

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



FIRES OF KARAMOSS

By Joe Homes



Fires of Karamoss

Pathfinder Society Scenario #6–17

Author • Joe Homes

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Cartographer • Sean Macdonald

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Pathfinder Society Scenario #6–17: Fires of Karamoss is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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Redmond, WA 98052-0577
paizo.com

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Fires of Karamoss

By JOE HOMES



In 3637 AR, the “Machine Mage” Karamoss created a red-hued siege tower outside of Absalom to fuel his dreams of conquest, attacking with an army of hobgoblins and machine soldiers. A series of counterattacks eventually laid waste to the aboveground levels of the Red Redoubt and, by all appearances, ended the threat posed by Karamoss.

Until recently, the Pathfinder Society had used the ruined tower’s upper dungeon as a training ground for recruits. However, a recent training mission went awry when a young group of Pathfinders found a previously sealed section of the siege tower filled with still-operational machinery. This discovery has revitalized the Society’s interest in the site, and several preliminary explorations of deeper passages have revealed lower levels littered with robotic scraps and populated by semi-intelligent squatters. The Society might have written off the remaining areas as unsalvageable wrecks had the agents not questioned one of the more talkative inhabitants and learned of a nearby area that contains still-functioning equipment.

Deep within the redoubt, Karamoss had constructed a powerful foundry powered by elemental flame from the Plane of Fire to craft his robotic army. When his defeat was imminent, the Machine Mage attempted to overload the interplanar portals to simulate a volcanic eruption, hoping to destroy Absalom’s forces and keep his discoveries from falling into others’ hands. Luckily for Absalom, this merely damaged the portals, severing their persistent ties to the Plane of Fire and marooning dozens of outsiders in an area now referred to as the Forge. As the temperatures cooled, many of these outsiders gradually succumbed to torpor while trying to decide how to cope with their imprisonment.

One exception is the salamander Jethzerai, a fugitive from the law on his home plane who has spent much of the last millennium studying Karamoss’s shattered legacy and building a rudimentary understanding of the technology around him through systematic experimentation. He recently concocted a means to repair the damaged portals, and he has rallied many of his fellow prisoners to assist his restoration efforts, subjugating those who resisted. Over the past decade, Jethzerai’s allies have raided the so-called

WHERE ON GOLARION?

Fires of Karamoss takes place in the Red Redoubt of Karamoss, a ruined siege tower and vast dungeon complex located in the Cairnlands outside of Absalom. Further details on the Red Redoubt and its many mysterious technological sublevels can be found in *Pathfinder Campaign Setting: Dungeons of Golarion*, available at bookstores and game stores everywhere, and online at paizo.com.



Scrap Heap for parts, gradually rebuilding the mechanisms that can send them home, and they’re now approaching the final phase of their plan. Jethzerai is concerned only with his own escape from centuries of imprisonment in the Red Redoubt, though he is well aware that reopening the unstable portal will likely complete Karamoss’s original objective, engulfing the entire Red Redoubt—and possibly parts of Absalom—in extraplanar fire.

SUMMARY

Venture-Captain Shevala Iorae, an expert on the nearby siege towers, calls the PCs to the Grand Lodge. There, she takes them to a darkened records room and introduces them to Marw, a mutated choker from the infamous Red Redoubt. Marw’s descriptions of activity in the redoubt’s Forge have Shevala worried that something

GM RESOURCES

Fires of Karamoss makes use of *Pathfinder RPG Core Rulebook*, *Pathfinder Campaign Setting: Technology Guide*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and *Pathfinder RPG Ultimate Magic*. This adventure assumes the GM has access to these sourcebooks, though the relevant Bestiary entries have been reprinted at the back of this scenario for easy reference. The rules for all of these resources are available online for free at paizo.com/prd.

terrible is brewing in the ancient fortress's power source. If something truly has reactivated the Forge that constructed Karamoss's armies, it could mean a second robotic siege of Absalom! The venture-captain tasks the PCs with investigating the Forge, eliminating any immediate threats, and if possible preserving any functioning technology.

Within the Forge, the PCs encounter a malfunctioning director robot named Tig-o. Having sustained significant damage to its sensors in Karamoss's original attempt to destroy the tower, Tig-o now believes that every creature it meets is a friendly robot—and thus under its command. Tig-o calmly orders the newly arrived “robots” to help it return to its post in the Forge's power core.

The PCs soon discover that the catwalks and hallways of the Forge are swarming—not with robots, as the venture-captain had feared, but with outsiders from the Plane of Fire, who are in the process of scavenging the last few components needed to reopen the portals to their home plane. The PCs can interrogate a band of these outsiders to learn the details of Jethzerai's plan.

In the portal control room, the PCs get a chance to sabotage some of Jethzerai's work before Tig-o rediscovers Karamoss's original plan to destroy the tower and turns on the PCs, suddenly determined to complete its master's apocalyptic commands.

Once Tig-o has been destroyed, the PCs have an even bigger problem than an army of robots: the portals to the Plane of Fire are about to open! Jethzerai arrives and activates the portals—beginning the process of powering the massive main gate that can take him home—before attacking the intruders. Only once Jethzerai has been defeated and the portals disabled can the PCs return victorious with the knowledge that Absalom is safe from both a robotic invasion and a fiery armageddon.

GETTING STARTED

The adventure begins as the PCs arrive in the basement of one of the Grand Lodge's outbuildings. Read the following to get the adventure underway.

This cold subterranean records hall is dim and quiet. In front of a heavy wooden door stands Venture-Captain Shevala Iorae, one of the Society's premier experts on the ruined siege towers near Absalom. She waves and begins speaking eagerly as she approaches, the flame of her candle struggling against her pace.

“Hello! I'm sorry to summon you to such a bleak meeting space, but I'm gathering intelligence that I can really get only here. Come, you'll have to see for yourselves.” Venture-Captain Iorae gestures toward the wooden door behind her, saying, “Before we go in, tell me—do you know much about the Red Redoubt of Karamoss?”

Allow the PCs to attempt various Knowledge checks to determine their familiarity with the Red Redoubt.

Knowledge (arcana)

A PC may be familiar with some of Karamoss's impressive magical achievements.

20+: Karamoss was a wizard from Numeria known as the Machine Mage. He allegedly spent decades researching automatons inside the notorious technological dungeon known as Silver Mount, and was said to possess unparalleled mastery over all kinds of constructs and machines.

25+: The red metal from which the Red Redoubt was constructed is called djezeteel, and has an enhancing effect on magic.

30+: The robotic army that Karamoss used to attack Absalom is rumored to have been built within the siege tower itself, using forges powered by elemental energy from the Plane of Fire.

Knowledge (engineering)

The Red Redoubt is a marvel of engineering prowess.

15+: The entire Red Redoubt was built in a single night out of a strange red skymetal alloy called djezeteel, said to have been invented by Karamoss himself.

20+: Though the aboveground sections of the tower were destroyed, the underground levels seemed to be sound. As far as anyone knows, there could be dozens of unexplored levels below the surface.

25+: Supplying power to the tower—and creating an army of constructs—would have required an immense amount of energy. The tower was likely equipped with a powerful energy source, possibly a massive Numerian power generator or some kind of magical reactor.

Knowledge (local)

The Pathfinder Society has been paying close attention to the fallen siege tower of late.

15+: The uppermost surviving levels of the Red Redoubt are considered relatively safe. Junior members

of the Pathfinder Society are often run through obstacle courses here set up by their mentors.

20+: One recent such excursion took an unexpected turn when a team of Pathfinder recruits stumbled into an undiscovered sublevel of the siege tower. Since then, Pathfinder Society activity in the area has increased dramatically.

25+: Venture-Captain Shevala Iorae has led the new efforts to explore the Red Redoubt, and she has sent scouting teams into progressively deeper levels of the tower. For the last few days, Shevala has not left the Grand Lodge, instead remaining cloistered below in a darkened records room.

Once the PCs have had a moment to recollect what they can about Karamoss and the Red Redoubt, read the following aloud.

Shevala opens the heavy wooden door into a cramped records room, eliciting a painful cry from inside, followed by curses in a strange language. The room is even darker than the hall outside, lit only by a few small candles. A sturdy wooden chair stands in the center of the room, on which writhes a curious creature. Long, rubbery arms spill over the sides of the chair and brush the floor, connecting to a torso covered in dirty green scales. Huge black eyes protrude over a drooping, sharp-toothed mouth that appears to close on only one side. The creature squints against the light from the torchlit hallway, shouting, "Shut it! Shut the blasted door!"

"Pathfinders," Shevala says with exasperation, "may I present Marw."

With a successful DC 16 Knowledge (dungeoneering) check, a PC can identify the bizarre creature in the chair as a horrifically mutated choker (*Pathfinder RPG Bestiary* 45). Marw suffers the effects of chronic exposure to strange technological fluids, sustained during his life in the Red Redoubt. These include dramatic mutations such as light blindness, scaly skin, and greatly enhanced mental faculties, which allowed Marw to parlay with the Pathfinders who came to his junkyard home in the redoubt, known as the Scrap Heap. Shevala explains that Marw is a guest of the Society as part of a deal agents made to secure safe passage through the Scrap Heap toward a yet more dangerous level—the Forge. The Scrap Heap is no stranger to scavengers, but over the past few years,

raiding parties from the Forge have launched a number of purposeful attacks against it, sometimes dragging entire robot skeletons back with them. Marw saw an opportunity when the Pathfinder Society agents arrived, and agreed to provide information on the redoubt in return for a promise that the Society would investigate and end the incursions from the Forge if at all possible.

For her part, Shevala worries that the activity in the Forge might mean some ancient production line deep within the redoubt has reactivated—if the machines that built Karamoss's original robot army have suddenly resumed functioning, another robotic siege on Absalom could be imminent! She asks the PCs to lead the exploration of the Forge, concluding her theory as follows.



Shevala Iorae

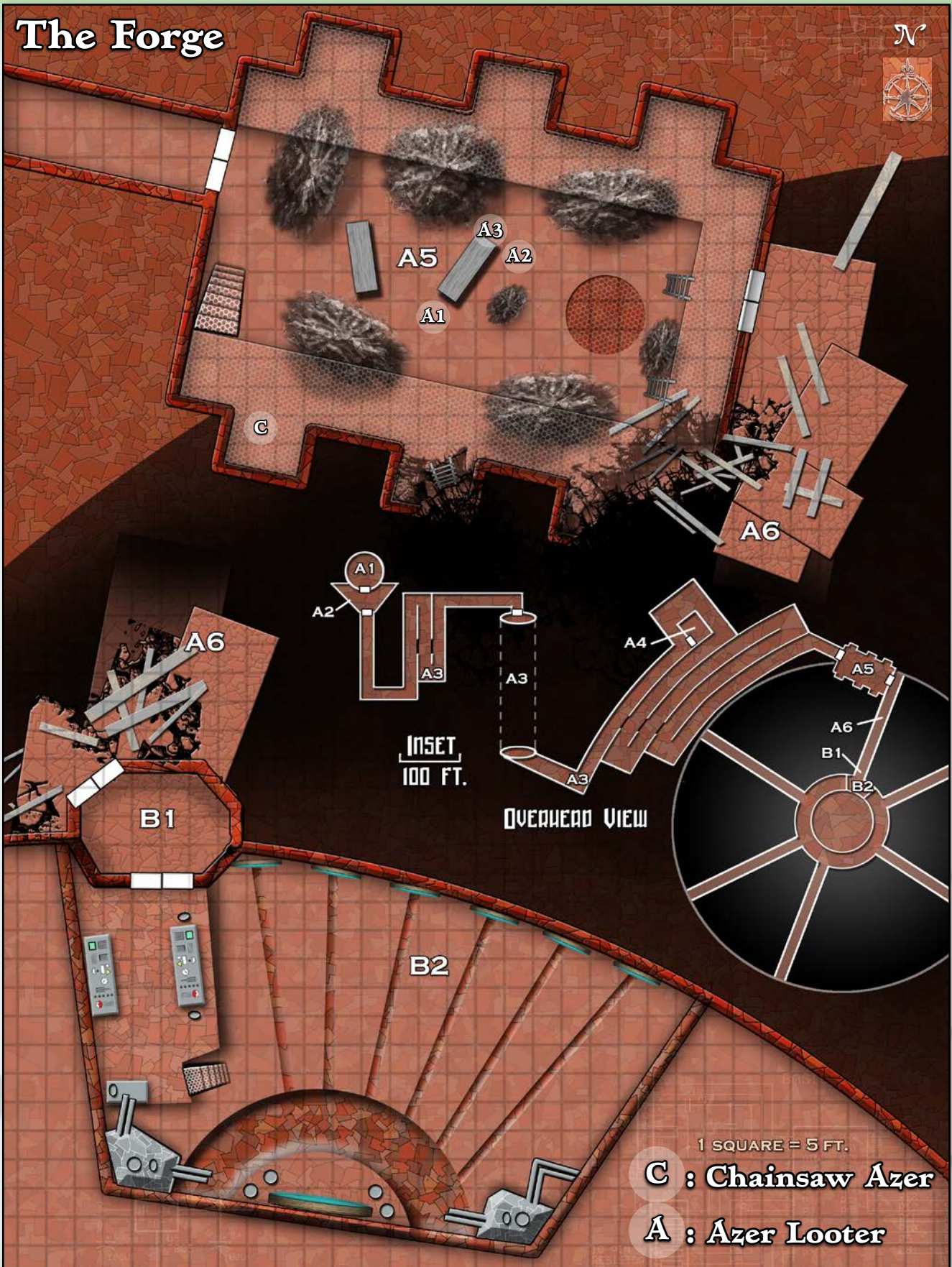
"I need you to find out what's going on within the Forge; if something is providing power to Karamoss's robot foundries, it's imperative that you deactivate that power source to prevent history from repeating itself. Of course, Marw here would also like us to ensure that whatever is scavenging in the Scrap Heap and endangering his people ceases to do so. Finally, please keep an eye out for anything of academic significance. The entire tower is a trove of historical data from one of the most fascinating periods in Absalom's history! Bring me anything interesting that you can carry, and secure everything else so that future expeditions can study the artifacts in relative safety."

Between Shevala and Marw, the PCs should be able to get answers to most of their questions, though neither NPC knows exactly what to expect from the dangerous foundries. Below are some example questions the PCs may ask of the NPCs, along with answers. These answers assume Shevala is addressing the PCs' questions. Marw willingly answers any of the questions and has approximately the same information to share, though his delivery is less eloquent.

What kinds of creatures are coming up from the Forge? "Marw doesn't know what they are, exactly, only that they're well armed. I suspect from his descriptions that automatons from below have reactivated and are coming up to salvage whatever important components they can find."

What was the purpose of the Forge? "Who knows what anything was for in that tower? My educated guess is that the Forge served as the power source for the Red Redoubt;

The Forge



it was definitely linked to the production of Karamoss's robotic army."

What do you think is happening in the Forge? "Best case? Something is messing with a dangerous power source. Worst case? A robotic invasion of Absalom. Either way, this needs attention."

What do you want us to accomplish? "First and foremost, deactivate anything that could be powering or constructing robotic soldiers. Secondly, make any observations necessary to help further exploration of the tower. And finally, try and retrieve anything that we can analyze to learn more about Karamoss or the Red Redoubt. Oh—and of course, ensure that the raids on the Scrap Heap are stopped."

What kinds of dangers should we prepare for? "All we have are guesses. The level is referred to in other documents as the Forge. Assuming a literal interpretation, forges are hot, so prepare to deal with high temperatures. Beyond that, I'd be ready to confront some newly minted mechanical soldiers if those foundries are indeed active."

How will we get to the Forge? "Marw will accompany you to the Scrap Heap, and he assures us that his choker allies will not only refrain from attacking, but escort you safely through the junkyard themselves."

What kind of aid can you offer us? "I have spent most of my resources securing this information and working out the Scrap Heap deal. Absalom does not officially acknowledge this as a threat—at least not yet or not that they're willing to admit to me—so we're on our own for now. I have secured you safe passage to the Forge, but from there I am putting my faith in your skills and resourcefulness. This is an important mission for the safety of Absalom; please take the rest of the evening to prepare and equip yourselves with whatever you think you may need. You'll leave for the Red Redoubt in the morning."

When the PCs are ready, proceed to area A below to begin their adventure in the Forge of the Red Redoubt.

A. THE FORGE

The PCs and Marw find a group of mutant chokers waiting to greet them as soon as they step off the makeshift lift that brought them to the Scrap Heap. The chokers lead the PCs without incident through the technological junkyard to a pair of gigantic skymetal doors that open to the Forge (area A1).

The entire Red Redoubt is built of a ruddy metal called djezeteel—an alloy of Karamoss's invention composed of iron and the magic-enhancing skymetal djezet. Because of the presence of so much djezeteel in one place, characters within the siege tower gain a +2 circumstance bonus on all caster level and concentration checks. The Forge's winding corridors are cramped and precisely machined; they're illuminated with normal light by panels running

along the tops of the walls. Except where noted, ceiling heights are a uniform 15 feet, and hallways are equally as wide. The fireproof doors on this level are made of 2-inch-thick djezeteel (hardness 10, hp 60, break DC 28) and are unlocked except where noted. A door can be opened as a swift action by pressing a palm to a small panel located on the side of the frame. For safety reasons, doors in the Forge automatically close 1 round after being opened.

A1. Forge Power Control Access

The chokers lead the PCs to a pair of heavy, 15-foot-tall doors labeled "Forge—Power Control Waste." None of the chokers willingly accompany the PCs beyond these doors, which open to a functioning elevator that rapidly descends hundreds of feet to area A2.

A2. Waste Staging (CR 7 or CR 10)

This trapezoidal chamber displays signs of recent vandalism. Battered red panels hang from single bolts, revealing exposed wires and structural supports. Glowing tubes flicker behind smashed translucent panes on the upper walls that intermittently emit showers of sparks. Opposite the elevator to the north, a set of thick double doors stands in the room's shortest side.

This chamber was built as a staging area for waste from the busy forge core below; teams of robots would pile useless byproducts and malfunctioning equipment here until robots from the Scrap Heap arrived to dispose of the detritus. More recently, Jethzerai's looters stripped this chamber of anything that looked useful, going so far as to pry open the walls to check for components that might help power the portals to the Plane of Fire. At Jethzerai's command, the scavenging outsiders also blocked the southern doors, hoping to prevent interference from interlopers from above.

The unpowered doors that lead south to the Forge power core are jammed from the southern side with scrap—a successful DC 25 Strength check (DC 30 in Subtier 8–9) is needed to open the doors enough for a Medium or smaller creature to squeeze through the gap. To get a larger creature (such as the occupant of this chamber) through the door, the PCs must disassemble the pile of scrap from the southern side of the door, which requires 1d10+2 minutes of work.

The marauding outsiders haven't returned to this room since they blocked the door weeks ago, but the chamber's current resident is unaware of this, and remains here waiting for someone to unblock the access door so it can carry on with its mission.

Creature: A large, multi-legged robot named Tig-o hangs from the ceiling by magnetic feet, pensively regarding the closed doors. It detects the opening of

SCALING ENCOUNTER A1

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Tig-0 loses his remaining tentacle attack and the grab ability.

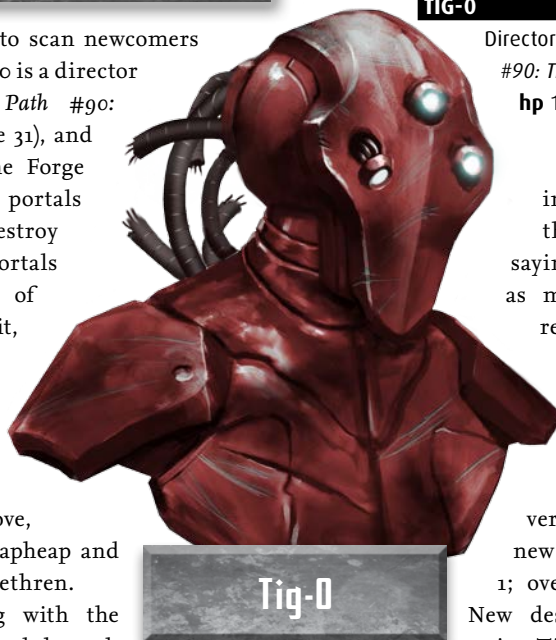
Subtier 8–9: Reduce Tig-0's current and maximum hit points by 30, and remove its all-around vision ability.

the elevator doors and turns to scan newcomers with its scorched sensors. Tig-o is a director robot (*Pathfinder Adventure Path #90: The Divinity Drive* 88; see page 31), and was one of the robots in the Forge when Karamoss ordered the portals overloaded in an attempt to destroy the Red Redoubt. When the portals failed, Tig-o approached one of the portals to troubleshoot it, only to be caught in a sudden flux of interplanar energy that severely damaged the robot. Even as the Red Redoubt fell to the forces of Absalom hundreds of feet above, Tig-o was dragged to the Scrapheap and dumped there by its dutiful brethren.

As Jethzerai began toying with the portals, however, he made a breakthrough that reintroduced power to some of the portal control subsystems. One such system sent an automated recall signal throughout the Red Redoubt, commanding its staff members to return to their posts. In the Scrap Heap, Tig-o's centuries-old receiver picked up the signal and reactivated the director robot's scorched chassis. When it tried to follow the signal, however, Tig-o discovered that its route into the Forge had been blocked, and it now waits patiently for assistance to arrive.

Although the robot's core programming is still intact, Tig-o suffered extensive damage to many of its subsystems, which led to several debilitating malfunctions, including an inability to identify creatures based on type—the director now registers any creature it meets as a robot, including the PCs. Tig-o also lost much of its memory of the time leading up to its disastrous deactivation. It is not aware of Karamoss's orders to destroy the tower, or of its own role in the ill-fated attempt.

Since Tig-o is a director robot, it treats any other "robot" it meets as a willing subordinate. Thus, its starting attitude toward every creature is friendly; if attacked, the robot spends a few rounds evading combatants and calmly commanding its attackers to stand down before engaging.



Subtier 5–6 (CR 7)

TIG-0 **CR 7**

Variant director robot (*Pathfinder Adventure Path #90: The Divinity Drive* 88; see page 31)

hp 91

Subtier 8–9 (CR 10)

TIG-0 **CR 10**

Director robot (*Pathfinder Adventure Path #90: The Divinity Drive* 88; see page 31)

hp 121

Unless the PCs attack Tig-o immediately, the robot addresses them in a cold, calm voice, saying, "Hello. Are you designated as maintenance units? Maintenance request—please assist. Open Forge power core access doors." If the PCs don't immediately scramble to open the doors, the director repeats its request and walks down the vertical wall to get a better look at the new robots, saying, "Request priority 1; override all previous designations. New designation: return with director unit Tig-o to Forge power control station. Complication: main access route malfunction—please assist. Immediate objective: clear access route. Confirm new designation?"

If the players are confused by the robot's behavior, a PC who succeeds at a DC 13 Sense Motive check can intuit that Tig-o is asking the PCs for help. A successful DC 20 Knowledge (engineering or history) check allows a PC to realize that the director is issuing its commands as if they were robots as well. A PC with the Technologist feat (*Pathfinder Campaign Setting: Technology Guide* 7) gains a +5 bonus on these checks.

The PCs may have questions for Tig-o before they are willing to help. Tig-o readily gives the "robots" whatever information they ask of it, though much of its intelligence is unreliable and incomplete. It is sure that any information it doesn't have can be found at its station in the Forge core (area B).

Tig-o issues orders in a characteristic clipped speech pattern, but it converses in complete sentences the rest of the time. It never speaks in anything but a calm, collected tone or reacts emotionally, even in the heat of battle. Below are some questions the PCs might have and Tig-o's answers.

What are you? “I am director unit Tig-o. My primary designation is oversight of Forge power control systems in service of Lord Karamoss.”

Why are you here? “I reactivated on the level above four days ago. A system-wide callback signal has been issued, indicating that I must return to my station. Activation of Forge power systems without director unit oversight is against safety protocols. However, the main access route has malfunctioned, and I’m unable to return to my station. New designation—confirmation required: return with director unit Tig-o to Forge power control station. Confirm new designation?”

How did you get so heavily damaged? “ERROR: requested memory file corrupted. Self-diagnosis routine indicates negligible damage to memory drive and sensor arrays. My functioning capacity is within acceptable variation. I can’t answer your question, though it’s possible to update my records at the Forge power control station.”

What’s happening in the Forge? “The power control’s auxiliary command system issued a return request for director units. This caused my reactivation, though I don’t know why the return request was issued. I believe that this use of the Forge systems may not have been authorized by Lord Karamoss. I can access more detailed records and confirm authorization at the Forge power control station. You will assist my return. New designation confirmation required. Confirm new designation?”

What kinds of creatures are in the Forge? “I have encountered several robotic units that have malfunctioned and don’t respond to proper designation routines—one of them attacked when I assigned it a designation. I didn’t recognize these units’ models. Lord Karamoss may have created these while I was off-line. I don’t recognize your models, either; I must update my unit database upon return to the Forge power control station. What are the dates of your construction?”

If the PCs verbally refuse to help, Tig-o assumes the PCs are also malfunctioning. It tells them this, and advises them that it will personally update their programming once they return to the Forge power control station. For now, Tig-o attacks the PCs only if they actively try to stop the robot from opening the southern doors; otherwise, it hangs back and gives the PCs commands.

As a director robot, Tig-o has no compunction about taking control of situations and issuing commands to its “underlings.” It can’t abide others being in control, but fortunately it’s fairly easy to trick; it might even indirectly take orders. If a PC suggests that the robot help open a stuck door, for example, Tig-o beeps and whirs for a moment before commanding the PC to assist it in opening the door. Tig-o’s inability to relate to its new underlings as anything but robots might come up in various other humorous ways during the adventure.

EXPLORING WITHOUT TIG-O

If the PCs attack and destroy Tig-o here despite the robot’s protests, they may have a harder time discovering some of the adventure’s background information. Nonetheless, it’s still possible for them to complete their mission. This adventure assumes that Tig-o accompanies the PCs all the way to the Forge core; see area **B2** for more information on how to handle that location without Tig-o’s guidance. If the PCs abandon the Large robot in area **A2** by only partially opening the door, feel free to have Tig-o catch up with the PCs later in the adventure.

The director robot might attempt to use its repair robot ability on a wounded PC, for example, or it might command the PCs to follow it closely before walking directly up a vertical wall.

Treasure: A PC who succeeds at a DC 20 Perception check while unjamming the door notices a skymetal coffer that an outsider carelessly shoved into the pile of scrap. Inside the coffer are a flash grenade (*Technology Guide* 46), a timeworn flashlight (*Technology Guide* 55, 45), a timeworn brown force field (*Technology Guide* 55, 45), and two zero grenades (*Technology Guide* 46).

Development: If the PCs successfully open the door wide enough so that Tig-o can squeeze through, the robot leads them through the hallway beyond, which slopes gently downward in a series of switchback staircases. Over the years, the outsiders tired of these stairs, and eventually an enterprising elemental simply melted through the walls, creating a sharply descending tunnel that provides a much more direct route to area **A3**. Tig-o finds this vandalism so abhorrent that a PC must succeed at a DC 25 Diplomacy check to convince the robot to prioritize haste above propriety and enter the tunnel. If this check fails, Tig-o refuses to enter the tunnel, opting instead to scuttle at top speed through each and every switchback until reaching area **A3**.

Rewards: If the PCs fail to discover the coffer, reduce each PC’s gold earned by 355 gp in both subtiers.

A3. Forge Core Lift

Touching a panel just inside the door of this lift causes the chamber to descend approximately 100 feet to its lower level. Another series of descending switchbacks greets the PCs as they exit the lift, and an elemental has bored another tunnel through these walls, granting quick access to area **A5**. As with the staircases above, Tig-o refuses to take the shortcut to circumvent these ramps unless convinced to do so. The director’s insistence on following the proper path may result in Tig-o arriving at area **A5** several minutes after the PCs. The door to

THE MACHINE MAGE RETURNS

The PCs might hit on a risky strategy that, if successful, gains Tig-0's full cooperation: impersonating Karamoss. If any of the PCs succeeds at a DC 15 Knowledge (history) check to recall Karamoss's approximate likeness, a successful DC 13 Bluff or Disguise check is all that's needed to convince Tig-0 that one of the PCs is the Machine Mage himself. If the PC fails this Bluff or Disguise check, Tig-0 simply assumes the smaller robot is malfunctioning. A PC with the Technologist feat gains a +5 bonus on Bluff checks against Tig-0.

If the impersonation is successful, Tig-0 views "Karamoss" as an absolute authority; treat the robot as under the effects of a *charm monster* spell cast by the PC impersonating Karamoss, except no check is required to give Tig-0 normal orders, and the robot obeys obviously harmful orders if the PC succeeds at an opposed Charisma check. This effect lasts for 1 hour or until the PCs finish exploring one of the named encounter areas (e.g. area **A3**, area **B1**, et cetera). Any time the effect would end, the impersonator must succeed at a Bluff check (DC = 13 + 1 per previous attempt) to keep up the charade and renew the duration. If the impersonator fails such a check (or an opposed Charisma check to get Tig-0 to follow obviously harmful orders), the robot impassively orders the impersonator to deactivate and attacks.

area **A4** is visible from the uppermost entrance to the makeshift tunnel.

A4. Humanoid Equipment Storage

Unintelligible red symbols flank the door of this small room. The door is locked with a technological lock (Disable Device DC 25; DC 30 in Subtier 8–9), which imposes a –5 penalty on Disable Device checks unless a PC uses an e-pick (*Technology Guide* 43).

Occasionally, a living creature had business in the Forge core. Because of the dangers posed by the extreme temperatures and volatile compounds in that area, such visitors had to come here to don special safety equipment to keep their fleshy bodies intact.

Treasure: Jethzerai has jealously hidden several technological treasures here, keeping them to himself until he finds time to adapt the equipment to fit his own snakelike anatomy. A PC who succeeds at a DC 15 Perception check while searching this room finds Jethzerai's stash. In Subtier 5–6, this consists of a timeworn filter mask (*Technology Guide* 55, 44) and a pair of timeworn magboots (*Technology Guide* 55, 49). In Subtier 8–9, the PC also finds an inssuit (*Technology Guide* 31) and 3 doses of cureall (*Technology Guide* 33).

Rewards: If the PCs don't find Jethzerai's stash, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 395 gp.

Out of Subtier: Reduce each PC's gold earned by 955 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,516 gp.

A5. Deconstruction Chamber (CR 7 or CR 10)

The southern edge of this rectangular room is damaged, offering an obscured view of vertical red lights that suggest a massive, bottomless, circular chamber beyond. A wire mesh catwalk encircles most of the room, accessible by three ladders and a staircase. Discarded scrap sits in tall piles around the room, casting long shadows to the west, and two long tables stand in the center of the floor with various components spilled across their surfaces. The piles part to the east around a circular, fifteen-foot-wide pit. A large button stands by the pit's edge. At the eastern extreme of the catwalk, a wide, metallic red slab serves as a door.

This supply room once held stockpiles of the various volatile arcane and technological components required to maintain the Forge's powerful connections to the Plane of Fire. Today, the area serves as a workshop where valuable components salvaged from the Scrap Heap are stripped and reassembled into components for the makeshift portals in area **B2**. The looters toss anything they think might someday be useful onto one of the piles scattered around the room; anything else they feed to the occupant of the pit in the floor (see Creatures below). Each scrap heap contains hundreds of pounds of material, provides cover, is about five feet tall, and can be scaled as though it were difficult terrain with a successful DC 15 Acrobatics check. The door at the eastern end of the catwalk leads to a long, open bridge (area **A6**). A creature can attack a target standing on the catwalk, though the surface provides cover.

The room itself juts out into the bottom third of a tall, cylindrical chamber that spans the entire height of the Forge—over 500 feet. The Forge's core (area **B**) is suspended in the center of the cylinder, which once powered the entire Red Redoubt; chambers such as area **A5** were designed to keep volatile components at a safe distance from the dangerous portals in the core. When Karamoss tried to ignite the entire redoubt in his moment of defeat, he hoped that the components in this room and the many others like it would explode and trigger a chain reaction, but his own safety redundancies foiled his desperate gambit. After the explosion, the emergency lighting lining the cylindrical chamber kicked on; these red panels shine through the mesh ceiling here and illuminate this room with dim light.

Creatures: The 15-foot-wide, 20-foot-deep pit emits a red glow, the product of a magma ooze that fell into the pit long ago and became trapped within. The fireproof pit originally interfaced with the Forge's efficient waste-

removal system, and it still serves in that capacity—the scavenging outsiders use the ooze as a convenient means of scrap disposal. Because of the massive amount of djezeteeel this ooze has consumed during its imprisonment, it has become permanently infused with the strange skymetal, granting it special magic-enhancing properties. Luckily for the PCs, the ooze can't climb out of the disposal pit on its own, but pressing the red button nearby activates the pit's hydraulics, raising its base until it's even with the floor over the course of 1 round.

In addition, four azer sisters occupy this room, bickering in Ignan as they strip valuable components from their latest haul. Three of the azers stand over the tables in the room's center, while the fourth hacks at a dead robot with a chainsaw in one of the alcoves on the catwalk above. The willing cooperation of azers and salamanders would have been unthinkable on the outsiders' home plane, but the promise of a way home has turned the would-be enemies into cautious allies.

As the time approaches to activate the gateway back to the Plane of Fire, however, tensions have begun to mount once more. Long-stewing resentments are finding their way to the fore as Jethzerai's promise to reward whoever brings him the best components has set the outsiders in competition against each other.

The three azers on the ground floor are having a heated argument. Before opening the door to area A5, a PC who speaks Ignan and succeeds at a DC 15 Perception check can eavesdrop on the sisters' conversation and determine that they are debating which one of them will get to present some important item to someone named Jethzerai. The azers can't agree on what, exactly, the item is, but it's clear that each of them believes she found it first, and thus has the right to present it to their leader for a reward. The GM might use this conversation to provide the PCs more of the adventure's background information or hint at Jethzerai's plans for the portals.

Soon after the PCs first hear the azer sisters arguing, a horrible grinding and screeching sound from the catwalk above drowns out conversation as the fourth azer takes the one functioning chainsaw to the husk of a disabled repair drone, imposing a -5 penalty on all sound-based Perception checks. This is just as well, though, since the sisters' conversation below turns into full-blown fisticuffs on the next round. This fight continues for 1d3+1 rounds—and deals no lasting damage to any of the azers—until the victor seizes the technological bauble and scolds her sisters for brawling around dangerous equipment.

In fact, the technological treasure over which the azers are fighting is an experimental battery of Karamoss's design (see the sidebar above) that siphons ambient heat to supercharge the device into which it's installed. It has many potential uses, the most immediately relevant of

KARAMOSS BATTERY

This 1-pound, bricklike battery is unique in that it requires no charging—it draws power by siphoning heat from any nearby source. A character who carries the battery must attempt saves as if in conditions of severe cold (*Pathfinder RPG Core Rulebook* 442); when in a cold environment, the bearer is instead treated as if in extreme cold. The battery grants its bearer a +2 circumstance bonus on saving throws against effects with the fire descriptor, but imposes a -5 penalty on saving throws against effects with the cold descriptor. If the battery ever takes more than 20 points of fire damage in a single round, it explodes, dealing 3d6 points of fire damage and 3d6 points of cold damage in a 10-foot-radius burst.

which is its ability to rapidly charge the interplanar gate in area B2.

When the azers have encountered creatures other than the fire outsiders, those creatures have reacted violently, so the four have a starting attitude of hostile. Tig-o calmly orders the PCs to dismantle the aggressively malfunctioning “robots,” which does little to help the situation. Tig-o steps in to help with combat only if the PCs are in danger of being overwhelmed; otherwise, the director attacks only to defend itself. In Subtier 8–9, one of the azers on the ground floor steps on the button that raises the pit's floor on the first round of combat, allowing the magma ooze to climb out and attack.

Subtier 5–6 (CR 7)

AZER LOOTERS (3)

CR 3

Female advanced azer (*Bestiary* 2 292, 39; see page 23)

LN Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 11, flat-footed 17 (+5 armor, +3 Dex, +4 natural)

hp 19 each (2d10+8)

Fort +7, **Ref** +3, **Will** +6

Immune fire; **SR** 14

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee mwk warhammer +6 (1d8+4/×3 plus 1d6 fire)

Ranged light hammer +5 (1d4+3 plus 1d6 fire)

Special Attacks heat (1d6 fire)

TACTICS

Before Combat While the three sisters are bickering, they take a -5 penalty on Perception checks to notice the PCs (in addition to the penalty from the chainsaw's noise).

During Combat The azers work together to incapacitate foes and defend each other.

SCALING ENCOUNTER A5

To accommodate a party of four PCs, remove one azer looter on the ground from the encounter.

Morale If three of the azers are rendered unconscious or dead, the last one surrenders.

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 16, **Wis** 16, **Cha** 13

Base Atk +2; **CMB** +5; **CMD** 18

Feats Power Attack

Skills Acrobatics +2, Appraise +8, Climb +5, Craft (clockwork) +8, Disable Device +4, Knowledge (nobility) +8, Perception +8, Sense Motive +8, Stealth +4

Languages Common, Ignan

Gear mwk scale mail, light hammer, mwk warhammer, thieves' tools

CHAINSAW AZER

CR 3

Female advanced azer (*Bestiary* 2 292, 39; see page 23)
LN Medium outsider (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 11, flat-footed 17 (+5 armor, +3 Dex, +4 natural)

hp 19 each (2d10+8)

Fort +7, **Ref** +3, **Will** +2

Immune fire; **SR** 14

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee mwk warhammer +6 (1d8+4/×3 plus 1d6 fire) or chainsaw +5 (3d6+4 plus 1d6 fire)

Ranged light hammer +5 (1d4+3 plus 1d6 fire)

Special Attacks heat (1d6 fire)

TACTICS

Before Combat This azer is focused on her work and so takes a –5 penalty on Perception checks to notice the PCs (in addition to the penalty from the chainsaw's noise), though she may notice a sneaking PC out of the corner of her eye.

During Combat The azers work together to incapacitate foes and defend each other.

Morale If three of the azers are rendered unconscious or dead, the last one surrenders.

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 16, **Wis** 16, **Cha** 13

Base Atk +2; **CMB** +5; **CMD** 18

Feats Exotic Weapon Proficiency

Skills Acrobatics +2, Appraise +8, Climb +5, Craft (clockwork) +8, Disable Device +4, Knowledge (nobility) +8, Perception +8, Sense Motive +8, Stealth +4

Languages Common, Ignan

Gear mwk scale mail, light hammer, mwk warhammer, timeworn¹⁶ chainsaw¹⁶, thieves' tools

Subtier 8–9 (CR 10)

AZER LOOTERS (3)

CR 5

Advanced azer monk 3 (*Bestiary* 2 292, 39; see page 23)
LN Medium outsider (extraplanar, fire)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 19, flat-footed 19 (+4 Dex, +5 Wis, +4 natural)

hp 52 (5 HD; 2d10+3d8+28)

Fort +11, **Ref** +7, **Will** +11; +2 vs. enchantments

Defensive Abilities evasion; **Immune** fire; **SR** 14

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee unarmed strike +9 (1d6+5 plus 1d6 fire)

Ranged shuriken +8 (1d2+5 plus 1d6 fire)

Special Attacks heat (1d6 fire), flurry of blows, stunning fist (3/day, DC 16)

TACTICS

Use the tactics in Subtier 5–6.

STATISTICS

Str 21, **Dex** 18, **Con** 21, **Int** 16, **Wis** 20, **Cha** 11

Base Atk +4; **CMB** +10 (+12 bull rush); **CMD** 28 (30 vs. bull rush)

Feats Combat Reflexes, Deflect Arrows, Exotic Weapon Proficiency (chainsaw), Improved Bull Rush, Improved Unarmed Strike, Power Attack, Stunning Fist

Skills Acrobatics +12, Appraise +11, Climb +13, Craft (clockwork) +11, Disable Device +9, Intimidate +8, Knowledge (nobility) +8, Perception +13, Stealth +9

Languages Common, Ignan

SQ fast movement, maneuver training

CHAINSAW AZER

CR 5

Advanced azer monk 3 (*Bestiary* 2 292, 39; see page 23)
LN Medium outsider (extraplanar, fire)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 19, flat-footed 19 (+4 Dex, +5 Wis, +4 natural)

hp 52 (5 HD; 2d10+3d8+28)

Fort +11, **Ref** +7, **Will** +11; +2 vs. enchantments

Defensive Abilities evasion; **Immune** fire; **SR** 14

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee unarmed strike +9 (1d6+5 plus 1d6 fire) or chainsaw +9 (3d6+7/18–20 plus 1d6 fire)

Ranged shuriken +8 (1d2+5 plus 1d6 fire)

Special Attacks heat (1d6 fire), flurry of blows, stunning fist (3/day, DC 16)

TACTICS

Use the tactics in Subtier 5–6.

STATISTICS

Str 21, **Dex** 18, **Con** 21, **Int** 16, **Wis** 20, **Cha** 11

Base Atk +4; CMB +10 (+12 bull rush); CMD 28 (30 vs. bull rush)
Feats Combat Reflexes, Deflect Arrows, Exotic Weapon Proficiency (chainsaw), Improved Bull Rush, Improved Unarmed Strike, Power Attack, Stunning Fist
Skills Acrobatics +12, Appraise +11, Climb +13, Craft (clockwork) +11, Disable Device +9, Intimidate +8, Knowledge (nobility) +8, Perception +13, Stealth +9
Languages Common, Ignan
SQ fast movement, maneuver training
Gear timeworn¹⁶ chainsaw¹⁶

MAGMA OOZE **CR 7**

hp 85 (*Pathfinder RPG Bestiary 2* 184; see page 28)

TACTICS

During Combat The magma ooze targets creatures that don't have the fire subtype, ignoring the azers unless unable to detect any other prey.

Morale The magma ooze fights until slain or pushed back into the pit.

SPECIAL ABILITIES

Djeteel Infusion (Ex) This magma ooze has consumed tons of djeteel during its captivity, causing it to gain incredible magic-enhancing properties. During any round in which a character takes damage from a djeteel-infused magma ooze's burn ability, any spell the character casts is treated as if she had used djeteel as an additional material component for that spell; this increases the effective spell level by 1 and stacks with the effects of the Heighten Spell feat.

Treasure: The azer on the catwalk above is using a timeworn chainsaw (*Technology Guide* 55, 22), and a PC who succeeds at a DC 15 Perception check while inspecting the tables finds a timeworn gravity clip (*Technology Guide* 55, 46). The PCs can also gain two unique items in this room: the Karamoss battery (see the sidebar on page 11), and a bounty document issued for Jethzerai by the City of Brass (see Development below). Finally, there is a wealth of rare metals and skymetals (worth 2,500 gp in Subtier 5–6 or 8,000 gp in Subtier 8–9) melted into uneven ingots that the azers extracted from wall panels and other devices.

Development: Any azer who survives the encounter willingly tells the PCs about Jethzerai's plan to take a one-way trip home by immolating the entire Red Redoubt. Though the azers don't understand the technological details, they have heard that the interplanar gate will stay open for only a short period of time because the gateway opens next to a particularly violent volcano on the Plane of Fire, which would destroy the machinery if it were to erupt. A PC who succeeds at a DC 20 Knowledge (planes) check can also hypothesize that an eruption so near an active gateway could even tear the barrier between the planes, creating a permanent rift to the Plane of Fire or

SCALING ENCOUNTER B2

To accommodate a party of 4 PCs in either subtier, reduce the number of active portals by 1.

Subtier 5–6: Remove one of the fire mephits from the encounter.

Subtier 8–9: Remove two of the fire mephits from the encounter. Additionally, Jethzerai already used *mage armor*, and the spell wore off earlier.

even turning the Red Redoubt into an interplanar super-volcano—right on Absalom's doorstep!

The sisters don't trust Jethzerai to make sure they get their promised trip home, but neither do they realize just how close Jethzerai is to achieving his goal. In truth, Jethzerai has no intention of aiding any of the other outsiders. He has been careful to hide his progress, hoping to reopen the interplanar gate and slip away before any of his allies realize they've missed their chance to escape.

Jethzerai is a wanted criminal in the City of Brass, which is why he fled to the Material Plane through Karamoss's gate in the first place—and why he wants to return alone and in disguise. A defeated azer reveals that she's in possession of a bounty document issued for the salamander over a millennium ago by authorities in the efreeti capital, and she plans to turn in Jethzerai as soon as the outsiders get to their home plane. The azers offer to part with the bounty document in return for their life. After all, Jethzerai need not be alive for a PC to collect the reward.

Ultimately, the azers just want to return home. If the PCs promise the Society's aid in escaping the Material Plane in a less destructive fashion, the azers become friendly and warn of a deadly trap at the other end of the bridge (see area B1). Otherwise, the surviving azers simply ask to withdraw from this part of the Forge until the PCs have finished their business.

Rewards: If the PCs fail to defeat the azers, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 612 gp.

Out of Subtier: Reduce each PC's gold earned by 1,070 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,529 gp.

A6. Forge Core Bridge

This 120-foot-long skymetal bridge slopes gently downward from area A5, spanning the void between the storage chamber and the Forge core. The bridge has been haphazardly repaired and creaks under any weight, but is sturdy. Dozens of similar bridges are visible above and below, stretching from the edge of the Forge core at various heights. The telltale flames of fire elementals traverse some of these bridges, illuminating parts of the

SABOTAGING THE PORTALS

Jethzerai's modifications to the portals are complex, and completely disabling each of the five functioning portals requires four separate steps that the PCs can attempt in any order. Each step requires a successful check described below as well as 3 minutes of effort—only 2 minutes if the PC exceeds the check DC by 5 or more. In Subtier 5–6, the DC for each check is 22, and in Subtier 8–9, it increases to 25. A PC with the Technologist feat gains a +10 bonus on each of these skill checks.

Dexterity or Disable Device: The wires and other components wrapped around the portal rings act as conductors, augmenting the interplanar connection. Using an e-pick (*Technology Guide* 43) grants a PC attempting this check a +5 bonus.

Knowledge (engineering) or Survival: Protective power dampeners have been removed from the portals. A successful check lets a character find replacement parts among the scrap here and jury-rig them to dampen the portal's power. Failing this check by 5 or more causes that portal to start with 1 additional charge when it activates.

Knowledge (planes) or Spellcraft: Jethzerai has scrawled runes around the circumference of each small portal, causing the machines to summon more intense flames than normal. Identifying the key runes and marring them safely requires a successful check. Failing this check by 5 or more causes the portal to start with 1 additional charge when it activates.

Strength or Use Magic Device: Large power cells have been snugly integrated into each portal's design and locked in place with magical adhesives of Jethzerai's design. Wriggling a battery out of its socket requires strength and patience; with a successful Strength check, a PC pulls the battery free after a few minutes of applied force. Alternatively, with a successful Use Magic Device check, a PC can deduce the various command words that disable the magical adhesives. It is also possible to destroy the battery (hardness 8, 20 hp), but doing so releases a 10-foot-radius spread of low radiation (*Technology Guide* 55) centered on the power cell. The radiation field dissipates instantly.

Keep track of how many checks the PCs succeed at against each portal; this affects the PCs' final encounter with Jethzerai. At your option, you could allow other creative solutions to affect the portals, though each check should require the same amount of time and should affect only one of the portals.

dark, red-walled cylinder that stretches for hundreds of feet above and below.

Development: If the PCs fail to stop Jethzerai from opening the gateway, the eventual explosion destroys this bridge. See area **B2** for more details.

B. FORGE CORE

The Forge core is a massive cylindrical structure suspended within an immense shaft designed to isolate potential disasters. Dozens of cables, pipes, and bridges extend to chambers similar to area **A5** that line the outer cylinder's walls. Exploring these other chambers is beyond the scope of this adventure.

B1. Fire Safety Room (CR 4)

This octagonal chamber acted as a buffer zone to prevent excessive heat from area **B2** from reaching the explosive components in rooms such as area **A5**.

Trap: A series of fire extinguishers is built into the ceiling to prevent any flames from entering or exiting the room. For centuries this safety device was deactivated, but Jethzerai recently rearmed it to keep his overly curious allies from spying on him. The extinguishers now spray an irritating, flame-retardant powder over any creatures in the room 1 round after it detects a Small or larger creature moving in area **B1**. The sticky powder is synthesized in the walls and can't be harvested for later use, but a PC can determine its properties with a successful DC 26 Craft (alchemy) check. A PC with the Technologist feat gains a +5 bonus on this check.

All Subtiers (CR 4)

FIRE EXTINGUISHER TRAP

CR 4

Type technological; Perception DC 23 Disable Device DC 23

EFFECTS

Trigger location; **Delay** 1 round; **Reset** automatic

Effects cloud of chemical irritants (4d6 damage to creatures with the fire subtype, Reflex DC 15 half; living creatures sickened for 2d4 minutes, Fortitude DC 15 negates); multiple targets (all targets in area **B1**)

B2. Portal Control Room

A door from the north is the only ground-level entrance to this fifty-foot-tall chamber. The floor slopes slightly downward to the south, scored by channels that run from a wide, shallow pit to six slate-gray rings that hang like portholes along the room's curved northern wall. From the center of the pit rises a short skymetal dais supporting a gigantic, freestanding elliptical ring. The six rings on the wall bristle with haphazard augmentations—wires, parts harvested from robots, and sundry other components. To the west, a console covered in buttons, switches, and flashing lights hums with power on a small platform, and two smaller panels glow on the wall behind it.

In its heyday, this room shimmered with the heat of extraplanar fire. The six small portals (the rings on the

northern wall) fed constant streams of lava from the Plane of Fire into the pool on the southern side of the room, providing power to the giant elliptical gate, which in turn powered the production of Karamoss's army of automated soldiers.

As Jethzerai fiddled with the surviving mechanisms in this room, he gradually reactivated the Forge's basic systems, eventually leading him to hope that he could escape his imprisonment in the Red Redoubt. For the past few years, the wizard has been working on overcoming the final barrier to his return home—a failsafe that kicked in when Karamoss first tried to overload the Forge and inadvertently disabled the portals' interplanar connections until a special authorization override code is entered. Without this override code, there appears to be no way to reactivate the portal mechanisms in this room, and thus no way for Jethzerai to escape the Material Plane.

This hasn't stopped the salamander from attempting to overcome the failsafe by augmenting the portals, however, and Jethzerai has done so using every experimental method at his disposal. If Tig-o accompanies the PCs when they arrive, it inspects the small portals and quickly surmises that they have been irresponsibly overpowered; if activated in this state, the portals would likely explode. Tig-o sets the PCs to the task of stabilizing the portals (see the Sabotaging the Portals sidebar on page 14) while the robot interfaces with the dilapidated control console. One of the portals, determined at random, is completely destroyed and beyond repair; Tig-o tells the PCs not to bother trying to fix it. The robot also reprimands the PCs if they try to destroy the portals with attacks, noting that an improperly deactivated portal could be even more unstable and dangerous.

If Tig-o isn't present, a PC can determine that a portal is completely disabled with a DC 20 Perception check. In addition, a PC who succeeds at a DC 15 Intelligence or Knowledge (engineering) check can use the smaller panel displays to learn any information that Tig-o might have shared, including details about director robots.

Event 1. Tig-O's Betrayal (CR 7 or CR 10)

Ten minutes after reaching the console, Tig-o interrupts the PCs with an astounding revelation: the Machine Mage Karamoss ordered the destruction of the Forge and the entire Red Redoubt! Tig-o obeys the override codes without question, deactivating the interdimensional failsafe that has been keeping the portals in check. Tig-o orders the PCs to reverse their work and prepare the portals to overload once more. If the PCs refuse the robot's apocalyptic commands, Tig-o attacks, calmly informing them that they are malfunctioning and must be disassembled and recycled. The order on the console included an irrevocable override code; even if a PC impersonating Karamoss tries to contradict this order,

Tig-o refuses to be dissuaded. If "Karamoss" insists on rescinding the order, the resulting paradox drives Tig-o berserk, and the robot attacks immediately.

Subtier 5–6 (CR 7)

TIG-O	CR 7
Variant director robot (<i>Pathfinder Adventure Path #90: The Divinity Drive</i> 88; see page 31)	
N Large construct	
Init –4; Senses darkvision 60 ft., low-light vision; Perception +15	
DEFENSE	
AC 21, touch 11, flat-footed 19 (+1 Dex, +1 dodge, +10 natural, –1 size)	
hp 91 (14d10+14)	
Fort +7, Ref +8, Will +9	
Defensive Abilities hardness 8; Immune construct traits; Resist cold 10, fire 10	
Weaknesses vulnerable to critical hits and electricity	
OFFENSE	
Speed 40 ft., climb 30 ft.	
Melee 2 slams +14 (1d8+4), tentacle +14 (1d10+4 plus grab)	
Ranged integrated laser rifle +14 (2d6 fire)	
Space 10 ft.; Reach 5 ft. (10 ft. with tentacle)	
TACTICS	
Before Combat Tig-0 does not expect to be attacked by other "robots," and thus it is rarely prepared for a fight.	
During Combat Tig-0 makes full attacks in melee, trying to grab and forcibly dismantle one opponent at a time. Against ranged foes, it uses its integrated laser rifle. Tig-0 occasionally tries to use its override ability against attackers, likely to no effect.	
Morale Tig-0's mission is more important to it than anything else. If reduced to fewer than 30 hit points, Tig-0 flees toward area B2 to complete its mission before it is destroyed. In area B2 , Tig-0 fights until destroyed. The robot does not pursue fleeing attackers.	
STATISTICS	
Str 18, Dex 13, Con —, Int 16, Wis 15, Cha 1	
Base Atk +14; CMB +19; CMD 31 (35 vs. trip)	
Feats Dodge, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Spring Attack, Toughness	
Skills Acrobatics +8, Climb +13, Craft (mechanical) +15, Disable Device +13, Knowledge (engineering) +15, Perception +15, Sense Motive +15 (+10 to recognize lies)	
Languages Common, Goblin, Ignan	
SQ advanced analytics, cling, repair robot	
SPECIAL ABILITIES	
Damaged (Ex) Tig-0 was severely damaged in the fire that originally caused the Forge's portals to fail, reducing its maximum hit points by 30 and reducing its hardness to 8. It lost the all-around vision and electromagnetic pulse abilities of a normal director robot, and one of its tentacles was completely disabled. It has a permanent –4 penalty	

FIGHTING ENEMIES WITH HARDNESS

Hardness works differently for creatures than for objects. Unlike an object, a creature with hardness takes full damage from energy and ranged attacks (as opposed to half damage), which is then reduced by the creature's hardness. If the creature is vulnerable to a certain type of damage, that damage is increased before being reduced by the creature's hardness. At the GM's discretion, certain attacks may bypass a creature's hardness entirely. In the case of robots such as Tig-0 (who have vulnerability to electricity), it would be appropriate not only to apply 150% of the electricity damage dealt by an attack, but to also allow that damage to bypass the robot's hardness.

to Strength and Dexterity, and takes a -3 penalty on all attack rolls because of its damaged sensors. Finally, Tig-0's tendency to assume that other creatures are friendly robots imposes a -5 penalty on the robot's initiative checks and Sense Motive checks to recognize lies.

Subtier 8-9 (CR 10)

TIG-0	CR 10
Director robot (<i>Pathfinder Adventure Path #90: The Divinity Drive</i> 88; see page 31)	
Init -2; Senses darkvision 60 ft., low-light vision; Perception +15	
DEFENSES	
hp 121	
TACTICS	
Use the tactics from Subtier 5-6.	
STATISTICS	
Languages Common, Goblin, Ignan	
SPECIAL ABILITIES	

Damaged (Ex) Tig-0 was severely damaged in the fire that caused the Forge's portals to fail originally, and it lost the electromagnetic pulse ability of a normal director robot. In addition, Tig-0's tendency to assume that other creatures are friendly robots imposes a -5 penalty on its initiative checks and Sense Motive checks to recognize lies.

Development: After defeating Tig-0, the PCs have 1d3+1 minutes to recover and complete the portals' deactivation before Jethzerai arrives, beginning Event 2 below. If the PCs defeated Tig-0 before reaching area **B2**, instead transition directly to Event 2 after the PCs have spent 10 minutes disabling the portals.

Event 2. Jethzerai's Escape (CR 8 or CR 11)

Jethzerai returns to area **B2** soon after one of his myriad gadgets informs him that the portals' failsafe has been deactivated (in the event that the PCs defeated Tig-0

before reaching this area, Jethzerai has instead just finished overriding the failsafe elsewhere in the Forge). Accompanied by his fire mephit lieutenants, he arrives through a large ventilation duct in the center of the ceiling, using his jetpack to land safely. As he lands, he uses a remote control to activate the portals, causing any of the five functional portals to begin charging up (see Hazard below). If the salamander sees any creature meddling with his precious portals, he attacks at once. Otherwise, Jethzerai questions the PCs as the portals charge up, hoping to buy time and escape to his home plane before the intruders are the wiser. If the PCs didn't acquire the Karamoss battery from the azers in area **A5**, Jethzerai has the device and makes installing it in the large gate his first priority; this requires a full-round action and a successful DC 11 Knowledge (engineering) check. If he's successful, the battery doubles the number of charges the main gate gains.

Hazard: The smaller portals' primary function is to funnel heat energy to the large gate against the south wall. They do so by channeling molten lava to the shallow pool, where a series of batteries charged by the extraordinary heat in turn power the gate. If fully charged, the gate opens near a large volcano overlooking the City of Brass on the Plane of Fire, and although opening the gate allows the outsiders native to that plane to return home, the gate also bleeds the destructive energies of the Plane of Fire into the Red Redoubt.

How quickly the gate charges depends on the five smaller portals. Each portal begins the encounter with 4 charges. For each of the tasks the PCs completed during Event 1 to disable a portal, that portal begins with 1 charge fewer (minimum 0). A portal with no charges is completely inactive and plays no further role in the encounter unless reactivated by Jethzerai using the *recharge* spell (granting it 1 charge). At the end of each round, each portal gains 1 charge and triggers any new effects appropriate to its new number of charges (see the Portals and Charges sidebar on page 17). As portals gain charges, their connection to the Plane of Fire grows, and they begin spitting lava and eventually even ejecting elementals into the room.

An active portal is scorching hot and deals 2d6 points of fire damage to any creature touching it. Any lava flow pouring through a channel from a portal to the pool is narrow enough to step over and deep enough only to risk exposure, not full immersion (see page 444 of the *Core Rulebook* for the rules regarding lava). A creature that falls prone in or is forcibly moved into a square shared by a lava-filled channel must succeed at a DC 15 Reflex save or be exposed to the lava.

The PCs can work to shut down any active portals as they fend off Jethzerai. Each portal bears six heat-resistant lights, and one light illuminates for each charge the portal possesses; this allows the PCs to quickly assess their

progress in shutting down the portals. Once the portals are active, the minutes-long methods of safely deactivating them are no longer an option. Instead, the PCs have three main methods of deactivating the portals.

First, the PCs can use the control console on the raised platform, manipulating its controls to shut down the portals. This requires two consecutive full-round actions while adjacent to the console and a successful DC 20 Knowledge (engineering) or DC 25 Disable Device check; up to two creatures can aid another on the check by studying the display panels and their readouts. If successful, a randomly determined active portal deactivates completely. A PC with the Technologist feat gains a +10 bonus on this check, and if successful can choose which portal to deactivate.

Second, a PC can physically destroy a portal (hardness 15, 30 hp), but damaging an active device comes with risks. Each time a portal takes damage, it releases a burst of plasma in a 10-foot radius, dealing 2d6 points of damage (half fire, half electricity; Reflex DC 15 half). Whenever a portal is destroyed, each other active portal has a 50% chance to gain 1 charge from the sudden resulting power spike. A destroyed portal is permanently deactivated and cannot be reactivated by any means available during this encounter. Alternatively, a PC can destroy the control console (hardness 15, 20 hp, vulnerable to electricity). If this happens, each active portal has a 75% chance of deactivating. Damaging the main gate is very difficult because of its magically strengthened construction (hardness 30, 50 hp).

Finally, each portal has integral magical elements, and a PC can shut down the portal using *dispel magic* or *discharge* (*Technology Guide* 9). A portal's caster level is equal to 3 + 1 per charge. The GM might allow other creative solutions to deactivate a portal, but they should include approximately the same amount of skill, time used, risk, or resource expenditure.

How much power the southern gate has stored is also measured by charges, but it does not gain charges on its own. Instead, each round in which a smaller portal's lava reaches the pool grants the larger gate 1 charge. This is cumulative for each active gate, so if all five portals' lava feeds the pool, the gate can gain as many as 5 charges per round. The gate does not produce any visible effects until it has the 10 charges necessary to open, and it must receive at least 1 charge per round to remain active; otherwise, it closes until supplied once more. Preserving the Forge and its countless treasures is contingent on the PCs preventing the gate from opening (or remaining open for more than a brief period), which is in turn dependent on the PCs shutting down the smaller portals.

When the gate opens, the temperature in area **B2** immediately rises to extreme heat (*Pathfinder RPG Core Rulebook* 444). Through the open gate, a PC can see into

PORTALS AND CHARGES

A portal's behavior depends on the number of charges it has accumulated. See the Hazards entry on page 16 for more information about calculating each portal's number of charges.

0 Charges: The portal is completely disabled, and has no connection to the Plane of Fire. It does not gain charges, and a creature touching it takes no damage.

1 Charge: The portal's connection is weak. There is a 25% chance that it spits fire into its square and all adjacent squares, dealing 1d6 points of fire damage to all targets.

2-3 Charges: The portal spits fire into its square and into all adjacent squares, dealing 2d6 points of fire damage to all targets.

4 Charges: The portal has established a connection to the Plane of Fire. As long as a portal has at least 4 charges, a constant stream of lava pours forth and travels down the channel below at a speed of 20 feet. A creature can delay or redirect the flow by blocking the channel with a nonflammable object; the lava flows around any obstacle at the same rate.

5 Charges: A surge of elemental energy ripples through the portal as its connection to the Plane of Fire solidifies. A ball of lava shoots from the portal, splashing in a 5-foot-radius burst centered on a random intersection within 10 feet of the portal. Each creature in the affected area must succeed at a DC 18 Reflex save or be exposed to lava. There is a 50% chance that a Small fire or magma elemental (determined randomly) rises from this ball of lava and attacks. In Subtier 8-9, the elemental is instead Medium.

6 Charges: The portal is fully functional. Each round a portal remains fully functional, there is a cumulative 10% chance that another Small fire or magma elemental (Medium is Subtier 8-9) enters through it. A portal with 6 charges does not gain additional charges.

the Plane of Fire, where the City of Brass is visible in the distance. Any creature that enters the gate falls into the volcano on the other side, suffering the immediate effects of full immersion in lava.

After the gate is open for 1 minute, smoke begins to billow from the gate and the temperature rises even further, forcing any creature breathing the air to take 1d6 points of fire damage each round (no save) and attempt Fortitude saves to avoid the effects of smoke inhalation (as if in a forest fire; *Core Rulebook* 426). The entire chamber begins to shake as the nearby volcano rumbles, and lava begins gradually flooding area **B2**. Over the course of 1 minute, lava covers all but the raised platform in the room.

After the gate is open for 2 minutes, the otherworldly volcano erupts violently, destroying the entire Forge core (area **A6** and all of area **B**). Any creature in those areas

when this happens takes 10d10 points of fire damage and falls 100 feet into a massive tangle of semi-molten slag and jagged metal shrapnel on the Forge's floor. As a small mercy, this explosion completely destroys the portals before they can tear the interplanar boundaries further and consume the Red Redoubt entirely.

As a desperate, last-ditch effort, the PCs can throw the Karamoss battery into the gate. The overwhelming heat of the volcano causes the battery to explode and destroy the gate's connection to the Plane of Fire. Dropping the battery into any lava in the pool surrounding the gate also triggers this detonation, though the resulting damage merely resets the gate's charges to 0.

Creatures: The salamander Jethzerai has toiled for decades for this chance to return home. He hopes to prevent anyone who might publicize his continued existence to bounty hunters from following him through the portal.

Subtier 5–6 (CR 8)

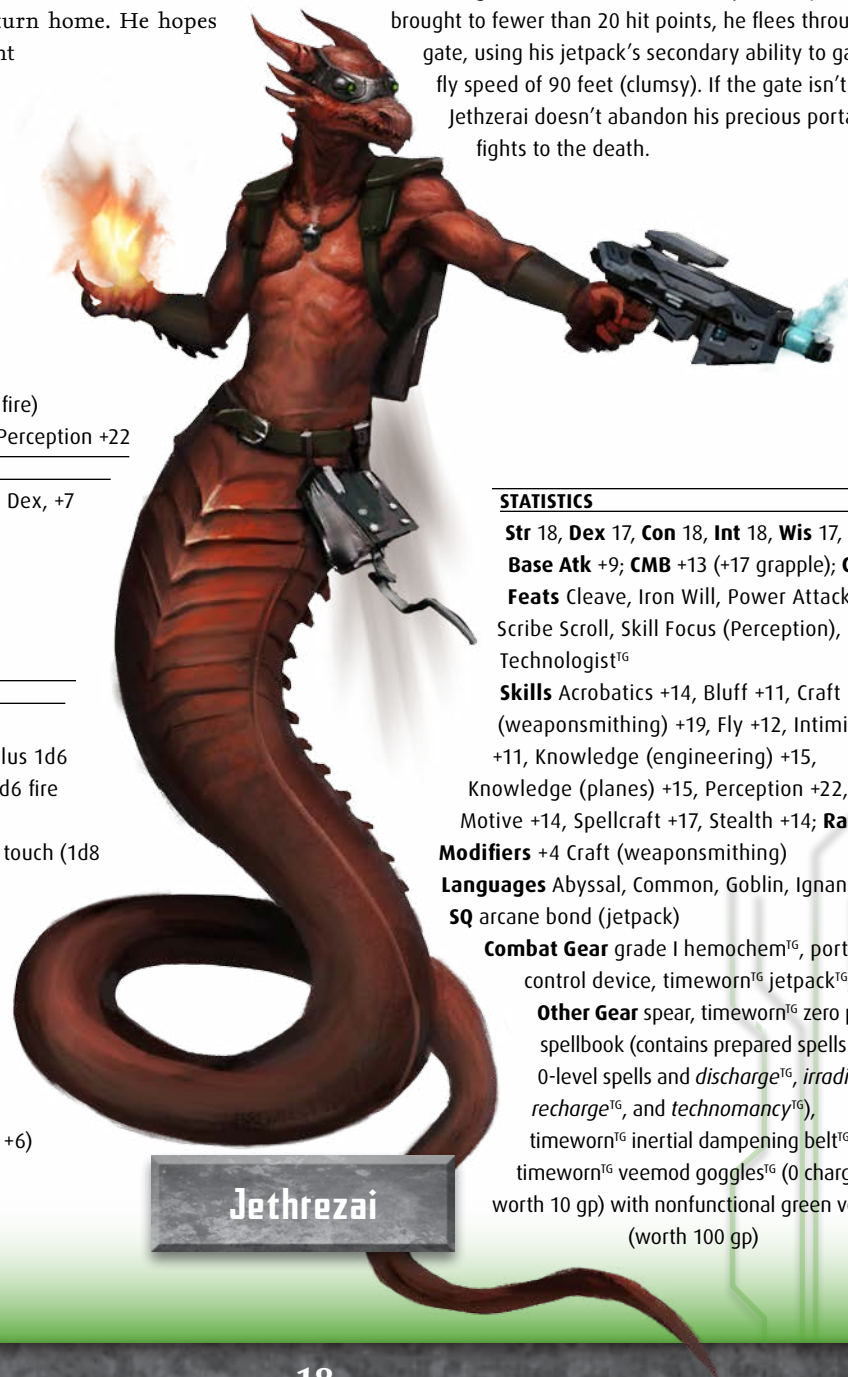
JETHZERAI CR 7
Male salamander evoker 2
(*Pathfinder RPG Bestiary* 240)
CE Medium outsider (extraplanar, fire)
Init +3; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)
hp 91 (8d10+2d6+40)
Fort +10, **Ref** +9, **Will** +10
DR 10/magic; **Immune** fire
Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 60 ft. (poor)
Melee spear +13/+8 (1d8+6/×3 plus 1d6 fire), tail slap +8 (1d6+6 plus 1d6 fire and grab)
Ranged timeworn zero pistol +12 touch (1d8 plus cold)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)
Special Attacks constrict (2d6+4 plus 1d6 fire), heat (1d6 fire), intense spells (+1 damage)
Arcane School Spell-Like
Abilities (CL 2nd; concentration +6) 7/day—force missile (1d4+1)
Evoker Spells Prepared (CL 2nd; concentration +6)



Jethzerai

1st—*ear-piercing scream*^{UM} (DC 15), *magic missile* (2), *technomancy*¹⁶
0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *open/close*
Opposition Schools illusion, necromancy

TACTICS

Before Combat Jethzerai casts *mage armor* before returning to area B2 and activating the portals with his portal control device.

During Combat Jethzerai stays airborne with his jetpack, casting ranged spells and favoring targets who are interfering with the portals. Against fire-resistant foes, Jethzerai uses his zero pistol. He draws his spear and fights in melee once he runs out of spells.

Morale If the gate to the Plane of Fire is open and Jethzerai is brought to fewer than 20 hit points, he flees through the gate, using his jetpack's secondary ability to gain a fly speed of 90 feet (clumsy). If the gate isn't open, Jethzerai doesn't abandon his precious portals; he fights to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 18, **Wis** 17, **Cha** 11
Base Atk +9; **CMB** +13 (+17 grapple); **CMD** 26
Feats Cleave, Iron Will, Power Attack, Scribe Scroll, Skill Focus (Perception), Technologist¹⁶
Skills Acrobatics +14, Bluff +11, Craft (weaponsmithing) +19, Fly +12, Intimidate +11, Knowledge (engineering) +15, Knowledge (planes) +15, Perception +22, Sense Motive +14, Spellcraft +17, Stealth +14; **Racial Modifiers** +4 Craft (weaponsmithing)
Languages Abyssal, Common, Goblin, Ignan
SQ arcane bond (jetpack)
Combat Gear grade I hemochem¹⁶, portal control device, timeworn¹⁶ jetpack¹⁶;
Other Gear spear, timeworn¹⁶ zero pistol¹⁶, spellbook (contains prepared spells plus all 0-level spells and *discharge*¹⁶, *irradiate*¹⁶, *recharge*¹⁶, and *technomancy*¹⁶), timeworn¹⁶ inertial dampening belt¹⁶, timeworn¹⁶ veemod goggles¹⁶ (0 charges; worth 10 gp) with nonfunctional green veemod (worth 100 gp)

FIRE MEPHITS (2) **CR 3**

hp 19 each (*Pathfinder RPG Bestiary 202*; see page 29)

TACTICS

During Combat The fire mephits attack airborne opponents; if no enemies are flying, the mephits harass spellcasters or ranged attackers.

Morale If a fire mephit has taken damage and the gate is open, it abandons Jethzerai and flees through the gate.

Subtier 8–9 (CR 11)

JETHZERAI **CR 10**

Male salamander wizard 5/technomancer 1 (*Pathfinder RPG Bestiary 240, Pathfinder Campaign Setting: Technology Guide 14*)

CE Medium outsider (extraplanar, fire)

Init +4; **Senses** darkvision 60 ft.; Perception +36

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 armor, +4 Dex, +7 natural)

hp 133 (8d10+6d6+70)

Fort +12, **Ref** +11, **Will** +13

DR 10/magic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee spear +12/+7 (1d8+3/x3 plus 1d6 fire), tail slap +7 (2d6+1 plus 1d6 fire and grab)

Ranged timeworn zero pistol +14/+9 touch (1d8 cold)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+3 plus 1d6 fire), heat (1d6 fire), intense spells (+2 damage)

Arcane School Spell-Like Abilities (CL 5th; concentration +9) 7/day—force missile (1d4+2)

Evoker Spells Prepared (CL 5th; concentration +9)
 3rd—*fireball* (DC 17), *hold person* (DC 17), *recharge*¹⁶ (DC 17)
 2nd—toppling *magic missile* (2), *scorching ray* (2)
 1st—*ear-piercing scream*^{UM} (DC 15), *mage armor*, *shocking grasp*, *stumble gap*^{APG} (DC 15), *technomancy*¹⁶
 0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *open/close*

Opposition Schools illusion, necromancy

TACTICS

Before Combat Jethzerai casts *mage armor* before returning to area **B2** and activating the portals with his trigger device.

During Combat Jethzerai stays airborne with his jetpack, casting ranged spells. He favors targets that appear to be tinkering with his portals, and he saves toppling *magic missile* for spellcasters or anyone standing in a dangerous location (such as near flowing lava). Against fire-resistant foes, Jethzerai uses his zero pistol. He draws his spear and fights in melee if he runs out of spells.

Morale If the gate to the Plane of Fire is open and Jethzerai is brought to fewer than 30 hit points, he flees through the gate, using his jetpack's secondary ability to gain a fly speed

of 90 feet (clumsy). If the gate isn't open, Jethzerai refuses to abandon his precious portals; he fights to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 20, **Int** 18, **Wis** 17, **Cha** 13

Base Atk +10; **CMB** +12 (+16 grapple); **CMD** 26 (can't be tripped)

Feats Cleave, Combat Casting, Iron Will, Power Attack, Scribe Scroll, Skill Focus (Knowledge [engineering]), Skill Focus (Perception), Technologist¹⁶, Toppling Spell^{UM}

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +15 (+16 regarding technology), Disable Device +21 (+22 regarding technology), Fly +17, Intimidate +14, Knowledge (engineering) +27 (+28 regarding technology), Knowledge (planes) +15, Perception +36, Sense Motive +14, Spellcraft +16, Stealth +15; **Racial Modifiers** +4 Craft (weaponsmithing)

Languages Abyssal, Common, Goblin, Ignan

SQ arcane bond (jetpack), recondition (jetpack)

Combat Gear grade III hemochem¹⁶ (2 doses), portal control device, timeworn¹⁶ jetpack¹⁶ (reconditioned); **Other Gear** spear, timeworn¹⁶ zero pistol¹⁶, spellbook (contains prepared spells plus all 0-level spells and *discharge*¹⁶, *irradiate*¹⁶, and *greater make whole*¹⁶), timeworn¹⁶ inertial dampening belt¹⁶, timeworn¹⁶ veemod goggles¹⁶ with green veemod¹⁶

FIRE MEPHITS (4) **CR 3**

hp 19 each (*Pathfinder RPG Bestiary 202*; see page 29)

TACTICS

Use the tactics from Subtier 5–6.

Treasure: A PC who inspects the control console and succeeds at a DC 15 Knowledge (engineering) check or DC 20 Perception check determines that she can extract the console's backup memory drive. If the console has been destroyed, the drive can still be removed, but the DC to recognize and recover it increases by 10. The memory drive contains information on the portal technology in this room, a larger schematic of the Forge level, and detailed records of power usage in the Red Redoubt during the fatal days leading up to Karamoss's attempted destruction of the portals. Furthermore, the drive contains data illuminating many of the Machine Mage's secret methods for creating robots.

Development: When the portals are once again cut off from the Plane of Fire, any lava still in the room drains slowly through grates below the large gate. Allow the PCs a chance to take any further actions to ensure the portals remain off-line, and let them perform research at the control console here to fill in information from the adventure's background they haven't discovered yet.

If the PCs fail to reach this area before the end of the adventure for whatever reason, Jethzerai activates the portals and slips back to the Plane of Fire, which triggers the destruction of the Forge.

Rewards: If Jethzerai escapes, he brings a good deal of invaluable technological equipment with him. In this case, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 1,212 gp.

Out of Subtier: Reduce each PC's gold earned by 1,631 gp.

Subtier 8–9: Reduce each PC's gold earned by 2,050 gp.

CONCLUSION

When the PCs return from the Forge, Marw and the other mutant chokers guide them back to the lift and reluctantly thank the Pathfinders for their efforts while also urging them to leave. Venture-Captain Shevala Iorae awaits the PCs on the surface, too eager to hear their report to wait in the Grand Lodge. She is shocked to hear about Jethzerai's plot and relieved that the PCs found no evidence of a growing robot army.

Shevala laughs gleefully if the PCs bring her artifacts from the Forge, especially if it's still-functioning equipment such as the Karamoss battery or the control console's hard drive. If the PCs ask Shevala about using the Society's resources to send some of the trapped outsiders home, Shevala contemplates the question, then nods and says, "It would certainly help make the Forge safer. I can't promise anything, but I'll see what I can do."

After hearing the PCs' report, Shevala shakes her head in disbelief and congratulates them.

"You have all outshone yourselves today. I shudder to think what would have happened if you hadn't been there to stop the Forge from self-destructing. These discoveries are fascinating. We suspected that Karamoss had attempted to destroy the tower when the siege turned against him, but I never realized he was insane enough to try to unleash a volcano on another

plane against Absalom! Your actions today saved not just an incredible trove of scientific and historical data, but possibly all of Absalom as well."

If the PCs acquired the bounty document and then either captured Jethzerai or killed him and took a trophy, award each PC the Outstanding Bounty boon on her Chronicle sheet.

Reporting Notes

If the PCs secure some means of returning the azers to the Plane of Fire with the Pathfinder Society's help, check box A on the reporting sheet. If the PCs secured the bounty for Jethzerai's death, check box B. If the PCs secured the control console's back-up memory drive, check box C.

Primary Success Condition

The PCs succeed at their primary mission if they prevent the Forge's interplanar gate in area **B2** from destroying the Forge core.

Secondary Success Conditions

The PCs succeed at their secondary success condition if they fulfill three of the following four objectives: killing (or capturing) Jethzerai, preventing the azers in area **A5** from continuing to loot the Scrap Heap (such as by either by killing them or securing the Society's assistance in sending them home), delivering the control console's memory drive in area **B2** to Shevala Iorae, and avoiding physically destroying more than one of the portals in area **B2** so that future teams can study them. Fulfilling the secondary success condition also earns each PC the Redoubt's Repairs boon on her Chronicle sheet.

Pathfinder Society Scenario #6-17: Fires of Karamoss

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
 A B C D

Character # _____ _____
Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
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 Scarab Sages Silver Crusade Sovereign Court

Character # _____ _____
Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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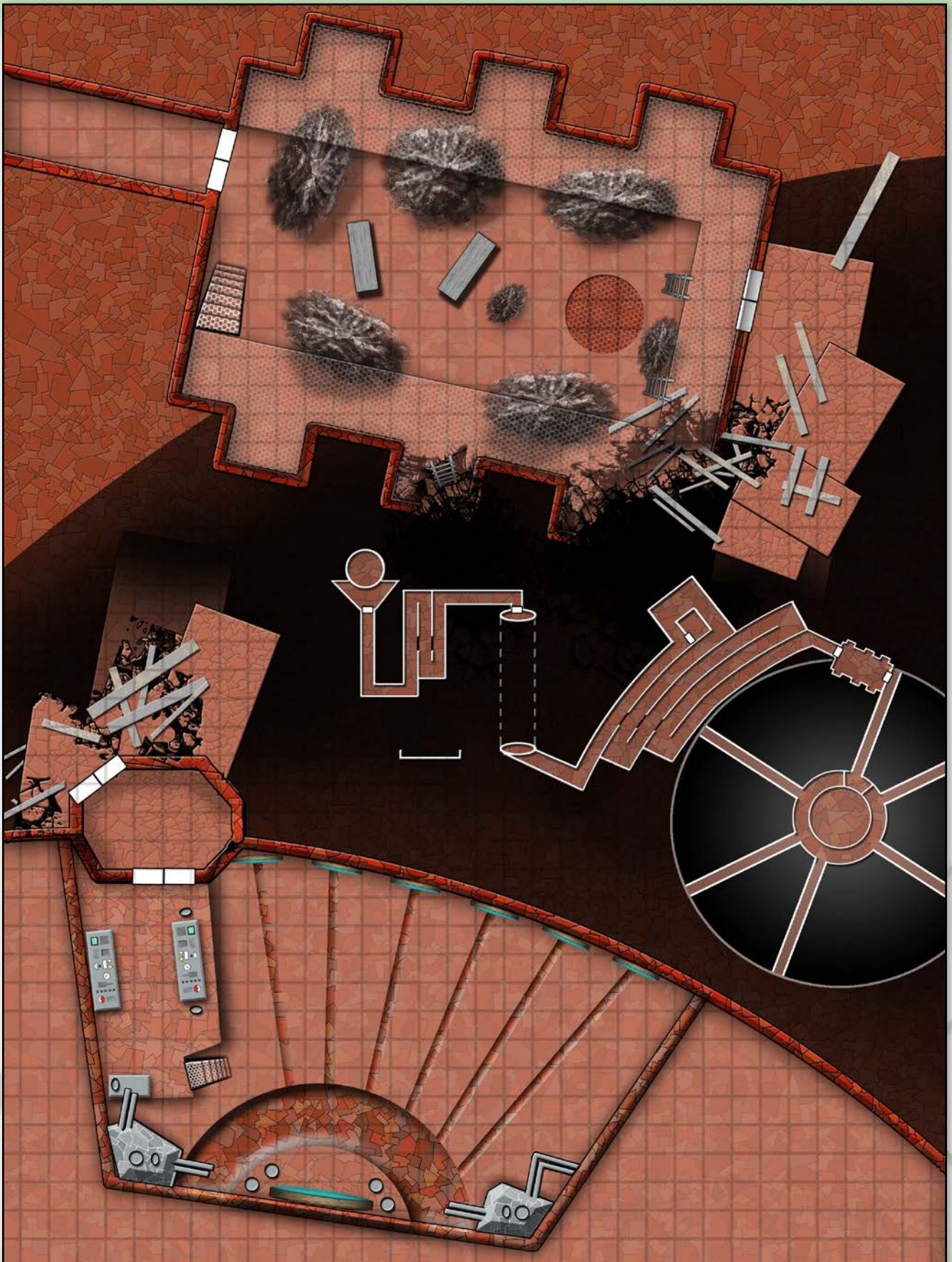
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AZER

Heat ripples the air near this squat, brass-skinned humanoid. Its head and shoulders blaze with a mane of fire.

AZER

CR 2



XP 600

LN Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)

hp 15 (2d10+4)

Fort +5, **Ref** +1, **Will** +4

Immune fire; **SR** 13

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk warhammer +4 (1d8+1/x3 plus 1d6 fire)

Ranged light hammer +3 (1d4+1 plus 1d6 fire)

Special Attacks heat (1d6 fire)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 12, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 14

Feats Power Attack

Skills Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

Languages Common, Ignan

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary, pair, team (3–6), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, and 3 captains of 7th level)

Treasure standard (mwk scale mail, light hammer, mwk warhammer, other treasure)

A proud and hardworking race from the Plane of Fire, azers toil in their bronze and brass fortresses, always ready for their long, simmering war against the efreet. Azers live in a society where every member knows his place. Born into a particular duty, usually the trade of his father or mother, an azer continues this task his entire life. A caste system further keeps azer society in line. Nobles, ruling without question, wear decorated brass kilts as their symbol of caste, while merchants and business proprietors wear stout bronze. Copper kilts designate the working class, made up of servants, artisans, and laborers.

Able to channel heat through metal weapons and tools, azers almost never use nonmetallic weapons, and usually

engage in close melee rather than using ranged attacks. Azers frequently take prisoners, bringing them back to their fortresses and forcing them to labor for a year and a day.

The legendary City of Brass boasts an azer population over half a million strong. Most of these unfortunate azers live a life of servitude to their efreet masters. Azers subjected to this slavery still perform their duties without question, preferring to wait out their contracts or hoping their masters die or get overthrown. A dedication to order burns strong in this race, to the extent that some enslaved azers act as taskmasters over their own kin. Beyond the City of Brass, azers are free to live their own lives, often in other planar metropolises crafting goods, selling wares, and running taverns.

Azers look strikingly similar to one another to the unfamiliar eye. They are 4 feet tall, but weigh 200 pounds.



ELEMENTAL, FIRE

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

FIRE ELEMENTAL

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

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

Treasure none



SMALL FIRE ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

MEDIUM FIRE ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

LARGE FIRE ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +11, **Will** +4

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

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

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 27

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

HUGE FIRE ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 85 (10d10+30)

Fort +9, **Ref** +14, **Will** +5

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

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

Special Attacks burn (2d6, DC 17)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

GREATER FIRE ELEMENTAL

CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, fire)

Init +12; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +16, **Will** +6

DR 5/—, **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +19 (2d8+7 plus burn)

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

Special Attacks burn (2d8, DC 20)

STATISTICS

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 41

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

ELDER FIRE ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, fire)

Init +13; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +19, **Will** +7

DR 10/—, **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

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

Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke

and flame, but some fire elementals take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

Elemental	Height	Weight
Small	4 ft.	1 lb.
Medium	8 ft.	2 lbs.
Large	16 ft.	4 lbs.
Huge	32 ft.	8 lbs.
Greater	36 ft.	10 lbs.
Elder	40 ft.	12 lbs.



ELEMENTAL, MAGMA

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

MAGMA ELEMENTAL



Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

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

Treasure none

SPECIAL ABILITIES

Burn (Ex) A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (*Pathfinder RPG Core Rulebook* 444) that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

SMALL MAGMA ELEMENTAL

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (–1 Dex, +5 natural, +1 size)

hp 11 (2d10)

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

Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +3 (1d3 plus burn)

Special Attacks burn (1d4, DC 9), lava puddle

STATISTICS

Str 10, **Dex** 8, **Con** 11, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 10

Feats Improved Initiative

Skills Knowledge (dungeoneering) +2, Perception +5, Stealth +8
SQ earth glide

MEDIUM MAGMA ELEMENTAL

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +3, **Will** +1

Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +6 (1d6+3 plus burn)

Special Attacks burn (1d4, DC 12), lava puddle

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Knowledge (dungeoneering) +4, Perception +7, Stealth +6

LARGE MAGMA ELEMENTAL

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 60 (8d10+16)

Fort +8, **Ref** +5, **Will** +2

DR 5/–; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +11 (1d8+4 plus burn)

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

Special Attacks burn (1d6, DC 14), lava puddle

STATISTICS

Str 18, **Dex** 8, **Con** 15, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 22

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6

HUGE MAGMA ELEMENTAL

CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +6, **Will** +3

DR 5/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +14 (2d6+6 plus burn)

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

Special Attacks burn (1d8, DC 16), lava puddle

STATISTICS

Str 22, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 27

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +19, Knowledge (dungeoneering) +11, Perception +13, Stealth +4

GREATER MAGMA ELEMENTAL **CR 9**
XP 6,400

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 7, flat-footed 19 (–1 Dex, +16 natural, –2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +7, **Will** +4

DR 10/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +18 (2d8+7 plus burn)

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

Special Attacks burn (2d6, DC 18), lava puddle

STATISTICS

Str 24, **Dex** 8, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 31

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack

Skills Climb +23, Intimidate +16, Knowledge (dungeoneering) +15, Perception +16, Stealth +7

ELDER MAGMA ELEMENTAL **CR 11**
XP 12,800

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +4, **Will** +10

DR 10/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +22 (3d6+8 plus burn)

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

Special Attacks burn (3d6, DC 20), lava puddle

STATISTICS

Str 26, **Dex** 8, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 35

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Vital Strike

Skills Climb +27, Intimidate +19, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

In the border areas between the Plane of Earth and Plane of Fire, volcanoes and continent-sized lava flows are commonplace. Elementals in this area tend to have aspects of both planes, and the typical sort is the magma elemental, an earth elemental with a core of liquid fire. Magma elementals generally have a somewhat feral or bestial appearance.



MAGMA OOZE

This seething mass of bubbling molten rock churns and moves of its own hungry accord.

MAGMA OOZE

CR 7



XP 3,200

N Large ooze (fire)

Init -5; Senses blindsight 60 ft.; Perception -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 85 (9d8+45)

Fort +8, Ref -2, Will -2

Defensive Abilities split (cold and slashing, 8 hp); **Immune** fire, ooze traits

Weaknesses vulnerable to cold, vulnerable to water

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +14 (2d6+13 plus 2d6 fire, grab, and burn)

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

Special Attacks burn (2d6, DC 19), constrict (2d6+13 plus 2d6 fire plus burn)

STATISTICS

Str 28, Dex 1, Con 21, Int —, Wis 1, Cha 1

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

Skills Climb +17

SQ lava body

ECOLOGY

Environment any volcano or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Lava Body (Ex) The magma ooze is formed of molten rock.

Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

Vulnerable to Water (Ex) A significant amount of water,

such as that created by a *create water* spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

Magma oozes are living pools of molten rock. They roam the borders of the Plane of Earth and Plane of Fire, and on the Material Plane they sometimes arise spontaneously from strange magic, usually in the vicinity of volcanoes. Magma oozes avoid water, and if forced into enough of it, they become encased in a cooled stony shell, unharmed but immobilized, waiting indefinitely until the water retreats.

A typical magma ooze grows to 10 feet across and is about 6 inches thick.

VARIANT MAGMA OOZES

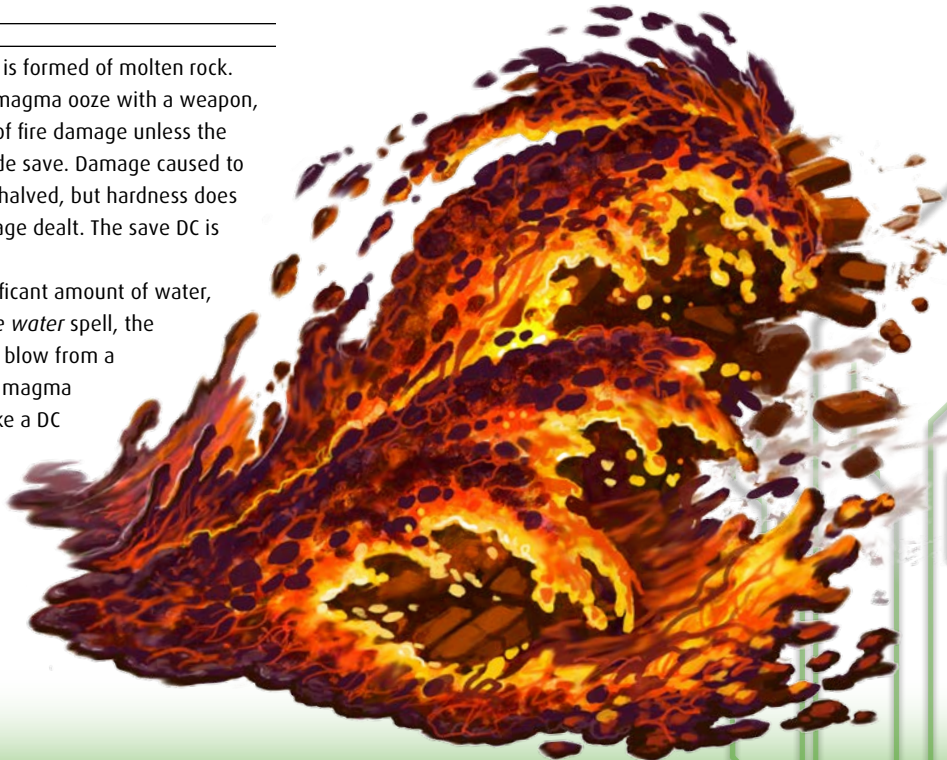
Differing types of molten stone and the nature of the magic that created them can influence what types of magma ooze form.

Brimstone: Influenced by fiendish energy, brimstone magma oozes stink of evil, and the patterns of cooled stone and hot lava on their surfaces resemble tortured or demonic faces. They have the fiendish creature simple template.

Crystalline: Formed from rock densely laced with rare minerals, crystalline magma oozes have hot gases trapped within their bodies. Striking a crystalline magma ooze with a non-reach melee weapon causes this gas to erupt, dealing 1d6 points of fire damage to the attacking creature.

Poisonous: Whether from toxic metals or magical contamination, these oozes are deadly poison in addition to mobile burning death. A poisonous ooze is +1 CR.

Magma Ooze Poison: Slam—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 consecutive saves.



MEPHIT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

MEPHIT

CR 3



XP 800

N Small outsider (varies)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

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

hp 19 (3d10+3); **fast healing** 2

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

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

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Mephits are the servants of powerful elemental creatures. Key sites and locations on the elemental planes are full of mephits scurrying about on important errands or duties. Each mephit is associated with one element that defines its spells and abilities. The mephit types are listed below.

Air Mephit (Air)

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

- **Fast Healing:** Works only in gusty and windy areas.
- **Speed:** Fly 60 ft. (perfect)
- **Breath Weapon:** A cone of sand and grit that deals 1d8 slashing damage.
- **Spell-Like Abilities:** *blur* 1/hour, *gust of wind* 1/day.

Dust Mephit (Air)

Dust mephits are commonly found on the Plane of Air. These mephits are irritating and persistent.

- **Fast Healing:** Works only in dusty environments.
- **Speed:** Fly 50 ft. (perfect)
- **Breath Weapon:** A cone of dust that deals 1d4 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *blur* 1/hour, *wind wall* 1/day

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing:** Works only while underground.
- **Breath Weapon:** A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size:** Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities:** *soften earth and stone* 1/day

Fire Mephit (Fire)

Fire mephits are commonly found on the Plane of Fire. Fire mephits are vengeful and quick to anger.

- **Fast Healing:** Works only while in contact with fire.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of flames that deals 1d8 fire damage.
- **Spell-Like Abilities:** *scorching ray* 1/hour, *heat metal* 1/day (DC 14)

Ice Mephit (Cold)

Ice mephits are commonly found on the Plane of Air. These mephits are cruel and aloof.

- **Fast Healing:** Works only in areas below freezing.
- **Immune:** Cold
- **Weaknesses:** Vulnerability to fire
- **Breath Weapon:** A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *magic missile* 1/hour, *chill metal* 1/day (DC 14)

Magma Mephit (Fire)

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

- **Fast Healing:** Works only in contact with magma or lava.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of fire that deals 1d8 fire damage.

- **Magma Form (Su):** Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 points of fire damage. A magma mephit can remain in this form for up to 10 minutes.
- **Spell-Like Abilities:** *pyrotechnics* 1/day

Ooze Mephit (Water)

Ooze mephits are commonly found on the Plane of Water. These mephits are disgusting and slow to act.

- **Fast Healing:** Works only in wet or muddy environments.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of slime that deals 1d4 acid damage. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing:** Works only in arid environments.
- **Breath Weapon:** A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su):** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered

on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

- **Spell-Like Abilities:** *glitterdust* 1/hour.

Steam Mephit (Fire)

Steam mephits are commonly found on the Plane of Fire. These mephits are overconfident and brash.

- **Fast Healing:** Works only in boiling water or steam.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath weapon:** A cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Boiling Rain (Su):** Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *blur* 1/hour

Water Mephit (Water)

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

- **Fast Healing:** Works only while the mephit is underwater.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of acid that deals 1d8 acid damage.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)



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 slams +19 (1d8+6), 2 tentacles +19 (1d10+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.

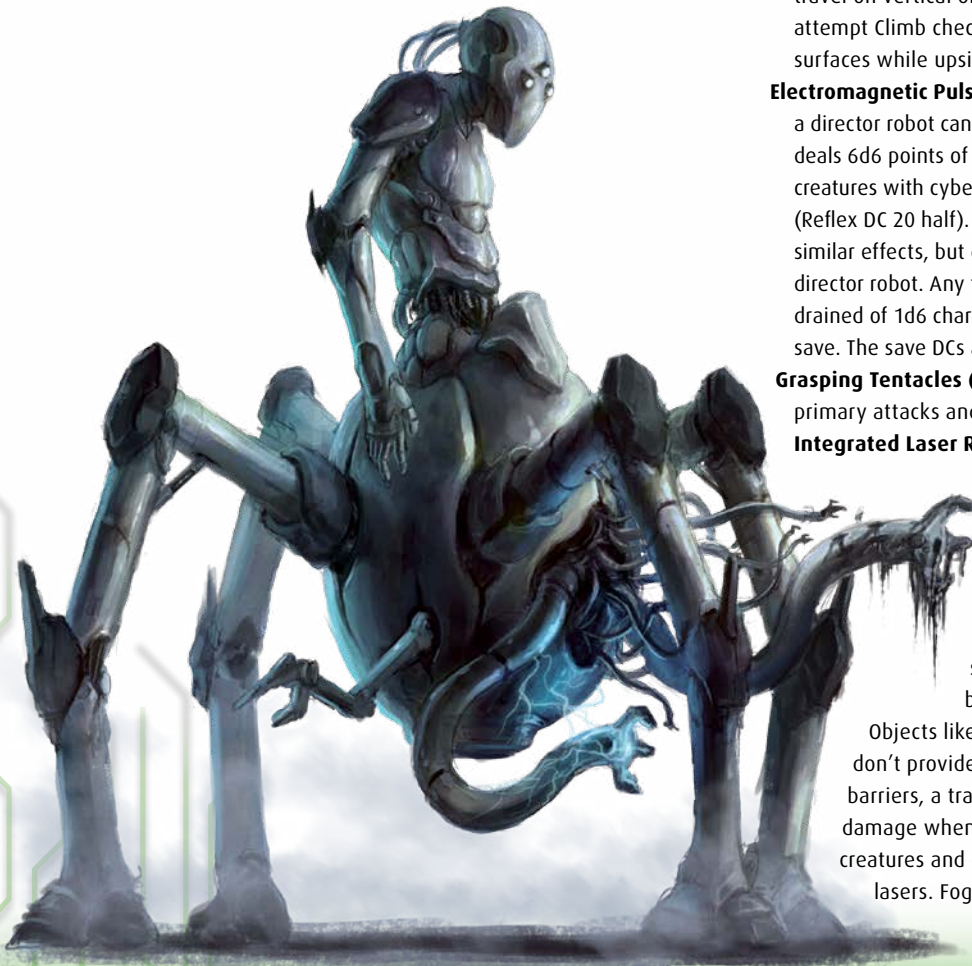
Cling (Ex) A combination of magnetic pads and electrostatic emitters in its feet allow a director robot to climb and travel on vertical or horizontal surfaces without having to attempt Climb checks, even allowing it to traverse these surfaces while upside down.

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.



Pathfinder Society Scenario #6-17: Fires of Karamoss

Character Chronicle #

Core Campaign

	A.K.A.		
Player Name		Character Name	Pathfinder Society #
			Faction

This Chronicle sheet grants access to the following:

Outstanding Bounty: You have an outstanding bounty document issued by the City of Brass on the Plane of Fire, and you have also secured proof that you have fulfilled the bounty's conditions. While adventuring in the City of Brass, you can turn in the bounty document in order to restore 4 previously spent Prestige Points. Alternatively, you can give the bounty document to a native of the Plane of Fire with an Intelligence score of at least 8 in order to gain a +10 bonus on any Diplomacy checks made to influence it. You must cross the boon off your Chronicle sheet in order to use either of this boon's benefits.

Redoubt's Repairs: Your discoveries in the Red Redoubt of Karamoss have expanded the Pathfinder Society's understanding of the advanced technology of Numeria, and you can use these findings and tools to extend the lifespan of a broken piece of equipment. You can forgo your Day Job check and cross this boon off your Chronicle sheet in order to restore 1d4+1 charges to a timeworn weapon, timeworn armor, or another timeworn device. If you have the Technologist feat, you instead restore 1d4+5 charges to the item. Any charges that exceed the item's maximum capacity are lost.

All Subtiers

Subtier 8-9

- flash grenade (750 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide 46*)
- hemochem I (250 gp, limit 1; *Technology Guide 34*)
- timeworn brown force field (10 charges; 2,000 gp, limit 1; *Technology Guide 55, 45*)
- timeworn chainsaw (5 charges; 675 gp, limit 1; *Technology Guide 55, 22*)
- timeworn filter mask (10 charges; 2,250 gp, limit 1; *Technology Guide 55, 44*)
- timeworn flashlight (10 charges; 15 gp, limit 1; *Technology Guide 55, 45*)
- timeworn gravity clip (10 charges; 1,000 gp, limit 1; *Technology Guide 55, 46*)
- timeworn inertial dampening belt (20 charges; 5,000 gp, limit 1; *Technology Guide 55, 48*)
- timeworn jetpack (100 charges; 9,000 gp, limit 1; *Technology Guide 55, 48*)
- timeworn magboots (10 charges; 2,500 gp, limit 1; *Technology Guide 55, 49*)
- timeworn veemod goggles (10 charges; 500 gp, limit 1; *Technology Guide 55, 53*)
- timeworn zero pistol (10 charges; 5,000 gp, limit 1; *Technology Guide 55, 28*)
- zero grenade (750 gp, limit 2; *Technology Guide 46*)

- cureall (1,400 gp, limit 3; *Technology Guide 33*)
- green veemod (10,000 gp, limit 1; *Technology Guide 53*)
- hemochem III (750 gp, limit 2; *Technology Guide 34*)
- inssuit (19,250 gp, limit 1; *Technology Guide 31*)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	5-6	1,287	2,574
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	2,006	4,012
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	8-9	2,725	5,450
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	Starting XP			
GOLD	+ GM's Initials			
	XP Gained (GM ONLY)			
=				
Final XP Total				
Initial Prestige		Initial Fame		
+ GM's Initials				
Prestige Gained (GM ONLY)				
-				
Prestige Spent				
Current Prestige		Final Fame		
Starting GP				
+ GM's Initials				
GP Gained (GM ONLY)				
+ GM's Initials				
Day Job (GM ONLY)				
-				
Gold Spent				
=				
Total				

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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