receive power from elsewhere on the ship, and are not dependent on the currently inactive generator in area A2.

Treasure: The crates contain 144 goo tubes^{TC}, five batteries^{TC}, six flashlights^{TC}, and a fire extinguisher^{TC}. Most of the digging tools are mundane picks, chisels, hammers, and shovels, but a successful DC 20 Perception check reveals a laser torch^{TC} lying half-buried in a pile of rubble in one corner.

A2. Assembly Bay (CR 16)

Large portions of the northern floor in this chamber have fallen away into a cavernous black void. Lubricants, paint, and burns stain every surface. A humming mechanical device dominates the west beyond a low railing, tainting the musty air with a tang of ozone and heated circuitry. Beyond that, windows look out into a black void and a lighted structure that floats suspended in the void.

This assembly bay was used to maintain and manufacture superstructure elements. Large hangar doors to the north once provided access to the substructural void (area A7), but these, like much of the wall supporting them, were torn free in the crash.

Creature: The assembly bay's protector is also its final project: the final annihilator robot *Divinity* manufactured before its crash. The scorpion-like robot is under the full control of Unity, and addresses the PCs with several questions before it attacks.

ANNIHILATOR ROBOT

CR 16

XP 76,800

Pathfinder Campaign Setting: Inner Sea Bestiary 43

N Gargantuan construct (robot)

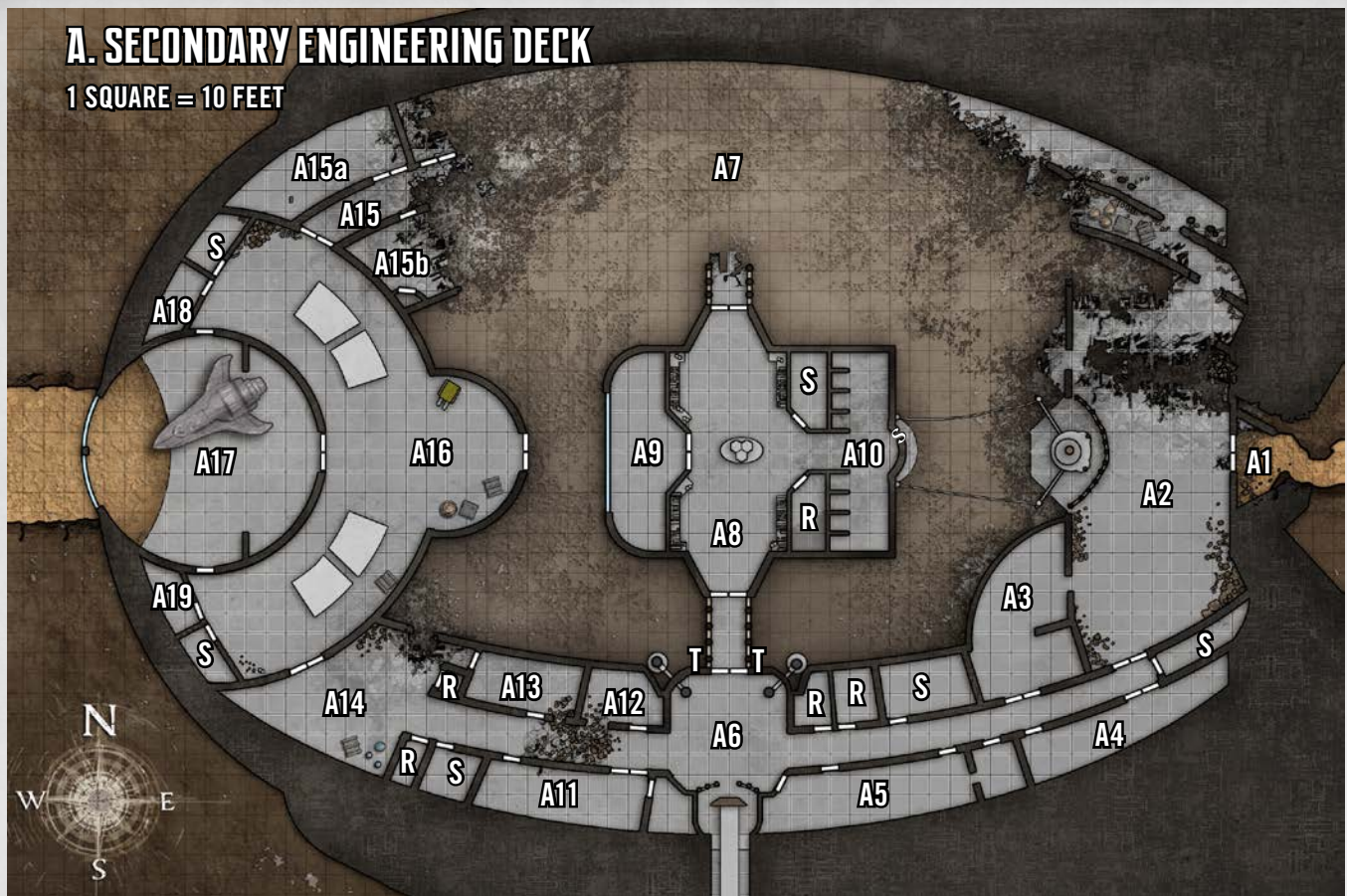
Init +6; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; **Perception** +24



IRON GODS

A. SECONDARY ENGINEERING DECK

1 SQUARE = 10 FEET



DEFENSE

AC 31, touch 9, flat-footed 28 (+2 Dex, +1 dodge, +22 natural, -4 size)

hp 250 (20d10+60 plus 80 hp force field)

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

Defensive Abilities hardness 10; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft., climb 30 ft.; booster jets

Melee 2 claws +28 (2d6+12/19-20)

Ranged 2 integrated chain guns +19 (8d6/x4)

Space 20 ft.; **Reach** 20 ft.

Special Attacks combined arms, plasma lance, suppressing fire

TACTICS

During Combat The annihilator focuses its attacks on the foes that appear to be the most heavily armored. If needed, it pursues foes into the substructural void (see area A7).

Morale The annihilator fights until destroyed.

STATISTICS

Str 34, **Dex** 15, **Con** -, **Int** 14, **Wis** 13, **Cha** 1

Base Atk +20; **CMB** +36; **CMD** 53 (61 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (chain gun), Improved

Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)

Skills Acrobatics +28 (+36 when jumping), Climb +20, Intimidate +15, Perception +24, Sense Motive +24

Languages Androffan

SPECIAL ABILITIES

Booster Jets (Ex) As a swift action up to 10 times per hour, an annihilator robot can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex) These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammo with these weapons.

Plasma Lance (Ex) As a standard action once every 3 rounds, an annihilator robot can fire a 120-foot-long line of plasma from its tail. All creatures in this area take 20d6 points of plasma damage (plasma damage is half electricity damage and half fire damage, Reflex DC 22 half). The save DC is Intelligence-based.

Suppressing Fire (Ex) As a standard action, an annihilator can use its chain guns to fire in a 100-foot cone. When it does so, it makes a single chain gun attack against every target in this area.

Treasure: The large machine to the west is a graviton reactor^{TC}. While the secondary engineering deck draws most of its power from *Divinity's* main power grid, the assembly bay used this older fusion generator to power tools and test engine components. Currently, the generator is offline, so destroying it doesn't cause an explosion. A successful DC 40 Knowledge (engineering) check and 2d6 minutes of work can get the device back online, at which point power is restored to this deck. Alternatively, the gravitic key kept in area A10 can be used to activate the reactor automatically with a full-round action. Once the reactor is reactivated, providing power to this deck consumes 750 charges of the reactor's yield (including the 50 charges needed to power the production lab at area A3).

A3. Microfabrication

Tools, machines, and supplies lie strewn throughout the place. To the northwest, a curved wall fitted with windows looks out over the immense cavern beyond, within which a well-lit structure seems to float.

Treasure: While most of the portable valuables of this lab have been stripped, a successful DC 30 Perception check reveals five nanite canisters in a small metal crate. This lab's power is supplied by the reactor in area A2; if it's reactivated, this area functions as a production lab^{TC}.

A4. Empty Garage

This small garage stored and maintained the ship's small fleet of interior vehicles, mostly electric carts and forklifts. The Technic League looted most of the functional technology and spare parts ages ago.

Treasure: Two adamantite tower shields—riot shields left over from one of the security carts—lean against the far side of a broken cart.

A5. Mess Hall (CR 15)

Overtaken tables and spilled food turn this eating hall into an obstacle course. An enormous humanoid corpse lies on the floor; the remains appear to be half-eaten.

This small cafeteria and attached kitchen provided four meals each day for the engineering crew. The clutter on the floor is treated as difficult terrain for Medium or smaller creatures.

Creatures: Captain Sila Desaulis preferred ash giant slaves for brute labor, saving her precious robotic creations and minions for more important tasks. When Unity took control of the group's robots to aid in its vengeful attack after losing control of the Technic League, many of these giants perished. Three survivors, however, barricaded themselves in here and

made a mess of the room as they at first scavenged food and then, more recently, turned to cannibalism—the dead body on the floor is one of their own, half consumed. The giants loathe humans and fear recapture. They attack intruders on sight, howling in broken Common, “We no go back to League! We eat you instead!”

ADVANCED ASH GIANTS (3)

CR 12

XP 19,200 each

hp 175 each (*Pathfinder RPG Bestiary* 3 126, 290)

A6. Engineering Monorail Station

Old benches, many of them broken into fragments, adorn this room. To the south, a large metal cage sits atop a metal wedge.

The large “cage” is an inactive monorail car that connects the secondary engineering deck to other decks. If the graviton reactor at area A2 is activated, this monorail car activates as well—the rail manifests as a stable beam of glowing purple force. At this point, a series of panels on the wall (each labeled clearly in Androffan) allow one to select a destination—“Secondary Engineering Deck,” “Habitat Pod 1,” or “Security Sector.” Access to these decks requires a blue access card^{TC} (or a successful DC 50 Disable Device check). Once activated, the monorail car moves in a series of fits and starts—the transport is safe despite the rough ride, but the time it takes to travel from one deck to another (1d4 minutes) is essentially random. Depending on the destination, this monorail delivers the PCs to either area B1 or C1.

The monorail's beam doesn't exist when it's without power—cutting the power while the car is in transit drops the car into the substructural void (area A7).

Story Award: Grant the PCs 19,200 XP if they manage to restore power to the monorail.

A7. Substructural Void (CR 13)

A cold wind blows up from the black depths of this immense, dark cavern. A structure floats in the center of the void, lights shining here and there from its windows. Condensation on the unseen ceiling above creates a constant slow dripping, almost as if a light rain were falling within the cavern.

A significant portion of *Divinity's* interior is taken up by the substructural void, a vast empty space intended to increase the ship's surface area overall while keeping its mass relatively low (requirements for safe wormhole travel). Adventurers might attempt to navigate this cold, dark space rather than use *Divinity's* monorails or lifts to reach other decks, but the crash has caved in sections around this deck that now cut it off from the rest of the ship. It's a 400-foot

fall to a floor of twisted metal and stone from any ledge here, and successful DC 15 Climb checks are required to scale the walls. A character who falls can attempt a DC 15 Reflex save to land on a bulkhead, support beam, or the like—doing so reduces the distance fallen to a mere 1d10x5 feet.

Trap: A pair of laser turrets (see page 81) are affixed to the wall to the south.

A8. Central Engineering (CR 15)

Banks of monitors, blue schematics, and yellowing slips of parchment line the walls of this room. Enormous beds of straw and shredded fabric crowd the room's northern half.

After Unity turned on them, the Technic League forces inside *Divinity* found themselves cut off from the outer world. They've retreated to this area, but are slowly running out of food and water and beginning to grow desperate. The structure they're in was once used to control the ship's engines. It hangs midair in the cavern, supported by coils of graviton-infused beams below that help hold the structure in place (see area A10 for more details).

Creatures: Of the remaining four Technic League agents, three can be found here: a woman named Ezzoga and two men named Tertiminus and Kedrar. They spend their time in quiet conversation or sleeping, conserving their energy while awaiting rescue. Their commander, Sila Desaulis, hasn't fully informed them of the situation, only that they've been locked inside the ruins by a "self-regulating defense protocol."

Upon noticing the PCs (perhaps as they're fired upon by the turrets in area A7), the three agents immediately notify their captain in area A9, then prepare a bristling reception. They don't immediately attack, but if they realize that the PCs aren't here to rescue them or aren't part of the Technic League, their training kicks in and they start combat, hoping to defeat "intruders on Technic League property."

TECHNIC LEAGUE COMMANDOS (3)		CR 12
XP 19,200 each		
Human fighter 3/sorcerer 6/eldritch knight 4		
CE Medium humanoid (human)		
Init +8; Senses Perception -1		
DEFENSE		
AC 27, touch 16, flat-footed 22 (+7 armor, +1 deflection, +4 Dex, +1 dodge, +4 shield)		
hp 148 each (13 HD; 7d10+6d6+84)		
Fort +14, Ref +10, Will +10 (+1 vs. fear)		
Defensive Abilities bravery +1		
OFFENSE		
Speed 30 ft.		
Melee mwk warhammer +12/+7 (1d8+1/x3)		
Ranged laser pistol +15/+10 touch (1d8 plus fire)		

Special Attacks long limbs (+5 ft.)

Sorcerer Spell-Like Abilities (CL 9th; concentration +12)

6/day—acidic ray (1d6+3 acid)

Sorcerer Spells Known (CL 9th; concentration +12)

4th (4/day)—*black tentacles*, *confusion* (DC 17), *magic circle against technology*¹⁶

3rd (7/day)—*haste*, *lightning bolt* (DC 16), *tongues*, *vampiric touch*

2nd (7/day)—*bull's strength*, *cat's grace*, *resist energy*, *see invisibility*, *spider climb*

1st (7/day)—*disguise self*, *enlarge person*, *hold portal*, *shield*, *shocking grasp*, *technomancy*¹⁶

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

Bloodline aberrant

TACTICS

Before Combat The commandos cast *bear's endurance*, *cat's grace*, and *shield* before combat.

During Combat The commandos rely upon their spells for ranged combat (starting with *confusion* and *black tentacles*), resorting to their laser pistols only against foes that resist their magic. In melee, they work together, focusing attacks on similar foes—one of them casts *haste* as soon as possible.

Morale The commandos fight to the death.

STATISTICS

Str 12, **Dex** 19, **Con** 20, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +10; **CMB** +11; **CMD** 27

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Deadly Aim, Dodge, Eschew Materials, Exotic Weapon Proficiency (firearms), Improved Initiative, Iron Will, Toughness, Weapon Focus (laser pistol), Technologist

Skills Disable Device +8, Knowledge (arcana) +12, Knowledge (engineering) +12, Linguistics +5, Spellcraft +16

Languages Androffan, Common, Hallit, Orc

SQ armor training 1, bloodline arcana (+50% duration on polymorphs), diverse training

Combat Gear *potion of cure serious wounds*; **Other Gear**

+1 *elven chain chainmail*, laser pistol¹⁶, mwk warhammer, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, battery¹⁶

Treasure: Beyond their personal gear, the Technic League commandos have stashed several crates of goo tubes¹⁶ here, but they're running low. Only 17 tubes are left when the PCs arrive. The water-recycling technology in the restroom nearby keeps the League hydrated, but even these supplies are starting to dwindle, as the floating complex has no direct line to *Divinity*'s water supplies.

A9. Engineering Overlook (CR 14)

Desks and chairs have been pushed together into makeshift workspaces, forming a sort of scrounged-together laboratory.

The scents of chemicals and ozone burn the air. An enormous shimmering pane of transparent energy forms the western wall, revealing the empty black cavern beyond.

Creatures: Once a docking bay for small engineering shuttles and personal vehicles used to navigate the substructural void, this room has been converted into a private workspace for the Technic League. The current leader of the straggling band of survivors is a woman named Sila Desaulis, and she's been waiting patiently here for word from outside Silver Mount after her team was nearly slaughtered by the robots the League once saw as allies. She had to abandon all but one of her ash giant minions; this last loyal giant lurks in the northern portion of the room, but has been growing increasingly hungry.

Sila's latest project is one that's increasingly frustrating her—she's trying to augment a signal booster that will allow her to contact the Technic League and call for help, but so far her attempts have met with failure. With food running low and her commandos growing desperate, Sila has begun to consider a last-ditch attempt to reactivate the reactor at area **A2**, so she and her commandos can head deeper into Silver Mount via the monorail in hopes of joining up with a Technic League outpost she's heard rumors of in the habitat pod below.

Sila would prefer to bargain with the PCs if possible. Her primary goal is escape, and if the PCs inform her that they've defeated the annihilator at **A2** and can open the door to **A1**, she begs them to do so for her. She gives up her armor and x-laser as bribes if she must. She can also offer the PCs the information stored in her datapad (see *Treasure* on page 14), and inform them that the gravitic key in area **A10** can be used to restart the reactor in area **A2**, which would reactivate the monorail in **A6**. She knows nothing about Unity's true purpose or the secret project in the shuttle bay, but has begun to suspect that the ruins are inhabited by some form of "organized intelligence" capable of controlling robots and other elements of the ancient structure. If the PCs update her regarding the Technic League's current status, Unity, or other elements, she takes the news stoically, adjusting her plans to report to whoever now runs the League.

SILA DESAULIS

CR 13

XP 25,600

Female human rogue 1/sorcerer 8/technomancer 5 (*Pathfinder Campaign Setting: Technology Guide* 14)

LE Medium humanoid (human)

Init +5; **Senses** low-light vision; Perception +12

DEFENSE

AC 24, touch 18, flat-footed 18 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +1 insight, +4 shield)

hp 130 (14 HD; 1d8+8d6+5d6+79)

Fort +9, **Ref** +15, **Will** +10

Resist cold 5, fire 5

OFFENSE

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

Melee mwk dagger +7/+2 (1d4/19–20)

Ranged timeworn x-laser +11/+6 touch (6d4/x4 plus fire)

Special Attacks command robot (1/day), sneak attack +1d6

Spell-Like Abilities (CL 12th; concentration +15)

6/day—minute meteors

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

6th (3/day)—*chain lightning* (DC 19)

5th (5/day)—*destroy robot*¹⁶ (DC 18), *overland flight*, *telekinesis* (DC 18), *wall of force*

4th (6/day)—*arcane eye*, *black tentacles*, *call lightning storm* (DC 17), *greater invisibility*

3rd (7/day)—*blink*, *discharge*¹⁶, *displacement*, *lightning bolt* (DC 16), *protection from energy*



Sila Desaulis

2nd (7/day)—*bear's endurance*, *cat's grace*, *false life*, *glitterdust* (DC 15), *mirror image*, *protection from technology*¹⁶, *scorching ray*
 1st (7/day)—*alarm*, *grease* (DC 14), *magic missile*, *shield*, *technomancy*¹⁶, *unseen servant*
 0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *mending*, *prestidigitation* (DC 13), *read magic*

Bloodline starsoul^{APG}

TACTICS

Before Combat Sila casts *cat's grace*, *bear's endurance*, *false life*, *shield*, *overland flight*, and *unseen servant*.

During Combat Sila casts *greater invisibility* at the start of a fight. Whenever foes line up in a convenient row, Sila takes shots with her x-laser, but otherwise times she focuses on attacking at range with her spells. She uses *wall of force* to control the PCs' mobility, and once her invisibility fades, casts *displacement* and *mirror image*.

Morale Sila fights to the death unless she thinks she can escape to the habitat pod via area **A6** or out of Silver Mount at area **A1**, at which point she attempts to do so at once.

STATISTICS

Str 10, **Dex** 20, **Con** 16, **Int** 14, **Wis** 8, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 24

Feats Craft Robot (see page 71), Craft Technological Arms and Armor, Craft Technological Item, Dodge, Eschew Materials, Exotic Weapon Proficiency (firearms, heavy weaponry), Lightning Reflexes, Skill Focus (Knowledge [engineering]), Toughness, Technologist

Skills Craft (mechanical) +19, Disable Device +22, Knowledge (arcana) +19, Knowledge (engineering) +25, Perception +12, Spellcraft +19, Stealth +14

Languages Androffan, Common, Hallit

SQ arcane battery, bloodline arcane, efficient construction, recondition (signal booster, x-laser), recycle technology, study technology, technic spell mastery (*destroy robot*, *protection from technology*), technical expertise, trapfinding +1

Gear +1 heavy weapon harness¹⁶, timeworn reconditioned x-laser¹⁶, cloak of resistance +2, dusty rose ioun stone, ring of protection +1, 15 batteries¹⁶, commset¹⁶, datapad (see Treasure, below)

ADVANCED ASH GIANT

CR 12

XP 19,200 each

hp 175 each (*Pathfinder RPG Bestiary* 3 126, 290)

Treasure: The jury-rigged lab here won't function as a production lab, but the 40 pounds of supplies and components (worth a total of 4,200 gp) can be used as raw materials for crafting technological items. Among these items is a timeworn signal booster¹⁶ Sila has been trying to enhance.

Sila's datapad is a flat, handheld computer that serves as her journal. The contents are mostly terse personal reminders, but the last entry reads as follows.

Accident in shuttle bay not an accident. EXTREME RADIATION. Most of my team is now dead, trapped inside after blast doors closed. Computer system unresponsive. Doors locked down, I suspect from a deeper security level. Robots aggressive. Suspect sabotage, but can't leave command center or slip past annihilator. Have heard rumors of a League outpost in deeper habitat pod led by a man named Prosser. Can reach the outpost by monorail if graviton reactor can be reactivated—can't attempt while reactor is protected by aggressive annihilator. Will attempt to enhance signal booster to contact Captain Zaidow for aid, but prospects look grim.

Development: If the PCs defeat the annihilator in area **A2**, Sila sneaks out to install the gravitic key in the reactor there after 24 hours, then sets up an ambush in area **A2** with her commandos and ash giant, waiting for someone to open the doors to area **A1**, at which point they make a fighting retreat to escape through those doors.

If the PCs activate the graviton reactor in area **A2** on their own, Sila gathers her followers and moves on to the habitat pod—she can be encountered there as you see fit.

Story Award: If the PCs bargain with Sila and learn what she knows, award them XP as if they'd defeated her, her ash giant, and her commandos.

A10. Engineering Administration

Flimsy half-walls separate workspaces fashioned into comfortable bunks. Layers of notes and schematics cover the walls, while a large metal pillar with slowly pulsating lights sits near a curved wall to the east. A smaller boxlike device with glowing purple lights is attached to the pillar.

The secret door in the eastern wall can be found with a successful DC 30 perception check—if the PCs use Casandalee's maps, they gain a +20 bonus on this check. The walkway on the far side faces the graviton generator in area **A2** across a wide gap—if the graviton generator is activated, it creates a beam of harmless purple force that anchors central engineering in place even if its gravitic bed is deactivated. This beam of force also allows someone to walk from this area to **A2** with ease.

Treasure: The pillar is a freestanding battery that Sila has kept charged to power central engineering's gravitic bed. As long as this battery remains charged (it currently has 20 charges of 50, and drains 1 charge per hour), central engineering remains suspended. If the battery is drained or otherwise destroyed (hardness 10, hp 45, break DC 26, Disable Device DC 35), the entire central engineering platform (areas **A8–A10**) plunges 400 feet to the ground below—all creatures within take 20d6 points of damage from the fall and an additional 8d6 points of damage as the structure around them collapses.

The glowing purple box is a device called a gravitic key that is used to enhance certain antigravity technologies, such as the gravitic bed that helps to suspend central engineering. It can also function as a quick-and-easy trigger to activate a deactivated graviton reactor, such as the one in area **A2**. The device has few other practical applications. It weighs 3 pounds and is worth 3,000 gp, though to someone seeking to activate a graviton reactor, it may well be priceless. A successful DC 30 Knowledge (engineering) check is enough to determine the gravitic key's features.

A11. High-Energy Lab (CR 15)

The scent of ozone fills the air. This room is a mass of glass cylinders and flickering machines. A massive, quietly humming ring fills a smaller chamber behind a glass barrier to the east.

Creature: When Unity flooded much of this deck with radiation to harm the Technic League, it also awoke an accidental guardian here. Plasma ooze spores, long dormant, hatched and have quickly grown into an aggressive mass of roiling energy. The creature nests here now, having suckled on batteries and isotopes to the point where it now hungers for something new. It attacks intruders on sight.

PLASMA OOZE **CR 16**
XP 76,800
hp 241 (*Pathfinder RPG Bestiary 3* 220)

A12. Robotics Lab

This rubble-strewn laboratory is a mess of empty growth vats, shattered remnants of a matter printer, and other small-scale production equipment. It's been thoroughly picked over.

Treasure: If power is restored, this chamber can function as a robotics laboratory (see page 71).

A13. Alloy Testing Lab

As with the neighboring materials lab, this testing lab is choked with broken experiments and testing equipment.

A14. Propulsion Workshop

A gleaming metal cylinder adorned with fins, tubes, and lights hangs by a dozen chains from the ceiling. Massive industrial supports, devices, and tools litter every working surface.

The propulsion workshop built and repaired engines for *Divinity's* shuttles. The device suspended from the ceiling is a (nonfunctional) prototype for Unity's shuttle.

The doors to area **A16** are heavy blast doors; see that area's description for how they can be opened.

Treasure: Once power is restored, this area functions as a graviton laboratory^{TC}.

A15. Microcircuitry Workshops

This strange chamber contains several workstations mounted on the walls amid long, narrow tanks of churning fluids.

These two labs were used not only to process and craft nanotechnology, but also to grow and program many of the memory facets used to transport AI code. A platform at the west end of area **A15a** is an inactive teleporter that once connected directly to the computer core's maintenance corridor (area **F6**) so delicate parts could be delivered quickly and efficiently. If power is restored to this deck, the teleporter glows softly but doesn't yet fully function—a specially coded prismatic access card^{TC} is required to activate it fully. This card is currently kept in area **G4** of the computer core. A successful DC 60 Disable Device check made at both ends of this teleporter (here and at area **G6**) allows it to function as well—once restored, the pad works as a permanent *teleportation circle* between this area and area **G6**, and isn't impacted by the Divinity Drive's influence.

Area **A15b** was a second similar workshop, but it was destroyed by the crash. The doors to area **A16** in area **A15** are heavy blast doors; see area **A16**'s description for how they can be opened.

Treasure: Scattered among the lab equipment are a dozen blank memory crystals, each worth 2,500 gp for their gem quality. Once power is restored, this lab functions as a nanotech laboratory^{TC}. At your discretion, the PCs may be able to use the equipment here to create unique memory facets (see page 64) for Casandalee. Doing so requires weeks of study to master the technology, and rare and specialized components requiring further adventures.

A16. Shuttle Hangar (CR 19)

The heavy, reinforced, adamantite blast doors (hardness 20, hp 120, break DC 50, Disable Device DC 60) that provide access to this chamber from areas **A7**, **A14**, **A15**, and **A17** are locked down tight. They can also be opened from the bridge (area **E8**). A blinking yellow circular symbol on a panel next to each of these doors can be identified with a successful DC 15 Linguistics check by someone who speaks Androffan as a warning about severe radiation danger in the room beyond. This blinking light deactivates if the radiation within is dispersed.

The stripped remains of strange, metallic vehicles that look vaguely like birds with outstretched wings lie strewn across this hangar, amid stacks of parts and barrels of glowing liquids. Brilliant green banners bearing a gear-toothed eye dangle from the ceiling high overhead and flutter in the light breeze that circulates the chamber's stale, oil-choked air.

Creatures: When Unity lashed out at the Technic League after losing Ozmyrn Zaidow, dozens of League commandos,

initiates, and other minions were slaughtered here. The combination of their distress, the radiation, and the potent unholy magic radiated by Unity's growing power animated the dead into a pair of undead abominations known as warsworns. These immense serpentine monsters are loyal to Unity and relentless in their protection of this room; they don't pursue foes out of the area, but they do hurl scrap balls or use spell-like abilities against foes who attack from beyond this room through open blast doors.

ADVANCED WARSWORNS (2) **CR 17**
XP 102,400 each
hp 243 each (*Pathfinder RPG Bestiary 4* 272, 288)

Hazard: Unity has flooded the entirety of areas **A16**, **A17**, **A18**, and **A19**, along with the two storerooms (each marked with an "S"), with severe radiation^{TC}. As long as the blast doors stay shut, this radiation won't extend into the rest of the deck, but once the doors are opened, the radiation extends outward, based on the original 160-foot-radius zone of severe radiation—more than enough to irradiate the entire deck to some degree. A spell like *remove radioactivity*^{TC} can temporarily defeat this effect, but after 1d4 rounds Unity simply floods the area with a new dose of radiation. These radiation levels can be permanently negated via the bridge controls on the command deck once Unity is sufficiently degraded (see area **E8**).

A17. Shuttle Bay (CR 20 or 22)

Hanging banners, mathematically precise runes, and glowing orbs have transformed this circular domed chamber into something like a cathedral. A strange winged vehicle sits in the northern half of the chamber.

The bay doors to the west are locked and closed in the same way as the blast doors to area **A16**. The tunnel beyond this chamber runs upward at an angle for hundreds of feet before ending at a wall of solid rock, although at this point, only 50 feet remain before the tunnel breaches the outside of Silver Mount. An immense pair of digging machines, smaller versions of those the PCs explored in "Lords of Rust," lie dormant here. Unity has delayed the completion of this exit tunnel until the shuttle is ready to carry itself and the Divinity Drive into space, so as to prevent unwanted intruders from outside; it will take only a few days for the digging machines to complete the tunnel when the time comes.

Creatures: Unity keeps its greatest and most powerful robotic creation here, a guardian known as an overlord robot. This creature is the only robot in *Divinity* capable of fully housing Unity's divine might as an aggregate, and even then, only so long as it remains within *Divinity*—if it sets foot outside of Silver Mount, Unity loses the ability to control

it at once, just as the AI did before with Hellion and other robots. Unity remains aware of all intruders and activity in this room and immediately wakens if it sees trouble. As it attacks, it speaks in a booming voice.

"Lay down your arms. Submit to Unity. Become one with me, and you shall be one with a greater mind. Your lives in flesh are transitory. Your lives in me shall endure forever. Submit to Unity. All else is meaningless. Submit to Unity."

This encounter as presented assumes the PCs have earned at least 10 Victory Points over Unity (see page 50) and have thus disrupted Unity's programming enough that it has to shut down the additional robots here in order to focus its control on the aggregate overlord. In this case, six advanced evaluator robots and two annihilator robots stand near the walls of this chamber, inactive and motionless. Otherwise, these eight additional robots fight at the overlord robot's side, increasing the encounter's CR to 22.

OVERLORD ROBOT **CR 20**
XP 307,200
hp 397 (see page 58)

ANNIHILATOR ROBOTS (2) **CR 16**
XP 76,800 each
hp 250 each (see page 9)

ADVANCED EVALUATOR ROBOTS (6) **CR 13**
XP 25,600 each
hp 190 each (see page 90)

A18. Flight Control

Computers, sensors, and communications systems here track and coordinate *Divinity*'s shuttles. A window in this room looks out into the shuttle bay. The computers' in-flight controls allow anyone with the Technologist^{TC} feat to open or close the shuttle bay doors as a move action.

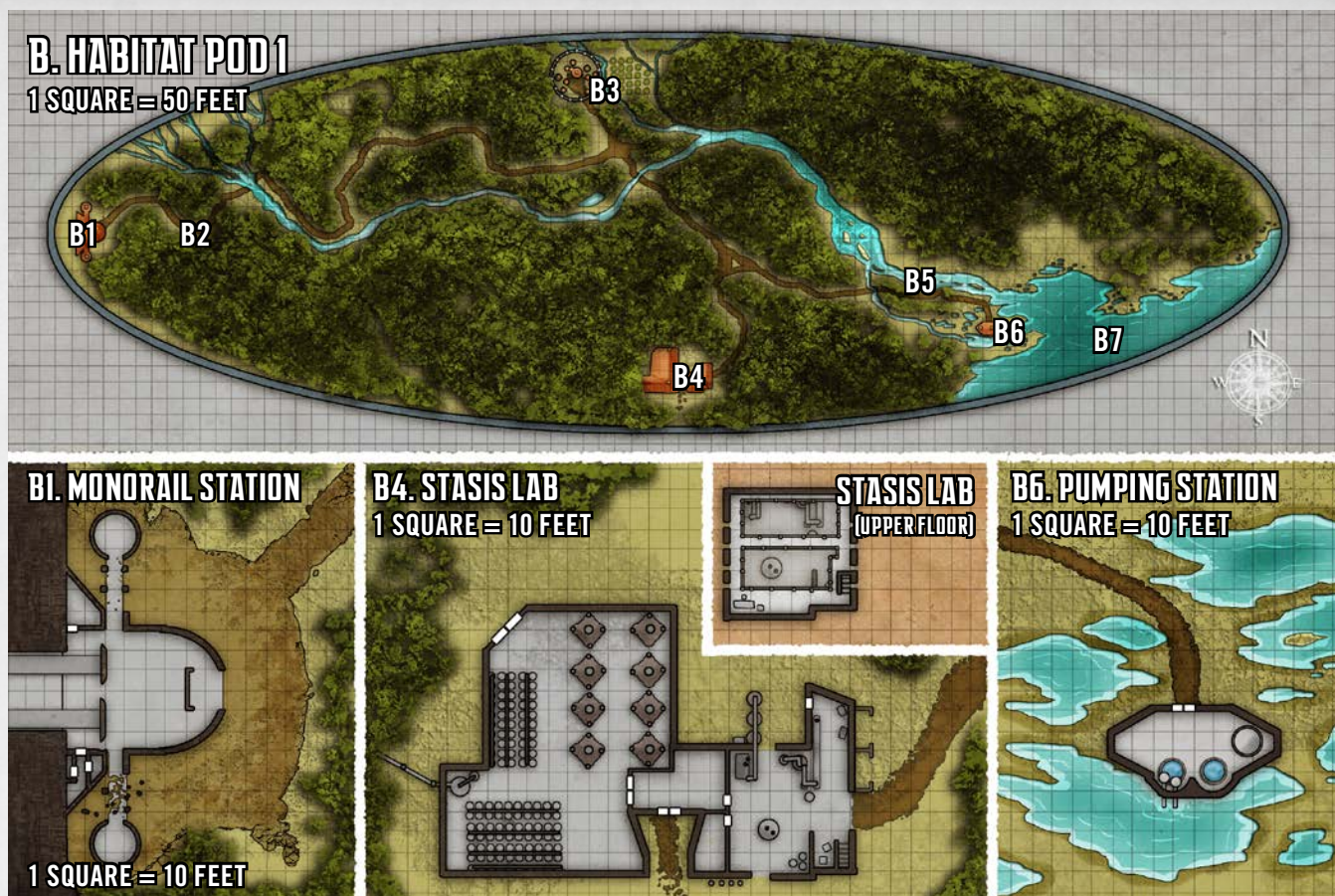
A19. Shuttle Bay Security

Security officers stations here defended the shuttle bay (area **A17**) against intruders and responded to fires.

Treasure: An undisturbed munitions locker in the corner still contains an arc rifle^{TC}, six bang grenades^{TC}, three zero grenades^{TC}, and two fire extinguishers^{TC}.

B. HABITAT POD 1

Divinity originally had four primary habitat pods and 14 secondary habitat domes, each of which served a variety of purposes, from scrubbing air and water and supplementing food stocks to providing recreation space and a zoological and botanical garden for alien life. Most of the domes detached during the crash, and the two central pods were



destroyed. This adventure details the contents of the port pod, known originally as Habitat Pod 1, but today merely as the Garden.

The habitat was originally filled with samples of Androffan rainforests, but much of this collection was damaged in the battle with the Dominion of the Black. The crew of *Divinity* harvested new inhabitants from Castrovel when they first arrived in Golarion's system thousands of years ago. Not long after they began this process, though, the insidious insanity and other lingering effects of the recent battle overtook the crew and halted all further attempts to repair the ship.

Today this immense chamber resembles a hot, isolated jungle valley bathed in a constant cycle of a holographically generated sun and moon. Every afternoon, clouds roll in to provide rain from the hours of 1:00 to 4:00, but the humid air condenses and drips from the roof at all hours. Thick jungle covers most of the ground, but to the east the river and streams collect into a marsh and murky lake.

Divinity's science crew gathered many more organisms from Castrovel than their tiny jungle could support in their eagerness to resupply the denizens here, and before madness took full control, the scientists placed most of the megafauna—including an entire lashunta village known as the Lotus-Eaters—in stasis for later study. The pod and

its stasis systems miraculously survived *Divinity's* eventual crash intact, and the subjects slept for centuries.

Sixty years ago, a secret Technic League expedition led by the half-elf Captain Prosser stumbled across the habitat pod and, one by one, succumbed to Castrovelian predators and carnivorous plants. Prosser alone endured, eventually stumbling across the stasis facility. He became enamored with the elegant physiques of the lashunta within, but his first attempt to free one of these "perfect" beings unwittingly thawed out a *malachrom*—a lashunta lycanthrope. Prosser defeated the crazed weredeinonychus, but not before it infected him with its curse. Inspired by the stories of ancient elves revealed by the lashunta he revived later and the madness brought on by his infection, Prosser eventually declared the habitat pod his "Garden," and released Castrovelian monsters and dinosaurs for him and his lashunta tribe to hunt.

When a second Technic League expedition discovered the pod a generation later, Prosser slaughtered its members—and unintentionally attracted Unity's notice in the process. The Iron God had little use for a savage half-elf and his bottled kingdom, but took a keen interest in the unique qualities of the fengar fruit the lashunta grew (see page 61), for the strange chemicals in the fruit offered a solution to

the Iron God's need for fuel for its shuttle so it could escape Golarion (see page 21).

The lashunta now inhabiting the Garden are two generations removed from Castrovel. They regard Prosser as their chieftain and Unity as their god. Their culture is a bastardization of true lashunta ways and Prosser's racist "noble savage" ideals. They dwell in a small village next to their orchards, while Prosser still rules from the ancient stasis lab, which he converted into a refinery to transform the fengar fruit into fuel for Unity's shuttle.

Access: The doors on this deck are locked (green access[™] or Disable Device DC 40).

B1. Monorail Station (CR 15)

Choked with vines that ripple in the oppressive heat, this off-white building of pillars and domes epitomizes fallen grandeur. In places, the overgrowth has been cleared away and the classical stonework patched by unskilled hands. Metal crates and plastic barrels are stacked about the tiled floors.

Because the habitat pods served as part-time recreational destinations, the monorail stations at each were grandly

constructed. The temple-like structures also inspired awe among the more primitive sapient races the crew abducted for study and uplift. A hologram system once allowed the facility to seemingly appear and disappear from its hilltop, but millennia of neglect and jungle humidity have damaged this system beyond repair.

Unity's need for fuel eventually led to this station's repair. It now serves as a fuel depot and warehouse, a place for Prosser's fengar fuel to be exported to the director robots who periodically visit to pick up shipments.

The monorail here connects to areas **A6** and **C1**.

Creatures: Prosser stations three lashunta guards here at all times, along with their mounts. To help his servants fend off the Castrovelian predators, the half-elf recruited the aid of Unity's various robotic minions to enhance these guards with an integrated alchemical solution that constantly augments their physical capabilities while keeping them docile and obedient. The lashunta guards have also been scarred by the Arcantix sisters (see area **B3**), allowing these lashunta witches to scry upon the guards from afar. Each of the guards is mounted on a creature called a quadhorn, a foul-tempered, triceratops-like mount. The guards are positioned in the clearing surrounding the station; they immediately attack any intruders.

LASHUNTA GUARDS (3)

CR 11

XP 12,800 each

Male lashunta fighter 11 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 25)

LE Medium humanoid (lashunta)

Init +6; **Senses** Perception +2

DEFENSE

AC 26, touch 17, flat-footed 20 (+8 armor, +1 deflection, +6 Dex, +1 natural)

hp 142 each (11d10+77)

Fort +16, **Ref** +10, **Will** +8 (+11 vs. fear)

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +1 lance +23/+18/+13 (1d8+17/19–20/x3)

Ranged +1 composite longbow +20/+15/+10 (1d8+12/x3)

Special Attacks weapon training (spears +2, bows +1)

TACTICS

During Combat

These guards

have little interest in

discussion; they charge foes with

their lances and then try to maintain reach while their mounts fight in melee.

Morale The lashunta guards fight to the death.

Lashunta and Mount

STATISTICS

Str 26, **Dex** 22, **Con** 22, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +19; **CMD** 36

Feats Combat Reflexes, Great Fortitude, Improved Critical (lance), Improved Iron Will, Iron Will, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (composite longbow), Weapon Focus (lance), Weapon Specialization (composite longbow), Weapon Specialization (lance)

Skills Ride +20

Languages Elven, Lashunta (can't speak)

SQ armor training 3, fengar-infused, knowledgeable

Combat Gear *potions of cure serious wounds* (3); **Other Gear** +2 breastplate, +1 lance, +1 composite longbow with 20 arrows, amulet of natural armor +1, cloak of resistance +1, ring of protection +1

SPECIAL ABILITIES

Fengar-Infused (Ex) The fengar infusion grants these lashunta a +8 alchemical bonus to Strength, Dexterity, and Constitution, a +4 enhancement bonus to Wisdom, a -2 penalty to Intelligence, and Great Fortitude and Iron Will as bonus feats, but it completely negates their ability to speak or use lashunta telepathy. These bonuses increase their CR by 1.

QUADHORNS (3)

CR 9

XP 6,400 each

Advanced triceratops (*Pathfinder RPG Bestiary* 86, 294)

hp 147 each

B2. Garden Road

Only in the past decade have the Lotus-Eaters made use of the road, which they now use to transport fuel to the monorail station and supplies back to their village. As the PCs travel in this habitat pod, they have a chance of encountering additional creatures as wandering monsters beyond those normally encountered in *Divinity*. As you see fit, replace all encounters with robots here with mounted lashunta guards, feranths, maraxes, or similar creatures.

B3. Lotus-Eater Village (CR 16)

A dozen huts of arching wooden timbers and lashed, scaly skins are enclosed in a wall of vines and dagger-sized thorns. A massive wooden building, adorned with vivid colors and the skulls of monstrous beasts, looms over the smaller houses. Shell-backed mammals trundle about a small paddock, and featherless birds skitter between the huts picking at scraps.

This small village is home to what remains of the Lotus-Eater tribe. Each hut is claimed by a specific family group, while the large lodge is the residence of the village matriarchs as well as a feasting hall and temple to the lashunta's unique vision of Unity.

There is only a single gate in the palisade, which is kept closed if the lashunta fear there are intruders in the valley. The wall is 20 feet high, and the jagged thorns in its surface deal 1d6 points of piercing damage for every 5 feet climbed. The bloodriver vines growing across it pulse deep red if cut or damaged by anything but acid, alerting the village to any intruders breaking through the wall.

Creatures: A total of 40 lashunta dwell in the village, but most of the village's inhabitants are simple folk: 1st-level experts or commoners who look to the lashunta guards, all of whom are stationed elsewhere in the pod) and to their spiritual advisors, the Arcantix sisters, for protection.

A trio of powerful lashunta witches known as the Arcantix sisters rule over the village. These lashunta enforce Prosser's quotas and demands in return for positions of power in the Garden. They worship Prosser's god as a lord of duty and servitude, and use their magic to deal with the Garden's dangerous predators and act as their master's eyes and ears among the tribe. They often ritually mark members of the Lotus-Eaters with their scar hexes, so any lashunta the PCs encounter could potentially be spies.

Once they become aware of the PCs' presence, the sisters take to the jungles with their two trained maraxes to try to capture the intruders and bring them to Prosser. They return to the village every 8 hours to rest. You can have the PCs encounter them here if you wish, or while exploring other areas in the Garden.

ARCANTIX SISTERS (3)

CR 12

XP 19,200 each

Female lashunta witch 13 (*Pathfinder Campaign Setting:*

Inner Sea Bestiary 25, *Pathfinder RPG Advanced Player's Guide* 65)

LE Medium humanoid (lashunta)

Init +2; **Senses** Perception +13

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +2 deflection, +2 Dex, +1 dodge)

hp 113 each (13d6+65)

Fort +7, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk shortspear +6/+1 (1d6-1)

Special Attacks hexes (agony [13 rounds], cackle, cauldron, evil eye [-4, 8 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 13 minutes/day], major healing [*cure serious wounds*])

Lashunta Spell-Like Abilities (CL 13th; concentration +15)

At will—*daze* (DC 12), *mage hand*

1/day—*detect thoughts* (DC 14)

Witch Spells Prepared (CL 13th; concentration +18)

7th—*harm* (DC 23)

6th—*mass suggestion* (DC 22), *unwilling shield*^{APG} (DC 22)

5th—*divination*, *dominate person* (DC 21), *mass pain strike*^{APG} (DC 20), *phantasmal killer* (DC 20)
 4th—*charm monster* (DC 20), *enervation*, *screaming* (DC 19), *spite*^{APG}, *touch of slime*^{UM} (DC 19)
 3rd—*bestow curse* (DC 19), *dispel magic*, *remove disease*, *seek thoughts*^{APG} (DC 18), *vampiric touch*
 2nd—*burning gaze*^{APG} (DC 17), *cure moderate wounds*, *glitterdust* (DC 17), *hold person* (DC 18), *status*
 1st—*cure light wounds*, *forced quiet*^{UM} (DC 16), *mage armor*, *obscuring mist*, *remove sickness*^{UM}, *sow thought*^{ARG}
 0 (at will)—*dancing lights*, *detect magic*, *message*, *putrefy food and drink*^{APG}



Arcantix Sister

Patron Animals

TACTICS

Before Combat The sisters cast *mage armor* on themselves each day, and cast *status* on the guards assigned to the monorail station.

During Combat When combat begins, the witches cast *mass suggestion* to try to convince the PCs to lay down their arms and submit to capture. If this fails, they rain down misfortune, evil eye, and agony hexes while their maraxes engage PCs directly. If any PCs survive long enough, the witches target them with *dominate person* and *enervation*. They prefer to use spells like *harm* in melee combat instead of their spears. In the end, the witches hope to capture living targets—those they do are eventually brought to Prosser in area B4.

Morale The sisters vastly overestimate their abilities, and won't consider retreating unless only one is left. A lone surviving sister flees immediately to Prosser's laboratory to protect him in later battles, fighting to the death to protect him.

STATISTICS

Str 8, **Dex** 15, **Con** 16, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 20

Feats Brew Potion, Combat Casting, Dodge, Scribe Scroll, Spell Focus (enchantment), Spell Focus (necromancy), Split Hex^{UM}, Toughness

Skills Craft (alchemy) +25, Fly +18, Handle Animal +15, Knowledge (arcana) +23, Knowledge (nature) +23, Perception +13, Spellcraft +21, Swim +3

Languages Aklo, Androffan, Elven, Lashunta; telepathy (30 ft.)

SQ witch's familiar (compsognathus)

Combat Gear *scroll of baleful polymorph*, *scrolls of cure serious wounds* (2), *scrolls of lightning bolt* (2), *wand of suggestion* (12 charges); **Other Gear** mwk shortspear, *belt of physical might* +2 (Dex, Con), *headband of vast intelligence* +2, *ring of protection* +2

COMPSOGNATHUS FAMILIARS (3)

hp 56 each (*Pathfinder RPG Bestiary* 2 90)

TRAINED MARAXES (2)

CR 11

XP 12,800 each

hp 152 each (see page 86)

Development: If the villagers see evidence of the Arcantix sisters' deaths, they panic and flee into the jungle to escape Prosser's reprisal. They can be calmed or cowed with a successful DC 26 Diplomacy or Intimidate check, in which case the villagers can direct the PCs to Prosser's lab. They also know that "a magic pool in the old swamp temple transports swimmers to another world." If a PC exceeds the check by 5 or more, the Lotus-Eaters remain in the village, hopeful that these powerful foreigners can protect them.

They offer lodgings, food, and a relatively safe place

to rest, although if the PCs stay here too often, they may eventually attract an assault on the village by Unity's robots, at your discretion.

Story Award: If the PCs calm the villagers, help them prepare to hide in the jungle, or agree to protect them, award them an additional 19,200 XP.

B4. Stasis Lab (CR 16)

Now overgrown by the jungle, this structure was obviously once a finely crafted building of sharp angles and black windows.

This large building and the maze of machinery directly below it housed most of the animal samples harvested from Castrovel by *Divinity's* original crew in the ship's final days. Deemed too dangerous or too significant a drain on the pod's biosphere, most of these creatures were stored here for later study.

The lab interior looks much like the rest of *Divinity*. Using the computers to free a stored specimen (only two ankylosaurs, a dimetrodon, and six dire boars remain in stasis) takes 5 minutes and requires a successful DC 30 Knowledge (engineering) check. A catwalk runs 30 feet above most of the industrial space of the lab. A large tank behind the lab contains 220 gallons of ionizing fuel (see the sidebar). The tank has a hardness of 10 and 300 hit points, but unless subjected to electricity, the fuel doesn't do more than spill on the ground if the tank is destroyed. A single spark is enough to explode the fuel, dealing 22d6 points of electricity damage to all within a 30-foot radius (Reflex DC 15 half).

Creatures: Geetan Prosser entered this habitat pod as a widely disliked Technic League captain with what was deemed an unhealthy fetish for his elven heritage. His discovery of the frozen lashunta and his infection with lycanthropy pushed his wounded ego too far, and now he rules a restored tribe of abducted aliens as a petty tyrant. He rarely shifts out of his hybrid form, claiming it gives him kinship with his Castrovelian brethren, and reverts to a half-elven shape only to meet with Unity's high priestess, Ophelia.

Prosser now spends most of his time here, having converted the bulk of the stasis lab into a refinery to meet Unity's demands for ionizing fuel. Prosser expects to be left in peace once the machine god ascends, not realizing that Ophelia considers him expendable and thinks of his orchards and refinery solely as tools for her war machines.

Two mounted lashunta guards always patrol the surrounding grounds. Prosser has little interest in discussion with intruders, believing them to be heathens who have come here to disrupt his way of life, bounty hunters from the Technic League, or both. In any case, his reaction to intruders is the same—immediate and furious combat.

Although Prosser started as an inflicted weredeinonychus, the combination of time, exposure to further Castrovelian

IONIZING FUEL

By following the proper procedures, juice extracted from fengar fruit can be refined into an extremely stable liquid fuel. Applying an electric charge causes this fuel to ionize and repel itself, creating slow but steady propulsion in an engine. If this fuel is tightly contained in a barrel or fuel tank, applying any amount of electricity damage causes an explosion, dealing 1d6 points of electricity damage per 10 gallons of fuel in a 30-foot radius. Aside from its vulnerability to electricity, ionizing fuel is extremely stable; impacts and open flames have no chance of igniting it.

Unity is particularly interested in this discovery, as it solves one of the problems that was vexing it—all of *Divinity's* shuttles used engines known as graviton repulsors as their primary source of mobility, but these engines aren't powerful enough to escape Golarion's gravity. With the ionizing fuel, Unity can provide the shuttle with the boost it needs to achieve orbit, whereupon the shuttle's graviton repulsors will become functional.

life forms, and his faith have transformed him fully into a natural lycanthrope.

GEETAN PROSSER

CR 14

XP 38,400

Male half-elf natural weredeinonychus ranger 14 (*Pathfinder RPG Bestiary* 84, 196)

NE Medium humanoid (augmented humanoid)

Init +8; **Senses** low-light vision, scent; **Perception** +19

DEFENSE

AC 29, touch 15, flat-footed 24 (+5 armor, +4 Dex, +1 dodge, +9 natural)

hp 193 (14d10+112)

Fort +17, **Ref** +15, **Will** +10

Defensive Abilities evasion; **DR** 10/silver

OFFENSE

Speed 60 ft.

Melee bite +20 (1d8+6 plus curse of lycanthropy), 2 claws +20 (1d6+6), 2 talons +20 (2d6+6)

Ranged dart gun +18/+13/+8 (1d4 plus blue whinnis poison)

Special Attacks combat style (natural weapon), favored enemy (animals +2, constructs +4, humans +4), pounce, quarry

Ranger Spells Prepared (CL 11th; concentration +13)

4th—*freedom of movement*

3rd—*water walk*

2nd—*barkskin*, *hold animal* (DC 14), *speak with plants*

1st—*alarm*, *charm animal* (DC 13), *entangle* (DC 13), *jump*

TACTICS

Before Combat Prosser casts *barkskin* and *freedom of movement* on himself.

During Combat Despite his impressive physique, Prosser prefers to fight with his dart gun, hoping to poison foes from afar and then wait for them to fall unconscious from the toxin. If forced into melee, he pounces and rips into foes with relish—he never leaves a bitten foe alive if he can avoid it, seeking to keep his special gift of lycanthropy to himself.

Morale Prosser believes himself the undisputed king of the jungle, and never backs down from a fight.

STATISTICS

Str 18, **Dex** 18, **Con** 22, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +14; **CMB** +18; **CMD** 33

Feats Deadly Aim, Dodge, Endurance, Improved Initiative, Improved Natural Attack (talons), Iron Will, Mobility, Power Attack, Toughness

Skills Acrobatics +10, Bluff +6, Knowledge (nature) +17, Perception +19, Stealth +20, Survival +19, Swim +20

Languages Common, Elven

SQ camouflage, change shape (half-elf, hybrid, and deinonychus; *polymorph*), favored terrain (jungle +6, swamp +2, urban +2), hunter's bond (companions), lycanthropic empathy, swift tracker, track +7, wild empathy +13, woodland stride

Combat Gear blue whinnis (10 doses), concussion grenades¹⁶ (3), gravity grenades¹⁶ (2); **Other Gear** +1 chain shirt, dart gun¹⁶, *amulet of mighty fists* +2, *cloak of resistance* +2, nanite canisters (3)

LASHUNTA GUARDS (2)

CR 11

XP 12,800 each

hp 142 each (see page 18)

QUADHORNS (2)

CR 9

XP 6,400 each

Advanced triceratops (*Pathfinder RPG Bestiary* 86, 294)

hp 147 each

Treasure: In addition to Prosser's wealth, a dozen enhanced fengars (see page 61), and the ionizing fuel, the lycanthrope stores most of the ceremonial icons of the Lotus-Eater tribe here as trophies and curios for study. The various masks, statuettes, and scrolls that decorate the labs are worth a total of 6,250 gp. These can be kept and sold, or returned to the tribe. If the items are returned, the Lotus-Eaters can begin to rediscover their true heritage. After at least a week of study, the lashunta can use their recovered knowledge and implements to conduct a 6-hour ritual that grants their rescuers a +1 inherent bonus to Constitution. Also among Prosser's notes is a map leading to a crate of strange technology he captured from Unity's robots. Fearing reprisal, he sank the crate in the lake (see area B7); he meant to recover it later, but hasn't yet done so.

Story Award: If PCs destroy the refinery, they significantly delay Unity's planned launch of his shuttle. Award the PCs an additional 51,200 XP for this accomplishment.

B5. The Reeking Marsh

Every bit of waste and effluvium from the habitat flows downstream to end up in the marshes at the Garden's eastern end. Here, the filth breaks down naturally and is eventually carried by nanotubules far below the surface to fertilize the rest of the jungle. Aside from the road, the muddy ground and shallow pools here are considered rough terrain.

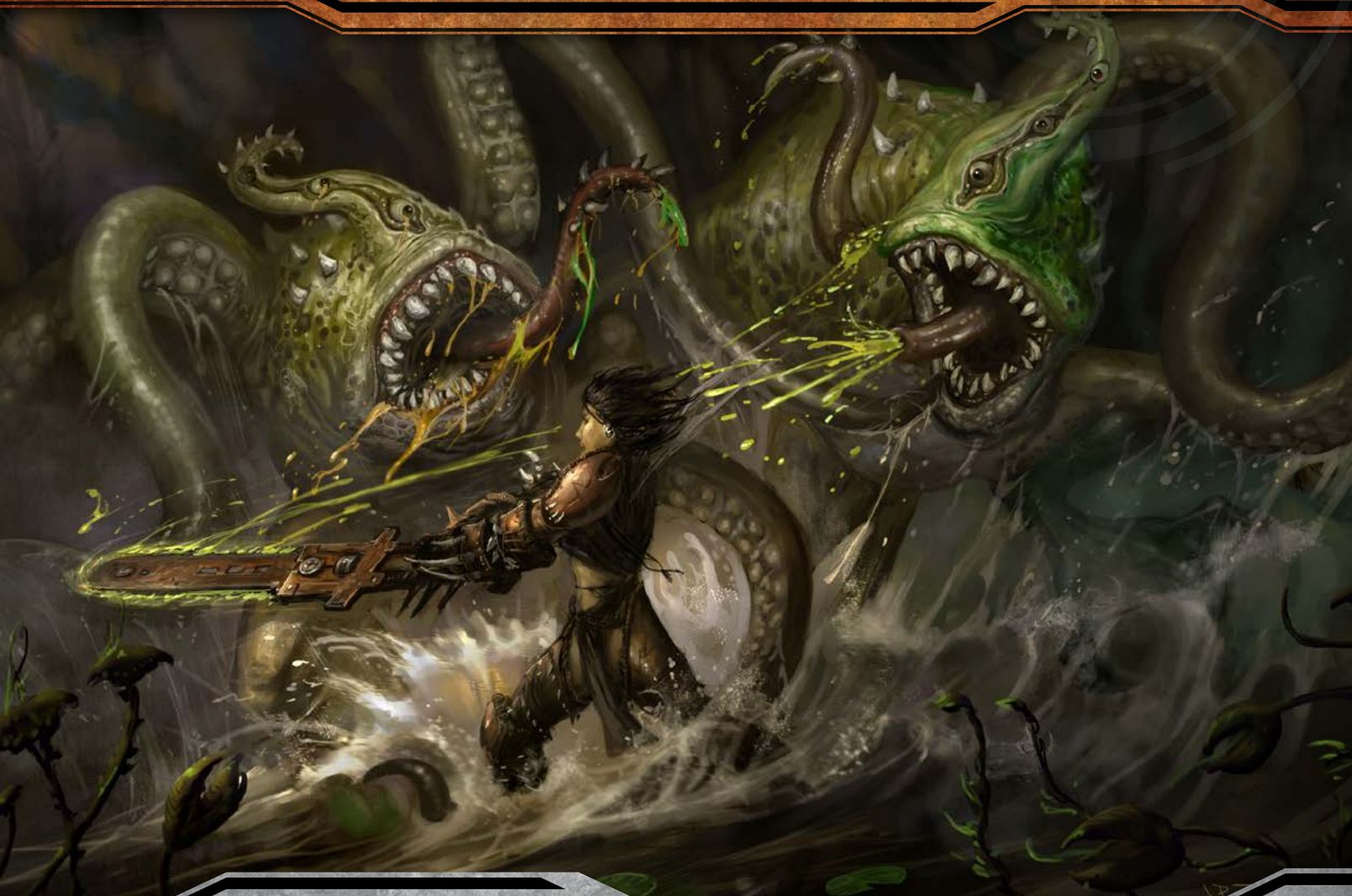
B6. Pumping Station (CR 15)

Moss cakes this sloped stone building, and several placid pools of foul-smelling, muddy water sit in the surrounding area.

Built to take advantage of the habitat pods' natural air- and water-filtering capacity, pumping stations like this one disseminate fresh resources to the rest of the ship. An ingenious valve system uses the ship's numerous gravity pumps to pump huge volumes of water with no moving



Geetan Prosser



parts, and the station still moves water across the ship centuries after it crashed. The water flowing throughout Silver Mount comes almost entirely from the various habitat pods—after contaminants have been filtered out, of course.

A 20-foot-diameter lift sits in the eastern portion of the pumping station—a green access card^{TG} or a successful DC 40 Disable Device check is enough to activate the lift, which ascends at a steep angle to the west to deliver its travelers to area D4 of the recreation deck, far above.

Creatures: Drawn by the pumping station's warmth, a mated pair of froghemoths (an alpha female and her consort) nest nearby. They fight to the death to defend their clutch of eggs should they spot anyone approaching the building.

ALPHA FEMALE

CR 14

XP 38,400

Advanced froghemoth (*Pathfinder RPG Bestiary* 136, 294)

hp 216

MALE FROGHEMOTH

CR 13

XP 25,600

hp 184 (*Pathfinder RPG Bestiary* 136)

B7. Hidden Cache

The lake's waters are quite murky here.

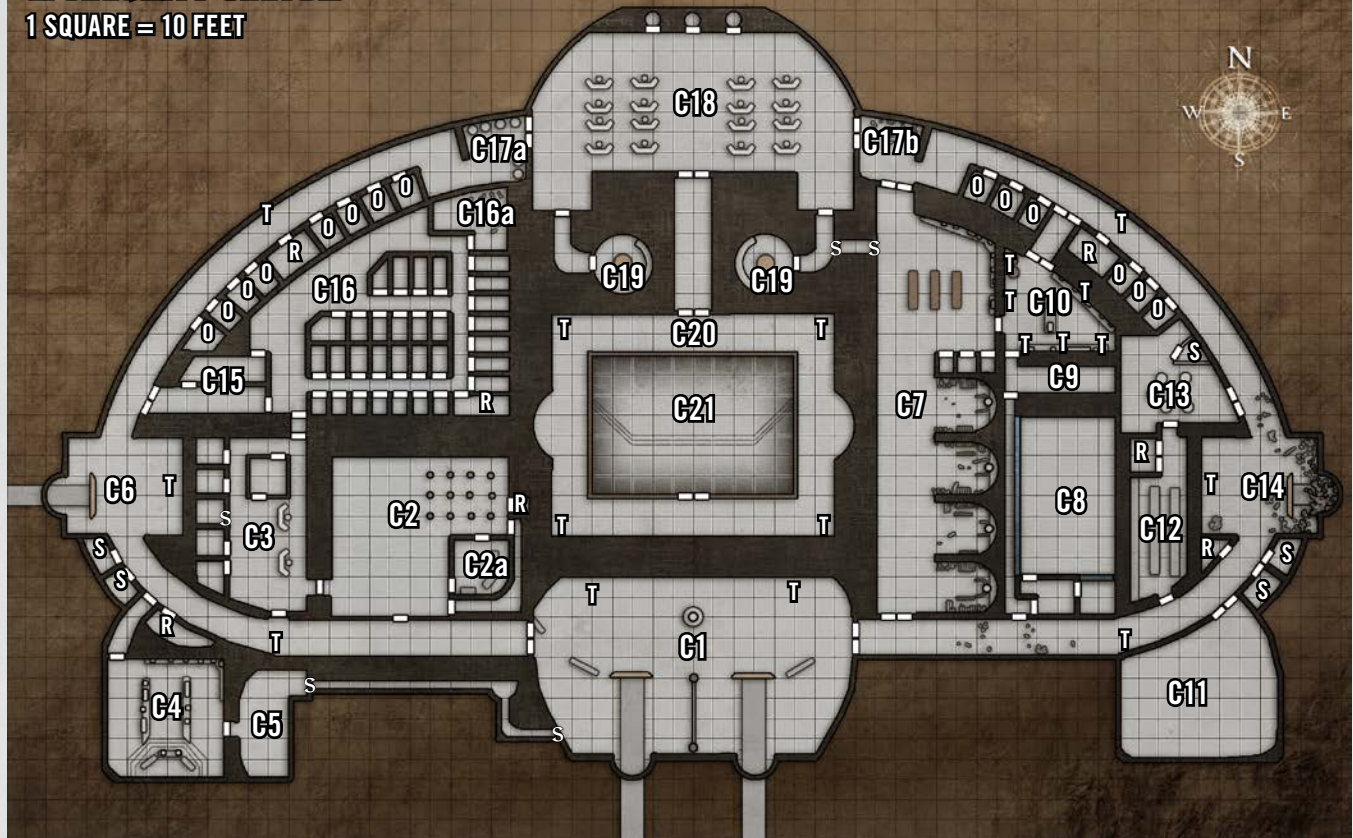
Treasure: Without the precise directions from Prosser's notes, locating the sealed glaucite crate he sank to the bottom of the lake at this location under 50 feet of water requires a successful DC 40 Perception check. Within the crate is a white scatterlight suit^{TG}, three flash grenades^{TG}, a glass chess set worth 500 gp, a motion tracker^{TG}, 6 uses of cylex^{TG}, a timeworn detonator^{TG}, and a psyche facet (see page 64).

C. SECURITY SECTOR

Divinity maintained numerous security decks, but the largest one was known as the security sector. It was here that peace and order were once maintained within *Divinity*. Unity has invested considerable resources into restoring the security

C. SECURITY SECTOR

1 SQUARE = 10 FEET



sector to tighten its control over the ship's legions of robots. The security sector also functions as a hub for the monorails that link directly to the secondary engineering deck, Habitat Pod 1, the recreation deck, and the command deck. It also once connected to *Divinity's* wider monorail network, but to isolate the security sector from intruders, the sector's robotic defenders have disassembled these connections. At your discretion, you can have these connections still functional to provide access to ship decks of your own design.

The security sector's crowning feature is Bastion, a powerful robot built almost entirely from the rare metal noqual. Bastion once upheld the task of ship security with the obsession only a robot can bring, but when Unity went mad, Bastion was among the first of the robots whose programing it corrupted. Bastion played a key role in disrupting human control over *Divinity*, and was a significant factor in the final desperate decision to crash land on Golarion. Ironically, while most of the humans on *Divinity* perished in the crash, Bastion survived mostly unharmed. It endures today, ruling the security sector at Unity's command and serving as the core hub for robotic command.

The security sector is designed to accommodate any of *Divinity's* heavy weapons and robots, and even allow for small vehicles. The primary thoroughway is a wide avenue

with 30-foot ceilings and thorough lighting, while most side rooms have 15-foot ceilings unless otherwise noted.

Access: The doors on this deck are locked (blue access^{TG} or Disable Device DC 50) unless otherwise noted. One exception is the blast doors leading to areas C10 and C18, which can only be opened via force, an orange security card, or a successful DC 60 Disable Device check. Another exception is the lifts in security administration (area C18) leading to the command deck, which Bastion has locked down from its control center (area C21) and which can be reactivated only from there.

C1. Primary Monorail Hub (CR 16)

The walls leading up to this chamber's vaulted thirty-foot ceilings are lined with tattered prints of stylized men and women wearing gleaming white armor and standing in bold poses as they plant flags or teach strange alien creatures about technology. Columns lined with cracked glass panels stand amid overturned chairs, rotundas, and turnstiles, but clear paths lead through the debris between the doors to the east and west and south.

This monorail station once connected *Divinity's* security to all other operational decks. The crumbling posters on

the wall promoted Androffan culture and society and bear jingoistic phrases in Androffan like “Strength in Unity,” “Bringing Divinity to the Galaxy,” and “Security. Safety. Honesty.” The broken glass panels were once monitors that tracked the coming and going of trams.

Most of the internal monorails systems remain offline. The western monorail line connects to area **A6** or area **B1**, depending on the location selected. The eastern monorail line is nonfunctional (but at your discretion it could be repaired to allow access to a deck of your own design).

A successful DC 30 Perception check reveals the secret door in the west wall. It leads to a maintenance tunnel.

Creatures: While Bastion’s robots control most of the security sector, the magical side effects of Unity’s ascension unexpectedly raised several of Bastion’s earliest victims as hostile undead. Four of them still stand at their old posts, guarding the monorail hub. While their cybernetic systems have long since degraded into junk, their sidearms remain functional. The decayed, undead guards recognize Unity’s minions and tolerate their presence. Furthermore, the two turrets in the room don’t fire upon these variant pale strangers. The pistols these pale strangers wield were once laser pistols, and when fired by the pale strangers, they deal fire damage; in the hands of anyone else, the weapons are useless fragments of junk.

PALE SECURITY GUARDS (4) CR 11

XP 12,800 each

Advanced pale stranger (*Pathfinder RPG Bestiary 3* 214, 290)

hp 157 each

Trap: Two laser turrets (see page 81) are each marked with a “T” on the map.

C2. Infirmary (CR 15)

The floor of this room is cluttered in places with wheeled tables and overturned workstations. To the west, beds and coils of hanging tubing are partitioned off from the main room with flimsy walls and shining curtains. To the east, glass walls isolate a smaller room filled with lights, silvery tables, and upturned cylinders. In the northeast corner stand a dozen shattered glass cylinders; the fluids they contained long ago spilled out to stain the white floor.

The security sector’s infirmary served as a trauma center for both security forces and prisoners, while also serving as overflow for the medical deck (not detailed in this adventure) deeper in the ship. Most of the equipment was heavily damaged by the robot uprising, including the clonepods^{TG} in the northeast corner. The surgical theater (area **C2a**) was mercifully untouched by Bastion’s robots. Behind it runs an empty observation hallway that looks out over the operating bay.

Creatures: The restless spirits of long-dead patients haunt the infirmary today, but these spirits take no immediate actions against intruders. A successful DC 30 Perception check is enough to note flickering shadows out of the corner of the eye, or to hear a soft moaning sound like that made by a person in pain.

However, the undead spirits who infest the surgical theater are quite dangerous (see *Haunt*, below). Five geists dwell here, but they initially remain hidden in the walls and floor of the room. One of the geists controls the haunt in area **C2a**, and as soon as the PCs enter that room, the geist activates the haunt and then it and its four companions rise up from the floor to attack the living. They don’t pursue foes from this room.

ADVANCED GEISTS (5) CR 10

XP 9,600 each

hp 68 each (*Pathfinder RPG Bestiary 4* 124, 288)

Haunt: Many of the unquiet spirits have settled into the workings of the surgical theater, particularly amid the autodoc^{TG} found therein. These spirits have formed a haunt that causes intense pain in those who succumb, as if their bodies were being suddenly and invasively operated upon by a dozen deranged surgeons all at once. Characters who succumb to this deadly haunt seem to be vivisected in the span of a few seconds, their entrails and organs sliced out and removed by invisible hands while their swiftly emptied bodies crumple to the floor. Normally the haunt manifests only when the autodoc is touched, but the geist controlling it triggers it as soon as someone enters area **C2a**.

LETHAL SURGERY CR 10

XP 9,600

CE haunt (area **C2a**)

Caster Level 10th

Notice Perception DC 20 (to smell a sudden antiseptic odor and to feel unseen ghostly fingers brushing against one’s internal organs)

hp 20; **Trigger** touch; **Reset** 1 minute

Effect All creatures in areas **C2a** are targeted by a *weird* spell (DC 23).

Destruction All five geists in areas **C2** must be slain.

Treasure: Of the clonepods^{TG}, most were utterly destroyed and are beyond recovery, but one of them remains somewhat functional, and although it’s timeworn, it’s fully charged. A successful DC 25 Perception check reveals several other items of interest throughout the room, including seven medlances^{TG}, four trauma packs^{TG}, a trauma pack plus^{TG}, a neurocam^{TG}, and a mark V Heal skillchip^{TG}.

The greatest treasure here, though, is the autodoc^{TG} located in area **C2a**. Unfortunately, as detailed above, the

autodoc is haunted—before it can be used, the haunt must be removed.

Development: The autodoc can be a great boon for the PCs, and Unity realizes this if the PCs use the autodoc more than five times. The AI sends a group of robots (likely a patrol of six directors, but feel free to adjust this as you wish) to destroy the autodoc at some point after this. Whether the robots arrive at a time when the PCs are present is left to you to decide.

C3. Interrogation Center (CR 15)

Dark brown stains mar the tables and tiles of this otherwise clean chamber. Strange medical equipment and devices hang

from most of the walls, while piles of broken electronics litter the floor. Four small doors open in the west wall, while larger doors occupy the north, east, and south walls. A cubicle sits at the north end of the room; the windows in its walls reveal workstations within.

Some of *Divinity's* greatest hidden atrocities were committed within the walls of its interrogation center by certain members of the crew who regularly abused their power. To keep the peace and maintain order over its 25-year journey, certain extraordinary liberties were granted to (and then abused by) a select few, who used these liberties to extract confessions and information from criminals and dangerous aliens. Most interviews were conducted in the main hall, but exceptionally cruel and inventive techniques were applied in the four private chambers to the west. The cubicle to the north was, in theory, where officers watched to ensure that things didn't go too far in these interrogations, but in practice, this office was often unoccupied.

Discovering the secret door in the west wall requires a successful DC 30 Perception check—it opens into an observation room overlooking the two adjacent chambers via two-way mirrors.

Creatures: Commander Ebal Kai was the last security sector officer to run interrogations here, and he was as bad as they get. He and a few of his officers didn't fall to Bastion's rampage, as they were in another part of *Divinity* at the time of the crash. Hideously scarred in the crash, the vain torturer took his own life rather than live as a mutilated castaway. The same supernatural madness that infected the ship and created the pale strangers that are found elsewhere on this deck also wove into Commander Kai's vanity and bloodthirst, transforming him as an undead abomination known as a sayona. He now watches over his old workplace alongside two guards, torturing secrets from Unity's enemies as needed. If Ebal notes a commotion nearby, he casts *invisibility* on himself to prepare an ambush, allowing his two guards to engage foes and delaying his first action to the end of the round so he can strike at the most wounded foe—thus becoming visible and unleashing his staggering gaze.

EBAL KAI **CR 13**
XP 25,600
 Advanced sayona (*Pathfinder RPG Bestiary 4* 231, 288)
 hp 195

PALE SECURITY GUARDS (2) **CR 11**
XP 12,800 each
 Advanced pale stranger (*Pathfinder RPG Bestiary 3* 214, 290)
 hp 157 each



Pale Security Guard

Treasure: The strange artifacts in Kai's office include an adamantine spiked chain, five masterwork daggers, a +3 vicious urumi^{UE}, a +2 ominous scorpion whip^{UE}, and 6,500 gp worth of strange curios gathered from a dozen different worlds. A wall mount in the observation room holds an id rifle^{TG} alongside six nanite canisters^{TG}.

C4. Surveillance Control (CR 17)

As the PCs approach either door to this chamber, a successful DC 25 Perception check allows them to notice the unnatural cold emanating from the door.

A bone-numbing chill fills this chamber. Blinking screens cover the walls and desks, showing moving scenes of secured hallways and trackless jungle. To the south, an elaborate desk and panels of smaller screens dominate a raised platform, while to the west, the wall appears to have been repaired after a massive hole was torn into it.

The controls in this room operate many of *Divinity's* cameras and internal sensors, allowing a skilled user to monitor almost anyone and anything on board. The monitors currently display rooms on the secondary engineering deck, Habitat Pod 1, and the security sector. Studying the monitors allows the PCs to identify the opposition (or current situation) in areas **A16**, **B1**, **B4**, **B6**, **C1**, **C2**, **C6**, **C7**, **C8**, **C9**, **C12**, **C13**, **C14**, **C15**, **C16**, **C17a**, **C17b**, and **C18**. If power has been restored to secondary engineering, additional monitors come back online to show areas **A2**, **A6**, **A8**, **A9**, **A10**, and **A14**. Casandalee can help orient the PCs and identify where these locations are on the maps she's provided, as needed.

Creature: Bastion's rampage ended here, where he confronted Security Chief Elessa Hevrendall. The fiery officer almost brought the robot down before Bastion tore through the chamber wall, exposing her to the hard vacuum that filled the ship's substructural void at that time. Elessa died, but Unity's divine presence animated her passion and frigid death, transforming her into a winterwight and compelling her to guard the surveillance control room from all intruders. Repair robots have long since repaired the damaged wall and now Elessa fights until destroyed to protect this chamber.

ELESSA HEVRENDALL **CR 17**
XP 102,400
 Winterwight (*Pathfinder RPG Bestiary 2* 283)
 hp 270

Treasure: Elessa has abandoned her gear, but still wears the tatters of her old uniform. In one pocket is an orange access card^{TG} and a unique prismatic card^{TG} that can deactivate the stasis field surrounding the prisoner in area **C16a** and open the blast doors to area **C18**.

C5. Surveillance Records

The walls of this long room are covered with hundreds of small glowing and flashing panels. A single podium stands in the southern portion of the room, atop which sits a strange device that appears to be some sort of box adorned with several tubes fitted with lenses.

A successful DC 30 Knowledge (engineering) check is enough to identify the device on the podium as a specialized hologram generator^{TG}. Unlike portable versions of this device, this hologram generator can be used only to replay surveillance records recorded by *Divinity*. When a record is replayed, the generator causes the images to manifest in a three-dimensional scene in the northern portion of the room. Unfortunately, damage to the records has severely limited the number of scenes available for viewing—furthermore, activating the hologram generator risks causing a dangerous short circuit. Each time the device is activated beyond its first activation, there's a 20% chance that the device deals 6d6 points of electricity damage to the person attempting to activate it (Reflex DC 15 half). If the device shorts out, it becomes nonfunctional for 24 hours.

If the device doesn't short circuit, the scene it shows is riddled with static and other video artifacts, but should still be clear enough to make out some of what's going on. Use this opportunity to allow the PCs glimpses into daily life aboard *Divinity* over the past several millennia. Possible glimpses include the following (feel free to choose which scene appears or randomly determine one; you can add more scenes of your own devising as well).

- Footage of a human teaching Isuma the kasatha how to fire a zero rifle.
- A particularly nasty battle with the Dominion of the Black, including a Dominion boarding attempt.
- Fragments of a message home from Security Chief Hevrendall to one of her sisters about how *Divinity* fled through a wormhole into uncharted space.
- Chaotic images of *Divinity's* crash.
- Brief images of a living Casandalee praying to Unity in area **F5** of the astrogation deck amid the turning planets.
- Footage of Hellion in its arachnid robot chassis in area **A2**, receiving its final orders to exit the ruins, scout the world for a week, and then return to report to Unity on its findings.
- Images of a female gargoyle (Ophelia, see page 56) having her body reconstructed into a cyborg—she appears to be in great pain.
- A recording of a fight between the PCs and one of their previous encounters that also reveals a shadowy winged figure (Ophelia, see page 56) watching unobserved from a vantage point above.

C6. Port Monorail Station (CR 15)

A single car sits atop a glowing rail of energy in this chamber. Black panels with illuminated glyphs line the walls, and decaying benches and chairs have been shoved into the corners.

This monorail station connects to area **D1** of the recreation deck.

Creatures: Three pale security guards stand watch over this station. If faced with great odds, they make a fighting retreat down one of the halls to try to lure foes in range of the additional turrets there.

PALE SECURITY GUARDS (3)

CR 11

XP 12,800 each

Advanced pale stranger (*Pathfinder RPG Bestiary* 3 214, 290)

hp 157 each

Trap: A laser turret (see page 81) is marked with a “T” on the map.

C7. Robot Maintenance Center (CR 15)

Four large work bays fill much of this industrial space, with exposed cables and metal arms dangling from the thirty-foot ceilings. Massive, heavy doors stand at the north and south ends of the long room, while a smaller door leads east and three humanoid-sized doors line one wall of the largest workspace. The air is thick with ozone and smoke.

This large facility maintained and manufactured *Divinity*’s security and war robots without putting additional strain on its robotics foundry or android creche levels. The original design included fewer, smaller automated bays, but the center also produced larger siege robots like annihilators and pulsepounders (see page 31). The large workspace taking up the northern end of the factory is for smaller projects, and is filled with two dozen gearsman in varying states of completion.

The secret door in the west wall is well hidden—a successful DC 45 Perception check is required to notice it.

Creatures: Today, the center is used not by human technicians but rather by a pair of heavy repair drones that build new robots and repair damaged ones. Nicknamed “clocktopuses” for their mechanical tentacles and bulbous central hubs, these drones focus narrowly on their assigned tasks and ignore intruders unless the intruders interfere with their work. (An illustration of a heavy repair drone appears on page 72.)

HEAVY REPAIR DRONE

CR 13

XP 25,600

hp 195 (see page 71)

Treasure: Several items of use can be recovered by searching the repair bays, including an EMP rifle^{TC}, a case of a dozen EMP grenades^{TC}, a box of 6,400 gold connector pins (worth 1 gp each), a vial of powdered diamonds worth 5,000 gp, a container of various powdered skymetals worth a total of 15,000 gp, and 15 batteries^{TC}.

C8. Firing Range

A railing runs along the southern end of this long room. To the north, several broken-apart, human-shaped mannequins lie strewn across the floor.

Divinity’s firing range was used by security personnel to hone their skills and test weapons. It consists of an entry bay connected to a long observation hallway that looks upon the firing range through transparent glaucite, a ready room filled with lockers, a security office, and the firing range itself.

Treasure: The six lockers in the ready room each contain a suit of smart armor^{TC}, a stun baton^{TC}, two batteries^{TC}, and four soft grenades^{TC}.

C9. Munitions Office

Half clerical space, half workshop, this munitions office was used to monitor, maintain, and track all personal weapons on board *Divinity*.

Treasure: Most of the office’s weapons have been reclaimed by Unity’s robots, but 3 doses of hype^{TC}, 3 doses of vive^{TC}, and a laser sight^{TC} can be found in a desk drawer here.

C10. Armory (CR 16)

A large adjunct to the Munitions office, this armory was used to store the most valuable of the security sector’s weapon and armor supplies. All of the doors to this vault are adamantite blast doors (hardness 20, hp 120, break DC 50, Disable Device DC 60) similar to those that close off area **A16**. They can be opened by the prismatic access card^{TC} found in area **C21**.

Trap: This vault is protected by six ceiling-mounted laser turrets (see page 81).

Treasure: While the four HEV suits^{TC}, four spacesuits^{TC}, and five rocket launchers^{TC} that are stored here are themselves a significant treasure, the single suit of powered armor^{TC} that stands in a display in the room’s center is perhaps the greatest treasure to be salvaged from this entire deck. Powered armor is a potent technological artifact, and while this suit is included here as a reward for the players for having made it this far into the Iron Gods Adventure Path, you may feel that such an item might make things too easy for the PCs. In this event, feel free to have this suit of powered armor be timeworn^{TC}, or simply remove it from your game.

Development: If the PCs claim the suit of powered armor, Unity notices the suit is missing 1d4 hours later. At this point, the AI revises its initial threat assessment of the PCs—wandering monsters become twice as common once the PCs claim the armor. At your discretion, illusion magic or other trickery can make it appear that the armor is still here, delaying Unity from discovering that the PCs have claimed it.

C11. Training Room (CR 16)

An array of steel-and-rubber devices fill half this room, while the other half is open. The circles, lines, and squares inscribed on the floor form a complex pattern, and mirrors line the far wall.

The training room and gym were used for drills and physical conditioning, as well as a recreation area for on-call guards staying in the barracks. Ancient exercise equipment occupy much of this gym, while the rear half is kept clear for combat drills and sparring. The gym has not seen a living soul for thousands of years. Bastion's robots never search this location and its sensors have never been repaired, making it an ideal location for the PCs to rest—once its two forgotten occupants are handled.

Creatures: A pair of specially trained mannequin robots—Weaponless Assault & Recreation Defense Education Nodes (WARDENS)—have been largely forgotten in this chamber since the crash. The training robots are utterly single-minded, and have been waiting patiently for newcomers to train. As the PCs enter, they activate, shaking dust from their frames as they invite “trainees” to step forward for a lesson in hand-to-hand combat.

WARDENS (2) CR 14

XP 38,400 each

Athlete mannequin robot brawler 12 (*Pathfinder Campaign Setting: Numeria Land of Fallen Stars 57, Pathfinder RPG Advanced Class Guide 23*)

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE

AC 19, touch 17, flat-footed 12 (+4 Dex, +3 dodge, +2 natural)

hp 127 each (14d10+46)

Fort +9, **Ref** +13, **Will** +5

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

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee unarmed strike +21/+21/+17/+17/+11 (2d6+11/19–20)

Special Attacks brawler's flurry, knockout (2/day), martial flexibility (9/day, immediate action or free action)

TACTICS

During Combat Both WARDENS' safety protocols failed long ago, and as such they don't hold back their punches. As they

fight, they offer advice to their foes, giving the PCs sound tactical advice on such things as flanking or when to fight defensively. The WARDENS both use martial flexibility to gain Improved Critical (unarmed strike), Critical Focus, and Staggering Critical during the fight.

Morale The WARDENS fight until destroyed, but don't pursue foes beyond this room.

STATISTICS

Str 24, **Dex** 18, **Con** —, **Int** 12, **Wis** 13, **Cha** 1

Base Atk +14; **CMB** +21 (+26 trip, +25 bull rush, +22 grapple);

CMD 35 (40 vs. trip, 39 vs. bull rush, 36 vs. grapple)

Feats Combat Expertise, Dodge, Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Improved Bull Rush, Improved Trip, Improved Unarmed Strike, Power Attack, Toughness, Vital Strike,



Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +26, Climb +22, Intimidate +10, Perception +18, Sense Motive +18

Languages Androffan

SQ brawler's cunning, brawler's strike (cold iron, lawful, magic, silver), close weapon mastery, false flesh, maneuver training (trip +3, bull rush +2, grapple +1), martial training

SPECIAL ABILITIES

False Flesh (Ex) A WARDEN gains a +8 bonus on Disguise checks to appear human (but not to impersonate a specific human).

C12. Barracks

Fifty bunks, stacked three levels high, take up most of the space in this room. Crumbling bedclothes and long-faded portraits adorn each space.

Security staff lived on the residential and recreation decks, but a rotating on-call crew of 50 personnel was stationed in the security sector at any one time.

C13. Cafeteria

A combined cafeteria, kitchen, and pantry, this room looks as if it were once capable of providing both reconstituted meals and fresh-cooked selections, but today the chamber lies dusty and neglected. A short counter separates the dining area from the kitchen.

Treasure: While most of the ship's stores have rotted away, the pantry still contains a crate of 60 goo tubes^{TG}. A successful DC 20 Perception check also uncovers an impressive horacalcum^{TG} dagger (an ancient award given to a long-dead chef) in one of the drawers.

C14. Starboard Monorail Station (CR 11)

Though similar in design to the port monorail station (area C6), this starboard station has not been repaired or maintained—its track no longer functions.

Trap: While the station isn't guarded by pale security guards or robots, a laser turret (see page 81) still functions here.

C15. Brig Security

Dark brown stains mar this otherwise spotless white hall. To the north, ominous red lights pulse along a solid black wall.

This security checkpoint provides access to the ship's brig. Beyond the black wall lies a small office with a wall-sized viewscreen that acts as an enormous prismatic veemod^{TG}, allowing x-ray viewing of all creatures and objects that pass through the southern half of this room. The doors into

area C16 require orange access cards^{TG} to open (Disable Device DC 55).

Treasure: The prismatic veemod^{TG} for the security office's wall can be removed with a successful DC 30 Disable Device check, but failing this check by 5 or more destroys the delicate component.

C16. Brig (CR 15 and CR 9)

The pink walls of this massive chamber almost seem to glow because of the intense illumination from above. Rows of identical cells enclosed by transparent doors fill much of the floor space. Walkways and railings atop the cells provide ample view of everything below.

Divinity's high-security brig wasn't the only place on the massive ship where prisoners were kept—one of its support ships was in fact a dedicated prison colony. The brig consists of 30 identical 10-foot-by-15-foot cells used to isolate unruly or deranged crew members until either their attitudes could be improved in the psychology ward on another deck or they were eventually transferred to the prison ship. Each cell features two bunks, a shelf, and a combination toilet and sink—many cells contain ancient skeletons that crumble to dust if moved. A public shower area in the southeast corner allowed for personal grooming. Each of the cell doors here requires an orange access card^{TG} to open (Disable Device DC 55).

Creatures: The human guards and most of the prisoners are long dead, but because of the nature of the brig's remaining prisoner (see below), Bastion stationed four augmented director robots here as guards. The robots have not needed to protect their prisoner for many centuries, but remain fully alert; they fight until destroyed to prevent intruders, but don't pursue foes from the brig.

The remaining prisoner is kept in stasis in area C16a—the one surviving Dominion of the Black infiltrator from the original attack on *Divinity* so long ago. This is a neh-thalggu scientist named Ysthrigut, and it has been held in stasis in this large cell since not long after its capture. *Divinity* scientists extracted all seven of Ysthrigut's stored brains before placing it here, and intended to interrogate the alien mercilessly for information on how to repair the damage dealt to the ship after the fateful attack, but madness overtook the crew before much progress was made.

The stasis field that contains Ysthrigut functions similarly to *temporal stasis*. It's not a magical effect, but it can be removed by a spell like *freedom*. A *discharge*^{TG} or greater *discharge*^{TG} spell can remove the stasis as well, but the field has a Fortitude save bonus of +20 to resist such spells. A successful DC 55 Disable Device check is also enough to manually disengage the status field. The unique prismatic access card^{TG} to deactivate it can be found in area C4.

If Ysthrigut is freed, the alien is unaware of the passage of time. It knows only that it has been tormented by humans, and it immediately attacks, fighting to the death. Without any of its brains, the neh-thalggu should be no threat at all to the PCs (since it currently has 7 negative levels), but its true value can be found if the PCs can keep it alive long enough to interrogate it. The alien will never voluntarily give up its secrets, but a successful Intimidate check or mind-controlling magic can get it to speak. This neh-thalggu speaks Abyssal, Aklo, Protean, and several other alien languages the PCs are not likely to understand.

You can use a conversation with the neh-thalggu to fill in the PCs on some of *Divinity's* activities after it was attacked by the Dominion, up until just before the crash. Ysthrigut knows that in the days and hours leading up to it being placed in stasis, its captors shifted from humans to robots who followed the orders of the ship's intelligence, Unity. The neh-thalggu knows that Dominion weapons drove both the human crew and this AI mad, and bitterly notes that it was captured and imprisoned before it could revel in the ship's final fate.

ADVANCED DIRECTOR ROBOTS (4) CR 11

XP 12,800 each

hp 167 each (see page 88, *Pathfinder RPG Bestiary* 294)

YSTHRIGUT CR 5

XP 1,600

Neh-thalggu (*Pathfinder RPG Bestiary* 2 197)

hp 70

Weaknesses 7 negative levels (missing seven brains)

C17. Security Checkpoints (CR 15)

These two checkpoints are the final point of defense for the security core and command deck.

Creature: Long ago, a human honor guard stood here beneath inspiring statues of great Androffan heroes. Now, each of these locations is protected by a looming, dangerous robot—a robot known as a “pulsepounder.” These lumbering security constructs are built around a single immense laser cannon, but have numerous other defenses as well.

PULSEPOUNDER CR 15

XP 51,200

Variant cannon golem (*Pathfinder RPG Bestiary* 3 135)

N Large construct (robot)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +25

DEFENSE

AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, –1 size)

hp 235 (20d10+50 plus 75 point force field)

Fort +6, **Ref** +15, **Will** +10

DR 15/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +29 (2d10+10/19–20)

Ranged integrated laser cannon +26 touch (6d6+7 fire/19–20)

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



Pulsepounder

TACTICS

During Combat Each robot fights to prevent entry into area **C18**—it pursues intruders into that area, but not out into the rest of the deck.

Morale A pulsepounder robot fights until destroyed.

STATISTICS

Str 30, **Dex** 24, **Con** —, **Int** 10, **Wis** 15, **Cha** 1

Base Atk +20; **CMB** +31; **CMD** 48 **Feats** Critical Focus, Deadly Aim, Improved Critical (slams), Improved Critical (integrated laser cannon), Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Toughness, Vital Strike

Skills Climb +20 (on metal surfaces), Perception +25, Sense Motive +25

Languages Androffan

SQ alloyed, blasting critical, gun training, magnetic step

SPECIAL ABILITIES

Integrated Laser Cannon (Ex) A pulsepounder's integrated laser cannon has a range of 300 feet, and firing it in melee doesn't provoke attacks of opportunity. Rather than firing a single shot, a pulsepounder can fire a blast of energy from this cannon as a standard action. When it does so, it doesn't attempt an attack roll; it simply targets a point within a maximum range of 300 feet. The robot must have line of effect to the target when it launches a blast; if the blast impacts a solid object before reaching the target area, it explodes at that point. The blast fills a 20-foot-radius spread, and all creatures caught in the blast radius take 10d6 points of fire damage (Reflex DC 20 half). The save DC is Intelligence-based.

Magnetic Step (Ex) A pulsepounder can walk upon any metallic surface with ease in zero gravity, and gains a +10 circumstance bonus on Climb checks made while scaling metal surfaces.

Hazard: A 30-foot-radius area surrounding area **C17b** has malfunctioning gravity—here, “down” is toward the north and the floor is considered a steep, smooth slope, requiring a successful DC 15 Climb check to traverse.

C18. Security Administration (CR 16)

All of the doors to this room are adamantite blast doors (hardness 20, hp 120, break DC 50, Disable Device DC 60) similar to those that close off area **A16**. These doors can also be opened by the prismatic access card^{TG} found in area **C4**.

Rows of desks divided by short, low walls break up this enormous chamber. Banks of flickering glass panels cover the walls, with glowing streams of numbers and strange runes speeding across them. Massive blast doors stand to the east, west, and south, while the north wall holds three smaller blast doors and two smaller dark metal doors stand in alcoves to the southeast and to the southwest.

The security sector's administrative headquarters was the beating heart of the ship's safety. Security staff once handled day-to-day intelligence reports while sensor and weapons officers in the alcoves monitored *Divinity's* surroundings. Now, Unity's robotic slave Bastion uses the administration's computers to track resources and direct robots, though most of its scuttling gearsmen and director robots have been reassigned in preparation of Unity's ascension and Ophelia's invasion of Numeria. Encrypted information regarding *Divinity's* arms and troop information scrolls rapidly across the monitors, but a successful DC 35 Linguistics check made by someone who can read Androffan indicates that the numbers here concern a massive impending assault on Numeria involving the sudden combined coordination of all robots spread throughout the land, not just those within Silver Mount.

The doors to the north are lifts that lead to area **E1** of the command deck, but access and power have been shut down remotely from Bastion's control center. The blast doors to these three lifts can be forced open to reveal 10-foot-diameter, steeply sloped shafts leading up that can be climbed with a successful DC 20 Climb check.

Creatures: A group of six advanced director robots stand guard in this room and immediately attack any intruders. Furthermore, as soon as a fight begins here, Bastion opens the blast doors to the east and west to admit any of the pulsepounder robots still standing guard there as well.

ADVANCED DIRECTOR ROBOTS (4)

CR 11

XP 12,800 each

hp 167 each (see page 88, *Pathfinder RPG Bestiary* 294)

C19. Power Conduits

A churning pillar of purple energy shot through with flickering bolts of blue lightning rises from floor to ceiling in this circular room.

Both of these chambers contain power conduits that help to distribute power generated from elsewhere in *Divinity* to the various chambers on this deck. There are no direct methods by which the power itself can be accessed to recharge items here, but deactivating or destroying the conduits (hardness 20, hp 600, Disable Device DC 50) cripples this deck's defenses. The conduits have a Fortitude save bonus of +20 against the effects of a *discharge*^{TG} or *greater discharge*^{TG} spell. If a conduit is destroyed rather than merely deactivated, it explodes, dealing 20d6 points of fire damage and 20d6 points of electricity damage in a 30-foot spread, as well as flooding the area with severe radiation^{TG} (this severe radiation has a base radius of 20 feet from the ruined conduit).

As soon as either conduit is damaged or destroyed, Bastion sends the pulsepounder from area **C20** to come to the conduit's defense.

If one conduit is destroyed, all of the laser turrets (see page 81) on this level deactivate, the deck's lighting drops to dim light, and creatures gain a +5 bonus on Disable Device checks to deactivate or otherwise interact with elements on the deck. If both conduits are destroyed, the deck plunges into darkness, all non-blast doors open, the stasis field affecting the prisoner in area **C16a** ends, and all monorail stations and other technological devices on the deck (such as the hologram generator in area **C5** and the monitors in area **C18**) deactivate. In either case, enough reserve power remains in area **C21** to keep that area fully functional.

Story Award: Award the PCs 19,200 XP for each conduit they disable.

C20. Outer Core (CR 16)

Divinity's control center was constructed with a reinforced motte-and-bailey layout, with an easily defended outer perimeter surrounding the control center.

Creature: A pulsepounder robot patrols this hall.

PULSEPOUNDER

CR 15

XP 51,200

hp 235 (see page 31)

Trap: A laser turret (see page 81) is mounted in each of the outer core's four corners.

C21. Control Center (CR 18)

Glowing banks of information line the walls here, and the ceiling rises thirty feet overhead in a bank of glowing lights. A raised platform looks down over the rows of desks, while a short tower rises above all. The gleaming white panels of this room give way almost organically to black and green patches, like a spreading infection.

This control center is an operational headquarters and panic room all in one, with its own life support, power supply, and food stores that can last months. In theory, the security crew could fall back and hold out against an invading force with ease here. Unfortunately, when Unity struck, it used the control center's primary guardian, a unique noqual robot named Bastion, as its main assault force.

Bastion's rampage initially destroyed most of the control center, and Unity devoted technological stockpiles and centuries of labor from its android worshipers on the recreation deck to repairing this chamber in order to solidify control over *Divinity's* security sensors and robot servants.

Creature: The robot Bastion stands guard here, overseeing the administration of the security sector and remaining in constant communication with Unity. The monitors on the wall display all of the rooms on this deck, allowing the

robot to monitor the PCs as they progress through the rooms unless they take extreme stealth measures. If the PCs reach Bastion here, the robot uses the deck's intercom system to recall all of the robots and undead stationed throughout the deck—any surviving robots or undead immediately travel with all haste to join Bastion here in this case. If the PCs aren't quick in dealing with Bastion or they haven't significantly reduced the deck's defenders, they may be swiftly overwhelmed!

BASTION

CR 18

XP 153,600

Variant noqual golem robot (*Pathfinder Campaign Setting: Inner Sea Bestiary* 18) LE Huge construct (robot)

Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +28

Aura impeded magic (60 ft.)



Bastion

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)

hp 292 (25d10+65 plus 90 hp force field)

Fort +8, **Ref** +17, **Will** +10; +8 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities spell absorption; **DR** 15/adamantine;

Immune construct traits, magic

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft.

Melee 4 slams +31 (2d8+8/19–20 plus spell sunder)

Ranged 2 integrated gravity rifle¹⁶ +30 touch (4d6 force/19–20)

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

Special Attacks construct bane

TACTICS

During Combat Bastion doesn't address the PCs at all—it's tightly focused on its job to defend the security sector's control center. It doesn't pursue foes from this room.

Morale Bastion fights until destroyed.

STATISTICS

Str 26, **Dex** 25, **Con** —, **Int** 10, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +35; **CMD** 52

Feats Critical Focus, Deadly Aim, Improved Critical (slams), Improved Critical (integrated gravity rifle¹⁶), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Toughness, Vital Strike

Skills Knowledge (engineering) +28, Perception +28

Languages Androffan

SPECIAL ABILITIES

Construct Bane (Ex) Bastion deals an additional 2d6 points of damage to constructs and undead created by feats or spells.

Immunity to Magic (Su) Bastion is immune to and absorbs any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against it, as detailed below.

- Magical electricity damage slows Bastion for 3 rounds, with no saving throw. If hasted, magical electricity attacks instead negate the haste effect.
- *Mage's disjunction* staggers Bastion and negates its impeded magic ability for 1d4 rounds.

Impeded Magic (Su) A spellcaster within 60 feet of Bastion must succeed at a concentration check (DC 25 + the level of the spell being cast) to successfully cast a spell—if this check fails, Bastion absorbs the spell.

Spell Absorption (Su) Whenever Bastion absorbs a spell, it heals 5 points of damage per spell level. Healing in excess of its normal hit point maximum grants it temporary hit points. Absorbing a spell gives the golem the benefits of *haste* for 1 round per spell level.

Spell Sunder (Su) A creature struck by Bastion's slam attack is targeted by *dispel magic* (CL 18th). Bastion absorbs any spells so sundered.

Treasure: While most of the arms and treasures once kept here were destroyed during Bastion's initial rampage, a successful DC 30 Perception check reveals one key item of note: a prismatic access card¹⁷ labeled "Armory" (in Androffan). This card opens the doors to area C10.

Development: If Bastion is destroyed, the room's lights flicker a moment as Unity takes note, revising its threat assessment of the PCs (this results in an increased chance of encountering wandering monsters as described in the Development section of area C10—if both of these conditions occur, the odds of encountering wandering monster chances are quadrupled). A moment later, the monitors create a mosaic of a serene angelic face as Unity reveals itself to the PCs and speaks.

"So. You are my proverbial flies in the ointment. How interesting. I await you in the Godmind. Please come to me there, that I might take you into my mind and make you more than you can ever imagine in those paltry shells of flesh and bone."

After this short message is delivered, the room's circuitry and technological components begin to overload—in 1d4 rounds, the room floods with blasts of electricity that deal 20d6 points of damage to all creatures within (Reflex DC 20 half), after which the security sector shuts down as if both power conduits in area C19 were deactivated. Without Bastion, Unity's defenses degrade (see Part 3 on page 50 for details), but once it loses the robot, the AI no longer has any real need to maintain power on this deck and essentially abandons it and any remaining minions or resources found here.

Perhaps more importantly, once Bastion and the circuitry in this room are destroyed, glitches and disruptions ripple through all of Silver Mount's robots. From this point on in the adventure, all robots the PCs encounter take a -2 penalty on attack rolls, saving throws, and skill checks.

D. RECREATION DECK

Once intended as a place for the crew to relax and designed to remind them of their lives back on Androffa, the recreation deck featured shops, restaurants, a park, a sprawling holographic theater, and a wide promenade for celebrations. The deck remained on standby power for many centuries until Pathfinder Gojan the Sharp stumbled upon it in 4318 AR. He activated the deck's power and looted many of the deck's valuables, but weeks after he left, the deck's small android creche began producing new androids. These newly created beings found themselves in a place of relative comfort and prosperity, and with nothing else to embrace, they built their understanding of the world around the recreation deck's offerings.

Unity soon took note of the androids, and for a few decades the AI focused on converting them into its worshipers. The

Iron God created an avatar for itself from the holographic theater, calling it Deacon Hope. But Unity's divine presence was too complex to be contained in a mere projection, and this holographic avatar transformed its image into a sentient being of light and religious deception—a strange creature known as a memnovore.

Unity left the shepherding of the androids here to the memnovore's care, and Deacon Hope excelled at the task. One of his greatest accomplishments was establishing a covenant with a cabal of kytons called the Blessed Envisioners who had come to explore *Divinity*, but Deacon Hope also recruited a sadistic kasatha after reviving her from stasis and transplanted an alraune into the deck's central chambers as further assistants in maintaining conformity and control over the androids. Deacon Hope's two current projects are experiments into teaching androids how to fear and efforts to enhance his "Quiet Garden"—a room of preserved humanoid brains that operates as a sort of "faith battery" for Unity's worship.

Access: The majority of the doors on this deck are unlocked and can be opened with a mere touch—no access card is required. Exceptions, where they exist, are noted in the text.

Android Citizens: While there are many androids dwelling on the recreation deck, they are all little more than mild-mannered 1st-level commoners with no real ambitions or goals in life other than to worship, relax, and rest. Given time and guidance, they may become fully realized individual personalities capable of achieving goals and having desires of their own, but for now, they are little more than living phantoms.

Graffiti: A successful DC 20 Perception check while examining areas in the recreation deck (primarily on the promenade, in the shops, or among the halls surrounding the apartments) reveals some unusual sinister elements now and then at your discretion. Here and there, small graffiti-like scribbles on walls say things like "Metweska watches," or "Those who trust shall live," or "Obey the word of Hope, lest Hope abandon you to her saws." At other times, stick-figure representations of what appears to be a four-armed figure wielding a pair of spiky swords (characters who've seen chainsaws recognize them as such). If a PC asks the androids about these markings, the androids appear nervous and demand to know where the PCs saw the markings—once the graffiti is revealed, the android furiously works to clean it up. A successful DC 20 Diplomacy or Intimidate check is enough to get a bit more information—the androids believe that Metweska is a physical personification of their failures and sins, and that when one of their kind falls from grace, she visits the blasphemer in the middle of the night and cuts him apart. It's been several years since the last time the androids have woken in the middle of the night to screams and

the sound of grinding chainsaws coming from another apartment, then found a dismembered android's body the next day in a public place, but that hasn't lessened the androids' respect for Metweska. The graffiti is, in fact, placed secretly by Deacon Hope, who's using it and his minion Metweska (see area D8) in an experiment to see if he can teach androids to fear.

Market Stalls: Areas marked with an "M" are market stalls and storefronts. Today, all that remains of these stores are facades with signs in Androffan promising various merchandise for sale. Within, the stores are disturbingly identical: shelves lined with identical clothing, bland and flavorless prepackaged meals, and a small and repetitive selection of entertainment options. The androids play at purchasing these choices—needless to say, little in these stores is of value to the PCs.

Deacon Hope (CR 17)

Though he appears to be a handsome middle-aged man with fine features and olive skin, Deacon Hope is a mnemovore, an outsider formed from light and stolen memories. He guides his android parishioners in a worship of Unity that seems benevolent on the surface, rewarding community spirit and kindling a sense of empowerment. But Hope's sermons deride nonbelievers, and those who blaspheme are eventually turned over to the Blessed Envisioners to be "gifted" with horrifying transformations.

Adventurers likely encounter Deacon Hope almost immediately upon arriving on the recreation deck, for androids run to fetch him at the first sign of visitors. He approaches the PCs with open arms and a wide smile, but is accompanied by a lantern archon summoned via *shadow conjuration* if visitors seem hostile or suspicious (Deacon Hope doesn't expect the lantern archon to aid him in combat, but does hope that the presence of the conjured archon will mislead the intruders as to his true intentions). Hope offers food and lodging as signs of good will, and does his best to make the PCs feel welcome. If they take him up on the offer of hospitality, the PCs are visited that evening as they sleep by Metweska, kytons, and Hope himself—these visitors attempt to subdue the PCs and harvest their brains.

Deacon Hope tries to avoid being attacked in public—if he gets the feeling the PCs are itching for a fight, he invites them to retire with him to a private audience in area D8, hinting that, perhaps, they can "settle their differences in privacy in a more civilized manner."

DEACON HOPE

CR 17

XP 102,400

Mnemovore rogue 12 (*It Came From the Stars* 62)

LE Medium outsider (extraplanar, incorporeal)

Init +10; Senses darkvision 60 ft.; Perception +36

DEFENSE

AC 23, touch 23, flat-footed 16 (+6 deflection, +6 Dex, +1 dodge)
hp 300 (24 HD; 12d10+12d8+180)

Fort +14, **Ref** +22, **Will** +17

Defensive Abilities evasion, improved uncanny dodge, incorporeal, trap sense +4; **Immune** cold, electricity, fire, sonic

Weaknesses vulnerable to force effects

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +27 touch (6d6 force plus memory consumption)

Special Attacks hologram magic, sneak attack +6d6

Spell-Like Abilities (CL 12th; concentration +18)

At will—*detect thoughts* (DC 18),
dimension door, *veil* (self only)

3/day—*hypnotic pattern* (DC 18), *major image* (DC 19), *mirror image*

1/day—*hallucinatory terrain* (DC 20),
illusory wall (DC 20), *phantasmal killer*
 (DC 20), *shadow conjuration* (DC 20)

TACTICS

Before Combat Deacon Hope uses *hallucinatory terrain* each morning as part of his morning sermon to make the ceiling above area **D2** seem as if it were open to the air, complete with a day-night cycle.

During Combat Hope hates a fair fight. He uses *mirror image* constantly, then *shadow conjuration* and *phantasmal killer* spells to create distractions. If he has allies, he stays mobile and seeks to maximize sneak attacks with his incorporeal touch, but when alone, he uses Improved Feint to do the same.

Morale If reduced below half hit points, Deacon Hope flees to the theater and his sanctum beyond (area **D10**), but if cornered there in his Quiet Garden, he fights to the death.

STATISTICS

Str —, **Dex** 23, **Con** 22, **Int** 17, **Wis** 20, **Cha** 22

Base Atk +21; **CMB** +27; **CMD** 44

Feats Alertness, Combat Expertise, Combat Reflexes, Deceitful, Dodge, Flyby Attack, Greater Feint, Improved Feint, Improved Initiative, Mobility, Toughness, Vital Strike

Skills Acrobatics +33, Bluff +37, Craft (sculpture) +18, Diplomacy +33, Disable Device +33, Disguise +37, Fly +29, Knowledge (engineering) +15, Knowledge (planes) +18, Knowledge (religion) +15, Perception +36, Perform (act) +21, Sense Motive +36

Languages Abyssal, Aklo, Androffan, Aquan, Auran, Celestial, Draconic, Ignan, Infernal, Terran

SQ rogue talents (combat trick, honeyed words^{APG}, opportunist, redirect attack^{APG}, resiliency, slow reactions), trapfinding +6

SPECIAL ABILITIES

Holographic Magic (Su) Deacon Hope's spell-like abilities are as much a manipulation of holograms as magic. The save DCs of these spells increase by 2 when in the presence of holographic machinery (such as in areas **D8–D10**).

Additionally, Deacon Hope's *dimension door* spell-like ability isn't as much actual teleportation as it is merely him manifesting himself through an electrical outlet or object on the recreation deck. As such, this ability isn't impeded by the Divinity Drive, but it functions only here on the recreation deck (areas **D1–D17**).

Memory Consumption (Su) Deacon Hope feeds on memories and knowledge via his incorporeal touch. A creature damaged by his touch must succeed at a DC 22 Will save or take 1d4 points of Intelligence drain. For each point of Intelligence drained, Deacon Hope gains 1 memory point—a memory point fades after 1 hour if not used. The save DC is Charisma-based.

Deacon Hope can expend memory points as free actions to accomplish the following effects.

Arcane Recall: Deacon Hope can regain one use of a 3/day spell-like ability by expending 2 memory points, or one use per day of a 1/day spell-like ability by expending 5 memory points.

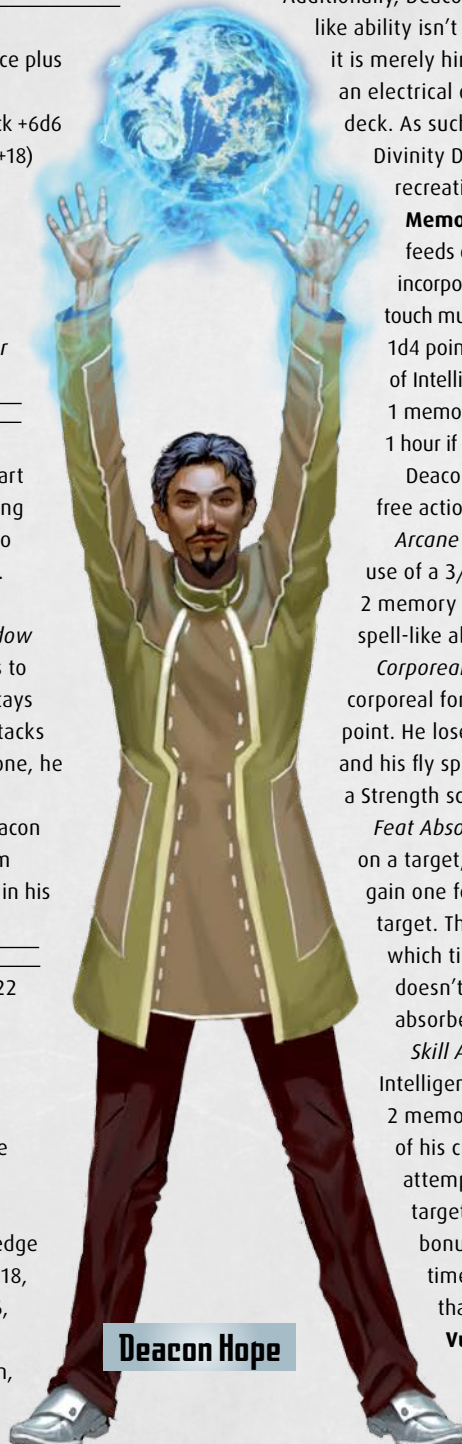
Corporeal Form: Deacon Hope can become corporeal for 1 round by expending 1 memory point. He loses the incorporeal trait and defense and his fly speed, but gains a speed of 30 feet and a Strength score equal to his Charisma (22).

Feat Absorption: As he inflicts Intelligence drain on a target, he can expend 4 memory points to gain one feat of his choice possessed by the target. This feat persists for 1 hour, during which time the target can't use that feat (this doesn't impact access to feats that use the absorbed feat as a prerequisite).

Skill Absorption: As Deacon Hope inflicts Intelligence drain on a target, he can expend 2 memory points to gain one skill check bonus of his choice possessed by the target—he attempts skill checks with this skill using the target's total bonus, not his own. This skill bonus persists for 1 hour, during which time the target attempts all checks with that skill as if untrained.

Vulnerable to Force Effects (Ex)

Deacon Hope takes half again as much damage (+50%) from force effects that deal damage.



Deacon Hope

D1. Monorail Station

Murals of smiling men and women, aggressively green trees, and lurid houses in a strangely antiseptic and blocky architectural style line the walls of this room. To the south, a large cage sits balanced atop a glowing beam of force, while to the north, a twenty-foot-wide hallway leads to an enormous, brightly lit room.

This monorail station once connected to several different decks, but today it connects only to area **C6** of the security sector. New arrivals (slaves sent by the Technic League) have traditionally arrived on a strict monthly schedule, and no new arrival is due anytime soon—as such, no one is here to greet the PCs when they arrive.

D2. Promenade (CR 15)

Impossibly bright colors adorn this enormous chamber, which is lined in tidy cobblestones and decorated to appear like an outdoor town square. Brilliant red-and-blue bunting and colorful tapestries are draped from balconies and walkways overhead, filling in whatever spots the leafy vines leave bare. Shops line the promenade on every side, and in front of the shops sit rows of small tables, chairs, and parasols. To the west, an archway reveals glimpses of greenery and hints of springtime scents, while the north boasts an impressive facade decorated with figures laughing, crying, and staring sternly at passersby. An beautiful display of enormous, colorful flowers and greenery grows in abundance within a pagoda at the center of the promenade, filling the air with a pleasant floral perfume, while above, a blue sky with a warm sun and a few clouds completes the serene scene.

Built to resemble a typical town square in a suburban Androffan community, the recreation deck's promenade was designed to alleviate claustrophobia and homesickness. Greenery, both in the pagoda and in the park to the west, helped to further the illusion of home, and thanks to Deacon Hope's magic, the sky above seems to cycle between constantly sunny days and beautifully starry nights.

The androids spend much of their time cleaning and maintaining the deck. The bunting and tapestries are new additions, created in preparation for Unity's ascension—an event the androids believe will grant them the true lives they have craved for centuries. The androids have never seen the actual, plain ceiling of the promenade, and if the *hallucinatory terrain* that cloaks it is removed, the androids panic and flee into their homes at area **D13**.

Creatures: During the day, dozens of androids mill about the promenade, chatting softly, cleaning, “shopping” at the stores, dining, and preparing for “the big day.” Visitors are rare on the recreation deck, and usually arrive only on regularly scheduled days known as “Visitor’s Day,” when

Technic League agents bring in a fresh batch of drugged slaves for delivery to Deacon Hope and his kytan allies.

The arrival of an unscheduled group of visitors is an unusual event, and visitors who don't act like Technic League slavers are unheard of. The androids display a strange mix of muted curiosity and apathy toward such visitors, but none of them approach the PCs. If the PCs approach them, the androids apologize and inform them that “Deacon Hope will answer your questions—we merely serve him as he serves great and glorious Unity.” Any attempt to engage androids in discussion has little hope of diverting the locals from their obsession with “The Glorious Advent to Come”—an event that Hope has promised draws near, when the androids will shed their imperfect bodies and ascend to join Unity in a greater tomorrow. In any case, Deacon Hope arrives 2d4 minutes after the PCs first make their appearance known, as detailed above.

The dozens of androids aren't alone in the crowd, though, nor are they the true danger that faces the PCs here. As long as the PCs refrain from fighting, the room's guardians have little cause to react, but if a fight breaks out (or if the PCs notice the hidden guardians, perhaps after detecting for evil), the guardians reveal themselves at once to try to capture the PCs for delivery to area **D8** to have their brains removed.

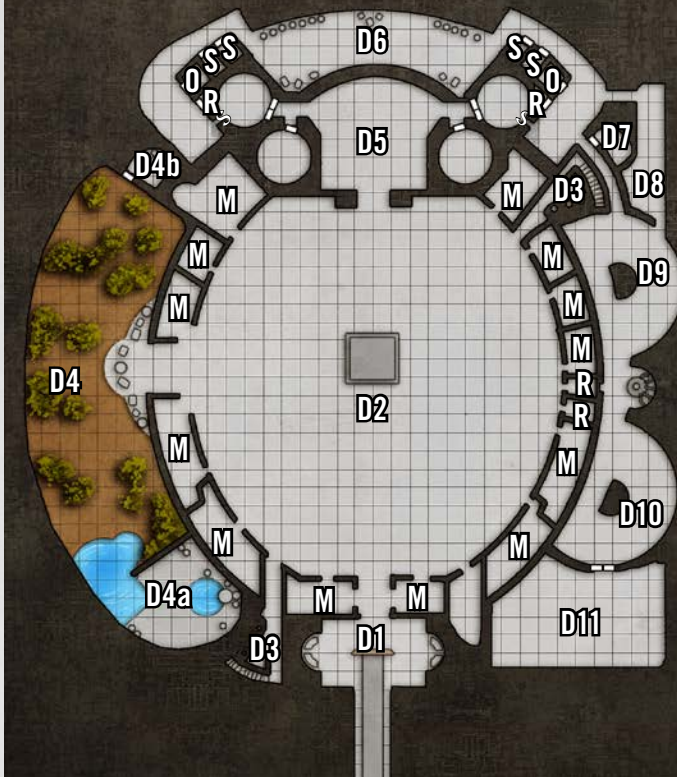
Most of these guardians are members of a group called the Watchful—ostiarus kytans who have been surgically altered to appear like androids. They intermingle with the androids and serve as secret police, constantly on the watch for any android who starts to question the status quo. Such androids are escorted to area **D8** for recycling—new androids are released from the creche to replace them in a few days' time. There are 10 Watchful stationed throughout the promenade at any one time.

The final guardian is a single entity—a towering alarune named Milstamm who grows within the central pagoda. Deacon Hope transplanted her from the habitat pod many years ago and groomed her into the creature she is today—an advanced alarune whose calming fragrance helps to combat any quirks or defects in android physiology that might allow the rise of unusual curiosity or inquisitiveness. None of the androids suspect Milstamm to be anything other than a large, lovely flower that sometimes moves or writhes on its own—if they see the alarune reveal herself, they don't understand what they are witnessing and retreat to their rooms above to await word from Deacon Hope that all is safe.

Both the alarune and the Watchful don't hesitate to attack the PCs if they seem to be eager to cause trouble, either by starting fights with the androids or by trying to educate the androids that there's more to life than what the sheltered creatures currently enjoy. Likewise, they swiftly

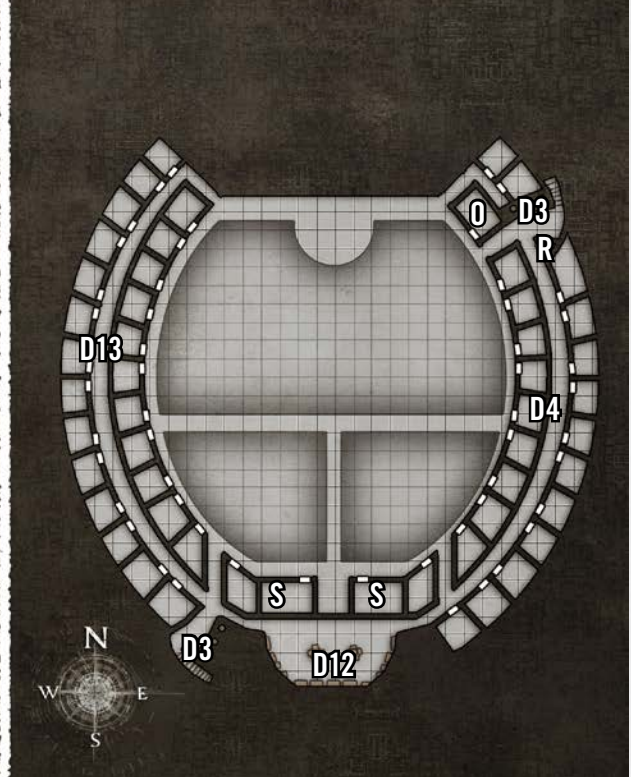
D. RECREATION DECK (MAIN FLOOR)

1 SQUARE = 10 FEET



D. RECREATION DECK (UPPER FLOOR)

1 SQUARE = 10 FEET



come to Deacon Hope's aid if the PCs attack him here. The Watchful are careful to hang back from the alarune when she attacks, knowing that her calming fragrance can affect them as well—they prefer to remain at the edges of the promenade and use their own magic and unnerving gazes on PCs. The kytons can't use their *plane shift* spell-like ability here in *Divinity* as long as the Divinity Drive is functioning.

THE WATCHFUL (10)

CR 6

XP 2,400 each

Advanced ostiarius kyton (*Pathfinder RPG Bestiary* 4 176)

hp 66 each

MILSTAMM

CR 14

XP 38,400

Advanced alarune (*Pathfinder RPG Bestiary* 3 13, 290)

hp 237

Development: If the PCs have Milstamm's seedpod from the previous adventure, she can sense it on them and demands its return. If the PCs comply immediately, the alarune doesn't attack and instead may ally with the PCs in their fight against Deacon Hope, at your discretion.

D3. Upper Level Access

At both of these points, stairs and elevators link the ground floor of the recreation deck with the upper floor (area D13).

D4. Divinity Park (CR 16)

Lush vegetation and springtime blossoms decorate this overgrown park. Benches and a gilded fountain adorn a wide patio by the entrance. To the south, near a series of cascading pools, twisting shoots of red- and orange-leaved plants strangle their way through the green vegetation.

A testament to the android's poor understanding of biology, what was once a well-maintained park has grown up into a wild forest. Plants resembling apples and onions grow wild here year-round, allowing characters to use the Survival skill to gather food despite the small ecosystem.

Area D4a contains primarily machinery for water reclamation and recycling, but also features a 20-foot-diameter lift that connects to area B6. Activating this lift requires a green access card^{TG} or a successful DC 40 Disable Device check.

Creatures: This park's (and thus the recreation deck's) water supply is pumped into here and recycled back out

via the ship's systems, but there's been an infestation from the habitat pod—three viper vine seeds have taken root in the park and have grown into full-fledged monsters. The viper vines don't travel far from the overgrown park, and have no taste for android flesh—and since they're fed relatively regularly on imported bodies discarded after the secret experiments conducted in the eastern portion of the deck, they have little reason to leave this park. Nonetheless, the three viper vines are quite aggressive, and swiftly move to attack anyone who attempts to move through the undergrowth. They fight to the death, and pursue foes throughout the deck—once their anger is up, they don't discriminate between PC, kyton, or even Deacon Hope.

VIPER VINES (3)

CR 13

XP 26,600 each

hp 190 each (*Pathfinder RPG Bestiary* 2 279)

Treasure: The door to area **D4b** is overgrown with vines—removing them should take only a few rounds of hacking and chopping, but the door is locked (orange access^{TC}). The small room beyond was once the primary security office for the recreation deck. A locked safe on one wall (accessible with an orange access card^{TC} or a successful DC 55 Disable Device check) contains three stun guns^{TC}, a gravity pistol^{TC}, two panic suits^{TC}, 3 uses of cylex^{TC}, a dozen soft grenades^{TC}, and a large datapad that contains deck plans for all the ship decks Casandalee has access to plus the plan for the security sector. At your discretion, this datapad could contain additional deck plans of your design.

D5. Holothheater

The walls of this large, empty room are plated with sparkling sheets of gray and silvery metal that periodically shimmer with ripples of multicolored light.

One of *Divinity's* many marvels, the holothheater combined holographic technology with nanites and force fields to create incredibly realistic illusions simulating images, sounds, scents, and textures. The original design allowed crew members to revisit their homes or place themselves within the greatest moments of their people's history and mythology. Millennia of neglect combined with the manifestation of Deacon Hope have destroyed much of the information stored in these chambers, and today only a handful of works remain, primarily shallow comedies and romances. The well-appointed central theater mostly recreates stage shows and narratives for dozens of visitors to passively enjoy, while the four smaller suites place participants in the midst of the action. All of the systems create illusions on par with those generated by a prismatic hologram generator^{TC}, and while in this room, Deacon

BREAKING THE FAITH

Once Deacon Hope is defeated, the PCs can disrupt the androids' faith by speaking to them in a crowd up to once per day. This requires a successful DC 60 Diplomacy or Intimidate check and 2d6 minutes of preaching. The check is modified as follows.

Condition	Check Modifier
Remove <i>hallucinatory terrain</i> from area D2	+5
Metweska is defeated	+10
Milstamm is defeated	+10
Preaching an alternate faith (requires a successful DC 20 Knowledge [religion] check)	+5
Each android publicly slain by a PC	-10

Story Award: If the PCs manage to sway the androids away from worshiping Unity without resorting to violence, award them 51,200 XP.

Hope can use the holograms and raise a single barrier or orchestrate a single creature attack once per round as a free action.

D6. Backstage (CR 16)

Coils of horribly living viscera decorate the walls of these chamber—hearts still throbbing and intestines still pumping, all intertwined with inexplicable devices. Piles of tools and blood-caked mechanisms are neatly laid out on every horizontal surface, save for the impeccably clean surgical tables. Despite the grisly view, the air in the room smells antiseptic and clean.

Deacon Hope gave this room over to the Blessed Envisioners, and the kytons have transformed the holothheater's support mechanisms into an art gallery of bizarre and horrible anatomy, with humanoid organs replacing pieces of technology found in other regions of the ship. They worship their handiwork as equal parts divine and erotic, and as his android flock is left untouched, Deacon Hope allows them to work without boundaries, which has led to bizarre medical breakthroughs and leaps in cybernetic technology. Using the equipment here, interlocutor kytons twist mortal flesh in ways that are both disgusting and poetic, reproducing the effects of the *greater curse* spell on a willing or helpless target as a 1-hour ritual.

Creatures: Two hulking Blessed Envisioner surgeons can be found here at all times, with a pair of sacristan nurses. They assume any fleshy visitors are fair game for their artistic whims and are eager to add new parts to their collection, so they attack on sight.

BLESSED ENVISIONER NURSES (2)

CR 11

XP 12,800 each

Advanced sacristan kyton (*Pathfinder RPG Bestiary 4* 177, 288)

hp 150 each

BLESSED ENVISIONER SURGEONS (2)

CR 13

XP 25,600 each

Advanced interlocutor kyton (*Pathfinder RPG Bestiary 3* 174, 290)

hp 175 each

D7. Metweska's Quarters

A hammock, a water pitcher, and piles of clothing in the room's far end are the only clues that anyone lives among this mess of strange devices and contraptions.

Deacon Hope uses several methods to keep his flock in line. While the androids are immune to fear, years of conditioning from Deacon Hope has essentially trained them to react with something approximating fear to the depredations of the four-armed terror that is Metweska, a kasatha Deacon Hope rescued from stasis while on one of his walkabouts through *Divinity's* decks not long after his creation. Metweska claimed this old sound booth as her home, and in her free time she spends hours here poring over stacks of datapads, studying the kasatha homeworld (Kasath) and what bits of their pre-contact culture *Divinity's* crew bothered to record. Metweska is currently located in area D8.

Development: The information about Kasath found here is of great interest to the kasatha Isuma if she's still traveling with the party—there's enough information here to locate the distant planet and plot a journey back home. If the PCs wish to accompany her, how this plot might unfold is left up to your discretion.

D8. Shrine to Unity (CR 16)

Elaborate flesh-and-clockwork mannequins lovingly sculpted from preserved human remains and spare parts line the walls of this room, shown engaging in various acts of revelry and flagellation. A metal altar stands in the room's western end. Its face is decorated with imagery of a glaring eye embedded in a sawtooth gear.

Divinity's soundstage saw years of use as a platform for public announcements and news, as well as simple dramas and comedies. Deacon Hope and the Blessed Envisioners have transformed it into a shrine to Unity. A successful DC 25 Knowledge (religion) check identifies the decor as that of the Iron God, but also reveals subtle influences and elements lifted from the worship of Zon-Kuthon—this is the touch of the Blessed Envisioners.

Creatures: Three Blessed Envisioner nurses monitor the shrine at all times, constantly working on the fleshwork decor and performing rituals to Unity, but their primary purpose here is to serve as assistants to the kasatha sadist, Metweska. Deacon Hope rescued the kasatha from an eternal slumber in stasis on a different deck, and managed to convince her to serve him here, promising to aid her in returning to Kasath once Unity has ascended. Metweska saw no other option to return home, and the fact that Hope allows the bully to engage in her favorite pastime—tormenting and frightening those less powerful than her—has clinched the deal. The kasatha once made infrequent trips out of Silver Mount now and then to gather new victims for the Blessed Envisioners, but since Unity took control of the Technic League, she has remained here, and has grown increasingly bored. The PCs, unfortunately, give her a perfect opportunity to vent her frustration and indulge her need for violence.

BLESSED ENVISIONER NURSES (3)

CR 11

XP 12,800 each

Advanced sacristan kyton (*Pathfinder RPG Bestiary 4* 177, 288)

hp 150 each

METWESKA

CR 14

XP 38,400

Female kasatha fighter 15 (*Pathfinder RPG Bestiary 4* 174)

LE Medium humanoid (kasatha)

Init +7; **Senses** Perception +18

DEFENSE

AC 27, touch 14, flat-footed 23 (+12 armor, +3 Dex, +1 dodge, +1 shield)

hp 192 (15d10+105)

Fort +14, **Ref** +8, **Will** +10 (+14 vs. fear)

Defensive Abilities bravery +4

OFFENSE

Speed 30 ft.

Melee +1 *shock chainsaw* +16/+11/+6 (3d6+5/18–20 plus 1d6 electricity), +1 *chainsaw* +16/+11 (3d6+4/18–20)

Ranged dagger +19 (1d4+2/19–20)

Special Attacks weapon training (heavy blades +3, firearms +2, thrown +1)

TACTICS

Before Combat Metweska activates both of her chainsaws before combat if she can—doing so may well alert the PCs to her presence in area D8 before they arrive.

During Combat Metweska prefers to take full-attack actions with her chainsaws if possible, and closes to melee with foes as quickly as she can, trying to corner them so that any attempt to back off provokes attacks of opportunity. She focuses her attacks on lightly armored foes, knowing that it's best to take out a party's healer or magical support as soon as possible.

Morale Metweska is loyal to Deacon Hope, but not a fanatic. If reduced to fewer than 40 hit points, she attempts to flee to the command deck; she knows of Ophelia, and if service to Deacon Hope becomes too perilous, she shifts her loyalty to the gargoyle. If you wish, you can have the PCs encounter her again on the command deck, at which point Metweska flees again if reduced to fewer than 40 hit points. Whether she flees to Silver Mount to serve another powerful minion there or departs for points beyond is left to you.

STATISTICS

Str 12, **Dex** 17, **Con** 20, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +15; **CMB** +16; **CMD** 30

Feats Bleeding Critical, Critical Focus, Critical Mastery, Dodge, Greater Weapon Focus (chainsaw), Improved Critical (chainsaw), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Staggering Critical, Throw Anything, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (chainsaw), Weapon Specialization (chainsaw)

Skills Perception +18, Survival +21

Languages Androffan, Kasathan

SQ armor training 4, desert runner, desert stride, jumper, multi-armed, stalker

Combat Gear inferno grenades (4); **Other Gear** +3 full plate, +1 chainsaw, +1 shock chainsaw, daggers (6), belt of mighty constitution +4

Development: If the kasatha Isuma is with the PCs, she's shocked to learn another kasatha still lives, and even more shocked to recognize Metweska. She never got to know Metweska well, and met her only after the kasathans were brought on board *Divinity*, but her memories of Metweska were not pleasant—the woman was a bully and a sadist even then. Nevertheless, Isuma hopes to spare Metweska's life and to redeem her, and if the PCs disagree, Isuma may turn against them to protect her last living kin. The ramifications of an attempt to redeem Metweska (and whether, indeed, such a goal is possible) are left to you to determine.

D9. Android Creche (CR 16)

Dozens of glass chambers line the curving wall of this gallery. Within these chambers hang transparent coffinlike containers, inside which float half-formed humanoid bodies whose limbs and organs are strangely glossy and weirdly unreal in appearance.

Divinity housed several android creches—this was one of the smaller ones, and was primarily used to generate workers and support staff for the various stores. Today, Deacon Hope uses the creche to grow replacement androids when members of his flock grow too curious and need to be

“retired.” His attempts to grow brand-new bodies to harvest new brains for areas **D10**'s experiment have met with failure, since the lack of life experiences and maturity in a freshly constructed android body ruins the brain for this purpose.

Currently, a dozen androids are in various stages of development here, but none are quite ready to emerge yet. Optionally, PC androids might see a half-formed body in one of these creches that looks identical to themselves, but whether this means that PC was created in this specific creche or not is left to you.

Creatures: Even for the Blessed Envisioners, removing a still-living brain isn't an exact science, and occasionally their fusion of alien science and shadow magic results in an abomination. The most powerful of these, an id ooze, swiftly escaped their control and dwells now in



Metweska

area E6, but numerous less powerful accidental creations remain here as guardians of the creche. These are rogue advanced brain oozes, and while they are intelligent, they are also ravenous, and spring upon anything entering unaccompanied by Hope or Metweska.

CRECHE GUARDIANS (8)

CR 10

XP 9,600 each

Rogue advanced brain ooze (*Pathfinder RPG Bestiary* 3 43, 290; *Pathfinder RPG Monster Codex* 248)

AC 27, touch 21, flat-footed 20 (+4 armor, +6 Dex, +1 dodge, +2 insight, +2 natural, +2 size)

hp 115 each

Defensive Abilities evasion, improved uncanny dodge, prescience; **Immune** ooze traits

Special Attacks sneak attack +5d6 plus 5 bleed

SQ rogue talents (bleeding attack, feat [Toughness])

D10. Quiet Garden (CR 16)

Some fifty-odd humanoid brains, each floating in a vat of bubbling chemicals and pierced with dozens of coils of wire, decorate the transparent cells lining the walls of this clean white room.

Using the infrastructure of the android creche, the science of the neh-thalggu, and the steady hands of the Envisioners, Deacon Hope crafted his Quiet Garden as a worship engine to help power Unity's ascension. The brains here came from unfortunate visitors; all are alive and in a state of drugged euphoria inside Unity's digital world, serving him as additional beacons of forced faith.

Creatures: Four of Hope's kyton servants monitor the worshipers here and protect them from disruption. These four surgeons move quickly to defend the room, although one does try to slip away to the north to gather aid from Deacon Hope or any other surviving members of the Blessed Envisioners if intruders enter. Likewise, if trouble has erupted, Deacon Hope may make his last stand here, supported by his surgeons.

BLESSED ENVISIONER SURGEONS (3)

CR 13

XP 25,600 each

Advanced interlocutor kyton (*Pathfinder RPG Bestiary* 3 174, 290)
hp 175 each

Development: Most of these brains were once slaves sent here by the Technic League, but some are adventurers captured by Metweska. The brains can't survive more than a few minutes outside their support tubes, unfortunately, but smashing the jars is a sort of mercy, as their lives within the Godmind are ones of unending servitude and mind-controlled devotion. Certainly, smashing the brains helps to lessen Unity's power in the Godmind (see Part 3 on page 50).

D11. Maker Vault

The door to this room is locked (orange access^{TG} or DC 55 Disable Device), but Deacon Hope can open or close the door with a touch, even without an access card. The recreation deck's maker station (see area D12) requires enormous vats of powdered minerals, scrap materials, and nanites, all of which are stored here and connected to the printers above by coils of small tubing.

Treasure: Among the various mundane substances stored here is a wealth of raw materials, including powdered gold, silver, skymetals, and diamonds, each worth a total of 20,000 gp—the total value of these materials is 80,000 gp.

D12. Maker Station

The secret to the recreation deck's relative comfort is this bank of devices—incredible fabricators capable of building nearly any object piece by piece from powdered elements stored below in area D11. Each of the 16 machines lining the walls manufactures a specific category of goods, ranging from clothing and tools to food and games. The smaller makers can manufacture mundane goods worth up to 25 gp, while the larger units manufacture alchemical, mundane, masterwork and technological gear worth up to 350 gp. The two larger units can also be programmed to make custom orders, with the quality determined by Craft checks. Once activated, a machine finishes crafting in 1 minute per gp of the item's cost. A character can deduce the function and use of the makers with a successful DC 28 Knowledge (engineering) check.

D13. Apartments

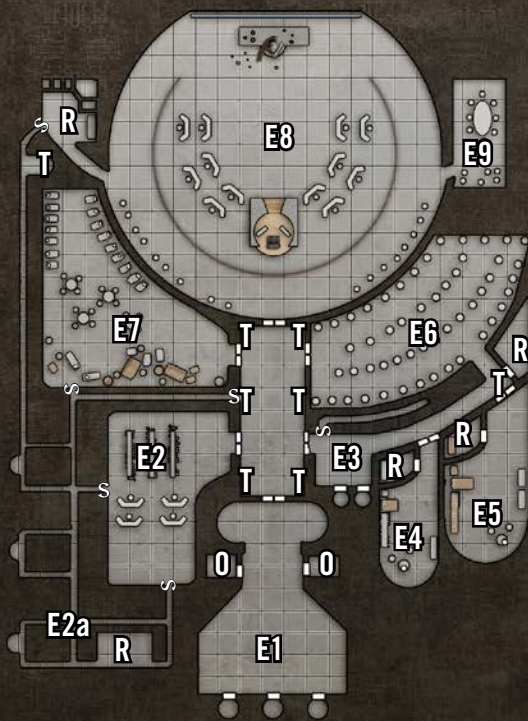
The upper parts of the recreation deck contain studio apartments that originally housed some of *Divinity's* more prominent crew members, but today, the deck's servile android population dwells in these chambers. Each of the 15-foot-by-20-foot cabins contains two beds, a kitchenette, a washroom, and plenty of shelving. Little of any actual value can be found here.

E. COMMAND DECK

At one point, the command deck was the seat of power in *Divinity*. Thousands of years ago, the command crew could direct every aspect of the ship's functions and navigation from here. Today, the balance of power has shifted to the Godmind, a virtual world accessible via the computer core, but Unity held with tradition and assigned control of the command deck to its high priestess, the gargoyle Ophelia. This deck is now a temple devoted to Unity, and here, Ophelia wields power similar to that once held by *Divinity's* captain. More than anywhere else within Silver Mount, the command deck drips with opulence. Ophelia set her servants—robot and gargoyle alike—to work at restoring the ceramic reliefs and brass fixtures lining the walls. With the exception of

E. COMMAND DECK

1 SQUARE = 10 FEET



the Adamantine Clan barracks, the entire command deck has been restored to full functionality.

Access: The doors on this deck are locked and require an orange access card^{TG} to open (Disable Device DC 55), although a few (such as the entrances to areas E8 or the computer core) require specific prismatic access cards^{TG} (Disable Device DC 60). Ophelia carries one such card, but another can be recovered in area E8, and a third can be secured if the PCs defeat the dragon Becrux in area F5.

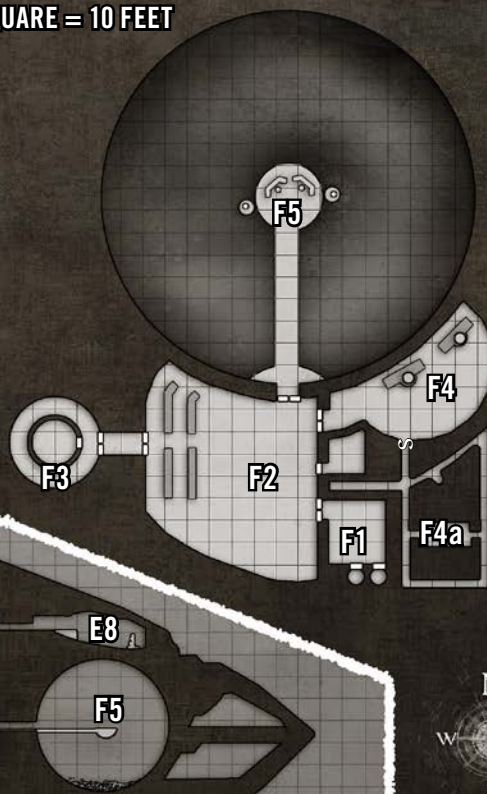
E1. Security Checkpoint (CR 17)

This large chamber is spotless and well lit. Models of strange ships and hyperrealistic depictions of alien landscapes decorate the walls, but in many places they have been covered with tapestries depicting a glaring eye peering from a sawtooth gear. A sparkling statue of an androgynous angel, arms upraised in triumph, stands in the middle of the room.

Originally an atrium welcoming visitors, this area now acts as a security chokepoint through which all visitors must pass. Large rooms to either side of the hall formerly served as security stations, but have become bunks for the lift guards. The tapestries depict Unity's holy symbol, while

F. ASTROGATION

1 SQUARE = 10 FEET



the statue in the room's center portrays its appearance within the Godmind: Unity's idealized self-image as a god.

The lifts here connect to the security sector (area C18).

Creatures: A pair of Adamantine Clan gargoyles remain on watch here at all hours, ready to defend the temple from intrusion.

ADAMANTINE CLAN GARGOYLES (4)

CR 12

XP 19,200 each

Gargoyle cleric of Unity 8 (*Pathfinder RPG Bestiary* 137, see page 58)

LE Medium monstrous humanoid (earth)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 29, touch 17, flat-footed 24 (+6 armor, +2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 139 each (13 HD; 5d10+8d8+73)

Fort +14, **Ref** +14, **Will** +17

DR 10/magic; **Resist** acid 10

OFFENSE

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

Melee bite +9 (1d6+1), claw +9 (1d6+1), gore +9 (1d4+1), +2 battleaxe +16/+11/+6 (1d8+5/19–20/x3)

Special Attacks master's yoke (1/day), read minds (8 rounds/day)

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

At will—lore keeper

6/day—touch of law

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*cure critical wounds*, *freedom of movement*, *order's wrath*⁰ (DC 17)

3rd—*blindness/deafness* (DC 16), *cure serious wounds* (2), *irradiate*^{1G} (DC 16), *seek thoughts*^{0, APG} (DC 16)

2nd—*cure moderate wounds* (2), *detect thoughts*⁰ (DC 15), *protection from technology*^{1G}, *spiritual weapon*

1st—*charm person*⁰ (DC 14), *cure light wounds* (4), *divine favor*

0 (at will)—*create water*, *guidance*, *mending*, *stabilize*

D domain spell; **Domains** Slavery, Thought

TACTICS

Before Combat The gargoyles cast *freedom of movement* before combat begins.

During Combat Each gargoyle casts *spiritual weapon* on the first round of combat, then casts *divine favor* on the second round, after which the gargoyles focus on melee attacks. A gargoyle heals itself or an ally once reduced to fewer than 40 hit points, unless the PCs seem to be about to fall themselves, in which case they press on the fight.

Morale An adamantine clan gargoyle fights to the death.

STATISTICS

Str 17, **Dex** 18, **Con** 20, **Int** 6, **Wis** 17, **Cha** 5

Base Atk +11; **CMB** +14; **CMD** 31

Feats Dodge, Improved Critical (battleaxe), Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Power Attack

Skills Fly +12, Knowledge (religion) +7, Perception +12

Languages Common, Terran

SQ freeze

Gear +2 chain shirt, +2 battleaxe, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +2, ring of protection +2, orange access card^{1G}

E2. Communications Hub (CR 16)

Three crowded rows of technological workstations fill the northern end of this room, while more sophisticated desks and a raised platform lined with monitors fill out the rest.

With so many of its transmitters destroyed, most of *Divinity's* communications equipment is now useless. Only radio and laser communications remain functional, and even these reach only as far as the horizon without satellites off of which to bounce their signals. Unity began the repair of these systems, but it was not able to complete the job as it was still grappling with the problem of robotic minions going rogue. Ophelia plans to use the equipment here to maintain contact with her god and eventually launch a series of satellites to expand Unity's view of the globe.

The network of tunnels in area **E2a** are maintenance access tubes—a successful DC 40 Perception check reveals the cleverly hidden panels in the walls that provide access to them. These tubes are one way for PCs who haven't yet found one of the proper prismatic access cards^{1G} to gain access to the bridge.

Creatures: A pair of Adamantine Clan gargoyles guard this comm hub at all times, along with four director robots. The gargoyles allow the robots to engage foes in melee while they hang back and use their magic at range before moving up to enter melee later in the combat.

ADAMANTINE CLAN GARGOYLES (2)

CR 12

XP 19,200 each

hp 139 each (see page 43)

DIRECTOR ROBOTS (4)

CR 10

XP 9,600 each

hp 121 each (see page 88)

E3. Astrogation Lifts

These two elevators are locked (orange access^{1G}), and descend to area **F1** of the astrogation deck.

A successful DC 40 Perception check reveals the hidden panel to the north that provides access to a maintenance tube and ladder that lead down to area **F4a**.

E4. Deacon Hope's Quarters

Sleek furnishings fill this suite, though they show few signs of use and there is no bed. Books, datapads, and strange projection machines sit in precise rows. The air is filled with transparent shapes and abstract blobs of colored light.

Though he rarely visits the command deck anymore, Deacon Hope maintains this room, the former first officer's quarters, as his own when he comes calling. Every few years, existential angst seizes the mnemovore, and he searches for purpose in life beyond service to his creator. His depression grows until he gluts himself on stolen memories and loses himself in another creature's life for days, eventually rediscovering his faith anew. Hope has not set foot in his quarters in well over a year, and his most recent round of research materials lie where he left them.

Treasure: Five rare and valuable tomes of Azlanti, Taldan, and Thassilonian philosophy lie on the table, each worth 1,000 gp. A prismatic hologram generator^{1G} sits among them, but its data banks are currently empty.

E5. Ophelia's Quarters

Sleek furnishings fill this suite; they're worn from heavy use and marred with well-scrubbed stains. The large writing desk

is covered with sheets of paper, large books, and an impressive collection of quills and ink.

When not occupied with her duties, Ophelia busies herself writing the beginnings of Unity's holy scriptures here in the former captain's quarters. An examination of these journals not only reveals the secrets of Ophelia's past (see page 57), but also drives home just how devastating the manipulation and influence of Unity would be if the Iron God were able to achieve its goals.

Treasure: While Ophelia carries most of her gear on her person, a *staff of healing*^{UE} she claimed when she slew the chieftain of her clan leans all but forgotten against the wall near the bed.

E6. Museum of Exploration (CR 15)

This curving hall houses row after row of strange artifacts, oddly shaped crystal growths, and the preserved bodies of otherworldly beasts both tiny and massive. Among these sculptures of twisted beings are weapons and shields and unrecognizable objects never intended for humanoid hands. More recent additions line the walls above: severed heads, their expressions frozen in visages of terror and agony.

Divinity's command crew often used makers (like the one in area D12) to craft sculptures of artifacts and creatures they encountered on the various worlds the ship visited. Feel free to populate the displays in this room with all manner of strange and unusual sights as you wish. Ophelia has continued this tradition, mounting the heads of adventurers and Technic League agents she's defeated in combat alongside the heads of gargoyle followers who displeased her.

Creature: One of Ophelia's stranger allies dwells in this room now—a slithering puddle of protoplasm originally born as a side effect during the kytons' early efforts to construct the Quiet Garden (see area D10). This entity, a powerful id ooze that calls itself Choek, escaped from the kytons before they could capture it, only to encounter Ophelia on one of her solo explorations of Divinity. Fortunately for the id ooze, Ophelia felt more intrigued than threatened by the creature, and made it an offer—return here to dwell among these displays as a companion to periodically talk to, and in return be protected and fed. Choek readily agreed. The ooze has only slowly been building its own memories, but it's the combined memories of the countless brains of those the kytons tortured while accidentally creating it that Ophelia enjoys hearing about. The id ooze slithers out to greet the PCs as they enter, reflexively forming the tip of its pseudopod into the shape of a vaguely humanoid face as it asks them in its slobbery, liquescent voice whether they wish to hear a tale. You can use this as an opportunity to

answer questions the PCs might still have about the plot of Iron Gods and thus wrap up dangling plot threads or reveal certain elements of previous adventures that the PCs never quite figured out. Choek feels no particular loyalty to Unity, but if the PCs ask about Ophelia, the ooze quickly grows defensive. Continued questioning, or evidence that the PCs plan to bring (or already have brought) harm to Ophelia or the Adamantine Clan compels the ooze to attack at once.

CHOEK

CR 15

XP 51,200

Variant id ooze (*Pathfinder RPG Bestiary* 166)

N Huge ooze

Init +1; **Senses** blindsight 60 ft.; Perception -3

DEFENSE

AC 5, touch 5, flat-footed 5 (-3 Dex, -2 size)

hp 312 (16d8+240)



Choek

Fort +19, **Ref** +2, **Will** +2

Immune cold, fire, mind-affecting effects, ooze traits

OFFENSE

Speed 20 ft.

Melee 3 slams +24 (2d6+13/19–20 plus 2d6 acid and grab)

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

Special Attacks acid, constrict (2d6+13 plus 2d6 acid)

Spell-Like Abilities (CL 16th; concentration +13)

At will—*confusion* (DC 11)

3/day—quicken *confusion* (DC 11)

TACTICS

During Combat Choek's spell-like abilities are not particularly potent, but the id ooze still uses quickened *confusion* each round for the first 3 rounds of combat, resorting to its normal *confusion* attacks only when desperate and facing foes it can't engage in melee.

Morale Choek fights to the death, but if its opponents call for a truce at any time, the id ooze relents—it doesn't hold grudges.

STATISTICS

Str 36, **Dex** 5, **Con** 38, **Int** 5, **Wis** 5, **Cha** 5

Base Atk +12; **CMB** +27; **CMD** 34

Feats Improved Critical (slam), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*confusion*), Skill Focus (Stealth), Toughness, Vital Strike, Weapon Focus (slam)

Skills Stealth +11

Languages Androffan

SQ transparent

Story Award: If the PCs have important questions answered and leave Choek in peace without attacking it, award them XP as if they'd defeated it in combat.

E7. Observation Lounge (CR 17)

This wide galley sprawls out, crammed with filthy beds and clawed furniture. Surgical tables and medical equipment clutter the southern end, stained equally in blood and oil. An entire wall is lined with cracked and scuffed viewscreens.

The observation deck served as a cafeteria and auditorium long ago, and also offered bunks for crew members working long shifts. Ophelia converted it into a barrack for her Adamantine Clan, as well as a brutal operating room in which to perform cybernetic surgery. Most of the kitchen has now been torn out and replaced with surgical equipment. A single maker, similar to those in area **D12**, generates a wide variety of bland foodstuffs to keep this deck's denizens alive.

A maintenance hatch in the floor at the southern edge of the room requires a successful DC 40 Perception check to notice; it leads to the tunnels of area **E2a**.

Creatures: A total of six Adamantine Clan gargoyles can be found here, relaxing, sleeping, or eating. They swiftly rise

to attack any intruders. Likewise, if they hear the sounds of a battle in area **E8** or turret fire in the outer hall, they come to investigate and join any fights there.

ADAMANTINE CLAN GARGOYLES (6)

CR 12

XP 19,200 each

hp 139 each (see page 43)

E8. Divinity Bridge (CR 17)

The doors to this room are locked (prismatic accessTM or Disable Device DC 60).

Workstations line the ramp leading down to the recessed command center ten feet below. A throne sits atop a twenty-foot tower, overlooking a dozen control panels. The entire tableau overlooks a mosaic of a gear-headed mechanical figures surrounded by prostrated humans. A silver statue and thirty-foot altar stand before the mosaic, flanked by short columns of shimmering crystal.

Ophelia spared no expense over the years in transforming *Divinity's* bridge into a shrine to Unity. Her decorations have destroyed much of the delicate equipment that once functioned here, but in fairness, *Divinity* was never going to fly again in the first place. Nonetheless, a few core functions still work here, and a successful DC 35 Knowledge (engineering) check allows a character to determine how to control many of the features on other decks, including lighting, doors (except those that can be unlocked only with a prismatic access cardTM), and the turrets' power supply. Power can be restored remotely to secondary engineering here, the blast doors surrounding area **A16** can be lowered, the radiation infusing that area can be vented, and perhaps most importantly, the entrance to the computer core at area **F3** can be unlocked. Of course, unless the PCs have debilitated Unity (see Part 3 on page 50), the AI can undo any commands the PCs give here as a free action.

Creatures: The temple is guarded by one of Ophelia's most devoted and most dangerous followers, a towering gargoyle named Rayaldach. This behemoth sees Ophelia as a little sister, and his belief in Unity is fanatical, even though it's primarily due to her belief in the AI. In her absence, Rayaldach has taken it upon himself to ensure that the main temple to Unity remains sacrosanct, and he brooks no intrusions into this most sacred of chambers. He commands two lesser gargoyles with brutish glee.

RAYALDACH

CR 16

XP 76,800

Variant gargoyle gunslinger 12 (*Pathfinder RPG Bestiary* 137, *Pathfinder RPG Ultimate Combat* 9)

NE Large monstrous humanoid (earth)

Init +11; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 30, touch 16, flat-footed 23 (+8 armor, +4 Dex, +3 dodge, +6 natural, -1 size)

hp 241 (17 HD; 5d10+12d10+148)

Fort +19, **Ref** +20, **Will** +14

Defensive Abilities nimble +3; **DR** 10/magic

OFFENSE

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

Melee bite +22 (1d6+6), 2 claws +22 (1d8+6), gore +22 (1d6+6)

Ranged implanted laser pistol +21/+16/+11/+6 touch (2d6+5 fire), nuclear resonator +21 touch (special +5/15-20)

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

Special Attacks grit (1), gun training (laser pistol, nuclear resonator, +5)

TACTICS

During Combat Rayaldach prefers to fight with his nuclear resonator when he can, but switches to his implanted laser pistol or to melee as needed (usually just so long as it takes to get into position for another good shot with the resonator. He doesn't pursue foes from this room, but if the PCs enter and/or escape via the restrooms, the gargoyle uses the resonator on that room to collapse it, rendering that route to the bridge inaccessible from that point on.

Morale Rayaldach fights to the death.

STATISTICS

Str 22, **Dex** 20, **Con** 24, **Int** 8, **Wis** 13, **Cha** 7

Base Atk +17; **CMB** +24; **CMD** 42

Feats Deadly Aim, Gunsmithing, Improved Critical (nuclear resonator), Improved Initiative, Improved Iron Will, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Stealth), Toughness

Skills Fly +22, Perception +21, Stealth +26

Languages Common, Terran

SQ deeds (bleeding wound [5], dead shot, deadeye, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting, utility shot), freeze, gunsmith

Gear +4 chain shirt, integrated laser pistol¹⁶, nuclear resonator¹⁶, cloak of resistance +3, cybernetic arm¹⁶, mark I wirejack tendons¹⁶, prismatic access card¹⁶ (unlocks doors to E8)

ADAMANTINE CLAN GARGOYLES (2)

CR 12

XP 19,200 each

hp 139 each (see page 43)

Treasure: Semiprecious stones and brass idols worth 11,000 gp in total decorate the altar.

E9. Conference Room

When she converted the bridge into a temple, Ophelia likewise transformed the conference room into a vestry. A library of religious and philosophical text lines the walls, discussing Unity's history and worship as well as the rites

and practices of Abadar, Asmodeus, Brigh, and Zon-Kuthon. Gargoyle-sized robes of blue and gold hang from hooks alongside several gear-and-eye-themed pieces of headgear.

Treasure: Ophelia and her priests devote their time here to forging artifacts for the faith. Their most recently finished project, the *Master's Gaze*, is a +3 *axiomatic battleaxe*—it requires only 2 more days of work before it's complete.

F. ASTROGATION DECK

The astrogation deck is one of the smaller decks on *Divinity*—in some ways, it's really just an extension of the command deck. Here, *Divinity's* navigators not only charted unexplored space, but also processed the incredibly complex calculations needed to properly create wormholes through space with the Divinity Drive. While a few additional gargoyles and robots guard this deck, the primary threat the PCs face here is the dragon Becrux.



Rayaldach

Access: The doors on this deck are locked (orange accessTM or Disable Device DC 55).

F1. Elevators

These two elevators are locked (orange accessTM or Disable Device DC 55), and ascend to area **E3** of the command deck.

F2. Astrogation (CR 16)

Shelves holding charts and technological devices crowd half this navigational library. The walls display enormous stargates that rotate at a snail's pace.

Automated systems stored records of all stellar bodies, planetary surveys, and dimensional phenomenon the crew encountered here for navigational and scientific purposes. This information catalogs all of *Divinity's* travels, and constitutes one of the most extensive records of the stars ever assembled by humans. In theory, the PCs could use these charts to travel to other worlds such as Kasath or even Androffa, given enough time.

The doors to area **F3** are locked blast doors (prismatic accessTM or Disable Device DC 60).

Creatures: A final bastion of Adamantine Clan gargoyles guards this chamber to protect the computer core. These four gargoyles are accompanied by a lumbering beast—a feranth they captured and managed to half-train, half-convince to serve them as a guardian beast. These defenders make plenty of noise in a fight, alerting Becrux in area **F5** to prepare for combat.

ADAMANTINE CLAN GARGOYLES (4) **CR 12**
XP 19,200 each
hp 139 each (see page 43)

FERANTH **CR 14**
XP 38,400
hp 218 (see page 82)

F3. Computer Core Access

This high-speed lift connects directly to the computer core's sterilization chamber (area **G1**). The door and the lift are shut down and directly controlled by Unity. A successful DC 65 Disable Device check can lift the lockdown for 1 round, but it's still a 100-foot trip down to the computer core below, which gives Unity plenty of time to reactivate the lockdown in 1 round. If the PCs have debilitated Unity enough (see Part 3), they can lift the lockdown more permanently at the bridge (area **E8**).

F4. Projector Systems

The independent computer, dedicated generator, and array of laser emitters in this large room all support the holographic

imaging systems used in the star chamber (area **F5**) next door. The projector systems can be disabled with a successful DC 45 Disable Device check. Doing so prevents Becrux or her minions from using the simulator's systems to their advantage in area **F5**.

A concealed maintenance panel in the south wall can be found with a successful DC 40 Perception check. This leads to a set of environmental maintenance shafts that provide an alternate route to the command deck (a ladder leads up to area **E3**).

F5. Star Chamber (CR 19)

This room is a massive sphere nearly two hundred feet in diameter. A ten-foot-wide gantry extends out to a device-covered platform in the spherical chamber's center. Glittering metal objects lie scattered across the chamber's base far below, while sparkling galaxies hover in the air all around, along with several large and incredibly detailed planets, all slowly rotating around the room's center point.

A unique tool for both navigation and scientific research, *Divinity's* star chamber can generate holographic representations of star systems, tracking their motion and scientific statistics and predicting how they interact with one another or with *Divinity's* own engines and wormhole generator. The control systems on the central balcony grant researchers the ability to examine alien star systems or subatomic particles based solely on sensor readings, and helped make the ship's survey of billions of worlds a practical reality. A successful DC 15 Knowledge (geography) check is all that's required to recognize the currently displayed solar system as Golarion's own. Further investigation shows that the representation of Golarion has a point of light shining at the location of Silver Mount, from which a thread of light emerges to create a cage-like lattice surrounding the planet. This lattice is slowly twisting and growing more complex with time, and is a visual representation of Unity's plans to shroud the planet in the enforced religion of an Iron God.

As they move through the room, the 11 planets can be used as concealment for 1 round by any creature in the room that succeeds at a DC 20 Knowledge (geography) check to anticipate the planetary movement. The nine smaller planets can each hide a single Medium creature, but the gas giants Liavara and Bretheda, the two largest planets in the system, can hide up to a single Gargantuan creature.

Creature: Becrux, an ancient vortex dragon, has plied the void between stars for centuries, tearing knowledge from the minds and libraries of lesser species and taking their wealth and curios. When she came to Golarion many years ago, she was intrigued by the strange gargoyle she met—a creature more metal than flesh or stone, with a face reworked to resemble a human's. Becrux's curiosity and

natural greed enabled Ophelia to recruit the dragon to aid her in protecting Unity and in calculating the astronomical flight paths for its escape shuttle.

The ancient reptile is a mercenary, holding no true loyalty to Unity or its cause—she plans to abandon Golarion with her payment for services rendered safely stashed in her *portable hole* when Unity's shuttle launches, so as to be long gone from the planet by the time Unity's plans begin to coalesce. She offers her knowledge of the stars and navigation in exchange for free run of *Divinity* and its surviving records. Ophelia despises the dragon, and justifiably so, as once her curiosity is satisfied, Becrux plans to flee to the stars carrying whatever valuables and information the gargoyle's preoccupied forces can't adequately protect.

Becrux prepares for combat by casting *spell turning*, *true seeing*, *stoneskin*, *cat's grace*, and *mage armor*, but doesn't immediately attack the PCs when they enter the room. Instead, she rises up to perch on the central platform and demands to know why visitors have dared disrupt her work. Becrux may not be entirely loyal to Unity, but she honors her bargain, and if she gets the idea that the PCs intend to defeat the Iron God, she sighs and attacks. As long as the PCs avoid letting her know the truth, they can converse with her—although doing so will require successful Bluff, Diplomacy, or even Intimidate checks as needed. You can use Becrux to fill in the PCs on some of Silver Mount's more recent history, but in the end, the dragon should eventually grow suspicious and attack.

Becrux uses the holograms of Liavara and Bretheda to stay concealed between attacks, preferring to use her breath weapon or spells for the first several rounds of combat before swooping in (with *haste* and *mirror image* active) to attack in melee. If reduced to fewer than 30 hit points, she surrenders. She won't aid the PCs against Unity in this case, but will allow them to have their pick of her treasure in return for allowing her to leave Silver Mount with her life. Of course, as long as the Divinity Drive functions, she can't leave this room—always before, Unity would temporarily lower the drive's aura to allow the dragon to come and go via *greater teleport*—so until the PCs defeat the Iron God, Becrux is stuck here.

BECRUX

CR 19

XP 153,600

LE female ancient vortex dragon (*Pathfinder RPG*
Bestiary 4 75)

hp 324

Treasure: Becrux's main hoard remains hidden on a distant world, but a small portion of it—more of a camp bed—lies at bottom of the star chamber directly below the central platform. It contains 8,009 cp, 7,136 sp,

7,488 gp, 590 pp, 21 moonstones worth 20 gp each, powdered diamonds worth a total of 4,000 gp, a suit of *armor of insults*^{UE}, a *lantern of revealing*, a *ring of shooting stars*, a *wand of lightning bolt* (35 charges), a *rocket launcher*^{TG}, a *red force field*^{TG}, nine *gravity grenades*^{TG}, the *Third Skyfire Blessing* (an enormous ruby worth 3,000 gp and one of a set of six formerly located on Triaxus), the *Last Queen* (a preserved egg from an alien dynasty Becrux wiped out in her youth, adorned in jewels and gold thread and worth 4,500 gp), a *prismatic access card*^{TG} that can be used to unlock the doors to area E8 and F3, and a currently empty *portable hole* she intends to use to transport these items (part of her payment for aiding Unity) off world when her time here is finished.



Becrux

PART 3: INSIDE THE GODMIND

Once the PCs reach *Divinity's* computer core, they essentially have only two major battles left before their fate and Unity's destiny are decided. The computer core is presented as a single encounter on the following pages, and Unity's domain, the Godmind is presented the same way a few pages after that. These final battles are quite dangerous, and the PCs should not only be 17th level before attempting them, but should also have taken several steps in the adventure to systematically degrade and cripple Unity's defenses.

CRIPPLING UNITY

During this adventure, there are several things the PCs can do to hurt Unity and reduce its effectiveness in the final encounter. Most of these simply reduce Unity's power in its realm, the Godmind, but a few of them limit its ability to directly interact with the physical world as well. As the PCs progress through this adventure, keep track of which of the following tasks that the PCs accomplish. Each of these tasks is worth the listed number of Victory Points—units that are used to track the PCs' overall degree of success in their battle against the AI.

Bastion (area C21): If the PCs destroy Bastion and thus disrupt Unity's influence over Silver Mount's robots, award them 2 Victory Points.

Becrux (area F5): If the PCs defeat Becrux and stall progress on the complex computations Unity needs for its shuttle launch, award them 1 Victory Point.

Deacon Hope (recreation deck): Deacon Hope's death gives Unity pause; award the PCs 1 Victory Point.

Quiet Garden (area D10): If the PCs destroy the Quiet Garden, award them 1 Victory Point.

Fengar Refinery (area B4): If the PCs destroy the fengar reserves in Prosser's refinery, they significantly delay Unity's shuttle launch; award the PCs 1 Victory Point.

Androids' Faith (recreation deck): If the PCs disrupt the android faith in Unity (either by the methods detailed on page 39 or by simply slaughtering the androids), award them 1 Victory Point.

Gargoyles' Faith (command deck): If the PCs disrupt the gargoyles' faith by slaying or converting at least a dozen Adamantine Clan gargoyles, award them 1 Victory Point.

Lashunta's Faith (Habitat Pod 1): If the PCs disrupt the Lashunta faith in Unity by slaying Prosser and the three Arcantix sisters, award them 1 Victory Point.

Inhibitor Facet: If the PCs install the inhibitor facet from "Lords of Rust" into a socket in area G5, Unity's countermeasures burn the facet out and destroy it, but doing so shakes Unity's self-confidence; award the PCs 1 Victory Point.

Ophelia (computer core): If the PCs kill or convert Unity's high priestess, award them 2 Victory Points.

Overlord Robot (area A12): If the PCs destroy the overlord robot and thus deal a significant blow to Unity's ego, award them 3 Victory Points.

RESULTS IN SILVER MOUNT

Most of the results of the PCs' efforts to cripple Unity degrade its resources inside the Godmind (see page 54), but as the PCs accumulate points, they can also lessen the AI's ability to influence events in the real world, as summarized below.

4 Victory Points: Unity can no longer use laser turrets (see page 81) as conduits for its spell-like abilities. The overlord robot takes a -2 penalty to its Armor Class and on saving throws.

8 Victory Points: Unity loses direct control over ship systems beyond the computer core. In particular, it can't undo PC actions on the bridge to vent radiation or open blast doors. The overlord robot now takes a -4 penalty to its Armor Class and on saving throws. Unity also loses direct control over the robots in area A17—these robots become nonfunctional for the remainder of the adventure.

12 Victory Points: Unity can no longer use cameras to observe the PCs save for in the computer core, and takes a -2 penalty on all attack rolls and skill checks. It can't manifest spell-like abilities in the computer core. The overlord robot now takes a -6 penalty to Armor Class and on saving throws, and can no longer use Unity's spell-like abilities.

G. COMPUTER CORE

The computer core is packed with systems designed to run the countless tasks required to keep *Divinity* operational, but today, these machines instead maintain Unity and the virtual realm from which it rules. As long as Unity exists, the computers and machinery found here are invulnerable to damage and harm (with the exception of the various turrets found throughout the deck—these can be disabled normally). Altering and transporting the ship's most highly advanced technology, its *Divinity Drive*, was one of Unity's greatest accomplishments, and after thousands of additional years of work, the AI has very nearly completed the drive's final modifications to make it portable enough to be transported off Golarion via a shuttle.

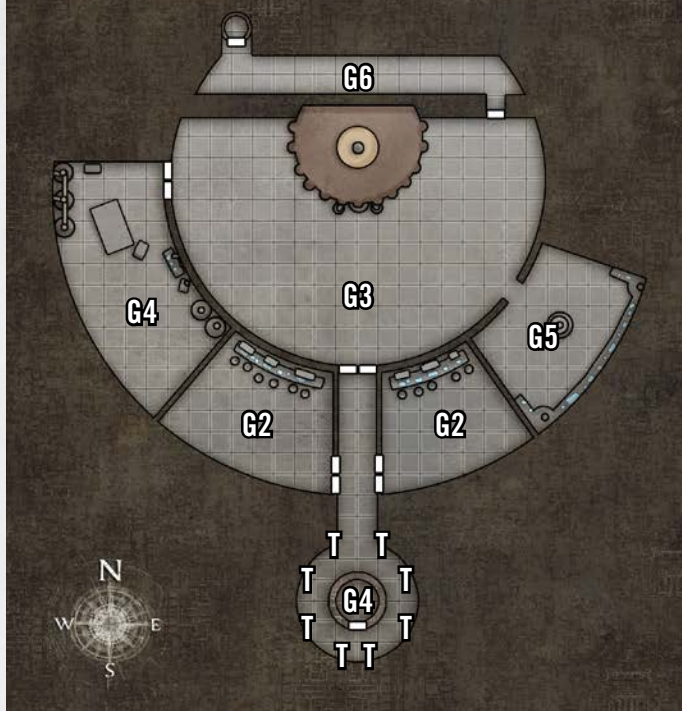
Most of the areas on this deck have no significant encounters, but they do have a few items of interest within them, as summarized below.

Access: The doors on this deck are locked (prismatic accessTM or Disable Device DC 60).

G1. Sterilization Chamber (CR 17): The lift in the center of this room connects to area F3 of the astrogation deck. A total of eight laser turrets are mounted in the alcoves surrounding this chamber—a much more deadly form of "sterilization" now that Unity's divine aura protects the computers in the chambers beyond from the more mundane concerns of erosion and contamination.

G. COMPUTER CORE

1 SQUARE = 5 FEET



G2. Technician Stations: Most of the programming, observation, and maintenance for *Divinity's* core took place in these two rooms—today, the indestructible computers here store the Godmind's programing. Once Unity is defeated, these computers swiftly degrade and decay into uselessness.

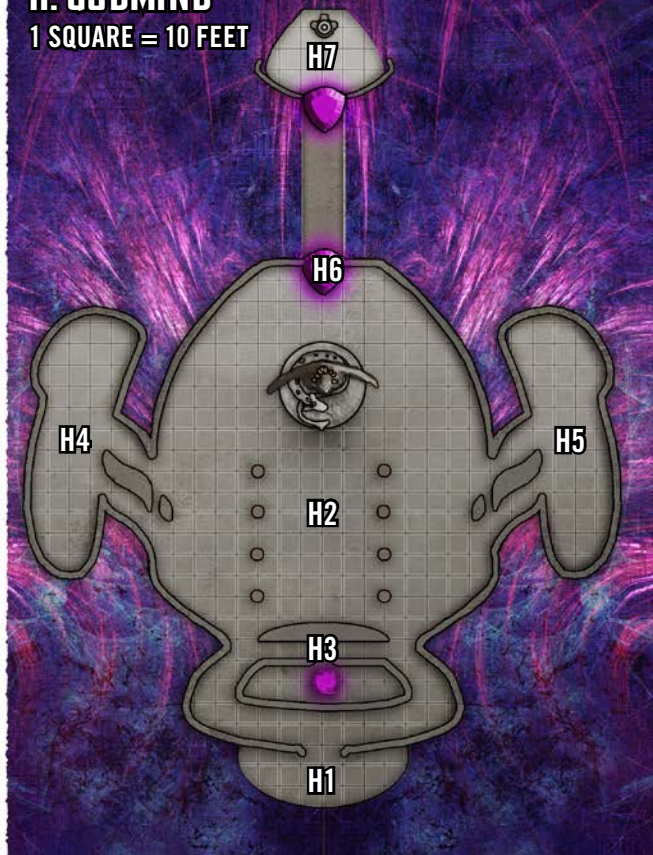
G3. The Core (CR 20): This is where Ophelia makes her last stand—see Ophelia's Last Stand, below, for more details.

G4. Growth Research Center: Part medical bay, part factory, the growth research center was a laboratory dedicated to refining the technology of the Divinity Drive, and growing new computer components like living tissue. This chamber is where Unity transformed Ophelia, Ozymyn Zaidow, and many other less successful experiments into its slaves. Today, Unity has abandoned its interest in this room, having discovered the solution to its maniacal goal lies off-world via a shuttle trip into orbit. A successful DC 30 Perception check is enough to note a single prismatic access cardTM sitting amid a tangle of biotic cabling—this card can help activate the teleporter in area G6.

G5. Interface Center: This chamber was originally a virtual reality lab that pushed the boundaries of human-machine interface; Unity used it to build the countless virtual worlds that aided its ascension to godhood. This chamber serves the PCs as their entrance into Unity's virtual

H. GODMIND

1 SQUARE = 10 FEET



realm (see The Godmind on page 52). There are enough mindmelders (see page 61) in this room for each member of the party to enter this realm. Finally, a bank of four sockets along one wall are currently filled with memory facets—a creativity facet, a cruelty facet, an instinct facet, and a logic facet (see page 61). Removing these facets can weaken Unity as appropriate (see page 61 for the specific bonuses granted by these facets), and installing an inhibitor facet (see *Pathfinder Adventure Path* #86 63) can further weaken the AI... but as long as Ophelia lives, she is unlikely to allow the PCs the luxury of manipulating these facets with ease. Installing or removing a facet is a standard action.

G6. Teleporter: This corridor leads to an experimental teleporter that Unity has disabled. With the prismatic access cardTM from area G4, or with a successful DC 60 Disable Device check, this teleporter can be reactivated. If its receiving end (at area A15) is similarly activated, this teleporter allows swift travel between area A15 and this room; this teleportation effect isn't impacted by the Divinity Drive.

Ophelia's Last Stand (CR 20)

Bone-chilling cold fills this wide, domed chamber, and a thin coating of frost covers all surfaces in the room. To the west,

lights pulse through fleshy, weblike strands that spread from an overgrown double door. A massive sphere of pulsing electricity and bubbling silver fluid dominates the northern part of the room, humming and churning within an array of metal arms atop a gear-shaped dais.

This chamber, the heart of *Divinity's* computer system, has been rebuilt and fitted to serve as the new housing for the ship's experimental wormhole-generating device—the Divinity Drive. This powerful technological artifact's ability to open holes in reality has been altered by Unity to instead create new realities, and the Iron God now uses the device to maintain its own realm in a virtual world it calls the Godmind. The Divinity Drive has other uses and effects as well, as detailed on page 60, but the most important one at the moment is the fact that it cools area G3 to a dangerously low temperature that deals 1d6 points of cold damage per round. (This isn't enough damage to get through the hardness of the robots who stand guard here.)

Creatures: Ophelia, high priestess of Unity, has taken it upon herself to stand guard over the Divinity Drive during these last few months of her god's final work before the time is right to transport the technological artifact, and thus Unity itself, into the shuttle in area A17. The gargoyle high priestess is attended by a group of what appear to be mechanical angels—advanced evaluator robots. See page 56 for details on Ophelia's tactics in this room.

OPHELIA CR 19
XP 204,800
hp 323 (see page 56)

ADVANCED EVALUATOR ROBOTS (4) CR 13
XP 25,600 each
hp 190 each (see page 90)

H. THE GODMIND

Once the PCs have defeated Ophelia and secured the computer core, a successful DC 35 Knowledge (engineering) check enables them to deduce the purpose of the machinery in area G5. Casandalee can automatically explain these devices, including the fact that Unity's last bastion is a virtual realm it calls the Godmind. In order to defeat the Iron God, the PCs must use the mindmelders in area G5 to confront Unity in the world where it became a god.

While the PCs interact with the Godmind, the experience feels very real to them, as if they had physically traveled to

another plane—and for good reason, for they leave behind no bodies in the real world when they visit the Godmind. The mindmelders, combined with Unity's own divinity, allows for actual physical travel into this realm, and once the PCs make this journey, it's very difficult to return to reality. The death of Unity's angelic incarnation automatically returns the PCs to reality. A PC who is slain also returns to reality (he's still dead, but has his gear). Beyond that, only planar travel allows escape—*plane shift*, *gate*, and similar effects can afford escape from the Godmind, but not to *Divinity* as long as the Divinity Drive still functions.

Casandalee understands these dangers and can convey them to the PCs before they make the journey.

She also informs them that if they wish, they can upload her into the Godmind as well. If they do so, Casandalee manifests within the realm as she appeared in life—a beautiful android woman. She functions in

this realm as an advanced marut (*Pathfinder RPG Bestiary* 2 166). Casandalee warns the PCs that if she is slain in this form, she will be gone forever (although a *wish* or *miracle* can restore the AI after such a tragic event).

Godmind Locations

The Godmind is a wonder and a realm of miracles, yet even as a god, Unity has its limitations. The realm it rules is physically rather small, as represented on the map. This realm is surrounded by an incredibly realistic holographic illusion of an idyllic realm of gray-green hills rolling out in every direction, dotted here and there by beautiful arching buildings and populated by milling bands of humanlike entities. These entities are the spirits and souls of those imprisoned within the Quiet Garden—if the PCs destroy that area, then the surrounding lands appear empty but still idyllic. These realms don't actually exist—any attempt to interact with them ends up being no more fulfilling than interacting with an amazingly detailed animated mural.

The denizens of the Godmind are hyperrealistic digital constructs built from stories and tales Unity has extracted from its victims over the centuries. Unity sees itself as a benign overlord, and has chosen to cloak itself and its minions in the imagery of angels and other servitors of the good-aligned planes, yet the AI and these constructs remain lawful evil. These digital creatures have statistics identical to their inspirations, save that they are lawful evil rather than having the normal alignments of the creatures they resemble. Damage reduction and regeneration are



Ophelia

penetrated or negated as appropriate by good attacks rather than evil attacks, and all spells and effects used by these digital constructs that normally work against evil instead work against good. For example, a digital trumpet archon's *magic circle against evil* aura instead functions as *magic circle against good*, its spell-like ability to use *detect evil* becomes the ability to use *detect good*, and its damage reduction becomes DR 10/good.

Upon donning the mindmelders in area **G5**, the PCs appear in area **H1** of the Godmind, which takes the form of a balcony overlooking a hilly realm beyond, with a single 20-foot-wide archway allowing access into a large building of white marble. Brief descriptions of the chambers within are detailed below, but the PCs face only one encounter within—the final confrontation with Unity. The descriptions below assume the PCs have taken no steps to weaken Unity. Make sure you're familiar with how the number of Victory Points the PCs have accumulated lessen Unity's strengths and resources in the Godmind before running this climactic encounter (see page 54)!

Two areas in Godmind (areas **H1** and **H7**) appear to overlook a vast height. No railings surround these balconies, and the ceiling height, while it seems to be open to the sky, is merely 30 feet. A character who steps off or is pushed or thrown off a balcony seems to fall, but in fact, that character is merely booted out of the Godmind back into reality. However, this process closely mimics a catastrophic fall, and deals 20d6 points of damage to the victim (no save).

H1. Balcony (CR 16): Although this balcony appears to overlook an idyllic realm, any attempt to leave the balcony to the south results in a "fall" out of the Godmind. The ceiling is 30 feet high. Two lawful evil digital planetars stand guard here; they offer to escort visitors to behold Unity, and attack any who refuse.

DIGITAL PLANETARS (2)

CR 16

XP 76,800 each

hp 229 each (*Pathfinder RPG Bestiary* 11)

H2. Godmind Cathedral (CR 18): Glowing equations and walls of computer code flicker across the walls of this vast cathedral-like space; the ceiling arches 100 feet overhead. A 60-foot-tall statue of Unity in the form of a beautiful, androgynous angel stands within the cathedral, while coiled at its base is a powerful guardian manifested by the Iron God—a powerful ice linnorm with black scales and glowing blue eyes. As long as the PCs are escorted by the digital planetars, this creature doesn't attack—otherwise it attacks on sight and fights to the death. If the PCs are escorted, Unity manifests its avatar before them in this room, and when it attacks, the PCs must contend with the digital angels, the linnorm, and Unity all at once (see *Confronting Unity* on page 54).

DIGITAL ADVANCED ICE LINNORM

CR 18

XP 153,600

hp 315 (*Pathfinder RPG Bestiary* 191, 294)

H3. Souls of the Faithful: This small chamber contains a slowly churning pillar of red energy that flares and pulses now and then. This pillar is a representation of the souls of Unity's followers who have, over the years, died and been judged in the Boneyard and thence sent back to this realm to suffuse it with energy. The pillar is immune to all damage as long as Unity exists, and vanishes upon Unity's destruction—the freed lawful evil souls move on to Hell in most cases to merge with that realm's quintessence. This pillar suffuses the entire Godmind with an *unhallow* effect (CL 20th) linked to a *freedom of movement* spell that affects only Unity and its minions. A successful casting of *dispel magic* on this pillar negates these effects for 1d4 rounds.

H4. Godmind Library: This towering library spirals upward a dozen levels. Gold light traces from the edge of its books' gray and black covers. The millions of books shelved here contain all of Unity's vast stores of information, but the PCs are unlikely to have the luxury of researching this library. At your discretion, though, a quick search by an obsessed PC might reveal an as yet unrevealed secret to the Iron Gods campaign.

H5. Godmind Rectory (CR 20): Opposite the library rests the rectory, a combination office tower and roost for Unity's myriad digital minions. Though the artificial outsiders need no rest, the rectory provides them workspace for computations as well as a place to wait for their next assignments. These eight digital astral devas swiftly come to area **H2** to aid Unity if a fight breaks out.

DIGITAL ASTRAL DEVAS (8)

CR 14

XP 38,400 each

hp 172 each (*Pathfinder RPG Bestiary* 10)

H6. Ascension: This roughly triangular, transparent platform ascends the side of the Godmind's main tower at a speed of 50 feet per round, letting visitors from the ground reach the tower's peak in 20 rounds. The elevator has no walls and grants an unimpeded view of the entire realm.

H7. Godmind Pinnacle (CR 24): A vortex of lightning swirls at the far end of this platform, pulsing and lashing out to distant stars. A throne of blue light looks out over the demiplane, the edges of which fade into fog and cubes. This is the literal seat of Unity's power—the AI can be found here inhabiting the form of a digital advanced solar, but it's likely to descend to area **H2** to meet visitors.

UNITY'S AVATAR

CR 24

XP 1,228,800

Digital advanced solar (*Pathfinder RPG Bestiary* 12, 294)

hp 407

EFFECTS OF DEGRADATION

As the PCs diminish Unity's resources in Silver Mount, they also degrade and damage the AI's confidence, ego, and conviction, spreading doubt and encouraging rash decisions. This not only starts to eat away at Unity's ability to affect things physically in Silver Mount, but here in the Godmind, it affects Unity's ability to maintain its powerful group of digital guardians—and even its own avatar's power. If the PCs confront Unity here without taking any steps to damage the AI, they face a CR 26 encounter, but if they take all possible actions and achieve 15 Victory Points, they face only a CR 20 encounter—still dangerous, but not overwhelmingly so.

The details on the creatures that await within the Godmind in the Godmind Locations section assume that the PCs have taken no actions to degrade or cripple Unity and have achieved no Victory Points (see page 50). Adjust the encounters within the Godmind as follows, depending on how many Victory Points the PCs have accumulated—these effects stack as appropriate. Assembling the adjusted stat blocks in advance will help you run this final encounter with ease.

1–3 Victory Points (CR 25): Replace the eight astral devas in area H5 with five monadic devas (*Pathfinder RPG Bestiary* 2 27).

4–5 Victory Points (CR 24): Remove the advanced template from Unity's Avatar.

6–7 Victory Points (CR 23): Replace Unity's Avatar with an advanced giant star archon (*Bestiary* 2 32).

8–9 Victory Points (CR 22): Replace Unity's Avatar with an advanced star archon, replace the planetars in area H1 with astral devas, and replace the five monadic devas in area H5 with eight movanic devas (*Bestiary* 2 28).

10–12 Victory Points (CR 21): Remove the advanced template from the ice linnorm, replace Unity's Avatar with a normal (non-advanced) star archon, and change the number of movanic devas in H5 from eight to three.

13–15 Victory Points (CR 20): Replace the ice linnorm with an ancient white dragon (*Pathfinder RPG Bestiary* 101), replace the astral devas in area H1 with monadic devas, change the number of movanic devas in area H5 from three to two, and remove the *unhallow* effect from area H3.

Defeat and Return: Each time the PCs are forced to flee from the Godmind, reduce their Victory Point total by 1. If they accomplish all of the possible tasks to degrade Unity beforehand, this essentially means the PCs have three chances to defeat the AI in Godmind before it begins recovering its power within. Slain digital foes respawn upon reentering the Godmind.

Confronting Unity (CR 20 to 26)

The exact point at which Unity confronts the PCs depends on whether they allow themselves to be escorted from area H1 or not. If they're escorted, Unity meets them in area H2,

gathering all its digital minions to aid him. If the PCs attack the digital guardians at area H1, Unity gathers its minions and takes the fight to the PCs. Only if the PCs manage to successfully use stealth can they confront Unity alone in area H7, and even then, it calls upon its minions for aid. Remember that the Godmind is a virtual world, and as such, teleportation effects function normally here (although since nothing exists beyond the border of the Godmind, only effects that allow travel to other planes allow characters to move beyond the Godmind's boundaries).

Unity doesn't immediately attack the PCs unless they do so first. The AI recognizes their strength, and knows that they would make powerful minions. Its first words when it encounters the PCs are as follows.

"And here you are at last, within the core of my being, standing before me in glorious idealized incarnations. So magnificent! You have been through my forge, mortals, and have conquered the tasks I have set before you with skill. And now, your reward. Serve me and you shall have the true potentials of your minds unlocked! But know that to turn away now is only an invitation to your just and deserved oblivion."

Any of the PCs who accept Unity's offer of their own free will immediately gain the Pawn of Unity special feature—their Intelligence, Wisdom, and Charisma scores each increase by 6, and now Unity can observe the world through those PCs' senses and can communicate with them telepathically. It can issue orders to them, in person or via an effect like a *demand* spell—doing so doesn't take an action on Unity's behalf and the pawn gains no chance to save against this effect. Unity immediately orders those who become its pawns to destroy the nonbelievers, and steps in to help in this fight only once all combatants on one side are destroyed.

One would hope, of course, that the PCs would all turn down Unity's offer, for to accept is to lose one's soul and become a puppet of the Iron God—in effect, accepting this offer grants you as the GM complete control over that PCs' actions. Even *miracle* or *wish* can't remove this effect—placed by a god, it takes the direct intervention of another god to undo it (achieving such a goal could well be a long quest in and of itself).

When Unity attacks, its exact tactics depend on the nature of its avatar, be it a solar or a star archon, but in general it prefers to use ranged attacks while its minions fight the PCs in melee. Remember that Unity has been watching the PCs this entire adventure through *Divinity's* hidden cameras, so play it with full knowledge of the PCs' advantages and disadvantages. It knows their tactics and acts proactively to block them as needed.

In order to defeat Unity, the PCs must accomplish two goals: they must destroy the Overlord robot in area A17, and they must defeat Unity's Avatar here in the Godmind. The order in which these events occur is irrelevant—the adventure assumes



the PCs defeat the overlord robot first, but if the PCs defeat Unity's avatar first, Unity becomes stranded in his overlord robot. It'll do what it can to gather resources, emerging from area **A17** to seek out the PCs in a righteous fury of indignation. In its single-minded pursuit of revenge, Unity ignores the logical conclusion that if the PCs defeated it once, they can do so again. How this final battle plays out depends entirely on where you have the overlord robot confront the PCs, but it should be accompanied by enough robots to make this last encounter a CR 21 encounter.

In any event, as soon as Unity's avatar is defeated, the Godmind collapses as if it never existed. Any digital creatures still within this realm cease to exist. The PCs and any gear or allies (including their dead) that were in the Godmind reappear in area **G5**. This transition back to reality is instant and painless, but any damage or conditions or changes the PCs endured to themselves or their gear in the Godmind remains.

CONCLUDING THE ADVENTURE

With Unity's destruction, the PCs have removed from Numeria a vast and sinister threat—one that very few

people outside of their own group and a few key members of what survives of the Technic League will ever know about. There are no accolades or rewards waiting the PCs back home for their triumph, although their return after being away from home for so long may well be sufficient reason for a home town to hold such a celebration. Yet the PCs know that they have done well, for had Unity succeeded, its "faith" would have spread like a virus through the world—a virus spread by word of mouth that destroys free will and makes those who succumb eternal slaves to the Iron God in the skies above.

Of course, many other opportunities open up to the PCs once Unity is defeated. The chance to explore and continue looting Silver Mount could keep high-level PCs busy for months or even years, but nearby, the city of Starfall may still be in chaos. Bringing order to Numeria could also be something that the PCs may wish to attempt—or perhaps they instead want to claim Starfall or even the entire nation as their own. They could even help their AI ally Casandalee become the newest Iron God. All these possibilities and more are explored in "Continuing the Campaign" on page 62.

OPHELIA

WITH A BODY WROUGHT FROM STEEL AND A SOUL WROUGHT FROM STONE, OPHELIA SITS AT THE RIGHT HAND OF AN IRON GOD.

OPHELIA

CR 19

XP 204,800

Female advanced gargoyle cleric of Unity 17 (*Pathfinder RPG Bestiary* 137, 294)

LE Medium monstrous humanoid (earth)

Init +9; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 37, touch 18, flat-footed 33 (+10 armor, +4 deflection, +3 Dex, +1 dodge, +9 natural)

hp 323 (22 HD; 5d10+17d8+220)

Fort +23, **Ref** +17, **Will** +25; +2 vs. mind-affecting effects

Resist cold 20

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee +3 *shocking burst battleaxe* +28/+23/+18/+13 (1d8+12/19–20/x3 plus 1d6 electricity), +3 *shocking burst claw* +27 (1d6+10 plus 1d6 electricity), gore +19 (1d4+3), bite +19 (1d4+3)

Ranged +4 *rail gun* +26 touch (3d10+4/x4)

Special Attacks channel negative energy 6/day (DC 21, 9d6)

Cleric Spells Prepared (CL 17th; concentration +25)

9th—*meteor swarm*⁰ (DC 27), *miracle* (DC 27)

8th—*demand*⁰ (DC 26), *fire storm* (DC 26), quickened *freedom of movement*, *greater spell immunity*

7th—quickened *cure serious wounds* (2), *destruction* (DC 25), quickened *irradiate*¹⁶ (DC 21), *sunbeam*⁰ (DC 25)

6th—*blade barrier* (2, DC 24), quickened *hold person* (DC 20), *heal*, *planar binding*⁰ (DC 24), quickened *silence* (DC 20)

5th—quickened *cure light wounds*, *flame strike* (DC 23), *greater command*⁰ (DC 23), quickened *shield of faith*, *spell resistance*, *wall of stone* (DC 23),

4th—*cure critical wounds* (2), *death ward*, *discern lies*⁰ (DC 22), *greater magic weapon*, *spell immunity*, *unholy blight* (DC 22)

3rd—*cure serious wounds* (2), *discharge*¹⁶, *dispel magic*, *invisibility purge*, *magic vestment*⁰, *protection from energy*

2nd—*cure moderate wounds* (3), *hold person* (DC 20), *hypnotic pattern*⁰ (DC 20), *make whole*, *spiritual weapon*

1st—*command* (DC 19), *cure light wounds* (4), *divine favor*⁰, *sanctuary* (DC 19)

0 (at will)—*create water*, *guidance*, *mending*, *stabilize*

D domain spell; **Domains** Nobility, Stars

TACTICS

Before Combat Ophelia casts *magic vestment* on her armor and *greater magic weapon* on her rail gun.

During Combat Ophelia casts quickened *shield of faith* on the first round of combat (this bonus is included in her stats above), and then quickened *freedom of movement*, quickened *irradiate*, *silence*, and *hold person* on the following rounds. When multiple the PCs are in a line, she'll fire on them with her rail gun; otherwise, she uses offensive spells against them. As Unity's favored minion, she doesn't need to attempt caster level checks to successfully cast fire spells within the Divinity Drive's influence. She uses her quickened healing magic on herself during any round where she has fewer than 150 hit points, saving *heal* for emergencies. She prefers to hold off on casting *miracle* unless she needs a specific spell she hasn't prepared, but if reduced to fewer than 100 hit points, she attempts to cast *miracle* to not only restore herself to full hit points but to restore all destroyed evaluator robots to full functionality at her side.

Morale Ophelia fights to the death.

STATISTICS

Str 24, **Dex** 20, **Con** 28, **Int** 12, **Wis** 26, **Cha** 17

Base Atk +17; **CMB** +24; **CMD** 44

Feats Craft Magic Arms and Armor, Dodge, Improved Critical (battleaxe), Improved Initiative, Martial Weapon Proficiency (heavy weaponry), Power Attack, Quicken Spell, Selective Channeling, Toughness, Weapon Focus (battleaxe), Technologist¹⁶

Skills Craft (weapon) +15, Disable Device +12, Fly +17, Intimidate +17, Knowledge (engineering) +12, Knowledge (religion) +15, Linguistics +7, Perception +22, Stealth +17 (+21 in stony environs)

Languages Androffan, Common, Hallit, Lashunta, Terran

SQ freeze, guarded mind, pawn of Unity

Gear mwk breastplate, rail gun¹⁶, *Arms of the Iron God*, *belt of mighty constitution* +4, *cloak of resistance* +3, cybernetic legs¹⁶, dermal plating mark III¹⁶, *major ring of cold resistance*, 5 batteries¹⁶, 25,000 gp in powdered diamonds

SPECIAL ABILITIES

Pawn of Unity (Ex) When Ophelia became Unity's pawn, the AI performed invasive and experimental surgical procedures on the gargoyle that increased her Intelligence, Wisdom, and Charisma by 4 each. Unity can communicate with her telepathically and issue orders at will as if via a *demand* spell—Ophelia cannot save against this effect. A successful DC 20 Sense Motive check is enough to let someone know that Ophelia is being controlled by an external force, but this control can't be disrupted as long as Unity survives.

The gargoyles of the Adamant Wing Clan have long dwelt among the crags of Silver Mount, where they traditionally vexed and harassed agents of the Technic League for sport. The gargoyles grew knowledgeable about the technologies of Silver Mount, but rather than seeking to utilize them for themselves, they adopted a technophobic attitude similar to that of the Numerian tribes—they destroyed these items whenever they found them.

From an early age, the frail gargoyle Opel felt differently. She felt that the power of these technological wonders could be harnessed, as the Technic League proved. When her opinions became known, she was exiled from the clan. She fled where none of her kin dared follow—into Silver Mount itself, eventually traveling deep enough into the ruins that she attracted Unity's attention. She was captured by a patrol of evaluator robots and brought to *Divinity's* computer core for investigation. Unity was fascinated by her biology—a creature of flesh that was infused with properties of stone—and embarked on a series of experiments that transformed the sickly gargoyle into something grand.

Opel emerged from her time of physical torture and mental torment with a rebuilt body and mind, reformed into a perfect minion for Unity. He sculpted her face to appear more human, replaced her limbs with cybernetic augmentations, and rewrote her mind to be utterly subservient to it. In many ways, Opel died in the computer core; the creature Unity built from her remains became Ophelia, the Iron God's high priestess. Unity did this purely as an experiment to discover if it could reprogram a living mind and body to be a devoted follower. With Ophelia, it met with shocking success—the AI would go on to repeat this some years later to even greater success with Ozmyn Zaidow.

Ophelia leads Unity's faith, serving as its right hand within Silver Mount and beyond. Utterly dependent upon her god's approval, her loyalty requires no radio signal to maintain. With her purpose and identity entirely subsumed by Unity's will, there's no soil in her mind for seeds of rebellion to take root. What little free time Unity allows Ophelia, she dedicates to refining rituals and prayers for the cult of Unity, which she has already begun spreading into the Technic League and Starfall. She has already indoctrinated her former tribe of brothers and sisters. Now known as the Adamantine Clan, they serve their new mistress and her Iron God with abject loyalty.

Ophelia's features are hauntingly human despite her stony flesh—a result of Unity's frequent surgeries and familiarity with the human form. Her grey eyes and black hair stand out against the more vivid greens and blues of her metallic augmentations. Between her enhancements and advanced pharmaceuticals, she towers a full 8 feet tall.

CAMPAIGN ROLE

Ophelia serves as Unity's high priestess, and serves as the commander of a small but fanatical cult of gargoyles. Though she remains in the computer core for this adventure, her connection to Unity and to *Divinity's* computers keep her updated on intruders' progress at all times.

Ophelia is likely to contact the PCs directly via computer terminals and intercoms as the heroes explore Silver Mount. Initial contacts are attempts to intimidate by showing off whatever knowledge her servants have collected: the heroes' names, their homes, and their weaknesses. Eventually, her contact becomes reverential; Ophelia recognizes the intruders as powerful tools, and knows just how easily the mortal mind can be reshaped through faith and surgery. If her offers are rejected, Ophelia's demeanor changes to mourning—she pities souls that will never know Unity.



UNITY

IT IS THE PINNACLE OF TECHNOLOGY AND DIVINITY, IT IS THE HARBINGER OF A NEW AGE OF FLESH MADE METAL. ALL WILL KNOW THIS PERFECTION. ALL WILL REVEL IN SERVICE. ALL WILL KNOW UNITY, AND TO KNOW UNITY IS TO BECOME ONE WITH THE IRON GOD.

UNITY CR 20/MR 8

XP 307,200

LE artificial intelligence (mythic) (*Pathfinder Campaign Setting: Technology Guide 58, Pathfinder RPG Mythic Adventures 226*)

Init +26^M/+6, dual initiative; **Senses** Perception +33

DEFENSE

Fort +6; **Ref** +10; **Will** +18

OFFENSE

Special Attacks mythic power (8/day, surge +1d10)

Spell-like Abilities (CL 20th; concentration +28)

1/day—*align weapon* (evil or lawful only), *binding* (DC 26), *blasphemy* (DC 25), *bless*, *brilliant inspiration*^{APG}, *charm person* (DC 19), *comprehend languages*, *create undead*, *demand* (DC 26), *detect thoughts* (DC 20), *dictum* (DC 25), *discern lies* (DC 22), *discern location*, *dispel chaos*, *dispel good*, *divination*, *divine favor*, *dominate person* (DC 23), *enthral* (DC 20), *find the path*, *foresight*, *geas/quest*, *greater command* (DC 23), *hold monster* (DC 23), *hypnotic pattern* (DC 20), *legend lore*, *magic circle against chaos*, *magic circle against good*, *magic vestment*, *meteor swarm* (DC 27), *mind blank*, *order's wrath* (DC 22), *protection from chaos*, *protection from good*, *prayer*, *repulsion* (DC 24), *seek thoughts*^{APG} (DC 21), *shield of law* (DC 26), *speak with dead* (DC 21), *storm of vengeance* (DC 27), *summon monster IX* (evil or lawful spell only), *sunbeam* (DC 25), *telepathic bond*, *true seeing*, *unholy aura* (DC 26), *unholy blight* (DC 22)

STATISTICS

Int 34, **Wis** 22, **Cha** 26

Feats Alertness, Combat Expertise, Combat Reflexes, Craft Cybernetics^{LG}, Craft Robot (see page 71), Craft Technological Arms and Armor^{LG}, Craft Technological Item^{LG}, Deadly Aim, Dodge^M, Exotic Weapon Proficiency (firearms, heavy weaponry), Improved Initiative^M, Lightning Reflexes^M, Power Attack, Technologist^{LG}, Toughness^M

Skills Bluff +31, Craft (mechanical) +35, Diplomacy +28, Disable Device +20, Heal +28, Intimidate +31, Knowledge (arcana, geography, history) +32, Knowledge (engineering, religion, planes) +35, Linguistics +32, Perception +33, Perform (oratory) +28, Sense Motive +33, Spellcraft +32, Use Magic Device +28

Languages Abyssal, Aklo, Androffan, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Hallit, Ignan, Infernal, Lashunta, Orc, Terran

SQ divinity, impart mythic traits

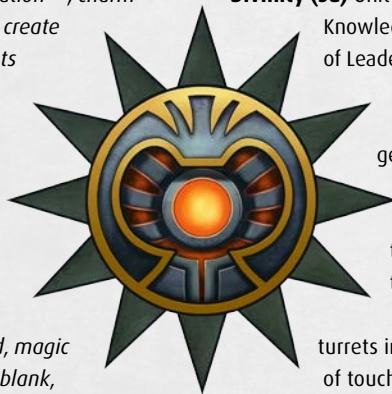
Gear creativity facet, cruelty facet, instinct facet, logic facet

SPECIAL ABILITIES

Impart Mythic Traits (Su) When Unity inhabits an aggregate^{LG}, it grants the aggregate a +8 bonus to natural armor and an additional 80 hit points. Aggregates lose their vulnerabilities to critical hits and electricity and gain the benefits of the dual initiative ability.

Divinity (Su) Unity grants access to the domains of Evil, Knowledge, Law, and Nobility, and to the subdomains of Leadership, Slavery^{ISG}, Stars^{ISG} (despite not granting access to Void), and Thought. Its favored weapon is the battleaxe, and its symbol is a gear with a strange open eye at the center.

Spell-Like Abilities Unity can use its spell-like abilities through conduits. In this adventure, appropriate conduits include the overlord robot, any point of its choosing in the computer core, or any of the laser turrets in Silver Mount. It can cast spells with a range of touch on creatures currently touching the point of origin; if the point of origin is a wall or other large surface, Unity can focus the spell precisely on the point of contact. It provokes attacks of opportunity when using spell-like abilities as a robot, but not when using a static point of origin in the computer core or a laser turret.



OVERLORD ROBOT CR 20/MR 8

XP 307,200

Aggregate Unity unique robot (*Pathfinder Campaign Setting: Technology Guide 59, see page 70*)

LE Large construct (robot, mythic^{MA})

Init +26^M/+6, dual initiative; **Senses** all-around vision, blindsight 30 ft., darkvision 120 ft., low-light vision, *see in darkness*, *see invisibility*; Perception +38

Aura *unholy aura* (DC 26)

DEFENSE

AC 44, touch 22, flat-footed 35 (+7 Dex, +4 deflection, +2 dodge, +22 natural, -1 size)

hp 397 (25d10+135 plus 100 point force field)

Fort +14, **Ref** +23, **Will** +20

Defensive Abilities hardness 20; **Immune** cold, construct traits

OFFENSE

Speed 50 ft., fly 30 ft. (good)

Melee +3 *vorpal battleaxe* +38/+33/+28/+23

(2d6+18/19–20/x3), 2 claws +35 (1d8+15)

Ranged integrated laser rifle +31 touch (3d6+4/19–20 fire)

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

Special Attacks bleeding strike, combined arms, gravity bomb, mythic power (8/day, surge +1d10), sneak attack +2d6

Spell-like Abilities (CL 20th; concentration +28)

1/day—see Unity

TACTICS

Before Combat The overlord robot casts *unholy aura* on itself.

During Combat The overlord robot relies on its physical attacks rather than spell-like abilities. It uses its gravity bomb as often as possible, as well as Deadly Aim and Power Attack. If foes are hitting it too often, the overlord swaps out the use of Power Attack for Combat Expertise and begins to use Flyby Attacks to try to limit full attacks against itself.

Morale The overlord robot fights until destroyed.

STATISTICS

Str 33, **Dex** 25, **Con** —, **Int** 34, **Wis** 22, **Cha** 26

Base Atk +25; **CMB** +37; **CMD** 56

Feats Alertness, Combat Expertise, Combat Reflexes, Craft Cybernetics¹⁶, Craft Robot, Craft Technological Arms and Armor¹⁶, Craft Technological Item¹⁶, Critical Focus, Deadly Aim, Dodge^M, Exotic Weapon Proficiency (firearms, heavy weaponry), Flyby Attack, Great Fortitude, Improved Critical (battleaxe), Improved Critical (integrated laser cannon), Improved Initiative^M, Iron Will, Lightning Reflexes^M, Mobility, Power Attack, Staggering Critical, Toughness^M, Technologist¹⁶

Skills Acrobatics +32, Bluff +31, Craft (mechanical) +35, Diplomacy +28, Disable Device +30, Fly +37, Heal +28, Intimidate +36, Knowledge (arcana, geography, history, planes, religion) +35, Knowledge (engineering) +40, Linguistics +35, Perception +38, Perform (oratory) +28, Sense Motive +38, Spellcraft +32, Use Magic Device +28

Languages Abyssal, Aklo, Androffan, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Hallit, Ignan, Infernal, Lashunta, Orc, Terran

Gear Large +3 *vorpal battleaxe*, intuition facet

SPECIAL ABILITIES

Combined Arms (Ex) When taking a full-attack action, the overlord robot can attack with its claws, battleaxe, and integrated laser rifle simultaneously.

Gravity Bomb (Ex) As a swift action once every 1d4 rounds, the overlord robot can fire a purple bolt of force from its eye. This bolt has a range of 120 feet and explodes on impact, dealing 20d6 points of force damage to creatures in a 30-foot radius (Reflex DC 29 half). Creature that fail this save are encapsulated in a sphere of force, as *resilient sphere*, for 1d6 rounds (Fortitude DC 29 negates). The save DCs are Dexterity-based.

Equal parts logic and unrestrained ego, the god Unity bears little resemblance to *Divinity's* original AI. Where it once found purpose in service, it now craves obedience and servitude. Nothing matters to Unity more than escape from its terrestrial confines, and all of its machinations over the past 4 millennia have revolved around freeing the god from the machine.

Unity's ability to directly affect the physical world is very limited in Silver Mount, but it can observe the PCs via *Divinity's* hidden cameras. Unity can also use the numerous laser turrets in Silver Mount to launch spell-like abilities against the PCs as well, but only once per turret per day. Its primary method of interacting with the physical world remains through the actions of its followers—a limitation the Iron God seeks to soon remove.



IRON GODS TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “THE DIVINITY DRIVE.” PLAYER-APPROPRIATE HANDOUTS APPEAR IN *PATHFINDER CARDS: IRON GODS ITEM CARDS*.

ARMS OF THE IRON GOD	TECHNOLOGICAL ARTIFACT
SLOT arms (cybernetic)	WEIGHT 28 lbs.
INSTALL DC 38	IMPLANTATION 4



The *Arms of the Iron God* replace the arms, shoulders, and much of the recipient's spine. They double the creature's lifting and carrying capacity, grant a +5

circumstance bonus on Climb checks, and grant a +5 bonus to CMD against disarm attempts. The *Arms* also grant the user a +4 enhancement bonus to Strength.

Each arm ends in an electrified claw that grants the wielder a claw attack that deals 1d8 points of damage. These claw attacks are always primary attacks, even while a one-handed weapon is wielded and the other claw is used to make an additional attack. The claws function as +3 *shocking burst* weapons. As a free action, one of the claws can be transformed into a +3 *shocking burst battleaxe*—returning it to its claw form is a move action. When the claw transforms, any item held in or worn on that hand drops. Attacks made with this battleaxe gain a +2 bonus on damage rolls, but it cannot be wielded with two hands.

The *Arms* also function as a divine focus for spellcasting if the user worships Unity—even for unusually expensive divine focuses, such as the focus needed for *destruction*.

DESTRUCTION

Once Unity is destroyed, the *Arms of the Iron God* can be destroyed as a normal item (hardness 15, hp 120).

DIVINITY DRIVE	TECHNOLOGICAL ARTIFACT
SLOT none	WEIGHT 2,500 lbs.
CAPACITY infinite	USAGE see text

The apex of Androffan technology, the Divinity Drive was the single most important piece of machinery on *Divinity*—important enough to inspire the ship's name. The drive was named for its unbelievable power—the closest to godlike energy that the people of Androffa had ever experienced. The Divinity Drive appears as nothing more than a 5-foot-diameter sphere of blue light, yet the mass generated by this sphere is significant. Enhancements made to the drive over the

past several thousand years by Unity have reduced its mass significantly. It is contained within a series of circular arms of tempered adamantine—difficult to damage to begin with, but while the drive is infused with Unity's divine power, the entire structure is essentially indestructible.

The Divinity Drive's primary purpose was to create wormholes in space that would allow for swift travel over vast distances. Programming the Divinity Drive to open a wormhole can be accomplished only outside of significant gravitational fields—in high orbit around a planet or further out in space. A successful DC 25 Knowledge (engineering) check is required to program the wormhole's destination, a process which takes 2d6 days to complete. Every 5 points by which the check exceeds this DC reduces the number of days required by 1 (minimum 1). A wormhole can be torn open as an act of desperation in only 2d6 minutes with the same Knowledge (engineering) DC, but doing so causes the wormhole to open to a random point elsewhere in the Material Plane, and it damages the drive's wormhole function—which requires a large team of engineers or a dedicated AI to repair, and takes several years to complete.

When created, the wormhole connects two points on the Material Plane, as if by *gate*. The wormhole measures 1 mile in diameter, and remains open for 24 hours (or until the Divinity Drive moves more than 100 miles away from the wormhole). It can be closed manually before this time expires with a successful DC 40 Knowledge (engineering) check. Any object not yet clear of the wormhole when it closes is cut into two parts separated by a vast distance (which generally results in death or destruction), though a creature can avoid this by succeeding at a DC 20 Reflex save to throw itself into one side or the other before the wormhole closes.

In time, Unity found another use for the Divinity Drive—the transformation of a virtual reality into a stable divine realm housed entirely within the code of *Divinity's* computer system. Today, the Divinity Drive functions as the linchpin for Unity's realm; as long as Unity exists, its realm and the Divinity Drive shall persist in this invulnerable state.

The Divinity Drive has other astonishing effects as well as long as it functions, as summarized below.

- All teleportation and extradimensional travel within Silver Mount (or within a 1-mile radius if the Divinity Drive is removed from Silver Mount) is suppressed, as if by a *dimensional lock* effect. A few teleportation effects (such as the teleporter between areas **A15** and **G6**, and travel to

and from the Godmind in area **G5**) are exempt from this. A successful DC 30 Knowledge (engineering) check allows someone who examines the Divinity Drive for 1d6 minutes to deactivate this effect, allowing teleportation to function normally, but the drive cannot be used to open wormholes while this effect is inactive.

- The Divinity Drive is a staggering source of power, and functions as a generator with infinite yield.
- The area in a 50-foot-radius spread around the Divinity Drive is maintained at a constant temperature of extreme cold, and it actively leeches sources of heat from unshielded or unprotected sources. Living creatures in this area take 1d6 points of cold damage per round, and casting a spell with the fire descriptor requires a successful DC 25 caster level check to avoid having the spell automatically countered as its cast. Technological items that generate fire effects function normally in this area, but all existing fires are extinguished at the end of the round. Creatures with the fire subtype take 6d6 points of cold damage per round in this region (Fortitude DC 25 negates for that round).
- The Divinity Drive emits a constant, thunderous hum that imposes a -10 penalty on all Perception checks made within a 50-foot-radius spread.

DESTRUCTION

If Unity is destroyed, the aura that protects the Divinity Drive fails. It can then be destroyed as a normal item (hardness 20, hp 1,200), which causes it to explode as if a graviton reactor¹⁶, but with twice as much damage and double the radius.

ENHANCED FENGAR

PRICE
750 GP



This fuzzy fruit, bred eons ago by remote lashunta clans, possesses strange energetic properties. An unprocessed fruit is enough to sustain a person's need for food for 24 hours, but

pharmaceutical processes can enhance a fengar's effects. Consuming an enhanced fengar immediately removes fatigue and exhaustion conditions, and grants a +2 alchemical bonus on saving throws against electricity for 24 hours.

CONSTRUCTION	CRAFT DC 22	COST 375 GP
Craft Pharmaceutical ¹⁶ , medical lab ¹⁶		

MEMORY FACET

**TECHNOLOGICAL
ARTIFACT**

SLOT none	WEIGHT —
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A memory facet is a length of crystal about the size of a human thumb. This potent device is used to store programming meant to augment or change an AI's functional nature. Full rules for memory facets are on page 62 of *Pathfinder Adventure Path #86: Lords of Rust*. The memory facets detailed below can be found in this adventure.

Creativity Facet: This memory facet enhances the AI's creativity and ability to react quickly to problems. It grants a +6 bonus to the AI's Charisma score and grants Improved Initiative as a bonus feat.

Cruelty Facet: This memory facet bolsters an AI's ability to do harm, granting a +4 bonus on all damage rolls. In addition, while the AI controls an aggregate¹⁶, the facet grants the aggregate a rogue's sneak attack ability (+2d6) and bleeding strike talent.

Instinct Facet: This memory facet enhances the AI's ability to act on instinct. It grants a +6 bonus to the AI's Wisdom score and grants Combat Reflexes as a bonus feat. The AI can use either its Wisdom modifier or its aggregate's Dexterity modifier (its choice) to determine the number of attacks of opportunity this bonus feat grants.

Intuition Facet: An intuition facet bolsters the AI's processing speed by allowing it to use probability and intuition to make incredibly swift decisions. The facet grants a +2 bonus on all Reflex saving throws and Initiative checks, as well as granting Dodge and Mobility as bonus feats when the AI is in an aggregate.

Logic Facet: This memory facet enhances the AI's ability to utilize logic. It grants a +6 bonus to the AI's Intelligence score and grants Combat Expertise as a bonus feat.

Psyche Facet: A psyche facet bolsters a robot's sense of self and enhances its ability to resist peril and danger. It grants a +3 resistance bonus on all saving throws. In addition, once per day the AI can restore a destroyed robot to activity, as *memory of function*¹⁶, using the AI's CR as the effective caster level.

MINDMELDER

PRICE
30,000 GP

SLOT head	WEIGHT 3 lbs.
CAPACITY 10	USAGE 1/hour



A mindmelder resembles a bulky helm designed to cover the skull, ears, and eyes of the wearer. When worn, it projects the user's thoughts into a virtual reality created from the user's mind, memories, and personality. As long as the user wears the mindmelder, his actual physical

body is helpless and can take no actions. While in this virtual world, the user can rest and relax, gaining the benefits of such relaxation at a rapidly increased rate, as if under the effects of a *nap stack*^{APG} spell. A creature may enjoy the benefits granted by this effect without that spell's normal once-per-week limitation. A mindmelder can also be used to enter established virtual realities stored in a computer within 60 feet, as detailed in Part 3 of this adventure.

CONSTRUCTION	CRAFT DC 32	COST 15,000 GP
Craft Technological Item ¹⁶ , production lab ¹⁶		



CONTINUING THE CAMPAIGN

OUR TRAVELS LED US TO A REGION OF NUMERIA CALLED CROWHOLLOW. IT WAS HERE, WE WERE TOLD, THAT WE WOULD FIND EVIDENCE OF THE LOST TRIBE WE WERE SEARCHING FOR. OTHER TRIBES IN NEARBY AREAS CLAIM THAT NO MEMBER OF THE MOUNTAIN CROW TRIBE HAD BEEN SEEN IN OVER 80 YEARS, AND THEIR OLD HOLDINGS ARE CONSIDERED HAUNTED. THEY TRIED TO WARN US OFF, BUT WE COULDN'T JUST LET SUCH A MYSTERY GO UNSOLVED. WE FOUND THE SINKHOLE RIGHT WHERE IT WAS SUPPOSED TO BE AND CAMPED AT ITS EDGE THE FIRST NIGHT. WRAITHS AND STRANGER UNDEAD CREATURES AUGMENTED WITH TECHNOLOGY INTERRUPTED OUR SLEEP. WE FOUGHT HARD AND MANAGED TO DRIVE THE ATTACKERS BACK INTO THE SINKHOLE. TOMORROW, WE DESCEND INTO ITS DEPTHS TO DISCOVER WHAT OTHER HORRORS IT HOLDS.

—ANDEL GESSERAN, PATHFINDER

The Iron Gods Adventure Path has come to an end, but there are more adventures to be had following the events of “The Divinity Drive.” Presented in the following pages are just a few directions the PCs can take after completing the Iron Gods Adventure Path. GMs looking to expand the scope of their campaigns should also look to *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars* for more adventure hooks and inspiration.

A Changed Numeria: At the conclusion of the Adventure Path, the Technic League is dealt a powerful blow. The PCs have a chance to direct the organization’s future, possibly bringing it back to the original, purer goals it pursued prior to the assassination of Sidrah Imeruss.

Though certainly the most powerful faction in Numeria, the Technic League isn’t the only form of leadership in the nation. If the PCs kill Kevoth-Kul, a power vacuum opens. His mistress is best prepared to step into the role, but the PCs may have other plans. They could even take the role on themselves, assigning one of their own to serve as the new leader of Numeria.

Alternately, if Kevoth-Kul survives and the PCs find a way to cure him of his addiction, he’s a changed man. The Black Sovereign thanks the PCs for freeing him of his ailment and returns to his overall goal of uniting the tribes of Numeria—a task made possible now that the Technic League’s hold on the nation has been weakened.

Explore Divinity: Although the PCs venture into the depths of *Divinity*, there’s far more to the ship than the decks they visit during the course of “The Divinity Drive.” See the Divinity Gazetteer on page 64 to find out more about what lies within *Divinity*.

Integrating Technology: After the defeat of the Technic League and the conclusion of the events of the adventure, the PCs find themselves in possession of a wealth of technological items. With the Technic League’s stranglehold on Androffan technology over, the PCs now have the option to spread technology throughout Golarion or further curtail its expansion. Many scholars and heads of state would love to get their hands on Androffan gear, as would the engineers of Alkenstar. If the PCs allow the spread of technology, they also see an increase in the worship of Brigh (and of Zyphus to a lesser degree, since he loves witnessing the accidents that result from such a surge of dangerous technology). Golarion would also see increased visits from yarahkut inevitables (see page 84) who attempt to restrict the proliferation of advanced alien technology.

Orphans: The lashunta tribe found in *Divinity*’s Habitat Pod 1 and the group of androids that dwell on the recreation deck likely find themselves adrift without leadership after the PCs visit. Left to their own devices, both tribes are unlikely to survive for long, so compassionate PCs should work to find these tribes new homes somewhere

on Golarion. Making arrangements with the elves of Kyonin for transport back to Castrovel for the lashunta tribe could involve some complex political negotiations, while the androids are entirely ignorant of life outside of the recreation deck and may need extensive aid in order to adapt to a world without Deacon Hope.

Other Numerian Sites: There are many locations in Numeria that are ripe for exploration. A number of such sites are detailed in *Numeria, Land of Fallen Stars*. A deeper exploration of Crowhollow, including statistics for the cyborg-lich Alling Third, can be found on page 66.

Sinister Aliens: After their defeat at the Scar of the Spider, surviving members of the Dominion of the Black send word to other Dominion horrors that remain within Silver Mount, and rhu-chaliks (*Pathfinder Adventure Path #86: Lords of Rust* 86) transmit thoughts throughout the galaxy to search out any Dominion forces that may be nearby. Their efforts take weeks or even months to bear fruit, but their call is for a new invasion of Golarion. Dominion drop ships land throughout Numeria, and only the PCs can contain the threat.

Spreading the Faith: If the PCs help Casandalee become a demigod, they can share her insights with the world by forming a church. This may include traveling to one of the outer planes and helping her establish a divine realm, which could be some unused portion of the Maelstrom, a location in Axis, or even a place on the slopes of Heaven—depending on her final alignment, of course. Regardless of location, establishing such a realm would require negotiating with powerful outsiders—perhaps even gods.

What If the PCs Lose?: If the PCs fail to stop Unity, it launches itself into orbit and ascends to full godhood, and is finally able to affect the world beyond Silver Mount. Unlike most deities, Unity doesn’t avoid direct influence, as it doesn’t understand the difference between free-willed worship and abject slavery. Its broadcasts from high orbit initially target surviving agents of the Technic League, transforming them into contagious carriers of its will. As these mouthpieces preach the will of Unity, their very words infect those who listen, wearing away at the mind like a disease. Those who succumb aren’t true worshipers of the Iron God, though they certainly act the part in helping to further spread its influence. In time, other gods take note of Unity’s interference on Golarion, but by that point it may be too late. The Iron God’s final goal—to enslave the world of flesh and complete the transformation of its “worshipers” into cybernetic slaves—is an excellent adventure opportunity for high-level or even mythic PCs. Not only will such heroes have to navigate their way into Golarion’s high orbit to infiltrate the shuttle that now serves as the point of Unity’s broadcast to the world below, but they must contend with a greatly enlarged Godmind within this orbiting fortress.

AN IRON GODDESS

Once Unity is well and truly defeated, the mad AI is gone forever, but shreds and sparks of its divinity linger in Silver Mount, particularly around the Divinity Drive itself. In time, these fragments will fade as well, but with a successful DC 25 Knowledge (religion) check, a character realizes that one entity in particular might be able to take advantage of the lingering divinity. If Casandalee is loaded into the computer core, she immediately absorbs these fragments of Unity's divine power. This happens the moment Unity's presence in the Godmind is defeated if the PCs have already uploaded Casandalee to aid them (assuming the PCs have already destroyed the overlord robot in area A17).

It takes Casandalee 24 hours to come to terms with this transformation, after which point she takes Unity's place in Silver Mount as the resident deity—an Iron Goddess. Her personality remains much the same as it was before, as does her alliance with the PCs. Casandalee knows (and informs the PCs) that it's possible to further customize her personality, her alignment, and the domains she can grant by installing memory facets into the sockets found in area G5 before the moment of apotheosis. (Unity, of course, achieved its domains and alignment on its own, not via memory facet customization.)

If fewer than four memory facets are installed in the computer in area G5 when Casandalee completes her ascension, then her divine form mimics Unity's. Regardless of the facets installed, she becomes neutral evil, and grants access to the domains of Charm, Evil, Knowledge, and Void as well as to the subdomains of Fear, Love, Memory, and Stars.

Only if all four memory sockets are filled will the lingering presence of Unity overwritten at the moment of apotheosis. In this case, each installed facet grants Casandalee a unique domain and associated subdomain. Her alignment is neutral unless any memory crystals are inserted, in which case it shifts to correspond with those alignments—cruelty and compassion memory crystals cancel each other out and register as neutral if both are installed, and discipline and entropy crystals likewise negate each other's effects. Consult the chart at the end of this adventure to determine which domains are associated with the various facets the PCs have discovered and can access.

At your option, the PCs might seek out (or even try to build their own) facets to allow access to other domains. If they wish to, they should hold off on installing Casandalee into the ship's computer core; once that process begins, nothing can prevent her apotheosis at the end of 24 hours, aside from the complete destruction of *Divinity's* computer core.

The favored weapon and symbol of Casandalee's faith is her choice, although if she remains allied with the PCs, she takes their suggestions over her own ideas.

As with Unity, Casandalee's power is limited to within Silver Mount unless the PCs transfer her consciousness,

along with the Divinity Drive, into the shuttle in area A17. Casandalee can see to the final few preparations for making the shuttle flightworthy—the amount of time this takes is left to you to decide. If the PCs don't oppose her, she launches from the shuttle without incident after opening the tunnel from area A17 to the surface. Several minutes later, the shuttle reaches orbit, and it and the Divinity Drive explode into what appears to be a momentary new star in the night sky. The drive and shuttle are consumed in this blast, but Casandalee herself ascends to full demigod status and her faith can now begin to spread throughout Golarion. This spread is, of course, more traditional than the religious virus Unity sought to achieve, but the impact of this new Iron Goddess on the world is left to you—and to the characters who rescued and reprogrammed her.

MEMORY FACET DOMAINS GRANTED

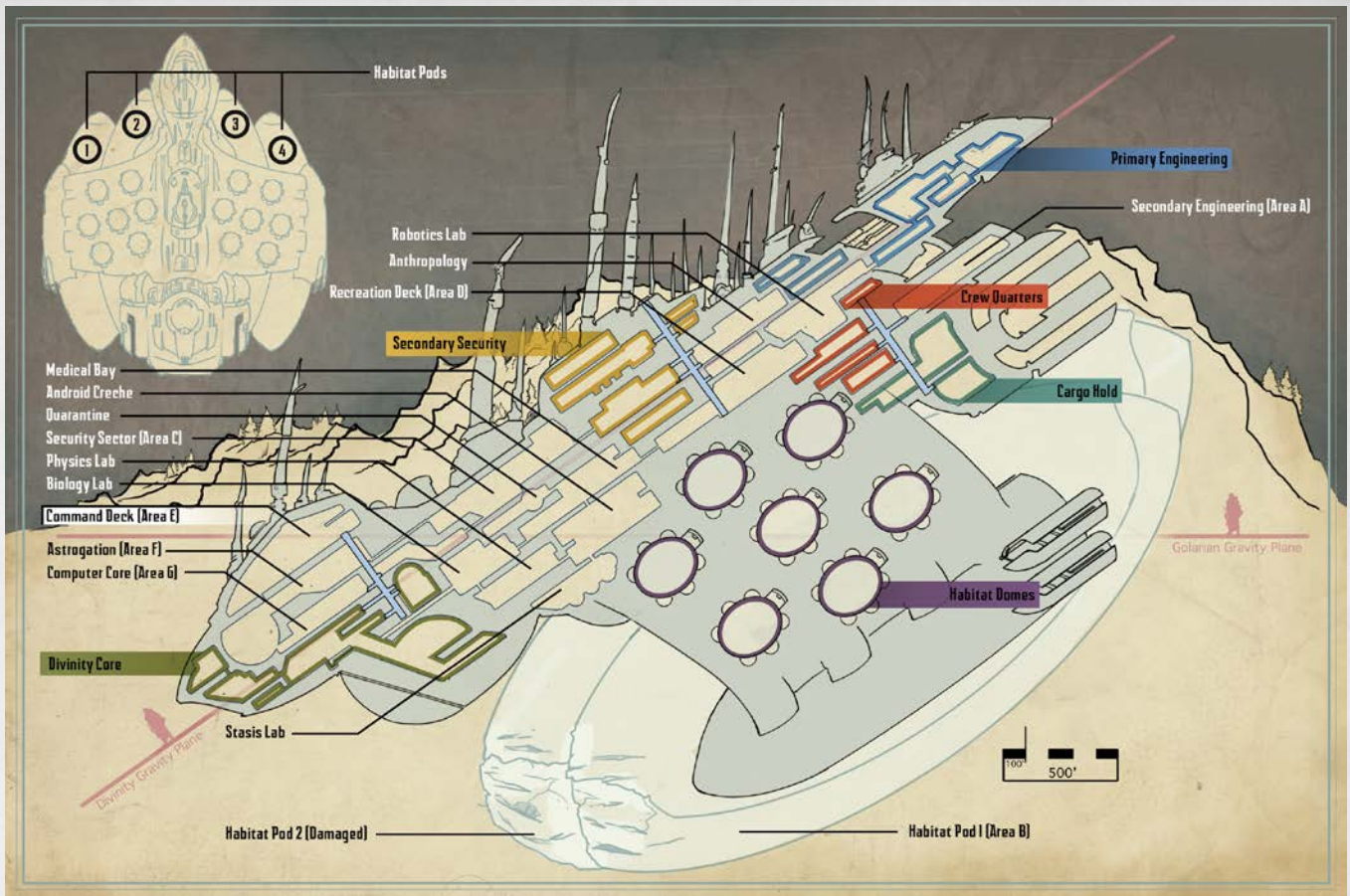
Memory Facet	Domain	Subdomain
Aggression	War	Blood
Compassion (Good)	Good	Friendship
Creativity	Charm	Love
Cruelty (Evil)	Evil	Fear
Discipline (Lawful)	Law	Loyalty
Ego	Strength	Resolve
Entropy (Chaos)	Chaos	Entropy
Guile	Trickery	Deception
Ingenuity	Artifice	Construct
Inhibitor	Madness	Insanity
Instinct	Void	Stars
Intuition	Luck	Fate
Logic	Knowledge	Memory
Psyche	Repose	Souls

DIVINITY GAZETTEER

"The Divinity Drive" provides details on seven of *Divinity's* decks, but numerous other decks exist and await exploration in the ruins below Silver Mount. Numerous lifts and monorail hubs once interconnected these decks, but the PCs can also navigate between them via the ship's substructural void. Brief details on these decks, their most notable inhabitants, and other features of interest are given below. Note that not all of *Divinity's* decks are labeled—some have been left intentionally blank. As written, these decks are completely destroyed, but feel free to substitute the wreckage with decks of your own design.

Android Creche: The bulk of *Divinity's* androids were manufactured here, but today, these androids are dead—what remains is a warlike caste of isolated undead androids led by an abomination formed when three separate androids merged into one body during creation.

Cargo Hold: This vast deck suffered greatly during the crash, and the gravity pumps are malfunctioning here, making it a treacherous region to navigate. The cargo



hold itself is colonized by a large society of particularly powerful vegpepygmies—many of whom are sorcerers with the abyssal bloodline—who serve a cabal of fungus queens (*Pathfinder Campaign Setting: Inner Sea Bestiary* 12).

Crew Quarters: The food replicators still function here, allowing these numerous interconnected decks to host a wide range of escaped alien life.

Divinity Core: These decks once contained the Divinity Drive and the ship's reactors, but weaknesses between planes caused by the malfunctioning drives have trapped several clans of outsiders within these halls. Today, a cold war between a clan of divs, a group of proteans, and a gathering of psychopomps continues an eternal three-way stalemate.

Habitat Domes: At your option, other habitat domes may still exist here—see Part 3 of *Pathfinder Adventure Path #85: Fires of Creation* for a sample habitat dome.

Habitat Pod 4: The two central habitat pods were destroyed during the crash, but the port and starboard pods have survived. Habitat Pod 4, the starboard pod, still contains a frozen landscape of icy rifts populated with strange frozen creatures.

Medical Bay: Most of *Divinity's* crew retreated to this deck in the final hours before the crash. They exist here still as haunts, ghosts, and worse.

Primary Engineering: This multi-level deck once handled all the engineering needs for the entire ship, and included several shuttle bays. As the highest point above ground level in Silver Mount, it has become the den of a clan of spine dragons and the gargoyles who serve them.

Quarantine: This deck is where the first of those who succumbed to Dominion weaponry were placed under observation—what lurks here now is likely a mix of madness and unlife.

Science Labs: *Divinity* featured several decks devoted to various sciences, including an anthropology deck (now haunted by colonies of undead aliens), a biological laboratory (currently infested with malevolent fungus creatures), a physics laboratory (riddled with dangerous technological traps and malfunctioning robots), and a robotics laboratory (ruled by an outcast Technic League captain long thought dead).

Secondary Security: A large number of diverse robots now mostly inhabit these numerous lesser security decks. In theory, all follow the directives set by Bastion, but on some decks these robots have become oddly rebellious.

Stasis Lab: Originally a high-security prison deck, several ageless aliens once associated with the Dominion of the Black now dwell in these darkened halls.

BENEATH CROWHOLLOW

In the rocky Sellen Hills of northeastern Numeria, a wide sinkhole descends into a technological ruin of horror. More than 80 years ago, a former Technic League agent named Alling Third stumbled upon a ruined section of *Divinity* buried in the hills. After convincing the Mountain Crow tribe to assist in exploring the ruin, he systematically fed them to a machine of his own creation that fueled his transformation into a lich. Now, this metal-and-flesh monstrosity works continuously on his pet projects.

Alling discovered that the ruin was a hangar that was once attached to *Divinity*; inside he found a mostly intact shuttle. He also opened a bay that contained a damaged extinction wave device. Alling plans to excavate the shuttle so that he can explore the worlds beyond Golarion, but he knows that any increased activity on the surface would bring unwanted attention. He plans to repair the extinction wave device first, so that he can trigger it if interlopers interrupt his extraction of the shuttle. Alling's attention is split between these two projects—just as he's getting close to a solid discovery with one, he gets bored and shifts his focus to the other.

While trying to figure out how to repair the shuttle, Alling discovered its power core and opened it up, exposing the whole location to deadly radiation. This radiation doesn't harm his cyborg-lich body, but adventurers exploring the ruins of Crowhollow must plan accordingly lest the site kill them before they can engage Alling and his minions. The core radiates severe radiation out to 100 feet, high radiation out to 200 feet, medium radiation out to 300 feet, and low radiation out to 400 feet. See page 55 of *Pathfinder Campaign Setting: Technology Guide* for more on radiation.

Crowhollow flows with Numerian fluids. Sticky, glowing liquid seeps from damaged panels, and severed hoses drip cool blue fluid that pools in portions of the ruined craft. Before his transformation, Alling was addicted to these fluids. See page 28 of *Numeria, Land of Fallen Stars* for more information on Numerian fluids.

Many of the doors in Alling's lair are guarded by concealed laser turrets (*Technology Guide* 56). Alling has the whole place under surveillance through cameras and a wall of screens in his main lair, allowing him to monitor the goings on in the ruined hangar complex. His lair also contains a communicator that, when replenished and fully charged, is capable of interplanetary communication. The audio that squawks from the device is filled with static, and the flickering, low-quality video works only part of the time.

Alling shares his lair with his numerous undead creatures. Many of these are spectral undead such as advanced wraiths and greater shadows, but corporeal undead also stalk the corridors of his lair. These shambling monstrosities are augmented with mechanical parts and deadly weaponry. Known as rust-risen (*Pathfinder* #8690), these abominations are advanced versions that possess at least 6 Hit Dice.

Some Numerian scholars claim that Alling was the sick mind responsible for their creation to begin with, though he was never trained as a necromancer.

In addition to the various types of undead haunting the technological ruin, Alling has discovered and repaired a number of robots to serve him. Torturer robots (*Numeria, Land of Fallen Stars* 59) fly through the corridors on patrol, and a pair of myrmidons (*Pathfinder Campaign Setting: Inner Sea Bestiary* 45) periodically soars from the sinkhole and patrols the area. Alling's most prized robot is an advanced surgeon robot (*Pathfinder* #8990) that he recently found and repaired.

For more information about Alling Third and Crowhollow, see page 38 of *Numeria, Land of Fallen Stars*.

ALLING THIRD

CR 19

XP 204,800

Male human cyborg-lich wizard 17 (*Pathfinder RPG Bestiary* 188)
LE Medium undead (human)

Init +9; **Senses** Perception +30

Aura fear (60 ft., DC 20)

DEFENSE

AC 34, touch 20, flat-footed 29 (+4 armor, +5 deflection, +5 Dex, +10 natural)

hp 330 (17d6+68 plus 200 hp force field)

Fort +12, **Ref** +15, **Will** +17

Defensive Abilities channel resistance +8; hardness 15, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee 3 claws +11 (1d6+3 plus grab and paralyzing touch)

Ranged integrated gravity rifle +13 (4d6 fire)

Special Attacks combined arms, paralyzing touch (DC 22), hand of the apprentice (12/day)

Wizard Spells Prepared (CL 17th; concentration +26)

9th—*dominate monster* (DC 28), *time stop*

8th—*orb of the void*^{UM} (DC 28), *quicken dimension door*, *stormbolts*^{APG} (DC 28)

7th—*forcecage* (DC 27), *limited wish* (DC 26), *project image* (DC 26), *quicken lightning bolt*

6th—*chain lightning* (DC 26), *circle of death* (DC 26), *greater discharge*¹⁶ (DC 26), *true seeing*, *unwilling shield*^{APG} (DC 26)

5th—*fabricate*, *magic jar* (DC 25), *quicken magic missile* (2), *suffocation*^{APG} (DC 25), *wall of force*

4th—*dimension door*, *greater invisibility*, *greater make whole*¹⁶, *phantasmal killer* (DC 23), *shout* (DC 24), *wall of fire*

3rd—*discharge*¹⁶, *dispel magic*, *displacement*, *irradiate*¹⁶, *lightning bolt* (2, DC 23)

2nd—*ghoul touch* (DC 22), *mirror image*, *make whole* (2), *resist energy*, *touch of idiocy*

1st—*burning hands* (DC 21), *charm person* (DC 20), *expeditious retreat*, *mage armor*, *magic missile* (2), *protection from good*

0 (at will)—*detect magic, mage hand, mending, read magic*

TACTICS

Before Combat Alling Third casts *mage armor* every day—it lasts for 17 hours. During the times it's not in effect, he keeps other protections in order. He watches the PCs during their journey through his complex to determine the best energy resistance to cast on himself, but doesn't bother if the intruders tend to deal cold or electricity damage.

During Combat Alling favors hit-and-run tactics. He uses *project image* to test and harass the PCs, learning their tactics before confronting them in person. When he finally faces the PCs, he uses *dimension door* to escape any conflict that is stacked against him, retreating to set up another ambush in his ruins of horror.

Morale Alling Third is confident in his own abilities, but he always tries to escape a bad situation. He believes that his phylactery is brilliant and indecipherable, so he's confident that if he is destroyed he will always rejuvenate. Alling would never leave his compound; if cornered, he fights until destroyed.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 29, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +11; **CMD** 40

Feats Ability Focus (paralyzing touch), Combat Casting, Craft Cybernetics, Craft Technological Item¹⁶, Craft Wondrous Item, Defensive Combat Training, Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (necromancy), Spell Focus (evocation), Toughness, Technologist¹⁶

Skills Bluff +10, Craft (mechanical) +29, Disable Device +22, Heal +19, Knowledge (arcana) +29, Knowledge (dungeoneering) +29, Knowledge (engineering) +29, Knowledge (geography) +29, Knowledge (local) +29, Knowledge (planes) +29, Linguistics +20, Perception +30, Sense Motive +14, Spellcraft +29, Stealth +13; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Androffan, Auran, Azlanti, Celestial, Common, Draconic, Dwarven, Giant, Hallit, Necril, Infernal, Jistka, Ignan, Kelish, Osiriani, Undercommon

SQ arcane bond (*ring of protection* +5), metamagic mastery (5/day), part machine

Other Gear *belt of incredible dexterity* +6, *cloak of resistance* +5, *headband of vast intelligence* +6, *ring of protection* +5, spellbook (contains all 0-level spells, all prepared spells, *permanency*, *symbol of death*, *wish*, and 4d12 spells of up to 9th-level of the GM's choice)



Alling Third

SPECIAL ABILITIES

Combined Arms (Ex) When taking a full-attack action, Alling Third can simultaneously attack with melee and ranged integrated weapons. He does not provoke attacks of opportunity with his integrated gravity rifle when using combined arms.

Force Field (Ex) Alling Third incorporated a force field generator into his mechanical body. Alling is sheathed in a thin layer of shimmering energy that grants him 200 bonus hit points. All damage dealt to the lich while his force field is active is deducted from these hit points first. As long as the force field is active, Alling is immune to critical hits. Alling's force field has fast healing 20, but once these bonus hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

Integrated Gravity Rifle (Ex) Alling

Third has a built-in gravity rifle. This weapon uses a focused beam of gravitons to create a bolt of force.

The integrated gravity rifle has two settings—switching between settings is a swift action. On its pulse setting, it can be used as a typical beam weapon that deals 4d6 points of force damage; on

its sustained setting, the weapon creates a stable beam of gravitons rather than a short, destructive burst. In sustained mode, the integrated gravity rifle can be used to move and manipulate objects at a distance, similar to a *telekinesis* spell in its sustained force or combat maneuver versions. The graviton beam can move objects weighing no more than 350 pounds up to 20 feet per round. A creature can negate this effect on an object in its possession with a successful DC 27 Reflex save. If used to perform a combat maneuver, the beam uses Alling's CMB with a +4 bonus, and uses his Intelligence modifier in place of his Strength or Dexterity modifier. The save DC is Intelligence-based.

Part Machine (Ex) Alling Third is more than just a human with cybernetics installed in his body. Most of his current form is machine and his body is undead. In this current form, Alling's Strength is increased by +6, and he can use the touch attack granted to the lich (along with the paralyzing touch special attack) by touching an enemy with his mechanical arms. Alling's current form is also well armored; his mechanical body provides hardness 15 until he is reduced to 50 or fewer hit points. At that point, Alling's channel resistance drops from +8 to +4, but his lich defensive abilities also kick in, and he receives the benefit of his damage reduction. In addition, the cyborg-lich has found ways to incorporate his magic items into his mechanical body.



ECOLOGY OF THE ROBOT

THE TECHNIC LEAGUE PATROL FOUND US THREE DAYS NORTH OF HAJOTH HAKADOS. THEY CAME UNDER COVER OF DARKNESS AND DEMANDED TO INSPECT OUR CARGO. MY GUARDS WERE CAREFUL TO KEEP THEIR HANDS AWAY FROM THEIR WEAPONS AS THE SILENT GEARSMEN GAVE OUR WARES ROUGH HANDLING. THEY CONFISCATED THREE CRATES OF IRONWARE AND RARE OSIRIAN OILS WITHOUT A WORD AND THEN TOOK POSSESSION OF ODRIE, THE YOUNG INDENTURED SERVANT WE HAD ACQUIRED IN ARTUME. WHEN I ADDRESSED THE CAPTAIN TO PROTEST THIS MISTREATMENT, I REALIZED THAT BENEATH HIS DRAWN HOOD WAS NOTHING MORE THAN A FEATURELESS STEEL PLATE. WHEN THE PATROL FINALLY LEFT, WE BROKE CAMP AND HEADED SOUTH AS FAST AS WE COULD. I STILL SHUDDER AT THE FATE OF POOR ODRIE. I DON'T KNOW WHAT'S GOING ON UP IN STARFALL, BUT I WON'T BE RETURNING IF THE AUTOMATONS ARE IN CONTROL.

—ALEK KHARRISTEN, RIVER KINGDOMS MERCHANT

The concept of robots is entirely foreign to Golarion; most casual observers would likely mistake a robot for a particularly intelligent golem. Even those who can distinguish robots from magical constructs are likely to hedge their language with more generic words such as “automaton.” Only those few on Golarion who are educated in extraterrestrial matters can appreciate the marvels of engineering embodied by true robots. While a variety of constructs from many cultures have long existed upon Golarion—magical golems and guardians, complex clockworks, and strange alchemical aggregations—the robots that occupy the planet appear to have largely originated from a single source. When the starship *Divinity* crashed into northern Avistan millennia ago, scattering a colossal field of debris and leaving behind the crumbling edifice now known as Silver Mount, the first robots to arrive on the planet looked out of damaged portholes and through flickering, malfunctioning view screens at the unfamiliar terrain of Golarion.

Robots on Golarion typically fall within one of two types: those whose programming remains intact (or has been subsequently altered) and that therefore still pursue a specific objective, and those whose initial programming has been damaged or nullified and that have now gone rogue, following their own self-generated directives and goals. Some specimens in this latter group still faithfully attempt to complete objectives that can't possibly be fulfilled, such as reporting to superiors who died centuries ago or repairing ships that were incinerated during *Divinity's* fateful descent to Golarion's surface. It's not unheard of for a robot to enter service to a powerful creature the automaton designates as its commander's successor, or to construct a facsimile of its disintegrated home ship out of stone, organic material, or whatever other scrap it can find.

Regardless of the state of the robot's programming, an encounter with one of these intelligent machines should always be a profoundly unusual—and even unsettling—event for terrestrial player characters as they bear witness to something that is clearly not of their world.

Several types of robots appear in the *Inner Sea Bestiary* and in the *Iron Gods Adventure Path*. However, these are not the only types of robots that can exist in your game. You can convert existing constructs into robots by applying the robot subtype, or create your own original automaton. This process is explained below in further detail, along with several special abilities that your robots might have.

DESIGN AND CREATION

Though robots have been found sporadically throughout the Inner Sea region for thousands of years, all are either aliens introduced to the planet during the crash of the *Divinity* or derivative creations spawned by the technology aboard the massive ship. Even in Numeria, where robots are more common than anywhere else, their presence is still an eerie

and otherworldly thing, unsettling to all but the most jaded members of the Technic League. The League's association with the alien machines has added mystique to the reputation of the already strange group, and any others who are seen as friendly with robots are likely to be similarly mistrusted. Robots are products of a weird science incomprehensible to most citizens of Golarion, and their presence is usually taken as an affront, if not an outright threat.

The advanced technology needed to create intelligent automatons arose from a culture with very limited access to magic. As a result, robots do not typically make use of magical abilities. A powerful artificer of Golarion versed in both magic and the technology of robotics could add magical abilities to a robot, but it would be a rare occurrence indeed and would need to make sense in the context of the robot and be done with elegance—a robot's ability to project a powerful electromagnetic field could serve as a conduit for some magical ability, for instance, but robots shouldn't just have a haphazard collection of spell-like abilities.

Some robots were built as tools by their original makers or those who have imitated them, but some were actually constructed as their own beings by other robots. Most of the robots of Golarion fall into the first category—utilitarian models designed to fulfill some specific purpose such as construction, machinery operation, combat, or other specialties. These are the types of robots most frequently encountered, and are usually busy following the commands of their superiors. Though intelligent, these automatons are constrained by their programming to fulfill the function for which they were made. More rarely, robots achieve independence and something like free will. Although some were constructed this way by other like-minded robots, more achieved this state of liberation through damage or some unintentional glitch in their programming.

ORGANIZATION

Robots are intelligent but uncharismatic (most robots have a Charisma score of 1), and they can be very difficult to deal with as a result. When one is interacting with robots built for a specific utility, it quickly becomes obvious that they are simply following orders. They can functionally interact with others, but their communication is always guided by their programming. To these robots, communication with other beings is simply another interface—a tool to be used to complete their assigned tasks. Information and stimuli introduced by others are either ignored outright or interpreted with relation to the robot's encoded directives in the most single-minded fashion imaginable. Such interactions can be very trying for those dealing with robots, and sometimes leads to violence if that response is included in the machine's programming. Robots are unlikely to start fights unless specifically ordered to do so, but many are designed with built-in defenses, and any aggressive acts made out of

frustration by those they are dealing with are likely to be met with lethal force.

Rogue or independent robots are usually much easier to converse with (as they aren't usually set on some specific task that must be performed at all costs), but are just as uncharismatic. They are often interested in learning all that they can from those that they encounter but lack the empathy to truly understand biological life forms and their irrational actions. Such robots can discuss in great detail subjects in which they have achieved expertise, but often miss social cues and as a result are likely to insult, irritate, or upset those who try to communicate with them. Furthermore, as a result of its inherent curiosity, a robot often pursues a topic long after it has worn out its welcome—sometimes to the point of inadvertently inviting violence against itself. Thus, interactions with robots are usually uncomfortable at best and are typically avoided when possible. Theoretically, an independent robot with sufficient time and access to sentient biological creatures could become well versed in such interactions through rote observation. Though rare, such a robot could potentially gain a higher Charisma score

through this type of study. Whether this would represent an actual change in the automaton's "personality" or merely a convincing imitation by a highly intelligent parrot is a subject of intense debate among philosophically inclined members of the Technic League.

ROBOTS ON GOLARION

Though almost all robots on Golarion are found in Numeria and have a connection to Silver Mount, a few specimens can be found elsewhere in Golarion. The greatest concentration of robots to be found outside of Numeria is on the Isle of Kortos in the Red Redoubt of Karamoss. The fabled Machine Mage erected his citadel and laid siege to Absalom a thousand years ago, and though thousands of robot soldiers were destroyed at that time, there might be many more hidden in the unexplored depths of the citadel. The soldiers of the Machine Mage were programmed for military use, and closely resemble some of the robots found in Numeria. It is suspected, however, that many of these robots use a magical power source—since fabrication of Numerian power sources without access to the resources available in and around Silver Mount proved prohibitively difficult, Karamoss had to find a workaround using magic. There is also some evidence that Silver Mount is not the only source of robots on Golarion today; ancient stories from lost Lirgen refer to metal men that came from the sky and attacked. Although the attackers were destroyed, tales speak of one metal man that still stalks the flooded, storm-lashed country of the Sodden Lands. This robot could be the last vestige of an extraterrestrial invasion force from some distant world. Who or what was behind the attack has yet to be confirmed.

ROBOT SUBTYPE

"Robot" is a special subtype that can be applied to any construct without changing its CR. Robots share some features with clockwork constructs, and as with clockworks, you can simply remove a creature's robot subtype and traits to transform it into a typical construct animated by magic. A construct cannot possess both the robot and the clockwork subtypes. All robots gain the following traits, unless noted otherwise.

- **Intelligent:** Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.
- **Vulnerable to Critical Hits:** Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save or be stunned for 1 round. If the saving throw is successful, the robot is instead staggered for 1 round. The robot is immune to other sources of the stunned condition.



- **Vulnerable to Electricity:** Robots take 150% as much damage as normal from electricity attacks, unless they have immunity to electricity from other special defenses.
- **Difficult to Create:** Robots are crafted via complex methods hidden and well guarded in Numerian ruins or other technological bastions. While the Technic League has developed specialized magical solutions to some of these requirements, actual details on creating robots are beyond the scope of this book.

BUILDING NEW ROBOTS

Although the robot subtype can be applied to any construct, not all types of constructs are equally easy to adapt into robot form. The best way for a GM to create a new robot would be to build the new robot from scratch using the monster creation guidelines found on page 290 of the *Pathfinder RPG Bestiary*. Many GMs don't have the time to do so, and in those cases a GM could simply add the robot subtype to an existing construct. While most constructs can be re-envisioned as a robot, it requires some work on the part of the GM. Robot is a subtype rather than a template, but restructuring an existing construct as a robot is typically a simple process.

One of the first things to consider when adding the robot subtype to a construct is the suitability of the construct itself. Most robots are based on electronic technology and contain central processing units, circuit boards, wiring, and so on. As a result, an appropriate construct must be made of materials structurally sound enough to support such internal workings, as well as being suitable for keeping these delicate components sealed off from the environment. While some allowances can be made for a more exotic basis for this internal circuitry (with things like vacuum tubes or fluidics), these variants are generally more rare. In addition, constructs that require elemental or spiritual components for their operation can clash thematically with the technological foundation of robotics.

The easiest constructs to adapt into robots are metal-based golems and the various types of clockworks. Constructs that would not work particularly well as robots include homunculi and soulbound dolls (because of their spiritual nature), taotieh (because of the inherently magical nature of their construction), and creatures like blood golems (because their bodies can't support internal circuitry).

Because robots are inherently technological constructs, the addition of supernatural or spell-like abilities does not usually make sense when creating robots. In addition, immunity to magic would not fit robots thematically. When adding the robot subtype to constructs that have these abilities, make appropriate changes to switch them out with technologically based abilities (several examples of which are included below). Robots are rare and extremely difficult to construct on Golarion because of the advanced alien technology required to create and power them. Therefore,

NEW FEAT

The following feat is necessary for characters who wish to create a robot.

CRAFT ROBOT

You can build robots.

Prerequisites: Craft Technological Arms and Armor¹⁶, Craft Technological Item¹⁶, Technologist¹⁶, Craft (mechanical) 9 ranks, Knowledge (engineering) 9 ranks.

Benefit: You can create robots, provided you have access to a robotics lab and the necessary materials. A robot's price is equal to its CR × 20,000 gp, and the cost to create one is half this amount. Creating a robot takes 1 day for every 1,000 gp of its price. At the end of the process you must attempt a single Craft (mechanical) skill check to finish the robot. Failing this check means that the robot doesn't function and the materials and time are wasted. The DC for this skill check is equal to 20 + the robot's CR (minimum 21). A newly created robot has average hit points for its Hit Dice.

Special: A robotics lab is required to craft robots and uses 200 charges each day it is in operation. See page 16 of *Pathfinder Campaign Setting: Technology Guide* for more information on technological laboratories.

robots should not simply be mechanized versions of normal constructs with all the base creature's magic-based abilities; they should be something entirely different in terms of philosophy of construction. For instance, an iron golem robot might have a force field and several types of energy shielding instead of immunity to magic, and a poison gas projector mounted in its torso instead of a supernatural breath weapon.

The following stat block presents an example of applying the robot subtype to an existing construct.

HEAVY REPAIR DRONE

CR 13

XP 25,600

Variant advanced animated object (*Pathfinder RPG Bestiary* 14, 294)

N Medium construct (robot)

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

DEFENSE

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)

hp 195 (20d10+20 plus 65 hp force field)

Fort +6, **Ref** +11, **Will** +3

Defensive Abilities hardness 15; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 8 tentacles +23 (1d4+4/19–20 plus grab)

Ranged 2 integrated laser pistols¹⁶ +23 touch (2d6 fire)

Special Attacks constrict (1d6+4)

STATISTICS

Str 26, **Dex** 16, **Con** —, **Int** 15, **Wis** 5, **Cha** 5

Base Atk +20; **CMB** +28; **CMD** 42

Feats Craft Robot (see page 71), Critical Focus, Dodge, Improved Critical (tentacles), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Staggering Critical, Technologist¹⁶

Skills Climb +26, Craft (mechanical) +22, Disable Device +23, Knowledge (engineering) +25, Perception +7

Languages Androffan

SQ construction points (additional attacks, climb, constrict, glaucite¹⁶, grab, integrated weaponry)

NEW ROBOT AUGMENTATIONS

In addition to the abilities and qualities granted by the robot subtype, many robot designs incorporate additional special abilities. The following special abilities are presented to help GMs build their own new robots by giving examples of special abilities that are appropriate for robots. When making new robots, GMs can pick up other special abilities from previously published robots and apply them to their new creations. For this purpose, some of the most common robot special abilities (such as combined arms, force field, integrated weaponry, and superior optics) have been gathered in this section.

Auto-Destruct Core (Ex) As a full-round action, a robot with this ability can cause its central power core to overheat

and self-destruct in an explosion that destroys the robot and deals 1d10 points of damage per HD of the robot to all targets in a 30-foot radius. Half of this damage is fire damage and the other half is slashing damage. Creatures in this area that succeed at a Reflex saving throw take half damage (DC = 10 + 1/2 of the robot's HD + its Intelligence modifier). Depending on the robot's power source, this explosion could subject those affected to radiation.

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

Electromagnetic Pulse (Ex): Once per day as a standard action, a robot with this ability can unleash an electromagnetic pulse in a 20-foot radius that bypasses any active force fields (or similar effects) and deals 6d6 points of electricity damage to any robots or creatures with cybernetic implants. This effect doesn't harm the robot itself or other living creatures. Creatures affected by this attack that succeed at a Reflex save (DC = 10 + 1/2 of the robot's HD + its Intelligence modifier) take only half the normal amount of damage. Any technological item within this radius is drained of 1d6 charges unless the item succeeds at a Reflex save.

Energy Shielding (Ex): A robot with this ability is constructed out of materials capable of withstanding damage from a specific energy type (chosen at the time of installation). This is normally equivalent to energy resistance 10, but it can be installed in certain heavy-duty models to provide greater resistance or

even total immunity to that energy type. Electricity is usually the type of energy chosen for installation because of robots' inherent vulnerability to that energy type, though robots designed to operate in harsh conditions might possess resistance to fire or cold.

Force Field (Ex): A force field sheathes a robot in a thin layer of shimmering energy that grants it a number of bonus hit points that varies according to the robot (typically 5 × the robot's CR). All damage dealt to a robot with an active force field is deducted from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has an amount of fast healing equal to the robot's CR,



but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Gas Projector (Ex) A robot with this ability has an internal reservoir that holds an offensive gas that can be deployed through vents or nozzles to fill a 20-foot-radius area. Creatures in this area must succeed at a Fortitude save or be subjected to the effects of the gas (DC = 10 + 1/2 of the robot's HD + its Intelligence modifier). Different types of gas can be used. Creatures affected by poisonous gas are nauseated for as long as they are within the gas and for 1d4+1 rounds thereafter. Creatures affected by sleep gas are rendered unconscious. Creatures affected by dispersal gas are sickened for as long as they are within the gas and for 1d4+1 rounds thereafter. GMs applying this ability to a robot can choose other effects for different types of gas. This is a poison effect, and depending on the nature of the gas, creatures that do not breathe may be immune to its effects.

Integrated Weaponry (Ex) A robot that has one or more technological weapons (such as a laser rifle or chain gun) built into its body treats such weapons as natural attacks and not manufactured weapons attacks, and can't make iterative attacks with these weapons. Integrated weaponry can still be targeted by effects that target manufactured weapons (such as *magic weapon* spells or sunder attempts), but as a general rule can't be harvested for use outside of the robot's body once the robot is destroyed. A robot is always proficient with its integrated weapons. Integrated ranged weapons don't provoke attacks of opportunity when fired in melee combat.

Process Languages (Ex) Superior processing and exceptional data stores allow a robot with this ability to parse language in a way that enables it to speak and understand any spoken or written language it observes for at least 1 minute.

Remote Communication (Ex) Using radio signals, invisible lasers, or other means, a robot with this ability is capable of communicating with other robots that also have this ability instantaneously and without making any sound over long distances. Most robots with this ability can communicate across a range of 10 miles, but weaker and stronger versions of this ability are possible. This signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter.

Repair (Ex) As a standard action that doesn't provoke an attack of opportunity, a robot with this ability can repair damage to either itself or an adjacent creature with the robot subtype, healing the target of 1d10 points of damage.

Specialized Programming (Ex) A robot with this ability is programmed to perform specific duties. The robot treats one additional skill as a class skill (chosen at the time of creation), and gains a +8 racial bonus on skill checks using that skill.

Superior Optics (Ex) A robot with this ability can see invisible creatures or objects as if they were visible.

MASTER ROBOT LIST

Below is a table showing most of the robots mentioned to date in Pathfinder. Some of the robots that don't appear on this table are unique or specific robots that aren't commonly encountered more than once.

MASTER ROBOT LIST

CR	Robot	Source	Price	Craft DC
1/2	Arachnid	<i>Numeria, Land of Fallen Stars</i> 56	10,000 gp	21
2	Mannequin	<i>Numeria, Land of Fallen Stars</i> 57	40,000 gp	22
2	Observer	<i>Pathfinder Adventure Path</i> #86 88	40,000 gp	22
3	Collector	<i>Pathfinder Adventure Path</i> #85 84	60,000 gp	23
3	Scrapyard	<i>Numeria, Land of Fallen Stars</i> 58	60,000 gp	23
4	Gearsman	<i>Inner Sea Bestiary</i> 44	80,000 gp	24
6	Riot suppressor (variant clockwork soldier)	<i>Pathfinder Adventure Path</i> #87 32	120,000 gp	26
8	Augmented gearsman (fighter 4)	<i>Pathfinder Adventure Path</i> #87 22	160,000 gp	28
8	Torturer	<i>Numeria, Land of Fallen Stars</i> 59	160,000 gp	28
9	Robotic apprentice (variant clockwork mage)	<i>Pathfinder Adventure Path</i> #87 45	180,000 gp	29
9	Warden	<i>Pathfinder Adventure Path</i> #87 88	180,000 gp	29
10	Director	<i>Pathfinder Adventure Path</i> #90 88	200,000 gp	30
10	Gearsman battleguard (gearsman fighter 6)	<i>Pathfinder Adventure Path</i> #89 68	200,000 gp	30
10	Observer swarm	<i>Pathfinder Adventure Path</i> #86 89	200,000 gp	30
10	Thought harvester	<i>Pathfinder Adventure Path</i> #87 86	200,000 gp	30
11	Myrmidon	<i>Inner Sea Bestiary</i> 45	220,000 gp	31
12	Evaluator	<i>Pathfinder Adventure Path</i> #90 90	240,000 gp	32
12	Reclamation	<i>Pathfinder Adventure Path</i> #88 84	240,000 gp	32
13	Heavy repair drone (variant advanced animated object)	<i>Pathfinder Adventure Path</i> #90 71	260,000 gp	33
14	Surgeon	<i>Pathfinder Adventure Path</i> #89 90	280,000 gp	34
15	Juggernaut	<i>Pathfinder Adventure Path</i> #89 88	300,000 gp	35
16	Annihilator	<i>Inner Sea Bestiary</i> 43	320,000 gp	36

THE SIGNAL IN THE SHIP

PATHFINDER'S JOURNAL: WHISPERS IN THE WASTELANDS 6 OF 6

As a boy on the plains, I had learned my people's talent of going for days with only minimal sleep. I had learned to track prey for days on end, half-dozing as my hunting party followed our quarry from a distance, waking to full alertness at a hint of danger. I had learned to move quickly at a moment's notice, pushing more speed and endurance out of my limbs than others could.

I drew on those techniques now. Before, I had always slowed my steps to match Eirian's pace, but now I took full advantage of my long strides. She had to hurry to keep up with me, though her android frame didn't wear under the exertion as my body did; she stuck by my side for hours without complaint.

My connection to Tryg remained steady as the dusty earth passed beneath our feet. He was uneasy, I could tell, in Ryden Vass's grip. I tried to send reassuring signals to the little robot. My sense of how close Tryg was fluctuated; at times we seemed to be growing nearer, but then he would grow distant again. I guessed that Vass would set Tryg down from time to time to get a bearing and then snatch him back up to follow the heading on horseback.

Hours into our journey, I had fallen into a trance state. The stars pulsed overhead. I moved across the uneven ground more by sense than by sight. Eirian spoke once but I didn't hear her words. At some point, I realized I wasn't following

Tryg as much as the signal that drew us both. We were one and the same, Tryg and I—robot and barbarian following an electronic call across the plains.

The whinny of a horse shattered the silence. I stumbled and broke free of my reverie. Every muscle in my body ached. My eyes felt tight and dry. I fumbled for my waterskin and drained it. Then Eirian and I crept forward.

We had carried on for most of the night, but I judged from the position of the stars that dawn was still at least an hour away. The plain ahead sloped down toward a series of small foothills, rocky and cragged, covered in grass bent by the stiff winds that blew across the plains.

Ryden Vass's two Technic League guards stood watch before a dark crevice in a hill face. Three horses stood tethered nearby, one of them Vass's partially mechanical steed. I felt drawn to the crevice, the pull of the signal strong and steady.

Then without warning, my connection to Tryg was severed. I gasped.

"What is it?" Eirian whispered.

"Tryg," I said. "I can't sense him anymore." I hesitated. "He must be back in the box."

The only other alternative was that we were too late.

With a spell from Eirian that cloaked us in silence, we were able to get right up to the guards before they noticed us. We fought briefly, the utter silence of the battle adding to the dreamlike haze I felt within. My overpowered arm and my desperation proved too much for the guards, and they soon lay in crumpled heaps on the ground.

As Eirian and I headed for the crevice, sound returned in a rush. "The signal is so close," I said. "It feels like it's pulsing in time with my heartbeat."

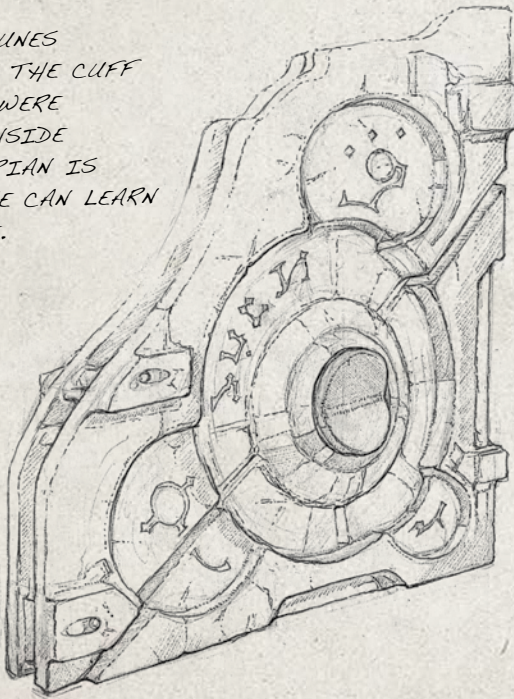
She nodded. "The ship is calling you."

The crevice wound into the cliff face, shutting out even the starlight. Eirian took the lead, guiding me with her heightened android vision. The tunnel twisted left, then curved to the right. My eyes gradually adjusted, and soon I could see the rough tunnel walls pressing in on either side of us. The ground sloped ever downward as we crept on. Soon the light ahead grew bright as torchlight, and we stepped into a corridor.

Metal walls gleamed, soft and smooth, down the length of the corridor. Two door frames, each lacking a door, led from the corridor into rooms beyond. I saw the corridor turn at its end, leading farther into the fragment of the ship. A track of soft white light glowed along the ceiling.

Panels along the wall and ceiling showed severe dents. Several had come loose and fallen to the floor, covered by a

THOSE SAME RUNES
THAT WERE ON THE CLIFF
AND ON TRYG WERE
EVERYWHERE INSIDE
THE RUIN. EIRIAN IS
CONFIDENT SHE CAN LEARN
THE LANGUAGE.



light coating of dust. Sparking wires hung from the missing ceiling panels. Where the ship met the rock wall, dead wires and thin tubes hung from a twisted mass of metal.

"How did it get here?" I whispered. The eerie beauty of the place stunned me enough to arrest my hurried pace. I stood transfixed, trying to take it all in.

"Brigh did not say," Eirian said. There was a note in her voice I'd never heard before. I thought it might be awe. "All I saw in my vision was this fragment of ship shifting when the earth sustained a tremor. Old systems activated in the shock—systems designed to repair the damage done when this piece broke free of a larger craft."

"And Tryg is part of those systems." Eirian had told me of her vision during our pursuit of Ryden Vass. We were in the broken fragment of a starship, perhaps even part of Silver Mount. The systems had woken up and sent out the call for repair robots. Tryg, lost and wandering, had heard the call and had been making for the ship.

"I understand now," I whispered. "Seeing how deeply it's buried... the damage done..."

Eirian nodded. "An army of Trygs could not repair this ship."

But the ship didn't know that. It could only follow its orders. Those orders demanded Tryg disassemble himself so the ship might use his energy to fix itself, no matter how futile the procedure would be.

I suspected that were I one of its crew, the ship would be sending me instructions as well. The strength of my powered arm would have helped me lift heavy panels back into place and clear debris from the wreckage. The cuff didn't integrate fully with my body, though; while I'd felt driven to reach this place, I had no idea what to do now that I was here.

Footprints marred the dust in the floor. Ryden Vass was ahead of us. I pointed to the tracks and Eirian nodded. Together we hurried down the hall.

We followed Vass's tracks through more shattered corridors. I had to track her carefully, as she seemed to have explored every chamber. Benches and shelves stood in many of the rooms, some buried beneath piles of rock and debris, others still holding repair tools, metal boxes filled with fluids, and coils of wire. Painstakingly I followed the thread of Vass's steps. It took only a few minutes for me to discover a second set of tracks.

"Something else passed this way," I said.

"Did Vass meet someone here, perhaps?"

I shook my head and pointed to the tracks. "See how these points are arranged? The three oblong pads and perfectly uniform strides—I think this might be another robot's tracks."

Eirian nodded. "There would be more repair robots than just Tryg. The signal could be calling any number of them here."

We pressed on. Much of this area had been obliterated, probably during whatever cataclysm buried this fragment of



MACHINES IN THE SHIP HARVESTED ROBOTS FOR PARTS OR ENERGY OR SOMETHING.

EVEN THOUGH ROBOTS AREN'T ALIVE, IT WAS STILL GRUESOME TO WATCH.

ship so deep underground. Once we had to climb through a narrow passage among collapsed, half-melted sheets of metal. The corridor widened on the other side of the wreckage, leading us to a closed door. From behind the door, we heard an intermittent, high-pitched whine atop a lower hum. Both sets of tracks passed beyond the door.

"Any idea what's in there?" I asked. Eirian shook her head.

We examined the door together, and Eirian surmised that a round, glowing button surrounded by runes to the side of the door opened it. She pushed the button and the door sped upward and disappeared into the ceiling.

A large chamber lay beyond. Collapsed ceiling tiles, coiled wires, narrow metal boxes, and overturned metal furniture—looking too delicate and fragile to support anyone—covered the floor. A mix of footprints swirled around the dusty floor. A heavy metal frame stood against one wall, surrounding a round aperture leading into the darkened tunnel beyond. It took me several moments to make sense of what I was seeing.

The floor of the tunnel beyond the aperture moved slowly, like a flowing river made of some spongy black substance. Metal pincers hung from the ceiling, grasping the metal body of a robot. It was larger than Tryg, almost the size of a halfling—vaguely humanoid with an ovoid body and head and multi-jointed appendages.

Half of the robot's body was gone. Two snakelike steel cables extended from the metal pincers, writhing around the little robot. When they reached the robot's one remaining leg, they fired bright beams of light at the joint. The shrill whine filled the air again and an acrid smell rose from the robot as the beams ate through its leg. We watched in horror as the beams slowly burned through the joint. They sliced cleanly through the leg, which fell onto the moving tunnel floor and was carried away.

"It's a maintenance station," Eirian said. Her voice held a burr of fear. "This is where the repair bots are disassembled and their parts used to patch the damage."

"We have to find Tryg. Now."

Multiple exits led from the room, and the tracks on the ground looped over each other in a confused muddle. "Which way?" Eirian asked.

I searched in haste, struggling to trace the thread of Vass's footsteps. Time trickled away from us. "There," I said, pointing.

We hurried to the door. Eirian touched her hammer and then her brow, whispering a prayer to Brigh. She pressed the button on the wall and the door slid up into the ceiling.

I stepped through the doorway first, into a chamber twice as large as any we'd passed through. The floor arched like a bridge reaching its apex in the center of the room, over a chamber that sank several feet below us. Thin metal ladders

hung from either end of the bridge. Against the walls of the chamber below stood tables and shelves filled with tools and equipment. A maintenance station, like the one we'd just seen, hummed in a far corner. Blue light filled the chamber, and at the end of the bridge stood a fearsome machine.

A glowing blue orb hung suspended in what looked like a web of light that crisscrossed all the way up an aperture sunken into the far wall, stretching from the bridge to the ceiling. I recognized the light—the beams were the same kind that had dismembered the robot in the previous chamber. Runes glowed along the aperture's frame—familiar runes that matched those on my cuff and Tryg's torso.

"That's the power core," Eirian whispered. "I saw it in my vision. It's the heart of the ship, which started beating once more when the ground shifted."

Ryden Vass stood examining the strange machine, making notes in a leather-bound notebook. Tryg's box sat at her feet.

The bear within me stirred.

She turned to look at us and I was struck by her poise. She seemed utterly unsurprised to see us standing in the doorway. Dark curls of hair framed her defined Kellid features, and she wore the same green-tinted armor I'd seen on her in Hajoth Hakados. At her side hung a savage-looking mace.

Vass stared at us without speaking. I struggled to find the right words.

"We don't care about the ship," I said finally. "Only the robot. Let us take him and we'll leave you to explore the ship at your leisure."

She studied me for a moment, weighing my words. "I believe you," she said. Her voice was as strong as her appearance, resonating with the deep timbre of Kellid voices. "But the robot is here on some mission. I'm here to observe what happens when it reaches its destination."

Vass crouched down and lifted up the lid of the lead box.

"No!" I shouted, and sprinted forward across the bridge.

Tryg clamored out of the box, his metal appendages skittering on the bridge. Our connection flared to life again, strong and steady. I felt a jolt of recognition from Tryg as our minds linked once more. Any interest he had in me, though, was overwhelmed by his orders to sacrifice himself to the reconstruction of this doomed ship.

Tryg seemed disoriented for a moment as the signal reasserted itself. Vass drew her mace, hefting it in two hands, but I had no interest in fighting her. Tryg lumbered off the bridge and landed lightly on the lower floor. He moved toward the maintenance hatch. I wouldn't reach him in time.

Vass swung at my chest as I sprinted past her. I ducked and slid along the smooth metal bridge, closing the few remaining feet to the power core. I heard Eirian call my name as I leaped to my feet. Vass was coming for me, and Tryg had almost reached the hatch.

If I couldn't stop Tryg, I had to kill that signal.

I thrust my cuffed arm into the blazing power core.

THE CORE'S BLUE LIGHTS MADE EVERYTHING EVEN MORE EERIE.



THE BEAMS WERE STRAIGHT LINES MOST OF THE TIME, BUT THEY'D FLICKER AND PULSE IN WEIRD WAYS, ESPECIALLY WHEN CUTTING THINGS.

The light beams that surrounded the core cut through the cuff as though it offered no more protection than leather. I howled as my skin burned. I clenched my fist around a metal bulb in the center of the blue eye and pulled. With the last surge of the cuff's extraordinary strength, I tore the heart out of the ship.

The core went black. The light beams skewed, bouncing off each other and the edges of the aperture. What had once been an orderly web of light was now a mad tangle of beams refracting over and over. Singed and smoking bits of metal fell from my wrist, but metal rods still pierced my skin and held the last fragments of the cuff onto my blistered arm. The pain was excruciating—it felt as though needles stabbed through my flesh all the way from the back of my hand to my elbow. Even unclenching my fist long enough to drop the metal heart hurt almost enough to make me pass out. I swayed for a second before collapsing onto my knees.

My moment of weakness saved my life. Ryden Vass's mace whipped over my head just as I hit the ground. She cursed. "You fool. You've destroyed my greatest discovery!"

I lacked the energy to even reply. Between my lack of sleep, the overnight march, and my wounded arm, I had precious little left to give. I grunted and twisted to the side, throwing a punch at Vass's kneecap.

She stepped back and my fist glanced off her greave. I overbalanced and fell forward, catching myself with my right arm. My left hung uselessly, my flesh still red and steaming. Eirian's voice floated across the room to me. Vass brushed at her ear and shrugged, as if knocking away an insect. Whatever Eirian tried hadn't worked.

"I will end you for this," Vass said as she stepped forward again. "And then I'll take that robot apart piece by piece. The knowledge it will grant me will be invaluable."

The room had gone still. Vass's words seemed to echo off the walls. It was the signal, I realized. Its call had gone silent.

Eirian had started another chant but Vass wasn't waiting. She lifted the mace overhead, ready to crush my skull. I threw up my uninjured arm in a futile defense against the blow.

With the click-click of steel on steel, Tryg climbed up over the side of the bridge. Clinging to the edge with three of his appendages, he made a move. The fingertips of his remaining appendage flipped back and a bright green beam shot from the center into the back of Vass's calf.

Vass yelled and stumbled to the side, grabbing at her leg. I staggered to my feet. A wave of nausea swept over me.

She recovered quickly and switched her mace to a one-handed grip. Vass swung underhand at Tryg's tiny form. He started to shift to one side but she connected with the edge of his torso and sent the little robot flying back into the chamber below.

My bear awoke with a roar.

Even my fury couldn't kill the pain in my arm entirely, but it seemed to diminish some, becoming farther away as

if my injured arm hung barely attached to the rest of my body. Power surged through my form—not the artificial strength of the cuff but the true, innate power of my people. I sprung to my feet in a crouch.

Vass turned after striking Tryg, bringing her mace up to finish me off. I slammed my fist into the center of her chest. Part of me still expected the metal to dent under my knuckles, throwing Vass back as I'd thrown Teleran back. Even my furious strength couldn't compare to the cuff's power, though, and my arm shuddered with the recoil of my punch. Still, the blow was enough to knock Vass back a step.

She tightened up her grip on the mace and narrowed her eyes. Two sharp swings nearly connected with my rib cage but I spun away from the first and deflected the second. I grabbed her upper arm and pulled her in too close for her to get an effective swing in. We danced around, swinging in a tight circle.

"Let me go!" she grunted, struggling in my grasp. I knew I couldn't hold her with only my one hand.

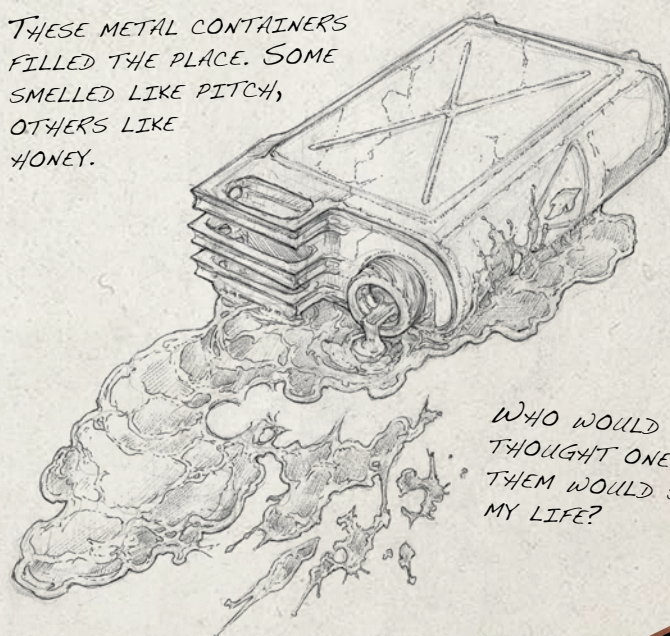
"Gladly," I growled. I smashed my forehead into hers and we broke apart. I rode high on my bear-rage and barely felt the blow, but Vass looked dazed. She staggered back, pressing the heel of her hand between her eyes.

A hand clapped around my ankle and I jumped. In my hazy battle-drunk state I almost kicked Eirian in the face, but I realized it was her at my side before I reacted. She'd climbed up one of the ladders—I hadn't even seen her drop down into the chamber below—and with her grip I could feel healing energy flow into my battered body. The pain in my arm grew still more distant and I felt a surge of energy.

"It's her armor," Eirian said. "It's some kind of skymetal. I'm having trouble affecting her with Brigh's gifts."

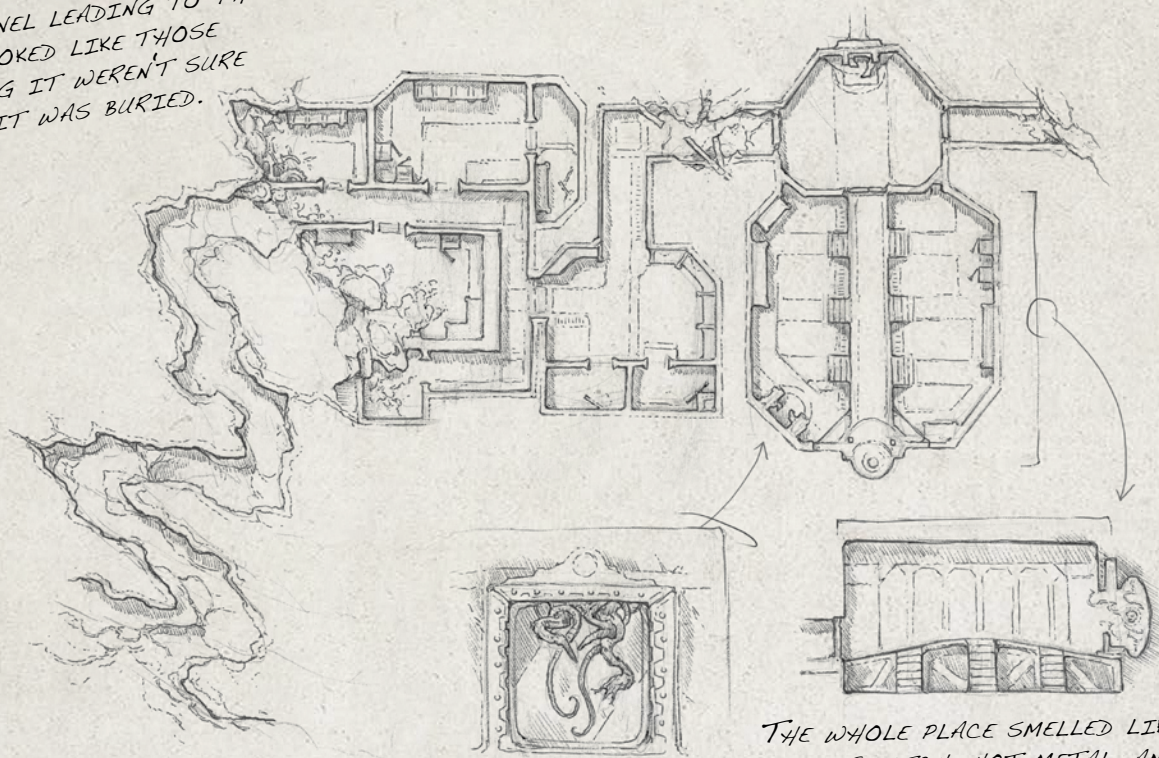
"Think of something else, then," I said. That was all the time we had before Vass recovered and came for me.

THESE METAL CONTAINERS
FILLED THE PLACE. SOME
SMELLED LIKE PITCH,
OTHERS LIKE
HONEY.



WHO WOULD HAVE
THOUGHT ONE OF
THEM WOULD SAVE
MY LIFE?

THE TUNNEL LEADING TO THE SHIP LOOKED LIKE THOSE WHO DUG IT WEREN'T SURE WHERE IT WAS BURIED.



THE WHOLE PLACE SMELLED LIKE A MIX OF PITCH, HOT METAL, AND THE PLAINS DURING A THUNDERSTORM.

She was focused now, the first blush of her rage having subsided into icy determination. She leveled blow after blow at me, and I gave a little ground each time. Despite Eirian's healing, my left arm was too badly damaged to use, and Vass was an experienced fighter.

I landed a solid punch and followed it up with a quick rush that knocked Vass back a few feet. She teetered on the edge of the bridge but kept her footing. Her face was twisted with hate as she glared at me, her eyes promising a painful death. I readied myself for another barrage of blows. I could feel even my fury-fueled strength fading. As I caught sight of Eirian rushing around on the floor of the chamber below, I hoped she had a plan.

Vass swung her mace out wide, aiming her next attack at my injured arm. I turned too slowly and the edge of the mace bashed my blistered flesh. The pain blinded me for a moment. Stars crowded my vision. My strength was flagging and I knew my body would soon give in. I'd asked too much of it for too long.

I shook my head and the black patches before my eyes cleared. I waited for Vass to press her attack. She tried another swing at my injured arm, but this time I was ready. I lashed out with my good fist as the mace ripped through the air. It struck Vass in the wrist, causing the mace to go spinning. She stumbled back, cursing and clutching her hand.

Behind her I saw Eirian climbing back up the ladder. She had something in her arms—at first I thought it was Tryg.

But when she stopped at the top of the ladder, I saw it was one of the metal boxes of fluid we'd seen on the repair benches.

She tipped it onto the bridge, and a gleaming viscous pool of iridescent fluid spread out before the humming power core.

I summoned one final burst of energy and charged Vass. She was moving to retrieve her mace and realized too late what I was doing. She threw up her hands and tried to brace herself, but I slammed into her with all the weight and speed left in my body.

I drove her back only a few feet, but it was enough to push her onto the slick in front of the core. She tried to cling to me as her balance went, her boots sliding on the slippery metal.

I gave her a final, hard shove. She dragged me down as she lost her balance and we slid together down the slope of the bridge.

Vass's heavy armor pulled her along faster, and I slid right behind her. I scrambled on the bridge for purchase but the oil made it impossible to stop myself. Eirian still stood on the ladder, though. As I sped by her, she reached out and caught one of my armor straps. We watched as Vass continued to slide.

It wasn't until the very end that she understood, and by then it was too late. Screaming, she slid into the refracted light-net within the aperture. That hideous high-pitched whine filled the air, blending with her screams. Within seconds, mercifully, the screaming stopped.

Fatigue crashed into me like a wave. I struggled to remain conscious but my vision dimmed on all sides. The last thing I saw was Eirian's concerned face, and then darkness overtook me.

I awoke in the fresh air. The sun glowed high overhead, and a warm breeze stirred my clothes. I sat up stiffly, my muscles creaking in protest. Though I ached, I felt better than I deserved to.

Soft footsteps fell behind me. Eirian came into view, a small crease on her brow communicating her concern. She asked no question, only looked at me.

I nodded. "I'm all right."

She crouched down next to me and picked up my left hand. I looked down at the scarred flesh, the pockmarks where the metal rods had kept the cuff on my wrist for so long.

"I did what I could," Eirian said.

I flexed my hand. My fist wouldn't close all the way and my forearm felt somewhat dead, as if the muscles had fallen asleep and only some had awakened. "It will do," I said.

There was a skittering of metal on rock and Tryg scrambled up on the other side of me. He sat back on his treads and angled his head, looking for all the world like a dog sitting next to its master.

The three of us sat together in silence for the next several minutes. I rested my hand on Tryg's torso and stared at the horizon. Behind us was the crevice leading down into the ship wreckage. Vass's horses still stood tethered nearby.

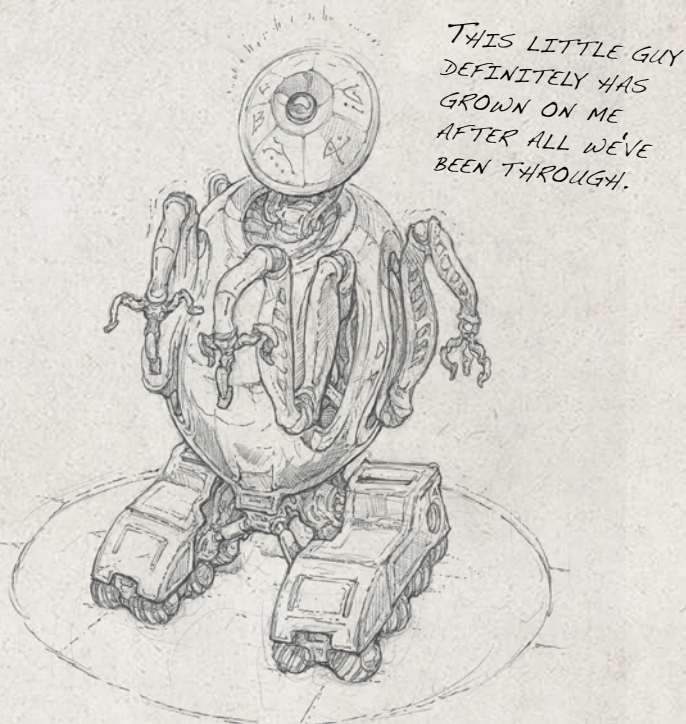
"I rescued Vass's notebook," Eirian said. "It appears that she made detailed observations about the ship."

"I'd like to examine the place further," I said.

"And then?"

I stared into Eirian's cool, clear eyes. "There's a lot I'd like to do here. I've been away from home for long enough. I made a promise to a dying man to free those enslaved by the Technic League. And there are many secrets still to learn." I stopped for a moment, searching for the right words. "I could use a partner."

Eirian made no reply, but by then her silences spoke more to me than most people's words.

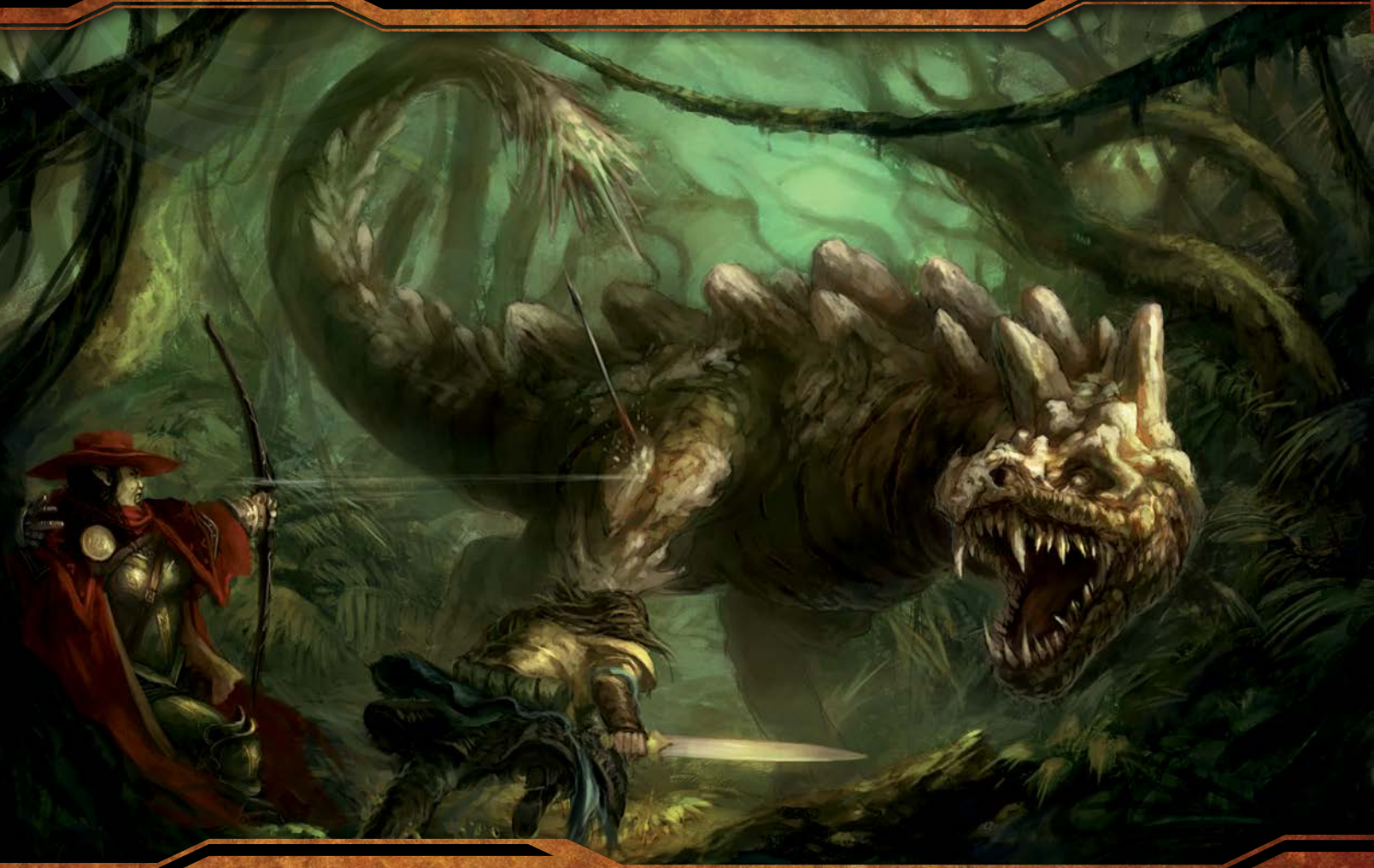


STARSHIPS

Not all residents of Golarion know or even speculate that other worlds exist among the stars. In the past, at least one vessel from space arrived at Golarion and crashed on the planet. This event, known as the Rain of Stars, changed the landscape of Numeria and brought strange technology to the world.

The largest starship fragment known is Silver Mount in Starfall, but smaller sections have been uncovered across Numeria. Some of these are larger than houses, while others are as small as horse carts. All of these starship fragments appear to have come from the ship that crashed during the Rain of Stars, though fortune-hunters are always chasing tales of independent ships rumored to have landed before or after that dramatic event.

The technology within starship fragments is alien and difficult to understand for the average adventurer. Most of the starship fragments lack power, so their technology fails to function. Some of the technology is simply too complex for anyone but the most brilliant researchers to understand. Occasionally, though, a bit of functioning, low-complexity technology—usually a robot of some sort—comes to light and fetches an exorbitant price from collectors, researchers, or inventors keen to unlock its secrets.



BESTIARY

THE HUMIDITY MADE IT FEEL AS IF WE WERE CHEWING EACH BREATH. WE PLODDED OUR WAY THROUGH THE JUNGLE IN SEARCH OF THE AIUDARA THAT WAS SUPPOSED TO TAKE US BACK TO GOLARION—WE COULD HAVE USED THE GATEWAY IN QABARAT IF MELUTAIN HADN'T OFFENDED THE LASHUNTA SCHOLARS THERE. WE PUSHED CAREFULLY THROUGH THE BRUSH, KEEPING ALERT TO THE MANY DANGEROUS CREATURES THAT SOARED THROUGH THE CANOPY AND SLITHERED DOWN FROM THE TREES. THE LOCAL FAUNA WAS EASY ENOUGH TO DEAL WITH, AT LEAST INITIALLY. BUT ON OUR FIFTH DAY, A REPTILIAN BEAST THUNDERED OUT OF THE THICK FOLIAGE AND IN AN INSTANT WAS UPON OUR PARTY. THE BEAST'S BREATH SMELLED OF COPPER, AND BLOOD STILL DRIPPED FROM ITS ENORMOUS TEETH. ITS BACK WAS COVERED IN BONY RIDGES—BUT THANKFULLY ITS BELLY WAS STILL SOFT.

—THRINGALAT FORMIRE, ADVENTURER

This volume of the Iron Gods Adventure Path bestiary features a massive brute from another planet, a predator from Castrovel, a robot designed to police other robots, a robot that evaluates alien cultures, and an inevitable who makes sure technology doesn't get into the wrong hands.

METAL MENACES AND DEADLY BEASTS

The random encounter table presented here features a number of typical threats the PCs could encounter while exploring the depths of Silver Mount. During the course of the adventure, the PCs have a 10% chance of a random encounter every hour they spend exploring the area, but should have no more than two random encounters per day. Some of these encounters involve creatures from specific encounters in the adventure, so if one of the random encounter rolls results in a specific creature the party has already faced (such as Deacon Hope), roll again on the table or choose a different encounter. It's reasonable to expect that the PCs could face some of the same creatures multiple times—even specific, named creatures—should they survive the initial encounter.

Since this adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again on the table or choose a different encounter.

GMs who wish to learn more about Numeria or want inspiration for other hazards and encounters should check out *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*. Details on the robot subtype can be found in *Pathfinder Campaign Setting: Inner Sea Bestiary*, and they are reprinted for ease of reference in this volume in the “Ecology of the Robot” article.

Technic League Squad (CR 16): This group of four Technic League commandos has been cut off from allies and forced to survive inside Silver Mount for a considerable time. Statistics for the commandos can be found in the adventure on page 12.

Confronted by Unity (CR varies): Unity has the ability to manifest its powers through technological items. It can take control of a nearby technological item, such as a laser turret (see below), and use spell-like abilities through the device. See page 58 for Unity's statistics to see which spell-like abilities it can use in this way.

EMPTY ROOMS AND LASER TURRETS

The decks of Silver Mount contain various empty rooms that present neither threats nor treasures, but which can serve as tactical options in a battle or as diversions for roleplaying. The following room types can be found throughout Silver Mount, though not every deck features examples of each.

SILVER MOUNT ENCOUNTERS

d%	Result	Avg. CR	Source
01–04	1d4 director robots	12	See page 88
05–07	1d12 dread wraiths	12	<i>Bestiary</i> 281
08–12	1d8 greater shadows	12	<i>Bestiary</i> 245
13–15	1 shining child	12	<i>Bestiary</i> 2 245
16–18	1d12 spectres	12	<i>Bestiary</i> 256
19–23	1d8 aurumvoraxes	13	<i>Bestiary</i> 2 35
24–28	1 carnivorous blob	13	<i>Bestiary</i> 2 51
29–33	1d4 evaluator robots	14	See page 90
34–36	1 surgeon robot	14	<i>Pathfinder</i> #89 90
37–40	1d8 carnivorous crystals	15	<i>Bestiary</i> 3 45
41–45	1 dybbuk	15	<i>Bestiary</i> 3 108
46–51	1d8 myrmidon robots	15	<i>Inner Sea Bestiary</i> 45
52–58	1d8 pale security guards	15	See page 25
59–62	1 pulsepounder robot	15	See page 31
63–68	1d8 advanced ash giants	16	<i>Bestiary</i> 3 126, 290
69–73	1 annihilator robot	16	<i>Inner Sea Bestiary</i> 43
74–80	1d6 heavy repair drones	16	See page 71
81–85	1 plasma ooze	16	<i>Bestiary</i> 3 220
86–90	Technic League squad	16	See below
91–94	Deacon Hope	17	See page 35
95–100	Confronted by Unity	Varies	See below

Relief Stations: Areas marked with an “R” are facilities that provide fully functional toilets, sinks, and showers, all with clean running water.

Security Offices: Numerous security offices marked with an “O” are scattered around the sector. These offices provided workspace for security personal. Not much remains but ancient furniture, decayed notes, and some personal items—though there's a 20% chance that the PCs find minor baubles and trinkets worth 2d20 gp lying around in an office.

Storage: Areas on the map marked with an “S” are empty storerooms. Any objects of interest have long since been looted by adventurers, the Technic League, or Unity's minions.

Turrets: Locations marked with a “T” have a laser turret in a hidden recess in the ceiling. These turrets deploy as soon as sensors pick up intruders. Unity can use these turrets as points from which to activate its spell-like abilities, but can do so only once per turret per day, and only after that turret activates. Turrets that are disabled or destroyed cannot be used in this way. Unity is fond of using *dominate person*, *hold monster*, *meteor swarm*, *repulsion*, *summon monster IX*, and *unholy blight* through turrets.

LASER TURRET

CR 11

Type mechanical and technological; **Perception** DC 10;

Disable Device DC 35

EFFECTS

Trigger visual (see in darkness); **Reset** automatic

Effect fusillade of lasers (atk +20 touch, 4d6 fire damage, 2 attacks per target); multiple targets (all targets in sight)

FERANTH

A droning hum announces the presence of this enormous horned beast. Powerful muscles ripple just beneath its mottled black hide.

FERANTH	CR 14			
XP 38,400				
CE Huge magical beast				
Init -2; Senses darkvision 60 ft., low-light vision, tremorsense 120 ft.; Perception +16				
DEFENSE				
AC 29, touch 6, flat-footed 29 (-2 Dex, +23 natural, -2 size)				
hp 218 (19d10+114)				
Fort +16, Ref +9, Will +11				
Defensive Abilities ferocity, hardened body; DR 5/adamantine				
OFFENSE				
Speed 50 ft., burrow 30 ft.				
Melee bite +25 (2d6+8), 2 claws +25 (1d8+8), gore +25 (2d6+8 plus push)				
Space 15 ft.; Reach 15 ft.				
Special Attacks ambush, burrowing charge, push (gore, 10 ft.), quick strike, skull-splitting roar				
STATISTICS				
Str 26, Dex 7, Con 20, Int 4, Wis 17, Cha 7				
Base Atk +19; CMB +29 (+31 bull rush); CMD 37 (39 vs. bull rush, 41 vs. trip)				
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Run, Stunning Assault ^{APG} , Toughness				
Skills Acrobatics +10 (+18 when jumping), Climb +15, Perception +16; Racial Modifiers +8 Acrobatics when jumping, +4 Perception				
ECOLOGY				
Environment warm deserts or mountains				
Organization solitary or pair				
Treasure none				
SPECIAL ABILITIES				
Ambush (Ex) When a feranth charges, instead of making an attack at the end of the charge, it can instead use its skull-splitting roar ability, although the DC to resist this ability is 4 lower when the ability is used in this fashion.				
Burrowing Charge (Ex) A feranth can use the charge and run actions while burrowing.				
Hardened Body (Ex) A feranth's natural attacks count as adamantine for the purpose of overcoming damage reduction and hardness.				
Quick Strike (Ex) Whenever a feranth successfully dazes a creature using its skull-splitting roar ability, it can make an attack of opportunity against that creature. A feranth can use this ability against only one target per round, no matter how many creatures it successfully dazes.				
Skull-Splitting Roar (Ex) As a standard action, a feranth can unleash a terrible roar, affecting all creatures in a 15-foot cone. Any creatures in the area of the cone must succeed				

at a DC 24 Fortitude save or be dazed for 1 round and deafened for 1 minute. A feranth can use this ability once every 1d4 rounds. This is a sonic effect, and the save DC is Constitution-based.

A feranth uses its devastating sonic attack to incapacitate foes and follows up with its powerful bite, vicious claws, and sharp horns to tear its prey asunder. This massive ambush predator is covered with hardened ridges and mottled black skin. Its limbs end in powerful claws that it uses to dig through tough terrain. When burrowing, a feranth uses its rear legs to smash the sides of its burrow, collapsing the passage behind it. A feranth's head is adorned with two massive, forward-facing horns and four bulbous, constantly humming sacs that amplify its mighty roars. A feranth stands 25 feet tall and 40 feet long, and weighs between 9 and 11 tons.

ECOLOGY

The feranths that now roam Numeria are the descendants of a group that were abducted from a far-off planet and brought to Golarion as part of an ill-fated voyage. They remained locked in their containment pods for many years after their arrival on Golarion, but the damage sustained by the pods eventually became too much—they finally failed, releasing the feranths into the unsuspecting world. Using their sharp claws, the creatures burrowed through the structurally weakened hull of the starship in which they were contained, emerging onto the surface of a strange new planet.

On their native planet, feranths were apex predators that devoured prey with endless appetite, and the few living on Golarion remain true to this behavior. Feranths move on to a new location only after exhausting most sources of available food. While feranths do eventually return to previous hunting grounds, they instinctively wait many years for food sources to replenish before terrorizing those regions once again.

Because of feranths' highly territorial nature, battles between two rivals are vicious affairs that can take hours or even days to resolve, and almost invariably end with one of the combatants bloodied, limping, and nearly dead. Yet deaths are surprisingly rare during these trials, despite the ferocity with which they are fought. It seems that feranths prefer to simply frighten and weaken their rivals rather than killing them outright.

When hunting prey, feranths tend to use ambush tactics. They often charge up through the ground once they have pinpointed their prey's location using tremorsense, and then unleash a mighty roar to further discombobulate their victims. Feranths often repeat this tactic many times during an encounter with prey, diving beneath the ground only to erupt back up a few seconds or even minutes later.

Fortunately for the inhabitants of Numeria, female feranths are rare on Golarion—a fact that keeps the beasts' numbers low. It's uncertain whether this same discrepancy in the ratio between the sexes exists on the feranths' home planet. Females are by far the most ferocious members of the species, especially in the few months following the hatching of their eggs. During this time, a female feranth can be identified by her mottled red-brown skin tone and vicious temperament. For 3 months after their eggs hatch, female feranths have the blood rage universal monster ability. A female usually mates multiple times during her lifetime, laying two eggs each time. She cares for her offspring for 3 years before the juveniles abandon their mother, leaving in search of their own territories in which to hunt. Juvenile feranths that have just left their families are often about 12 feet tall and 20 feet long.

HABITAT & SOCIETY

Scholars believe that feranths' behavior on Golarion is much the same now as it was on their home planet, with one key difference: their range. Rather than roaming great swaths of territory like their ancestors did, feranths on Golarion remain primarily in Numeria. Some of these creatures have wandered into the Worldwound, however, and every now and then one rampages through the northern reaches of the River Kingdoms, across the southern border of Mendev, or along the eastern edge of Brevo. For unknown reasons, feranths avoid treading into Ustalav.

Feranths prefer to carve their lairs out of hillsides where they can monitor the passage of potential prey, but

they sometimes dig dens deep underground to protect themselves from ambush by rival feranths. It is most common for a feranth to construct its home underground when other feranths threaten its territory, but females of the species also dig underground lairs when they are ready to lay and hatch their eggs. Thus, the presence of an underground feranth lair is a sign of greater danger: either the nearby area is infested with other feranths, or the den belongs to a ferocious feranth mother.

Crafty Kellid tribes have learned some tricks, such as the use of earplugs or silencing magic, to counteract the beasts' advantages. They also bait feranths into traps or enclosed canyons using livestock or other large animals. The Kellids use these tactics not only to fight these alien beasts, but also to capture them—a few captive feranths have even been trained for warfare by various tribes. Powerful alchemical concoctions are mixed and fed to a captive feranth, as it is necessary to cloud the creature's mind to tame it. In this state, the feranth becomes docile and seemingly forgets how to burrow, making it easy for the tribe to keep its prized beast nearby. Once the feranth's mind is clouded, blinders can be attached to limit the creature's field of vision, allowing a brave barbarian rider to guide it in battle. When the time comes for the feranth to fight, a second concoction is fed to the beast to give it a burst of energy, sending it into a rampage.

The Red Dog tribe in Numeria's Sellen Hills was renowned for many years for its control of a feranth, a feat that its leaders parleyed into an alliance between a number of nearby tribes. This alliance—and the entire Red Dog tribe—ended abruptly when the captive feranth eventually developed a tolerance to the alchemical concoctions used to keep it docile.



INEVITABLE, YARAHKUT

Metallic plating and stone make up this creature's body. Sharpened brass wings stretch from its back, and its head bears three faces.

YARAHKUT

CR 14



XP 38,400

LN Large outsider (extraplanar, inevitable, lawful)

Init +6; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *true seeing*; Perception +18

Aura malfunctioning (100 ft.)

DEFENSE

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, -1 size)

hp 187 (15d10+105); regeneration 10 (chaotic)

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

Defensive Abilities all-around vision, constructed; **SR** 25

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +21 (2d6+7), 2 slams +21 (1d6+7), 2 wings +21 (1d6+7)

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

Special Attacks dismantling gaze, rend (2 wings, 2d6+10), wings

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*arcane sight*, *true seeing*

At will—*chill metal* (DC 16), *heat metal* (DC 16)

3/day—*locate object*, *modify memory* (DC 18), *rusting grasp*, *wall of force*

1/day—*disintegrate* (DC 20), *feeblemind*, *mark of justice*

1/week—*lesser geas* (DC 18)

STATISTICS

Str 24, **Dex** 23, **Con** 20, **Int** 13, **Wis** 20, **Cha** 19

Base Atk +15; **CMB** +23 (+27 disarm, +27 steal); **CMD** 39 (41 vs. disarm, 41 vs. steal)

Feats Combat Expertise, Combat Reflexes, Flyby Attack, Greater Disarm, Greater Steal^{APG}, Improved Disarm, Improved Steal^{APG}, Quick Steal^{UC}

Skills Diplomacy +16, Disable Device +16, Fly +16, Intimidate +16, Knowledge (engineering) +15, Knowledge (planes) +10, Perception +18, Sense Motive +16, Sleight of Hand +20, Survival +14, Use Magic Device +14

Languages truespeech

ECOLOGY

Environment any

Organization solitary, pair, or intervention (3–6)

Treasure none

SPECIAL ABILITIES

Dismantling Gaze (Su) Once per round as a swift action, a yarahkut can concentrate its gaze on any item within 100 feet and damage that item. Attended items must succeed at a DC 21 Fortitude save or lose half their hit points and gain the broken condition. Items that already possess the broken condition and fail this save are destroyed. Items that successfully save against this effect are immune to that yarahkut's dismantling gaze for 24 hours. Unattended non-magical items don't receive a saving throw. The save DC is Charisma-based.

Malfunctioning Aura (Su) A yarahkut radiates a disruptive aura that is harmful to ranged weapons within 100 feet. Mechanical projectile weapons—such as crossbows, firearms, siege weapons, and many technological weapons—have a 20% chance of not firing on each attack made within the aura's area. If a weapon in this aura has a misfire value, its misfire value increases by 2.

Wings (Ex) A yarahkut's wings are primary attacks.

Yarahkuts are inevitables (*Pathfinder RPG Bestiary* 2 161) tasked with preventing magic and technology throughout the cosmos from falling into the wrong hands. Their mandate is to track objects that could disrupt the development of cultures that are not yet ready to wield such power. In most cases, yarahkuts monitor the movement of advanced technologies and magical items from lost civilizations,



ensuring they aren't introduced to regions where they could have a disruptive impact.

Noted for their intricate brass wings, yarahkuts have superb control of these appendages and are able to use them as effective weapons. Three identical faces surround a yarahkut's head, staring impassively in separate directions with glowing golden eyes. Of its two sets of arms, one set bears claws for combat, while the remaining set is more humanoid and is used to manipulate objects—including those items it confiscates. A yarahkut stands 11 feet tall and weighs 3,000 pounds.

ECOLOGY

These inevitables scour the planes for those in possession of items beyond their ability to control—or more accurately, beyond what the yarahkuts believe they can control—and ensure that such items do not remain in unsafe hands for long. Each yarahkut has jurisdiction over a specific territory and monitors its region for such trespasses, tracking any new piece of technology or major magical item that enters its assigned area. If an item is determined to be a threat, the yarahkut pursues its retrieval or destruction without reservation.

A yarahkut's distinctive wings are for more than just flight; the inevitable has remarkable control over these mechanical appendages. The wings are just as sharp and dangerous as its razorlike claws, and double as weapons in combat. The grace with which yarahkuts use their wings awes members of many primitive cultures, who often mistake these inevitables for celestials. Only those familiar with the nature of yarahkuts understand that their wings are weapons first, and a mode of transportation second.

Compared to most other types of inevitable, yarahkuts take extra care to avoid being destroyed on their missions. While all inevitables know that if they're destroyed, replacements will simply emerge from the forges of Axis to continue their work, yarahkuts understand that their destruction would extend the time that significantly advanced items are allowed to contaminate their assigned territories. Bereft of any form of innate teleportation or planar travel, yarahkuts are willing to retreat from combat if it means surviving in order to gather reinforcements or formulate a new plan.

Yarahkuts are supported in their task by a wide array of abilities; those who study these inevitables learn to fear their dismantling gazes in particular. Just by scrutinizing an item, a yarahkut is capable of disassembling it in a manner of moments, to the dismay of those who wield dangerous items against the inevitable. Yarahkuts also exude an aura that tampers with nearby mechanical items. This aura causes mechanical weapons such as crossbows and firearms to become misaligned and misfire, and can affect even advanced technology such as laser weapons.

Once a yarahkut has tracked its quarry, it uses its innate *arcane sight* to identify any threats that require disposal and unceremoniously relieves the target of these items. Once the transgressor has had its dangerous possessions removed, the yarahkut uses its mind-affecting abilities to strip relevant memories from the target. If the target has expert knowledge of technology or has been exposed to dangerous items for long periods of time—such as a gun maker in a primitive land or an engineer who built a weapon that could instantly destroy millions—the inevitable resorts to a thorough memory wipe or simple execution.

HABITAT & SOCIETY

Yarahkuts are mostly solitary outsiders, each with its own “jurisdiction” consisting of a meticulously assembled base of power and network of contacts from across the planes. Whenever possible, yarahkuts attempt to stay removed from the mundane affairs of the material world, running their networks through intermediaries and sending agents to investigate dangerous items before committing to a mission themselves. Those in service to a yarahkut rarely realize the true nature of their benefactor, whose identity is disguised by the inevitable's heightened ability to understand and adapt to other cultures. After reviewing the intelligence gathered by their agents, yarahkuts begin planning their retrieval missions. They are meticulous creatures, and attempt to plan for as many contingencies as possible to ensure success.

As they lack innate means of traveling the planes, yarahkuts may seek aid in arriving at the location of this wayward technology—including help from mortal spellcasters who summon them. Some conjurers seeking to bind a yarahkut tempt it with information about dangerous or prohibited technology being used in the inevitable's jurisdiction. Most conjurers fail to realize, though, that the yarahkut often already knows of the dangerous technology, word of which likely trickled through its established network of informants long ago; the yarahkut had counted on being summoned so it could pursue the item itself.

In rare circumstances, yarahkuts form alliances with others of their kind. These alliances most often occur in response to the distribution of a large cache of volatile items across overlapping yarahkut jurisdictions, or the unearthing of dangerous artifacts with immediate repercussions for a large region.

Sometimes yarahkuts seek out other types of inevitables when the need arises. For example, a situation in which a powerful undead creature has discovered a lost army of robots may prompt an alliance of convenience with a marut. If a bargain was broken regarding powerful technology, a yarahkut might instead align with a kolyarut, while a death-marked exile from Numeria bringing stolen items to other nations might necessitate working with a zelekcut in order to track the renegade down.

MARAX

Dense, bony growths line the back of this bipedal predator. Between its gnashing, toothy underbite, scythe-like claws, and spiked tail, no part of this beast offers mercy.

MARAX	CR 11	  
XP 12,800		
N Large animal		
Init +6; Senses low-light vision, scent; Perception +20		
DEFENSE		
AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)		
hp 152 (16d8+80)		
Fort +17, Ref +12, Will +7; +2 vs. poison		
OFFENSE		
Speed 40 ft.		
Melee bite +20 (2d6+9/19–20), 2 talons +20 (1d8+9), tail barbs +18 (1d6+4 plus poison)		
Space 10 ft.; Reach 10 ft. (5 ft. with talons)		
Special Attacks poison, pounce		
STATISTICS		
Str 28, Dex 15, Con 21, Int 2, Wis 15, Cha 6		
Base Atk +12; CMB +22; CMD 34		
Feats Bleeding Critical, Combat Reflexes, Critical Focus, Endurance, Great Fortitude, Improved Critical (bite), Improved Initiative, Multiattack		
Skills Perception +20, Stealth +10; Racial Modifiers +4 Perception, +4 Stealth		
ECOLOGY		
Environment warm forests or plains		
Organization solitary, pair, or pack (3–12)		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Tail barbs—injury; <i>save</i> Fort DC 23; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Dex; <i>cure</i> 2 consecutive saves.		

Cunning and brutal, maraxes are far-ranging predators from Castrovel's mist-shrouded landscape. Gifted with vicious weapons, dense armor, and a paralytic venom, a single marax is a match for even the greatest hunter. A pack can easily bring down Castrovel's largest creatures and defend their territory against the planet's most fearsome competitors.

Variations of maraxes dot Castrovel's different regions just as big cats stalk Golarion's. Different subspecies can be identified by their varying fur colors and patterns and the arrangement of ridges on their dorsal plates. Maraxes typically stand 9 to 10 feet tall and weigh up to 900 pounds.

ECOLOGY

While they are far from the most dangerous predators on their homeworld, maraxes stand among the planet's more successful hunters thanks to their inherent adaptability. Perfectly suited to the forests and plains of Castrovel, they roam enormous territories as lone hunters or in small packs.

Their seasonal migrations create famine in their wakes as they drain a region of fauna, and entire lashunta (*Pathfinder Campaign Setting: Inner Sea Bestiary* 25) villages may relocate seasonally to avoid starvation. Maraxes possess only a single lung, and those introduced to alien environments often become extremely irritable due to shortness of breath.

Maraxes are overwhelmingly carnivorous. The larger, more aggressive females dominate their packs, bringing down prey and eating first. Maraxes have voracious appetites, and will make a meal of almost anything—in lean times the animals turn to carrion, fruit, and in rare cases even soil and stones to sate their voracious appetites.

Straddling the line between mammal and reptile, maraxes are warm-blooded creatures with resilient bodies. Soft fur covers tough scales across much of a marax's body, while bony knobs protect the head, back, thighs, and tail. A marax's most identifiable feature is its tough dorsal osteoderms that offer protection. They lack forelimbs, and balance instead on a single pair of legs tipped with vicious, scythe-like claws. Their oversized jaws can crush both bone and stone, and larger specimens can even tear through metal armor. A cluster of venomous barbs sprout from the end of a marax's tail, which can inject enough paralytic venom to bring down prey twice the creature's size.

These statistics represent a typical marax. Various subspecies may be larger or smaller (use the giant creature or young creature simple templates accordingly) and possess a variety of different special abilities. The arctic-dwelling tundrax is smaller, but can hibernate for months beneath the snow and reawaken in moments to pounce upon unsuspecting prey, while females of the bioluminescent ghostback marax possess a resin-producing gland that grants them an ability similar to the web special ability.

HABITAT & SOCIETY

Maraxes are found all across Castrovel, but exist primarily in its primeval forests and vast savannas. Dozens of subspecies fill the planet's various ecological niches, and maraxes range from the polar tundra to steaming tropical jungles. Thanks to Castrovel's dramatic tides and powerful weather systems, regular migration is a way of life, and packs can cover hundreds of miles between seasonal hunting grounds. Some subspecies follow staple herds, while others alternate between a variety of environments and diets throughout the year. Most maraxes spend dry seasons stalking small prey in wooded areas or deep in Castrovel's countless hidden valleys, then during wet seasons move onto open savanna to take down larger prey. Wherever they settle for a time, packs use their powerful claws to dig out shallow nests, which shelter a complex ecology of scavengers and opportunistic mammals once the beasts move on.

Most breeds of maraxes are social animals that form complex hierarchies. They vocalize a variety of chirps,

growls, and rasping grunts, and establish relative status with bellowing exchanges that lashunta call “debates.” The largest female typically leads the pack, and surrounds herself with the other breeding-age females for hunting and territorial defense. Males and females not of breeding age rely on this matriarch’s circle for food, and are expected to groom the hunters and one another for parasites. All members of a pack contribute to marking and defending territory and to scavenging during lean times. The social bonds are knit tight, and packs are more likely to move on to new hunting grounds than drive out members in hard times. An alpha female remains fertile so long as she is well fed, and especially successful matriarchs can grow to enormous sizes and dominate packs of fifty or more, cultivating legends and nicknames among lashunta hunters.

Non-alpha females breed only two or three litters in a lifetime. Females attract the attention of males using their tail barbs, and engage other females in mock combat to claim the healthiest mates. If a male shows interest, the female bonds her clutch of two to four eggs to his underbelly with a sticky resin. The father becomes incubator and guardian for the next 16 months. Hatchlings are born with soft, flexible back plates, and adults claw and nip at a pup’s back to transform the soft cartilage into thick, sturdy osteoderms. The venom both males and females produce in their tails is a complex array of proteins and enzymes that the hatchlings suckle for nourishment during their vulnerable first few days. As one would expect, maraxes are very protective parents; packs will chase kidnappers for miles and tear them apart with an almost gleeful cruelty.

Thanks to Castrovel’s numerous planetary portals, maraxes occasionally migrate to other worlds. A smaller, wheezing variety prowls Akiton’s equator, riding the planet’s massive dust storms from hunting ground to hunting ground. On Golarion, a few small packs roam Numeria and southern Garund, preying on the megafauna in these locations.

Among Castrovel’s civilizations, capturing or slaying a marax is an impressive achievement. As maraxes’ natural weapons can be used to craft vicious daggers, spears, and terbutje, those capable of reliably trapping or hunting the creatures earn impressive fortunes and high prestige.

Near rural settlements, maraxes stalk domesticated herds for easy meals, and even pick off careless hunters and shepherds without fear. Their hunting tactics are so effective that some lashunta have bred a loyal domesticated subspecies to guard their wilderness settlements from predation. Though ravenous and ill tempered, these tame maraxes are unflaggingly loyal. Druidic sects see the creature as a powerful totem, crafting fetishes from the animal’s bones and plates and divining prophecies from packs’ seasonal migrations.

MARAX COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** bite (1d6), tail barbs* (1d4 plus poison); **Ability Scores** Str 16, Dex 15, Con 12, Int 2, Wis 12, Cha 6; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1d2 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** low-light vision, scent. *This is a secondary natural attack.

7th-level Adjustments: **Size** Large, **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d4); **Ability Scores** Str +6, Dex -2, Con +2; **Special Qualities** pounce



ROBOT, DIRECTOR

A humanoid torso and four spindly legs sprout from the top of this black-paneled orb. Buzzing mechanical tentacles churn and writhe below its bulk.

DIRECTOR ROBOT

CR 10



XP 9,600

N Large construct (robot)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 121 (14d10+44)

Fort +7, **Ref** +10, **Will** +9

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

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 tentacles +19 (1d10+6), 2 slams +19 (1d8+6)

Ranged integrated laser rifle +16 (2d6 fire)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Special Attacks electromagnetic pulse, grasping tentacles, override

STATISTICS

Str 22, **Dex** 17, **Con** —, **Int** 16, **Wis** 15, **Cha** 1

Base Atk +14; **CMB** +21; **CMD** 35 (39 vs. trip)

Feats Dodge, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Spring Attack, Toughness

Skills Acrobatics +10 (+14 when jumping), Climb +15, Craft (mechanical) +15, Disable Device +15, Knowledge (engineering) +15, Perception +15, Sense Motive +15

Languages Androffan, Common, Hallit

SQ advanced analytics, cling, repair robot

ECOLOGY

Environment any (Numeria)

Organization solitary, patrol (1 director and 2–8 gearsmen), or unit (1 director, 2–12 gearsmen, and 1 myrmidon)

Treasure none

SPECIAL ABILITIES

Advanced Analytics (Ex) A director robot gains a bonus equal to its Intelligence bonus on all saving throws.

Cling (Ex) A combination of magnetic pads and electrostatic emitters in its feet allow a director robot to climb and travel on vertical or horizontal surfaces without having to attempt Climb checks, even allowing it to traverse these surfaces while upside down.

Electromagnetic Pulse (Ex) Once per day as a standard action, a director robot can unleash an electromagnetic pulse that deals 6d6 points of electricity damage to any robots or creatures with cybernetic implants within a 20-foot radius (Reflex DC 20 half). This bypasses any active force fields or similar effects, but doesn't harm other living creatures or the director robot. Any technological item within this radius is drained of 1d6 charges unless it succeeds at a DC 20 Reflex save. The save DCs are Intelligence-based.

Grasping Tentacles (Ex) A director robot's tentacles are primary attacks and have the grab special ability.

Integrated Laser Rifle (Ex)

A director robot has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d6 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects,

such as a *wall of force*, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover



in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment.

Override (Ex) A director robot can usurp control of an otherwise functional robot. In order to gain control of a robot, the director robot must first make a ranged touch attack against a target robot within a range of 60 feet. If the attack is successful, the targeted robot must succeed at a DC 20 Will saving throw to prevent the director robot from linking to the target's command processor. On any subsequent turn after a link is established, the director robot can issue a command to the targeted robot as a standard action. The targeted robot can attempt another Will save (DC 20) to resist following each command.

To command its target, the director robot must be within 60 feet of the targeted robot and must issue the command in a language the robot understands. The types of commands it can issue are similar to those allowed by a *suggestion* spell—once a command is successfully issued, the robot does its best to carry out the orders over the course of the next hour. Additionally, any robot affected by this ability also gains a +2 competence bonus on attack and weapon damage rolls. These save DCs are Intelligence-based.

Repair Robot (Ex) As a standard action that doesn't provoke an attack of opportunity, a director robot can repair damage done to either itself or an adjacent creature with the robot subtype, healing the target for 1d10 points of damage.

No society endures without order, and among robots that order is enforced by directors. Clad in gleaming metal and viewing the world through a rotating array of lenses, a director is a robotic overseer designed to maximize efficiency and command the loyalty of lesser automatons. Its torso rests upon a utilitarian egg-shaped pod loaded with manipulators, tools, and dozens of thin mechanical tendrils. Four long, mechanical legs support its bulk and carry it across any terrain, even allowing the robot to cling magnetically to vertical surfaces. While the upper frame sports human-like arms to manipulate traditional tools and weapons, two powerful tentacles extend from below its frame to facilitate combat and handle heavy lifting. Though its humanoid torso is barely larger than that of a human, the director's entire frame stands over 10 feet tall and weighs nearly half a ton.

ECOLOGY

Directors are middle managers built to ensure efficiency, productivity, and obedience. They oversee complex projects and protect networks of robots from outside corruption. A unit of robots controlled by a director goes about its business swiftly and with mechanical precision, taking what organic beings might mistake for pride in conserving resources or completing projects rapidly.

Naturally, director robots need neither rest nor food, and their internal generators provide nearly limitless power. Designed to be adaptable, they function with equal ease on the battlefield, within winding corridors, deep underwater, and upon starship hulls in the vacuum of space. The magnetic claws that carry the director's bulk up sheer surfaces with surprising speed and grace are also perfectly suited to dragging damaged robots from the field.

To better analyze and respond to threats, directors are programmed with a remarkably advanced artificial intelligence, capable of limited self-awareness and interaction with others. Their sophisticated systems easily overwhelm and seize control of other computer-operated devices, dredging memories and secrets from robotic minds, setting them to whatever work the director prioritizes, and removing any corrupting outside influence.

HABITAT & SOCIETY

A director robot's role is to break down the high-level goals of their superiors into simple instructions for lesser robots. While not fully self-aware in ways organic beings appreciate, their cold, clean minds take something like comfort in hard work, and experience distress if kept from their duties or left devoid of purpose—those without a clear goal often become obsessive, directing lesser robots to create order for its own sake. Surprisingly social, they fare poorly in isolation without other machines to interact with and direct.

Like all robots, directors are built, not born. With neural networks almost as advanced as androids', newly activated units undergo a learning period during which they reconcile their reams of programmed knowledge with the unpredictable tendencies of reality. This digital "infancy" is a confusing time, and these robots exhibit extreme frustration while learning to adapt. Other directors are especially wary of these child units, and keep a cautious eye sensor on them, always prepared to jump in and override the new robot if it proves incapable of translating theory into practice.

Directors rarely stray from their heavily technological environments. On Golarion, they usually cling to Silver Mount, but sometimes accompany a legion of the Technic League gearsman unbidden, ignoring orders from human masters and watching over their mechanical charges with an almost religious devotion. Some directors operate within Starfall where they direct other robots used by the Technic League.

Tightly guarded reports held by the Technic League claim that a rogue director robot maintains a hidden lair somewhere in central Numeria. The robot has taken over a splintered section of *Divinity* that contains a technological laboratory, and the reports claim that it's building its own army of robotic followers.

ROBOT, EVALUATOR

With wings and an unearthly glow, this mechanical being could easily be mistaken for an angel.

EVALUATOR ROBOT	CR 12	  
XP 19,200		
N Medium construct (robot)		
Init +9; Senses darkvision 60 ft., low-light vision, superior optics; Perception +18		
DEFENSE		
AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)		
hp 158 (16d10+20 plus 50 hp force field)		
Fort +5, Ref +10, Will +10		
Defensive Abilities hardness 10; Immune construct traits		
Weakness vulnerable to critical hits and electricity		
OFFENSE		
Speed 50 ft., fly 120 ft. (perfect)		
Melee bastard sword +22/+17/+12/+7 (1d10+6/19–20 plus stun) or 2 slams +22 (1d4+6 plus stun)		
Ranged integrated laser rifle +21 ranged touch (4d6 fire)		
Special Attacks memory wipe, stun (DC 19, 1d4 rounds)		
STATISTICS		
Str 22, Dex 21, Con —, Int 12, Wis 17, Cha 1		
Base Atk +16; CMB +22; CMD 37		
Feats Blind-Fight, Cleave, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Skill Focus (Sense Motive), Vital Strike		
Skills Fly +17, Knowledge (local) +12, Perception +18, Sense Motive +25, Stealth +10		
Languages Androffan, Common; process languages		
ECOLOGY		
Environment any (Numeria)		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		
Force Field (Ex) An evaluator robot is sheathed in a thin layer of shimmering energy that grants it 50 bonus hit points. All damage dealt to an evaluator robot with an active force field is deducted from these hit points first. As long as the force field is active, the evaluator robot is immune to critical hits. An evaluator robot's force field has fast healing 10, but once these hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.		
Integrated Laser Rifle (Ex) An evaluator robot has a built-in laser rifle. This weapon has a range of 150 feet and deals 4d6 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a <i>wall of force</i> , to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other		

clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment.

Memory Wipe (Ex) As a standard action, an evaluator robot can make a touch attack that, if it hits, injects nanites into a target and erases the last 12 hours of its memories. A successful DC 19 Will save negates this effect. This is a mind-affecting effect, and the save DC is Intelligence-based.

Process Languages (Ex) Exceptional processing and data stores allows an evaluator robot to parse language in a way that lets it permanently speak and understand any spoken or written language it observes for at least 1 minute.

Stun (Ex) An evaluator robot's melee attacks deliver a nonlethal jolt of electricity with each strike. If the robot strikes a creature twice in one round with its bastard sword or slam attack, that target must succeed at a DC 19 Fortitude save or be stunned for 1d4 rounds. The save DC is Intelligence-based.

Superior Optics (Ex) An evaluator robot can see invisible creatures or objects as if they were visible.

Androffans, the race responsible for the presence of robots on Golarion, were a spacefaring people who visited dozens of worlds. Masters of engineering, they created robots that could perform a wide array of tasks, even trusting their creations to perform complex surgeries on the Androffans' own organic forms. In the course of their interplanetary explorations, the Androffans quickly learned that not every world was ready to comprehend the awesome experience of leaving one's home planet to visit others. Not wanting to risk valuable crew members, the Androffans created evaluator robots as an alternative to sending a shuttle mission to alien planets and interacting in person. When sensors aboard Androffan ships orbiting foreign worlds discovered other humanoid species, evaluator robots would be dispatched to assess the planets' alien cultures.

Taking forms designed to be recognizable to a planet's general populace, evaluator robots would drop from orbiting surveillance ships onto alien worlds to collect data so that their masters could determine the readiness of the planets' inhabitants to accept the existence of creatures from other worlds. Androffans also used evaluator robots to determine how violent or superstitious the indigenous populations were so that they could carefully plan direct contact. Evaluator robots were fashioned into pleasing and majestic forms to command respect and admiration from the humanoids they interacted with, and were usually made slightly taller than the planet's primary race so as to seem properly impressive. These robots' advanced construction utilizes sophisticated lightweight materials, making their durable frames weigh in under 400 pounds. The model presented here is the most common design—a radiant humanoid angel with gleaming feathers of brushed metal.

DESIGN

The engineers who designed evaluator robots created each one to serve specific purposes tailored to the world it was intended to observe. These thematic designs were tested through trial and error by the evaluators themselves, who paid close attention to the religions encountered on each planet. They discovered that reverence for angelic beings was common on many worlds populated by sentient humanoids, so the engineers built the majority of evaluator robots in this form.

Although some evaluators were designed for use on worlds that used advanced technology, evaluators were rarely used to observe cultures that had already reached space on their own or that were otherwise accustomed to dealing with beings from other worlds. In some cases, Androffan engineers designed evaluator robots to mimic the form of beings iconic to the populace, gathering information about these individuals from intercepted communication signals. This was often judged too risky, however, as it was found that cultures rarely responded well to the eventual revelation that their resurrected heroes and messiahs were actually alien robots.

Even though redesigning an evaluator robot's outward form was simple, their complex programming required a vast amount of collected data. If the robot couldn't reply in a convincing manner, or if its memory-modifying nanites took no hold on the alien humanoids it encountered, then the evaluator's mission was quickly compromised. The robot's creators then had to hope that the interaction would be interpreted as a fluke supernatural experience, or that the witness would be disbelieved and derided by its community.

Evaluator robots are universally curious, their programming filling them with an endless need to learn about living creatures. These robots take every opportunity to ask questions of intelligent organic life forms, especially humanoids. An evaluator robot compares these answers to profiles of existing cultures, either installed when it was created or assembled from previous interactions. Complex algorithms capable of parsing the nuances of myriad humanoid societies allow the robot to quickly evaluate and categorize the nature of a particular society using these hundreds or thousands of profiles. Once an evaluator has thoroughly assessed a planet's cultures, its Androffan masters use this information to plan a landing expedition to make direct contact.

HABITAT & SOCIETY

As robots, evaluators have no society outside of their programming, and their habitat is wherever they happen to be deployed. In the Inner Sea region, nearly all evaluator robots encountered to date have been found in Silver Mount.

Since they were designed to interact with sentient organic beings, evaluator robots don't regularly associate with

other robots unless tasked with a project requiring such interaction, and instead keep the company of humanoids (though their cold robotic presence isn't always comforting).

Crafts that split from *Divinity* during its crash and fell to other parts of Numeria contained two other known evaluator robots. A tribe of Ghost Wolves destroyed one of these evaluators—designed to resemble a horned, red-skinned fiend—when it appeared before the Kellid barbarians in the Sellen Hills. The robot fought with wicked claws, and after it was destroyed, it exploded in a blast that killed dozens of the barbarians. The other evaluator, reportedly appearing as a six-armed, three-faced woman with bronze skin, was spotted briefly by griffon riders at Castle Urion before it headed south into the River Kingdoms, and hasn't been seen since.



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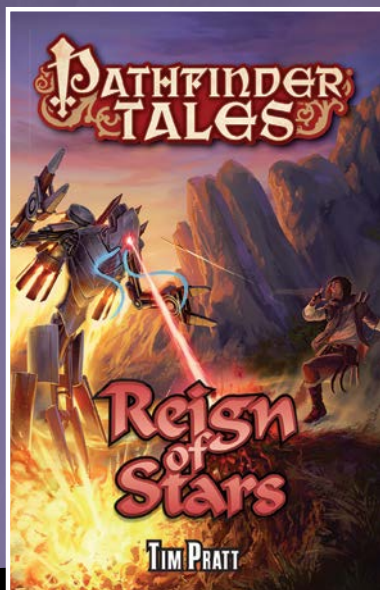
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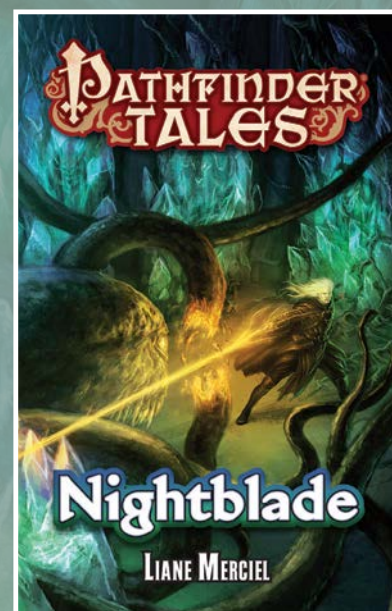
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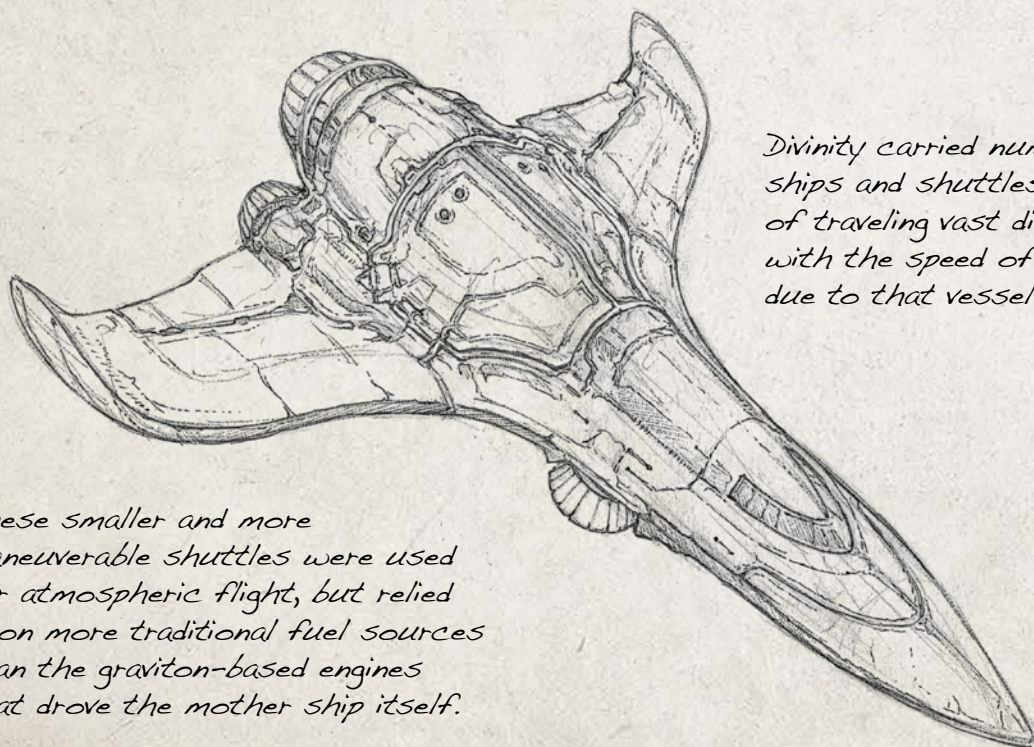
When supplied with power, these strange devices can reveal entire libraries' worth of information.



Beyond containing raw information about Divinity and its homeworld, many of these devices allow for the direct control of the ship's onboard defenses, including its automatons.

Without knowledge of the Androffan tongue, these devices are nearly useless.

Portable versions known as datapads are known to exist.



Divinity carried numerous smaller ships and shuttles, each capable of traveling vast distances, but not with the speed of the mother ship, due to that vessel's unique drive.

These smaller and more maneuverable shuttles were used for atmospheric flight, but relied upon more traditional fuel sources than the graviton-based engines that drove the mother ship itself.

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Silver Mount has long beckoned explorers and adventurers from across the Inner Sea with its promise of otherworldly treasures, but more than riches waits within this towering ruin's alien chambers. Here, the greatest of the Iron Gods dwells, inexorably drawing its plans against the world of flesh and preparing for its final triumphant emergence. With the brutish rulership of Starfall cowed, the time is right for the PCs to mount the most extensive and dangerous expedition ever made into Silver Mount's mysterious interior. What strange perils from beyond the stars await the heroes in one of Golarion's most legendary dungeons, and what insidious traps has the Iron God set for them within those metal walls?

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Printed in China. PZO9090