

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



TRIAL BY MACHINE

By Sean McGowan



Trial by Machine

Pathfinder Society Scenario #6-01

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Pathfinder Society Scenario #6-01: Trial by Machine is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). 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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TRIAL BY MACHINE

By SEAN MCGOWAN



Many ruined siege castles dot the landscape around Absalom, but few are as unusual as the Red Redoubt of Karamoss. A millennium ago, the wizard Karamoss emerged from decades of exploring and studying within Numeria's Silver Mount, transformed into a unique hybrid of man, magic, and machine. Eying the *Starstone* as his next step toward perfection, he raised a red metal citadel upon the Isle of Kortos and declared a personal war on Absalom. Karamoss's legions of mechanical warriors threatened the city for several years before the tables were turned and the Redoubt fell.

The siege castle itself has collapsed into rusted rubble over the years, but its dungeons still remain intact. The uppermost levels have long been cleaned of the techn wizard's refuse while the sealed lower levels remain the stuff of considerable speculation. As centuries passed, itinerant bandit gangs, monsters, and humanoid tribes have occupied the upper dungeons, blurring the original design's mechanical perfection with newly excavated tunnels and lairs. One recurrent use of the cleared dungeons has been as a training ground for the Pathfinder Society, wherein novice Pathfinders practice basic exploration skills through a Society-designed obstacle course and other challenges.

The PCs are the latest Pathfinders selected to pick their way through the traps and puzzles set by more experienced Pathfinders. Events have transpired, however, to set matters on a different course. As the challenge designers left the dungeon, they were potted by a bandit gang called the Blood-Red Raiders camped in the upper ruins. Assuming the Pathfinders were rival bandits hiding loot, the Raiders made their way in and went through the obstacle course—which is when things went very wrong.

One of the Raiders' newest recruits, Meleren, is a member of an unusual species—a Numerian android. As he passed through the dungeon, a tracker chip implanted in his body awakened ancient systems within the Redoubt's walls, causing the reactivation of a formerly

WHERE ON GOLARION?

Trial By Machine takes place in the Red Redoubt of Karamoss, a ruined siege castle and vast dungeon complex located in the Cairnlands outside of Absalom. Further details on the Red Redoubt and the machine soldiers that inhabit its halls can be found in *Pathfinder Campaign Setting: Dungeons of Golarion*, while more information about the many failed sieges of Absalom is outlined in *Pathfinder Campaign Setting: Guide to Absalom*. Both sources are available at bookstores and game stores everywhere, and online at paizo.com.



hidden security sublevel. As the bandits find themselves beset and slaughtered by the Redoubt's mechanical guardians, the PCs arrive to begin a routine test that turns unexpectedly deadly.

SUMMARY

The adventure begins with the PCs entering the Red Redoubt of Karamoss to make their way through a Pathfinder-arranged trial gauntlet. It immediately becomes obvious that something else has preceded them into the dungeon, and as the PCs follow in the bandits' footsteps, they find themselves picking their way through sprung (and bypassed) traps, solved riddles, and the

GM RESOURCES

Trial By Machine makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Equipment*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

remains of bandits who fell victim to the challenges, before encountering a still-active robot guarding the entrance to the security complex.

Entering the security sublevel, the PCs discover that some rooms are mobile, and their exit becomes cut off. They encounter the remaining bandits, providing an opportunity for information as well as potential allies. In the complex's control center, they encounter more mechanical opposition and controls that will allow them to reconfigure the rooms of the sublevel to escape.

Activating these controls requires scouring the remaining rooms for the appropriate tools, and the PCs find both strange technological treasures and mysteries of the past along the way. Finally, after facing the perils of a vacuum-filled chamber, the PCs have what they need to rearrange the security complex's structure and make their escape—but not before facing one last barrage of robotic assailants.

GETTING STARTED

Give each player a copy of **Player Handout #1** before starting. Then read or paraphrase the following to get the adventure underway.

The noonday sun shines brightly in a cloudless sky, but the rugged landscape diffuses the light as if through a stained glass window composed entirely of crimson panes. Deep red metal walls, broken but mostly untouched by rust even a millennium, form an obstacle course through the landscape. Clearly, when the Red Redoubt of Karamoss was named, it was not done ironically.

The marked path through the siege castle's ruins leads to a large central chamber open to the sky above. Aside from the metallic flooring, walls, and rubble, nothing remains of the so-called "machine mage" Karamoss or his lost armies. Refuse, old campfire rings, and other signs of life attest to the place being a haven for scavengers and vagabonds.

The chamber is filled with a large, circular shaft in the metal floor, with smoothly rolled edges that demonstrate superbly uniform craftsmanship. A rope ladder descends into the pit, anchored by pitons hammered into the floor panels.

The shaft is 30 feet in diameter and perfectly circular. The Pathfinders who set the trial left nothing behind to make it easier—the rope ladder was left behind by the Blood-Red Raiders. The shaft descends 30 feet before opening into the ceiling of area **A1**. Descending the ladder doesn't require a Climb check.

The PCs are assumed to have had ample opportunity to outfit themselves, prepare new spells, and do some quick research. To represent this preparation, they can select gear or make research rolls retroactively. Some likely checks and their results are given below.

Diplomacy (gather information) or Knowledge (local)

Inquiries about current inhabitants of the Red Redoubt turn up the following details.

15+ While the Redoubt has no permanent residents, bandits, outcasts, or the occasional monster sometimes use it as a lair. Infighting for territory among these groups usually nullifies their threat, so Absalom's authorities don't interfere.

20+ One band known to lair in the ruins there is the Blood-Red Raiders, a small gang of bandits that mostly robs lone travelers.

25+ A young human man with pale skin and odd tattoos—supposedly a student expelled from the Clockwork Cathedral—has recently joined the Blood-Red Raiders.

Knowledge (arcana)

While the name of Karamoss is well known, the PCs might know more in-depth information about the builder of the Red Redoubt.

20+ Karamoss was a Numerian wizard known as the "Machine Mage." He had advanced knowledge of mechanical constructs, gained from decades of study within the Silver Mount. He was said to be part machine himself.

Knowledge (engineering)

The Red Redoubt is a fascinating subject for those interested in architecture and engineering.

15+ The Red Redoubt is constructed almost entirely of a strange, dark red metal. Supposedly, the entire structure rose in a single night.

20+ The red metal of the Redoubt is called djezeteel—a unique alloy of iron and the liquid skymetal djezet invented by Karamoss.

Knowledge (history)

Details of the Karamoss's siege of Absalom are well known, even a millennium after the fact.

15+ The Red Redoubt of Karamoss was a siege castle created more than 1,000 years ago by the “machine mage” Karamoss in a failed attempt to conquer Absalom.

20+ Karamoss’s armies included initial waves of hobgoblins, followed by legions of strangely intelligent constructs. After several years and some close calls, the fight turned against Karamoss and the Redoubt fell.

25+ While the Redoubt’s upper dungeons have been cleared, many levels lie hidden beneath. Karamoss himself was never found; some say he lives on below.

A. THE UPPER DUNGEONS

The upper levels of the Red Redoubt are expansive, but the route the challenge designers set is intentionally limited and hemmed in. Rather than fully explore the dungeon, the PCs begin by following a prearranged obstacle course. The course is designed to keep the PCs on track by limiting options, while still offering some semblance of choice. “Off limit” corridors are blocked off with various barricades and marked with the symbol of three red dots in a triangle to clearly delineate the course’s boundaries. Most of the course’s challenges have already been solved, tripped, or bypassed by the bandits, leaving the PCs to solve a completely different puzzle than the challenge designers originally planned.

As a result, there isn’t a full map of the upper dungeons. Each individual encounter area is described and, where necessary, a map is provided. Each room description contains a list of exits, each indicating the next area it leads to and how long travel time is. Feel free to give cursory descriptions of the intervening areas, though most are simply 10-foot-wide metal corridors. Signs of previous humanoid or animal habitation aren’t uncommon sights along the way.

A1. Entrance

The entrance shaft opens into the center of a red steel chamber. The floor beneath the shaft is canted at a slight angle; it seems to have originally been a circular platform that fit flush with the rest of the room but at some point unevenly sank a foot or so. The floors around the room’s perimeter are solid and even, with a textured surface to give better footing on the smooth metal. The walls are riveted metal plates, fallen or torn off in places to reveal solid rock behind. Recessed slabs of metal with adjacent panels, presumably exits, are centered on each wall. The northern panel glows dimly, illuminating scorch marks and glistening red stains around it.

The entrance chamber is 50 feet square. The platform was a large hydraulic lift used for troop deployment, but it broke down centuries ago. Five doors originally exited the chamber, but only the northern door readily opens.

RED REDOUBT CHARACTERISTICS

The Red Redoubt is very uniform in construction, although differences exist between the upper dungeons and the security sublevel, which has been sealed for centuries.

All of the walls, floors, and ceilings in the dungeon are lined with dark red metallic plates. This metal is a unique alloy of iron and the skymetal djezet called djezeteel. Djezet is beneficial to spellcasting; the presence of so much djezet in the vicinity grants a +2 circumstance bonus on concentration and caster level checks made in the Red Redoubt.

Ceilings are uniformly 10 feet high, and most hallways are 10 feet wide. In the upper dungeons, it isn’t uncommon to find sections stripped of metal or burrowed through—a consequence of different residents making themselves at home over the years.

All doors are metal (hardness 10, hp 60, break DC 28). They open with the push of a button on an adjacent panel—opening a door is a swift action—and slide into the wall, automatically closing 1 round later. Doors marked as off-limited by the Pathfinder Society are usually locked (Disable Device DC 30).

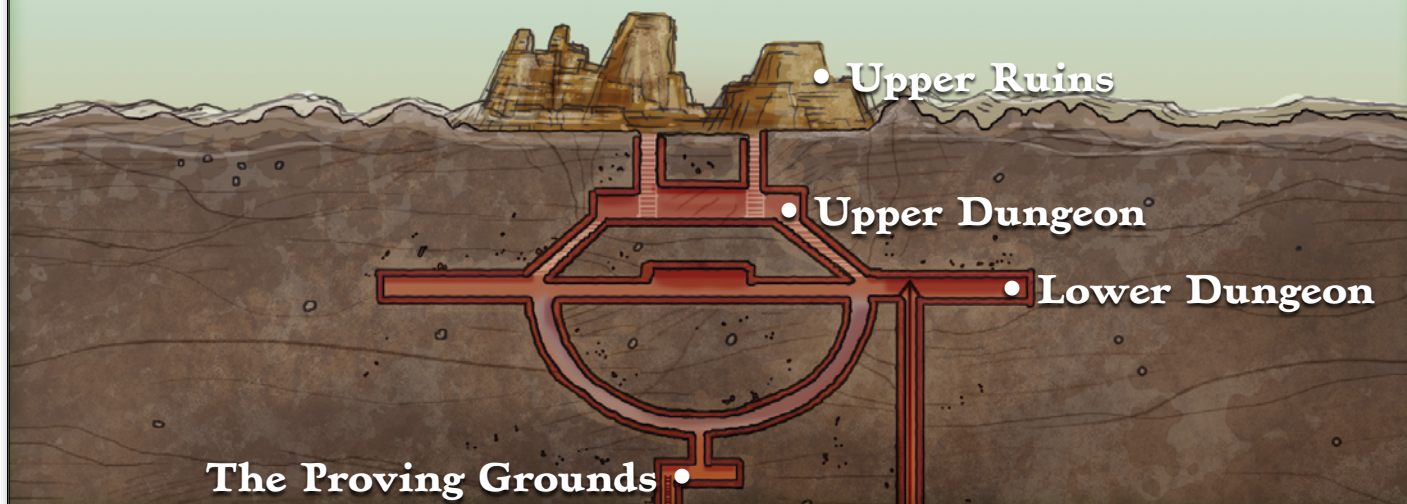
Disable Device checks made to disable electronic doors or traps (basically, anything but the trap in area A2) with non-technological equipment (such as normal thieves’ tools) take a –5 penalty. Using an e-pick (see Appendix on page 21) negates this penalty.

While the upper dungeon levels (area A) are dark and require that the PCs provide their own illumination, recessed ceiling lights in the security sublevel (area B) provide dim lighting conditions throughout those areas.

The other four exits are marked with the “do not enter” symbol, their opening panels have been disabled, and they are sealed with *wizard locks* (CL 9th), and must be broken down or opened with a successful DC 40 Disable Device check to pass.

The damage around the northern door is from a nonlethal trap set here by the Pathfinders who prepared the training exercise. The stains are still wet to the touch, but any examination identifies them as dye, not blood. A *dispel magic* glyph on the door caused an invisible, levitating tray filled with minor explosives and flasks of red marker dye (*Pathfinder RPG Ultimate Equipment* 104) to fall on the bandits when they passed this way. PCs who succeed at a DC 13 Survival check find the tracks of six humanoids. Once these tracks have been found, the marker dye makes it easy to track the bandits throughout the dungeon. Taking the north exit brings the party to area A2 after about 5 minutes of walking without any additional hazards or complications.

A. The Red Redoubt of Karamoss



A2. The Unsprung Trap (CR 1 or CR 4)

The corridor ahead branches in four directions. North and west, the tunnels continue unobstructed, but the eastern branch is blocked with a stout metal grating marked with three crimson circles within a triangle. A large, white “X” is scrawled in chalk on the floor in the center of the intersection.

This intersection hosts another Pathfinder trap. Wary after their embarrassing encounter with the trap in area A1, the bandits located and bypassed this one. Meleren, their trap expert, left the chalk “X” as a reminder for their return.

The path to the north leads to area A3 after 5 minutes; the bandit’s tracks head this way. The western corridor leads to area A4, taking 10 minutes. The eastern grating is bolted in place (hardness 10, hp 30, break DC 24). If the PCs break through, the eastern corridor eventually leads to area A3 after an hour of meandering.

Trap: The 15-foot-long stretch of corridor south of the intersection is trapped. A tripwire (marked with a T on the map) triggers the trap, causing two wicker screens to spring out from behind *illusory walls*, clapping together in the middle of the hall to “crush” anyone caught between them. Like all of the test traps in the obstacle course, this trap was designed to be more embarrassing than dangerous. Bladders filled with bright pink marker dye are attached to the wicker screens, and anyone who takes damage from the trap is also covered with dye streaks.

Subtier 1–2 (CR 1)

CRUSHING WICKER WALLS TRAP CR 1

Type mechanical; **Perception** DC 18; **Disable Device** DC 18

EFFECTS

Trigger location; **Reset** none

Effect “crushing” walls (1d4 lethal damage plus 1d6 nonlethal damage); DC 16 Reflex save for half damage; multiple targets (all targets in a 10-ft.-by-15-ft. area)

Subtier 4–5 (CR 4)

CRUSHING WICKER WALLS TRAP CR 4

Type mechanical; **Perception** DC 22; **Disable Device** DC 22

EFFECTS

Trigger location; **Reset** none

Effect “crushing” walls (1d8 lethal damage plus 2d6 nonlethal damage); DC 20 Reflex save for half damage); multiple targets (all targets in a 10-ft.-by-15-ft. area)

A3. An Answered Riddle

The southern entrance of this chamber might once have housed a sliding door, but it’s now just an empty archway. Three small chests sit before a small wooden table in the center of the room. All three chests are open; one contains seashells, the second holds bricks, and the third contains shards of flint. Some of these items are scattered haphazardly on the floor around the chests. A brass merchant’s scale stands on the table. One of the scale’s arms supports a conch shell and the other is empty, though the scale is perfectly balanced. A harlequin’s mask hangs on the north wall. An intact door exits to the west. A

A2. The Unsprung Trap



Pathfinder Map Pack: Dungeon Corridors

lock has been bolted over the opening panel next to the door, but the lock hangs open.

This chamber is 20 feet square. The Pathfinders set up a convoluted and time-consuming puzzle here, but the bandits have already done all the work. As soon as anyone enters in the room, a permanent *magic mouth* appears over the harlequin mask's lips and speaks in Common, "The shell holds the sea and yet is naught but air! Both key and blade are yours!" This "victory message" was activated when the bandits solved the puzzle, which caused a dagger and key to appear on the table. The key unlocked the western door; the dagger can be found on the dead bandit in area A4. The scale is simply rigged to balance with the shell's weight. None of the chests contain valuables, though the bandits made a mess in making certain. The corridor beyond the western door leads to area A4 after 5 minutes travel.

A4. The Dumber Part of Valor

This L-shaped corridor makes a right angle from the east to north. Just around the bend a dead half-orc sprawls on the ground. Above the corpse, a wooden sledgehammer dangles

from a rope beneath an open ceiling panel. Though the head of the mallet is padded, the trap was apparently still lethal to the unfortunate half-orc. A few feet up the corridor another chalk "X" is scratched on the floor.

The dead half-orc on the floor is Harlo the Tooth, former leader of the Blood-Red Raiders. On the bandits' way in, Meleren located and marked this trap. Once things started going wrong and people started dying, Harlo abandoned his crew and ran for his life. In his haste, he forgot the trap and received a sledgehammer to the face. While the trap dealt mostly nonlethal damage, Harlo was already badly wounded, and bled to death after being knocked unconscious by the padded blow to his skull.

An examination of the body reveals deep gashes across the half-orc's torso in addition to the obvious head injury (and a face covered in lime-green marker dye). A PC who succeeds at a DC 15 Survival check can detect six sets of tracks of heading north, but only one set returning this way, and the person who made those tracks was running. The tracks end at the half-orc's body.

Continuing north from this bend brings the PCs to the door to area A5 in 1 minute.

ROBOT SUBTYPE

“Robot” is a subtype that can be added to any construct to reflect a technological rather than magical origin. Full rules for the robot subtype are given on page 42 of *Pathfinder Campaign Setting: Inner Sea Bestiary*, but the robots encountered in this adventure make use of the following pertinent rules.

Intelligent: Robots are intelligent, and have skills and feats as appropriate for their Hit Dice.

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

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

Treasure: Harlo carries identical gear to Shechera in area **B2**, plus a masterwork adamantine dagger, the prize from the riddle in area **A3**.

Rewards: If the PCs do not recover the adamantine dagger, reduce each PC’s gold by 100 gp in all subtiers.

A5. Mechanical Massacre (CR 4 or CR 7)

The dungeon’s red hue is dramatically accented here with a fresh coating of blood. Three corpses lie scattered around the room, all hacked apart with great force. The arterial spray from the last moments of their lives spatters the walls and ceiling and pools on the floor. A dim crimson glow spills from a wide archway to the north, casting a garish light upon the faces of the dead. An open chest sits against the eastern wall, with broken links of chain scattered on the floor around it.

This room was the finish line of the Pathfinder obstacle course. Unfortunately, it also connects to the hidden security sublevel, which was activated when a chipfinder detected the android Meleren’s implanted tracker chip (see areas **B** and **B2** for more details on these items). While the bandits stood around, confused and angered by the meager “treasure” in the dungeon, the wall to the north slid away and mechanical warriors emerged from the security sublevel beyond. Although the Raiders tried to defend themselves, they were overwhelmed. Half their number died here, while their leader Harlo ran for the exit (ending up in area **A4**). The remaining two survivors, Meleren and Shechera, fled into the opening and took refuge in area **B2**.

Investigating the chest reveals glowing blue script (marker dye mixed with glowing ink) on the chest’s lid,

which says: “The prize lies within! Test your mettle against ours!” The chest is empty except for a parchment note that reads: “Congratulations, you have passed the trial! This amulet is your prize; present it to Venture-Captain Valsin as proof of your success!” The broken chain links around the chest are what remains of the chain and padlock that secured the chest. To pass the final test, the PCs were supposed to cut through the chain with the adamantine dagger won in area **A3**—a task that the bandits carried out themselves.

The northern archway leads directly to area **B1**. A PC who succeeds at a DC 10 Survival check finds a pair of bloody tracks heading north through the arch.

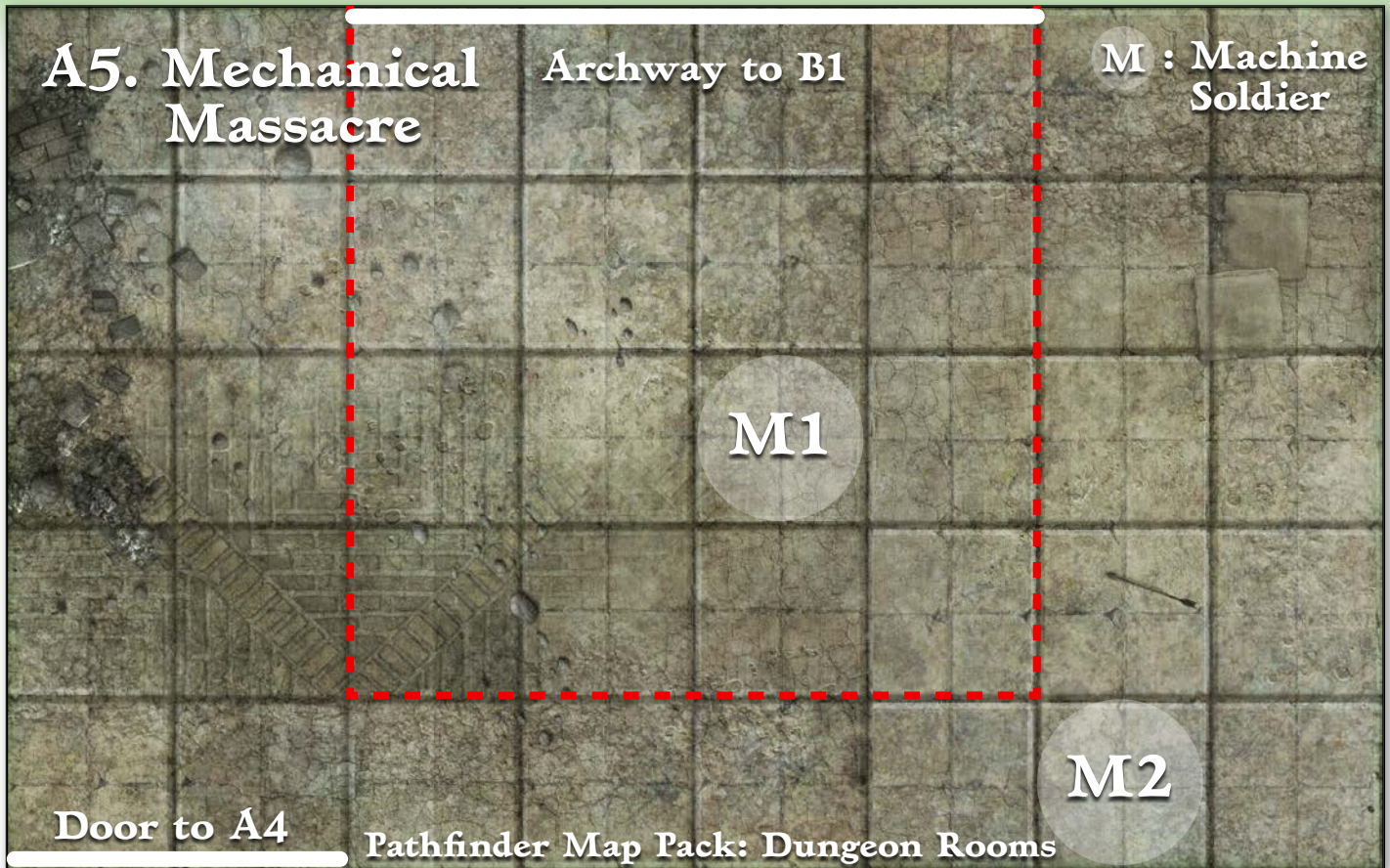
Creatures: One of Karamoss’s machine soldiers, the magically powered automatons that served in his armies in the siege of Absalom, remains in the center of the room. Although machine soldiers are normally CR 4, the years have not been kind to this one, and wear and tear has reduced its hardness to 5. It took significant damage in its battle with the Blood-Red Raiders as well—it has fewer hit points than normal and has lost its offhand short sword. Lastly, the robot’s exposed gears and legs are gummed by tanglefoot bag residue, gluing it to the floor and leaving it unable to move for the first 2 rounds of combat. These adjustments reduce its CR to 2.

In Subtier 4–5, the machine soldier is fully functional. In addition, a second, slow-to-wake machine soldier emerges from **B1** 3 rounds after combat starts.

Traps: A technological trap also protects the entrance to the sublevel. Ports above the arch fire darts attached to wires at any non-construct within 20 feet of the archway. The darts discharge electricity upon striking, harming and stunning intruders. There are four dart apertures, and two can fire per round. The device retracts fired darts by their wires, taking 1 round to do so; effectively, the trap fires two darts per round until disabled or no living beings are in range. Alternatively, the trap can be destroyed by breaking the wires connecting the darts to the firing mechanism while they are exposed following a shot. Each wire has AC 11, hardness 1, hp 1. Striking a wire with a melee weapon results in an electrical discharge identical to being hit by a dart.

Subtier 1–2 (CR 4)

DAMAGED MACHINE SOLDIER	CR 2
Animated object fighter 1 (<i>Pathfinder RPG Bestiary</i> 14)	
N Medium construct (robot)	
Init +0; Senses darkvision 60 ft., low-light vision; Perception +3	
DEFENSE	
AC 16, touch 10, flat-footed 16 (+6 natural)	
hp 42 (currently 25) (4d10+21)	



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

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

Weaknesses vulnerable to critical hits, electricity

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19-20)

Ranged mwk light crossbow +3 (1d8/19-20)

TACTICS

During Combat: While entangled, the soldier fires its crossbow, drawing its sword if someone closes into melee range. One the third round of combat, when it is no longer entangled, the soldier dashes into melee, Power Attacking continuously. It doesn't worry about drawing attacks of opportunity, trusting its hardness to keep it intact.

Morale The machine soldier fights until destroyed.

Base Statistics When not entangled, the machine soldier's statistics are **Init** +2; **AC** 18, touch 12, flat-footed 16; **Ref** +3;

Melee mwk longsword +10 (1d8+4/19-20); **Ranged** mwk light crossbow +7 (1d8/19-20); **Dex** 15; **CMB** +8; **CMD** 20

STATISTICS

Str 18, **Dex** 11, **Con** —, **Int** 13, **Wis** 3, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 18

Feats Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Climb +11, Perception +3, Sense Motive +3

Languages Common, Goblin

SQ Construction Points (metal)

Gear mwk light crossbow with 10 bolts, mwk longsword

ELECTRO-DART TRAP

CR 2

Type mechanical; **Perception** DC 10; **Disable Device** DC 10

EFFECTS

Trigger proximity; **Reset** automatic (1 round)

Effect Atk +6 ranged (1d3 plus 1 electricity damage plus staggered for 1 round, DC 13 Fortitude save negates staggered); multiple targets (two random targets in a 20-ft-square area)

Subtier 4-5 (CR 7)

ELECTRO-DART TRAP

CR 3

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger proximity; **Reset** automatic (1 round)

Effect Atk +9 ranged (1d3 plus 1d6 electricity plus dazed for 1 round, DC 16 Fortitude save negates dazed); multiple targets (two random targets in a 20-ft-square area)

MACHINE SOLDIERS (2)

CR 4

Animated object fighter 1 (*Pathfinder RPG Bestiary* 14)

N Medium construct (robot)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

SCALING ENCOUNTER A5

To accommodate groups of four players, make the following changes to this encounter: in Subtier 1–2, the electro-dart trap shoots only one dart per round. In Subtier 4–5, remove one machine soldier.

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 42 each (4d10+21)

Fort +3, **Ref** +3, **Will** –3

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

Weaknesses vulnerable to critical hits, electricity

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19–20), mwk short sword +7 (1d6+2/19–20) or mwk longsword +10 (1d8+4/19–20)

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

TACTICS

During Combat The machine soldiers attack with their swords, making Power Attacks, resorting to their crossbows only if intruders remain out of melee combat range.

Morale The machine soldiers fight until destroyed.

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 13,

Wis 3, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 20

Feats Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Climb +11, Perception +3, Sense Motive +3

Languages Common, Goblin

SQ Construction Points (metal)

Gear mwk light crossbow with 10 bolts, mwk longsword, mwk short sword

Treasure: Examining the bodies turns up three sets of gear identical to that of Shechera in area **B2**, but there is no sign of the amulet mentioned in the note inside the chest (the android Meleren in area **B2** currently possesses it).

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

Subtier 1–2: Reduce each PC's gold by 76 gp.

Out of Subtier: Reduce each PC's gold by 243 gp.

Subtier 4–5: Reduce each PC's gold by 410 gp.

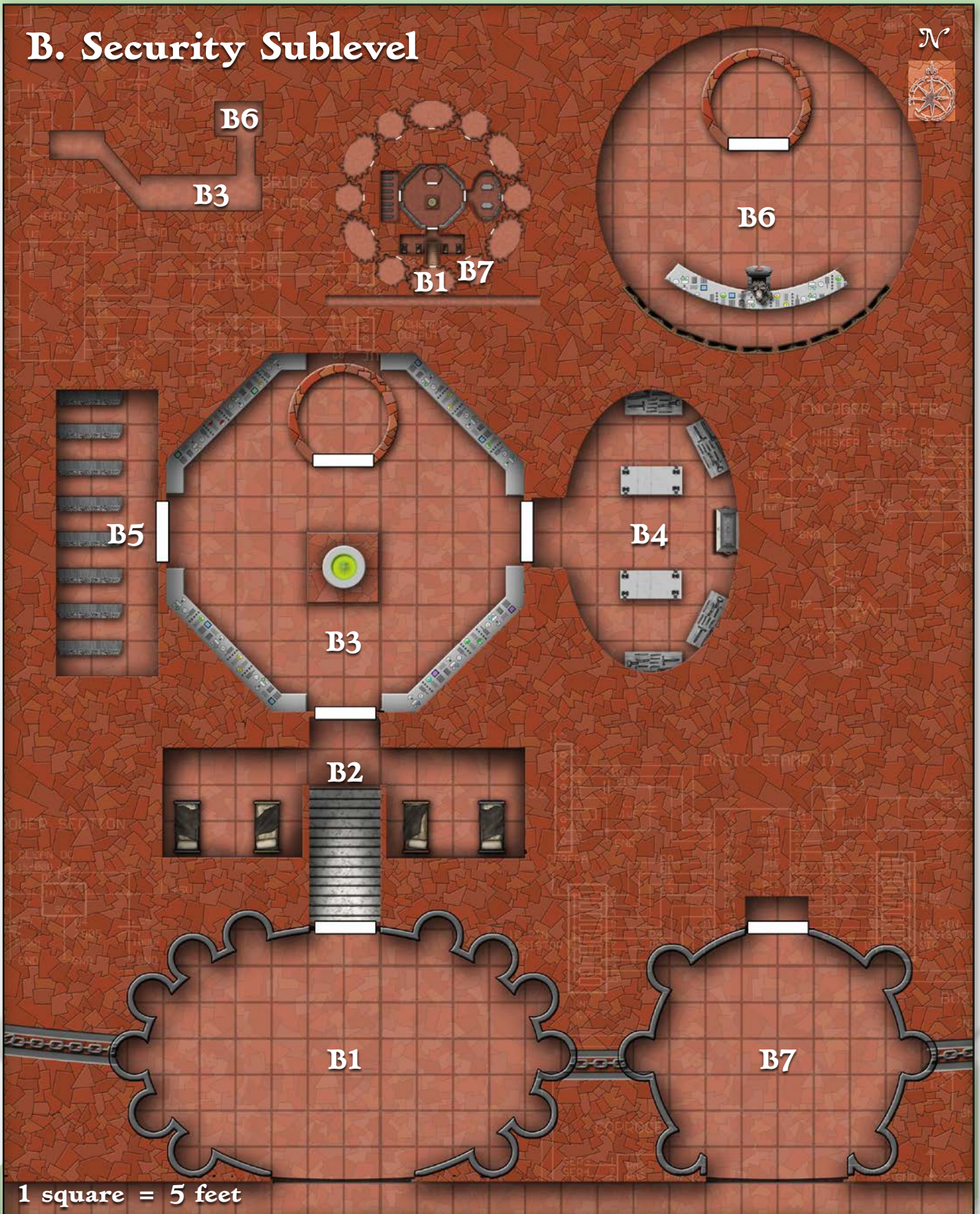
B. SECURITY SUBLEVEL

This newly reactivated section of the Redoubt is a security and monitoring sublevel located between the upper and lower dungeons. In addition to core rooms staffed by Karamoss's elite hobgoblins, the complex controlled a rotating, circular carousel of robot-deployment chambers. These could be rotated, raised, or lowered to access rooms on multiple levels, allowing for customized responses to security breaches—something that became more important as the siege wore on and the tide turned against Karamoss. In the end, even that wasn't enough, and the sublevel's commander enacted a desperate plan to seal the Redoubt's dungeons and pump the air out. However, due to mechanical failures resulting from the attacks on the Redoubt, the dungeons were no longer a closed system and weren't affected. Only the sublevel commander and his staff suffocated to death, and the security complex powered down for the next millennium.

Because of this, the sublevel's mechanisms are better preserved than those in the regular dungeon levels. Fearing the retribution or pursuit of the denizens of the Silver Mount, Karamoss installed a chipfinder (*Pathfinder Campaign Setting: Technology Guide* 40) that would detect any active tracker chips in the Redoubt and activate the security sublevel to dispatch robot guards to deal with the intrusion. Once the chipfinder detected the tracker chip implanted in the android Meleren, the ring of chambers comprising the "deployment carousel" activated, connecting one of the sublevel's deployment hangars (area **B1**) to area **A5**. This brought fresh air into areas **B1** and **B2**, but the rest of the complex is in a vacuum until the atmosphere is restored using the controls in area **B6**. With the exception of area **B6**, this should have little effect on the PCs—each time a room is accessed for the first time,



B. Security Sublevel



air rushes in to fill it, resulting in severe wind conditions (*Pathfinder RPG Core Rulebook* 439) within 10 feet of the door for 1 round. See area **B6** if the PCs somehow enter a vacuum-filled area without first opening a door from a room with atmosphere.

B1. Deployment Hangar

Twice as wide as it is long, this large, oval chamber is illuminated with a murky radiance by dimly glowing overhead crystals. The room is bare of furnishings, just an open space with a dozen semicircular alcoves around the perimeter. Mechanical horrors identical to those outside occupy a number of these alcoves, but none of the automatons seem active, and some have even fallen over. A door stands in the center of the northern wall.

This deployment hangar is one chamber in a chain of similar rooms forming a rotating ring or “deployment carousel” around the central security sublevel. Controlled from the command center (area **B3**), each of these rooms could deploy an array of guardians upon command. Time has ravaged the constructs here, however, and aside from those encountered in area **A5**, none of the robots in this section are functional. The northern door accesses a staircase leading down 20 feet to area **B2**.

B2. Bandits’ Refuge (CR 3)

A flight of metal stairs descends through a corridor sheathed in the same brick-red metal. The corridor seems in better repair than most, with no missing panels and functional overhead lighting. The stairs end at a door to the north, while two narrow arches open on either side of the hall.

The stairs from area **B1** are only 5 feet wide, with railed ramps on either side to bring wheeled machinery and constructs in and out of the sublevel. Currently, area **B1** is aligned with this area, and the top of the stairs ends at the door to that chamber. When the deployment carousel shifts and the rooms are out of alignment (see area **B3**), the stairs climb to a solid metal wall.

Each archway leads to a barracks with two metal bunk beds and four footlockers. The barracks contain no

luxuries—troops were housed here to serve and fight, not relax.

Creatures: The two surviving bandits of the Blood-Red Raiders are holed up in area **B2a**. The human woman Shechera has seniority and is theoretically in charge, but with Meleren’s stoicism in dealing with the stress of the situation, Shechera has given the unflappable android equal input.

Much of Meleren’s early life is a blank; his first memory is being auctioned on the slave block some years back. He feels that forces beyond his comprehension have maneuvered to bring him to Absalom, even believing that his enslavement was a means to this end.

Soon after his arrival on Kortos, Meleren escaped slavery, living on the street before the Blood-Red Raiders met him and saw uses for his skills. Meleren has felt a strange “pulling” ever since he entered the Red Redoubt. He isn’t positive that his presence has triggered events, but he suspects a connection.

In fact, Meleren is the bearer of a secret tracker chip (*Technology Guide* 52) implanted beneath his skin, though he is unaware of the chip’s existence, as well as the fact that the chip’s signal is responsible for the reactivation of the security sublevel.

Shechera is a lifelong criminal who learned the basics of thuggery among smugglers in Diobel before a change in her fortunes (being found with the wrong corpse at the wrong time) forced her to relocate across Kortos.

Meleren and Shechera initially seem belligerent, but neither of the bandits are antagonists. The PCs are the first people they’ve seen since the machines activated, and they have no way of knowing if the PCs (or the Pathfinders who came before them) are responsible. At first, they threaten the PCs from range, trying to question them, though the bandits’ injuries and inferior numbers makes this a weak bluff. The bandits’ initial attitude is unfriendly. If made at least indifferent with successful Diplomacy checks, the pair asks to accompany the PCs through the complex, for safety in numbers if nothing else. If the PCs make it clear that they have no hostile intent, roleplay and negotiation can get Meleren and Shechera to reveal much of the scenario’s backstory. If attacked, however, the bandits fight to defend themselves.



All Subtiers (CR 3)

MELEREN

CR 1

Male android expert 3 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 3)

N Medium humanoid (android)

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

DEFENSE

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

hp 16 (3d8+3)

Fort +1, **Ref** +3, **Will** +4

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

OFFENSE

Speed 30 ft.

Melee +1 *morningstar* +3 (1d8+1)

Ranged heavy crossbow +4 (1d10/19–20)

Special Attacks nanite surge

TACTICS

During Combat Meleren avoids melee if possible, preferring to rely upon his alchemical gear and crossbow before resorting to his *morningstar*.

Morale Meleren is not a bold combatant, and he attempts to surrender or flee the first time he takes damage. If Meleren has a positive Epiphany Point total (see Moments of Epiphany below), he fights until he has taken damage equal to more than twice his current number of Epiphany Point, at which point he surrenders or attempts to flee.

STATISTICS

Str 10, **Dex** 14, **Con** 11, **Int** 15, **Wis** 8, **Cha** 7

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

Feats Iron Will, Skill Focus (Disable Device)

Skills Appraise +8, Craft (alchemy) +8, Craft (traps) +8, Disable Device +13, Escape Artist +8, Knowledge (engineering) +8, Perception +7, Sense Motive –5, Sleight of Hand +8; **Racial Modifiers** +2 Perception, –4 Sense Motive

Languages Common, Goblin, Hallit

SQ emotionless

Combat Gear acid, alchemist's fire, tanglefoot bags (2), thunderstone; **Other Gear** leather armor, +1 *morningstar*, heavy crossbow with 10 bolts, mwk thieves' tools, sunrod, tin amulet from area A5

SPECIAL ABILITIES

Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

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

Nanite Surge (Ex) An android's body is infused with nanites.

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

SHECHERA

CR 1

CN female street thug (*Pathfinder RPG GameMastery Guide* 265)

hp 16 (currently 7)

TACTICS

During Combat: Shechera fights dirty, flanking whenever possible and trying to demoralize opponents she has to take head-on.

Morale: Shechera is past the point of frustration, and once she enters combat, she fights to the death.

Treasure: Meleren wears the tin amulet that was the "prize" for completing the Pathfinder Society challenge in area A5. He hands it over to the PCs if forced, or if he is made friendly toward the party.

Faction Notes: Meleren and Shechera aren't evil; they've just made bad life choices in response to being dealt poor hands. Inform Silver Crusade faction PCs that showing these two the error of their ways is explicitly in-line with their faction's goals. See below for details on Epiphany Points that these NPCs can earn through interactions with the PCs. Faction PCs gain a +2 circumstance bonus on rolls that might result in either NPC earning an Epiphany Point, including aid another rolls made to support another PC's redemption efforts. (This bonus increases to +4 in Subtier 1–2.)

Rewards: If the PCs fail to defeat or negotiate with the bandits, reduce each PC's gold earned by 135 gp in all subtiers.

Moments of Epiphany

Meleren and Shechera aren't team players; their main goals are survival and escape. However, exposure to people who aren't solely looking out for themselves—such as the PCs—can encourage the two bandits to reflect upon their lives. While the PCs can't reform the NPCs in the scenario's timeframe, they can inspire them to explore change after parting ways.

Throughout the adventure, the bandits can earn Epiphany Points, or EPs, based on the PCs' actions, representing how much these actions affect the NPCs. Each time one of these opportunity arises, the PC responsible for the action can attempt a DC 18 Charisma or Diplomacy check, with a bonus on the roll equal to the number of EPs the NPC currently has. With a successful

check, one or both of the NPCs earns more EPs, as detailed below.

Epiphany Points are independent of attitude; the bandits can be friendly toward the PCs and still not be open to self-reflection. Shechera is the harder of the two, and her cynicism impedes the PCs' efforts. As long as Shechera has less than 3 EPs, epiphany checks made for either bandit take a –2 penalty. Meleren begins with 2 EPs, and Shechera begins with 0.

The following general actions provide opportunities for epiphany checks. Specific areas in the dungeon may also provide additional opportunities; these opportunities are detailed in the encounter locations.

- Healing Meleren or Shechera to half or more hit points: +1 EP to that NPC.
- Arranging to keep the NPCs protected (keeping them in the center of the group, etc.): +1 EP to both NPCs.
- Making a sacrifice for the NPCs with the potential for damage or personal loss (provoking an attack of opportunity to protect an NPC, casting a spell with costly material components for an NPC's benefit, using an expendable magic item on an NPC, etc.): +1 EP to both NPCs.
- Talking to an NPC about his or her life and what caused him or her to become a bandit: +1 EP to that NPC (each NPC can gain only gain 1 EP from this action).

The following circumstances can also reduce Epiphany Points. These decreases happen automatically, without the need for an epiphany check.

- Using Intimidate rather than Diplomacy to alter an NPC's attitude: –1 EP to both NPCs.
- Using either NPC as a "guinea pig" (sending them into a room first, using them to "test" for traps, etc.): –2 EPs to both NPCs.

B3. Command Center (CR 3 or CR 6)

The monotony of red steel ends in this octagonal chamber. Red metal looms in the background, but is accented by gleaming chrome panels and tables set against every wall. A round table stands upon a plinth in the center of the room. Bronze and brass levers and dials occupy all these surfaces, along with flat bits of glass, some lit, some dark. Beyond the central table, a wide red metal pillar with a door in its southern face stretches from floor to ceiling. More doors open off the south, east, and west walls.

This room was the heart of the security sublevel, where guards controlled various defenses within the Redoubt, including the rotating ring of deployment hangars. When the Redoubt was threatened, specialized robot response teams could be quickly dispatched where needed. After a millennium offline, however, many of the command

center's mechanisms are malfunctioning or completely nonfunctional.

None of the control panels on the side walls are working, but the central table still functions to some degree. The table is a truncated cone, 4 feet high, topped with a flat, dark glass plate. Its controls include a long, wide brass panel set with dozens of small wheels with letters upon their rims—these "read-outs" for the controls currently spell nothing but gibberish. In addition, a glowing crystal next to a lever blinks with amber light. Pulling the lever causes the table's glass top to light up, and a three-dimensional holographic representation of the sublevel, including the rotating ring of robot hangars, appears above the plate. This "graphic interface" allowed the guards to physically reposition the deployment carousel. If the PCs attempt to manipulate it (or play with other controls), the brass panel whirs to life, its letter wheels spinning and quickly producing a message. Give the players **Handout #2**. As the message indicates, the only way to directly manipulate the hologram is with a holographic interface glove, currently located in the Monitor Room (area **B6**). See Development below if the PCs recover the glove and attempt to use it to manipulate the central control panel.

The "pillar" beyond the central control panel is a hydraulic lift shaft that provides access to area **B6** above. Although the door opens normally, the lift inside doesn't move. The interior wall of the lift has a keypad, numbered 0 through 9, next to a panel with an imprint of a five-fingered hand with fingers splayed. To activate the elevator, an ion gauntlet must be placed against the "handprint" panel and the correct access code must be entered on the keypad. The plasma skeletons in this room (see Creatures below) all wear ion gauntlets; the access code may be found in area **B5**. These requirements can be bypassed with skill checks instead. A successful DC 15 Knowledge (engineering) check (DC 18 in Subtier 4–5) is sufficient to identify the "handprint" lock and realize that some sort of gauntlet or glove is needed to activate the panel. Without an ion gauntlet, a successful DC 15 Disable Device check (DC 18 in Subtier 4–5) is required to activate the panel. The keypad can be overridden with a successful DC 15 Disable Device or Linguistics check (DC 18 in Subtier 4–5). Once activated, the lift travels up and down freely.

Creatures: When the sublevel's commander decided to purge the Redoubt's atmosphere, the hobgoblin soldiers stationed here panicked as their air supply dwindled. One of the hobgoblins decided a quick death was preferable to slow suffocation, and set off a plasma grenade (*Technology Guide* 46) in the command center, instantly killing the soldiers in an explosion of superheated, electrically charged gas. Over the intervening centuries, the hobgoblins rose from death as undead skeletons infused

with the plasma that killed them. These plasma skeletons are effectively burning skeletons, except that they deal plasma damage instead of fire damage. Plasma damage is half fire damage and half electricity damage. Each of the skeletons wears a metallic, technological glove called an ion gauntlet (see Appendix on page 19), which functions as a spiked gauntlet in combat. These gauntlets remain functional after the skeletons' plasmatic deaths.

If either Meleren or Shechera from area **B2** is present with the PCs and has more than 3 EPs, they assist by using aid another while the PCs fight.

Subtier 1–2 (CR 3)

PLASMA SKELETONS (4) CR 1/2

Variant burning hobgoblin skeleton (*Pathfinder RPG Bestiary* 175, 251)

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

Aura plasma aura (5 ft., 1d6 electricity and fire)

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 5 each (1d8+1)

Fort +1, **Ref** +3, **Will** +2

DR 5/bludgeoning; **Immune** electricity, fire, undead traits

WEAKNESSES VULNERABLE TO COLD OFFENSE

Speed 30 ft.

Melee ion gauntlet +2 (1d4+2 plus 1d6 electricity and fire), claw –3 (1d4+1 plus 1d6 electricity and fire)

TACTICS

During Combat The skeletons' simple tactics involve swarming a single foe if possible. They stay close together so that their plasmatic death explosions overlap if they are destroyed.

Morale The skeletons fight until destroyed.

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative^B

SQ plasmatic death

Gear ion gauntlet (functions as spiked gauntlet; see page 19)

SPECIAL ABILITIES

Plasma Aura (Ex) Creatures adjacent to a plasma skeleton take 1d6 points of electricity and fire damage at the start of their turn. Anyone striking a plasma skeleton with an unarmed strike or natural attack takes 1d6 points of electricity and fire damage. In addition, a plasma skeleton is immune to electricity and fire damage.

Plasmatic Death (Su) A plasma skeleton explodes in a burst of plasma when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of electricity and fire damage. A successful DC 11 Reflex save halves this damage. The save DC is Charisma-based.

Subtier 4–5 (CR 6)

PLASMA SKELETONS (3) CR 3

Variant burning hobgoblin skeletal champion fighter 1 (*Pathfinder RPG Bestiary* 175, 251, 252)

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +7

Aura plasma aura (5 ft., DC , 1d6 electricity and fire)

DEFENSE

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

hp 23 each (3 HD; 2d8+1d10+4)

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune electricity, fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee ion gauntlet +6 (1d4+3 plus 1d6 electricity and fire), claw +1 (1d4+1 plus 1d6 electricity and fire)

TACTICS

During Combat Each round, one skeleton not in melee combat attempts to intimidate opponents using Dazzling Display while the rest attack, swarming a single foe if possible. They stay close together so that their plasmatic death explosions overlap if they are destroyed.

Morale The skeletons fight until destroyed.

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 19

Feats Dazzling Display, Improved Initiative^B, Weapon Focus (claw), Weapon Focus (ion gauntlet)

Skills Intimidate +7, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Perception +7, Stealth +8;

Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ plasmatic death (DC 12)

Gear ion gauntlet (functions as spiked gauntlet; see page 19)

SPECIAL ABILITIES

Plasma Aura (Ex) See Subtier 1–2.

Plasmatic Death (Su) See Subtier 1–2.

Development: The malfunctioning controls here briefly activate once more when living creatures enter the command center. Several rounds after the PCs enter this area, likely following the conclusion of their combat with the plasma skeletons, the cacophonous sound of moving gears becomes audible everywhere in the sublevel as the ring of deployment hangars partially rotates before grinding to a halt, shifting the deployment carousel out of alignment with the sublevel's central chambers. The misaligned rooms are clearly visible in the hologram of the complex above the central control panel. The door to area **B1** is replaced by a smooth metal wall, trapping

SCALING ENCOUNTER B3

To accommodate groups of four players, make the following adjustment to this encounter: in both subtiers, reduce the number of skeletons by one.

the PCs in the sublevel until they can manipulate the hologram on the central control panel to realign the deployment carousel and create a new exit.

If the PCs bring the holographic interface glove from area **B6** back to the command center, they can use the glove to interact with the central control panel's hologram as though it was solid, allowing them to line up one of the rooms in the deployment carousel, accompanied by the clamor of grinding gears from all around. Once this is accomplished, the staircase in area **B2** connects to area **B7**.

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

Subtier 1-2: Reduce each PC's gold by 50 gp.

Out of Subtier: Reduce each PC's gold by 221 gp.

Subtier 4-5: Reduce each PC's gold by 342 gp.

B4. Infirmary

Two shiny metal tables or beds stand across from one another in the center of this oval room, with metal restraints positioned at the head, foot, and middle of each table. Metal racks along the north and south walls hold assorted sharp-looking implements. A rounded hutch protrudes from the eastern wall.

Basic healing and repairs to the Redoubt's living soldiers and robotic guards were performed in this chamber. The implements on the racks are a mixture of surgical and mechanical tools.

Treasure: The hutch on the eastern wall is locked, with another five-fingered "handprint" panel on it. An ion gauntlet (see Appendix on page 19) automatically opens the hutch, or the lock can be overridden with a successful DC 15 Disable Device check (DC 18 in Subtier 4-5). Alternatively, the hutch can be forced open with a successful DC 20 Strength check. Inside the hutch are three vials of glowing blue liquid—*potions of cure light wounds*—and a medlance (see Appendix on page 20). In Subtier 4-5, the vials are *potions of cure moderate wounds*, and the hutch also contains a trauma pack (see Appendix on page 20).

Epiphany Points: If either Meleren or Shechera is given a portion of the treasure in this room, both gain +1 EP with a successful epiphany check (the players may select which PC attempts the check).

Rewards: If the PCs fail to open the hutch and recover the items inside, reduce each PC's gold earned as follows.

Subtier 1-2: Reduce each PC's gold by 25 gp.

Out of Subtier: Reduce each PC's gold by 112 gp.

Subtier 4-5: Reduce each PC's gold by 200 gp.

B5. Storage

Rows of metal shelving fill this room. The shelves bear the look of long disuse but are surprisingly dust-free, considering the age of this place. Most of the shelves hold assorted pieces of machinery: wires, gears, and cases of bolts and screws, though nothing seems organized in any logical fashion.

Spare parts for assorted control systems and mechanical apparatuses on this sublevel are stored in this room.

Treasure: While most of the parts stored here are junk, any PC who succeeds at a DC 15 Appraise or Perception check can find something useful among the clutter. If either Meleren or Shechera is with the party and has 4 or more EPs, the NPCs help search the room, using aid another on the relevant skill checks. The first item found is a box containing numbered buttons, identical to those on the control panels and the lift keypad in area **B3**. A sequence of numbers (9, 2, 7, 4, 6) is painted on the underside of the box lid, along with a short message in Goblin: "*The commander will kill the next guard he catches using a note to remember the lift code. Just use this when needed.*" The number sequence is the access code for the keypad in the lift in area **B3**.

Each additional successful check made while searching the room (or for every 2 points by which a check's result exceeds the DC) turns up an additional item, determined randomly from the following: two brown e-picks and a subsonic vermin manipulator (see Appendix on page 20). In Subtier 4-5, a linear gravity buffer (see Appendix on page 19) is also available.

Epiphany Points: If either Meleren or Shechera is given a portion of the treasure in this room, both gain +1 EP with a successful epiphany check (the players may select which PC attempts the check).

Rewards: If the PCs fail to recover at least one of the listed items from this area, reduce each PC's gold earned as follows.

Subtier 1-2: Reduce each PC's gold by 25 gp.

Out of Subtier: Reduce each PC's gold by 112 gp.

Subtier 4-5: Reduce each PC's gold by 200 gp.

B6. Monitor Room (CR 3 or 6)

This area is only accessible via the lift in area **B3**. Read or paraphrase the following when the PCs activate the lift.

With a lurch, this circular chamber begins to rise, but it jolts to a halt after a dozen seconds or so. A flashing red light appears next to the door-opening panel, accompanied by a faint buzzing sound.

The lift takes 2 rounds to ascend the 20 feet between areas **B3** and **B6**. The lift shaft itself is airtight; since area **B6** is otherwise sealed off from the rest of the sublevel, it remains in vacuum, and the small amount of air in the lift is not enough to replenish the atmosphere in the chamber. Sensors in the lift recognize this and after the buzzer sounds, a permanent *magic mouth* activates and states, first in Goblin and then in Common: “Negligible atmosphere detected. Do you wish to proceed? Push open button twice for yes.” Once the door opens, read the following.

A series of glassy panels form a semicircular array along the southern walls of this circular room. Some of the panels are lit but blank, while others flicker with a jarring, black-and-white dotted pattern. Many are cracked or simply dark. A throne-like chair sits before a mechanical table in the center of the room. A skeleton slumps in the chair, one bony hand grasping a large lever. Its other hand, wearing a strange, silvery glove, rests upon a glowing plate.

Characters entering this area are immediately affected by the near-vacuum in the room (see Hazard below).

The array of monitor screens on the wall display various locations throughout the Red Redoubt. None are currently functioning properly, though the “black-and-white” screens flicker with occasional glimpses of machinery and robots awaiting activation.

The skeleton in the chair is that of a hobgoblin, the former commander of the security sublevel. A small hologram of the Red Redoubt floats above the plate his gloved hand rests on. This hologram allowed him to access the atmospheric controls, and blinks out if the skeleton is disturbed.

A plate next to the lever grasped by the dead hobgoblin’s hand reads, “Air Pumps”. Reversing this lever restores the air throughout the sublevel. Alternatively, the PCs can break a hole through the floor of the lift (hardness 10, hp 60, break DC 28) to establish airflow into this room.

Another solution is to send one PC to turn on the air, with the rest of the party following once the air is restored. Suggesting this self-sacrificing action impresses both Meleren and Shechera (see Epiphany Points below for details on the NPCs’ actions in this case).

Creatures: If the air pumps are reactivated, several irate air elementals that have been trapped in the air ducts emerge. Originally part of the ventilation system, the elementals are mad with rage and attack the PCs on sight.

OPTIONAL ENCOUNTER

The elementals encounter in area **B6** is optional. If there are fewer than 1-1/2 hours remaining in which to complete the adventure, skip this encounter.

Subtier 1–2 (CR 3)

SMALL AIR ELEMENTALS (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 120)

TACTICS

During Combat: The elementals lash out at the nearest target each round, not bothering to focus attacks on individual foes.

Morale: An elemental flees into the ducts if reduced to 5 or fewer hit points.

Subtier 4–5 (CR 6)

MEDIUM AIR ELEMENTALS (3)

CR 3

hp 30 each (*Pathfinder RPG Bestiary* 120)

TACTICS

During Combat: The elementals lash out at the nearest target each round, not bothering to focus attacks on individual foes.

Morale: An elemental flees into the ducts if reduced to 10 or fewer hit points.

Hazard: Once the air from the lift enters the room, there is no longer a true vacuum in the chamber, but the atmosphere is still too thin to breathe. Aside from the severe wind conditions resulting from opening a door into vacuum, characters entering this room are unable to breathe (see the rules for suffocation on page 445 of the *Core Rulebook*). The transition from the pressurized lift to the near-vacuum of this area deals 1d6 points of damage (no save) to all living creatures in the area (2d6 points of damage in Subtier 4–5). In addition, sound is muffled in the thin atmosphere in this room, mimicking the effects of a *silence* spell.

Treasure: The commander’s skeleton wears a silvery, wire-mesh glove on one of its hands. This is the holographic interface glove required to manipulate the hologram above the control panel in area **B3** to rotate the misaligned deployment carousel. See Development in area **B3** for details on how to use the glove.

Epiphany Points: If a PC offers to voluntarily risk herself to turn on the air, she can attempt an epiphany check for each NPC, who earns 2 EPs with a successful check. If Meleren has 6 or more EPs after this check, he volunteers to go in the PC’s place. If Shechera has 5 or more EPs, she insists on accompanying him. If the

SCALING ENCOUNTER B6

To accommodate groups of four players, make the following adjustments to this encounter: in Subtier 1–2 replace the two Small elementals with a single Medium air elemental with the young simple template. In Subtier 4–5, reduce the number of elementals by one.

NPCs are allowed this moment of heroism, each takes 4 points of damage from the vacuum, but they are able to restore the atmosphere in 3 rounds.

B7. Arranged Exit (CR 4 or 7)

This area can only be accessed once the PCs successfully rotate the deployment carousel using the control panel in area B3. Read or paraphrase the following when the PCs enter this room from area B2.

Numerous alcoves are set along the walls of this round chamber, but only a few are occupied by seemingly inactive guardians. A wide archway to the south stands open.

Once the deployment carousel is realigned, this room now connects the security sublevel with the upper dungeons, establishing a new exit to area A5.

Creatures: Karamoss didn't just build machines for physical combat; he developed numerous specialty units as well. Waiting in the center of the room is a prototype robot developed toward the end of the siege, capable of manipulating enemies through psychological and hypnotic means. This fearmonger prototype is a tall robed construct made of metal rods and ceramic plates. Its face is a transparent glass oval encasing a system of whirring mechanical parts. During combat, disturbing imagery and light patterns swirl across this faceplate.

In Subtier 4–5, the fearmonger prototype gains the advanced simple template and is accompanied by a machine captain, a machine soldier with the advanced simple template.

If either Meleren or Shechera has 5 or more EPs, they participate in the fight, helping the PCs as best they can.

Subtier 1–2 (CR 4)

FEARMONGER PROTOTYPE CR 4

Variant scarecrow (*Pathfinder RPG Bestiary* 2 238)

N Medium construct (robot)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 47 (5d10+20)

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

Immune cold, construct traits

Weaknesses vulnerable to critical hits, electricity, fire

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d8+3 plus fear)

Special Attacks fascinating gaze (DC 16)

TACTICS

During Combat The fearmonger prototype tries locking down all adversaries with its fascination gaze, then attempts to pick off one opponent at a time.

Morale The fearmonger prototype fights until destroyed.

STATISTICS

Str 16, **Dex** 10, **Con** —, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 18

Feats Ability Focus (fascinating gaze), Improved Initiative, Improved Natural Armor

Skills Climb +10, Linguistics +4, Perception +8

Languages Common, Goblin

SQ freeze

Subtier 4–5 (CR 7)

FEARMONGER PROTOTYPE CR 5

Advanced variant scarecrow (see Subtier 1–2, *Pathfinder RPG Bestiary* 2 238, 292)

hp 47

TACTICS

During Combat The fearmonger prototype tries locking down all adversaries with its fascination gaze, then attempts to pick off one opponent at a time.

Morale The fearmonger prototype fights until destroyed.

MACHINE CAPTAIN CR 5

Advanced machine soldier (see page 9, *Pathfinder RPG Bestiary* 14,294)

hp 42

TACTICS

During Combat The machine captain does its best to keep more than one enemy from engaging the fearmonger prototype in combat at a time. If all opponents are fascinated or cowering, it assists the fearmonger with its specific target.

Morale The machine captain fights until destroyed.

Rewards: If the PCs fail to defeat the robots in this area, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold by 100 gp.

Out of Subtier: Reduce each PC's gold by 279 gp.

Subtier 4–5: Reduce each PC's gold by 458 gp.

CONCLUSION

Once the PCs escape the sublevel, retracing their path through the upper dungeon and back to the surface

is simple. Initially, Ambrus Valsin is stunned into silence by the PCs' report, then heaps simultaneous praise and disapproval on them—he commends them for surviving a much tougher test than intended, but criticizes them for not immediately leaving and reporting in upon discovering the security sublevel. In the end, though, both the deed and discovery stand out, and local Pathfinders—many of whom begin in-depth investigation and cataloging of the hidden complex—regard the PCs with high esteem. In the months to come, explorers seeking more hidden secrets swarm the Red Redoubt.

The fates of Meleren and Shechera depend upon their own character development in the Redoubt, as well as the PCs' choices. If the PCs take it upon themselves to remand the two bandits to legal custody in Absalom, the two NPCs go without incident; after witnessing how the PCs handled themselves, neither bandit resists arrest, hoping for leniency from the authorities instead. On the other hand, if either NPC has had an epiphany as a result of seeing the PCs in action, the party might let them go free to hopefully turn their lives around. It is a long, hard journey of redemption for either bandit, and they might fail, but one final lesson the PCs can teach the ex-bandits before parting ways is the value of hope.

Success Conditions

Surviving the unexpected challenges of the security sublevel is a feat in itself. PCs emerging intact from the Red Redoubt earn 1 Prestige Point.

Groups who complete three or more of the following tasks in the adventure earn an additional Prestige Point for succeeding above and beyond expectations and experiencing some of the Red Redoubt's lost technology: reclaiming the tin amulet from area **A5** from Meleren, reactivating the lift in area **B3** using an ion gauntlet and the access code, accessing the treasure in area **B4** using an ion gauntlet, succeeding at a Disable Device roll using an e-pick, finding and identifying any of the technological items in area **B5**, or restoring the sublevel's atmosphere in area **B6**.

Faction Notes

While bringing Meleren and Shechera a step toward redemption might appeal to many PCs, those of the Silver Crusade faction have a specific mandate to redeem and reintegrate such people back into law-abiding society.

Silver Crusade Faction: If either Meleren or Shechera emerges from the Red Redoubt with more than 5 Epiphany Points, or if they have a total of 7 or more Epiphany Points between the two of them, each Silver Crusade faction PC earns the Envoy of Peace boon on her Chronicle sheet.

SCALING ENCOUNTER B7

To accommodate groups with four players, make the following changes to this encounter: in both subtiers, reduce the fearmonger prototype's Armor Class to 15, reduce its hit points to 37, and reduce the save DCs of its fascinating gaze and fear abilities by 2. In Subtier 4–5, replace the machine captain with a normal machine soldier (see page 9).

APPENDIX: NEW TECHNOLOGY

Technological items are similar to magic items, but function normally in *antimagic fields* and other areas of no magic. However, they usually require a power source (usually a battery) and do not function at all without one. The Knowledge (engineering) skill is used to identify and understand unknown technological objects in a similar manner to how Spellcraft is used to identify the properties of a magic item. The DC of this check is listed in each of the following descriptions. If the PCs are unable to identify these items on their own, the android Meleren from area **B2** can use his skills to aid another or attempt to identify the items himself, provided he is accompanying the PCs and is at least friendly toward them.

The following technological devices can be found in this scenario. Some of these items are new; full details on the others may be found in *Pathfinder Campaign Setting: Technology Guide*.

Brown E-Pick (*Technology Guide* 43; DC 21): An e-pick (short for “electronic lock pick”) is a small device that can be used to unlock and disable electronic locks and devices, much in the same way that thieves' tools can be used to dismantle mechanical locks and devices. A brown e-pick is the lowest quality type, and allows a user to make Disable Device checks against electronic devices without penalty. A brown e-pick can be used 10 times before losing power.

Ion Gauntlet (DC 18): This flexible, metallic gauntlet is used to activate or deactivate items that function on ion-bonding technology, similar to a zipstick (*Technology Guide* 53), or open certain locks within the Red Redoubt. The gauntlet delivers a small jolt of electricity, enough to cause 1 point of nonlethal damage with a successful touch attack. An ion gauntlet can be used 10 times before losing power. In combat, an ion gauntlet functions as a spiked gauntlet, whether or not is fully charged.

Linear Gravity Buffer (DC 18): This device appears a hand-sized, flattened metallic sphere. When activated, the two halves of the sphere separate. One half levitates up to 50 feet above the other, connected to the second half by a beam of violet energy. Localized gravity is decreased along this energy beam, allowing users to “climb” the

air around it. A linear gravity buffer functions as a knotted rope of climbing. The device operates for up to 10 minutes (usable in 1-minute increments) before losing power permanently.

Medlance (*Technology Guide* 49; DC 23): This wand-like device contains a reservoir at one end and a small pad at the other. A medlance can be filled with a single dose of liquid, such as a pharmaceutical, a potion, or a poison. It can then be used to administer the liquid to a creature—if the target does not wish to be injected with the medlance’s contents, the wielder must succeed at a touch attack to dispense it as a standard action. Otherwise, administering liquid via a medlance is a move action. A medlance doesn’t use charges, but after being used to administer 10 injections, its internal sterilization mechanisms are depleted and the device becomes useless.

Subsonic Vermin Manipulator (DC 17): For all of its technological wonders, even the Red Redoubt was

infested with vermin. This device is a hand-held disk with indentations that hum softly when pressed. A subsonic vermin manipulator helped neutralize the nuisance by attracting groups of rats for incineration. It functions as *pipes of the sewers*, except that it requires successful Perform (keyboard instruments) check rather than Perform (wind) check to use. It functions for a total of 60 rounds before it loses power and becomes useless.

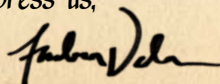
Trauma Pack (*Technology Guide* 52; DC 20): This small box of emergency medical gear can be used to augment a creature’s Heal skill to allow for enhanced healing. A full trauma pack has enough supplies to be used 5 times before it is depleted. A character using a trauma pack to provide healing can attempt a DC 15 Heal check as a standard action. If the check succeeds, the pack provides 1d8+1 points of healing. For every 5 points by which the Heal check’s result exceeds the DC, it provides an additional 1d8+1 points of healing.

PLAYER HANDOUT #1: LETTER FROM AMBRUS VALSIN

Idle Pathfinders are Pathfinders needing work. Having a bit of downtime is no excuse to sit around and let our skills lapse! So I have come up with a training exercise for you and a few others waiting around the Grand Lodge for a job. I trust you are familiar with the Red Redoubt? If not, for shame! It's an important part of Absalom's history. You might want to spend a few minutes researching it before heading out. While it is technically a "cleared" ruin, it's a perfect location to test your skills.

Another team has spent the last few days practicing their own dungeoneering skills by establishing an obstacle course in the Redoubt's upper levels. Now it's up to you to go and see how well they've done. The course follows a specific path—if you come across a symbol of three red dots inside a triangle, that means "do not enter." Don't go wandering—I do not want to send a third team to find you if you get lost. Otherwise, your response to the challenge is up to you. Bring your own gear, make your own plans, solve the puzzles, and bypass the traps. You'll know when you reach the finish line. I'd wish you good luck, but skilled Pathfinders don't need luck.

I trust you'll impress us,



Venture-Captain Ambrus Valsin

PLAYER HANDOUT #2: CONTROL PANEL READOUT

WARNING
DEPLOYMENT CAROUSEL HALTED BETWEEN
POSITIONS

CAROUSEL MUST BE REALIGNED TO
ACCESS EXITS FROM SECURITY SUBLEVEL

MANUAL REALIGNMENT SYSTEMS: OFFLINE
HOLOGRAPHIC CONTROLS: FUNCTIONAL

HOLOGRAPHIC INTERFACE APPARATUS
NOT DETECTED IN VICINITY

HOLOGRAPHIC INTERFACE APPARATUS
LAST LOGGED IN MONITOR ROOM TO
ACCESS ATMOSPHERIC CONTROLS FOR
ATMOSPHERIC NULLIFICATION

Pathfinder Society Scenario #6-01: Trial by Machine

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div>
Character #	Prestige Points
Character Name	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
Character #	Prestige Points
Character Name	
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Character #	Prestige Points
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Character #	Prestige Points
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<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	

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Pathfinder Society Scenario #6-01: Trial by Machine

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Envoy of Peace (Silver Crusade): Redeeming a few wayward souls makes the task easier in the future. You gain a +1 bonus on Diplomacy checks made against creatures with a hostile starting attitude toward you, and you reduce the penalty to use a weapon to deal nonlethal damage by 1. You can cross this boon off your Chronicle sheet to reroll such a Diplomacy check or nonlethal attack roll and use the higher result.

BROWN E-PICK

Capacity 10; **Usage** 1 charge
Slot none; **Price** 30 gp; **Weight** 1 lb.

DESCRIPTION

An e-pick (short for “electronic lock pick”) is a small device that can be used to unlock and disable electronic locks and devices, much in the same way that thieves’ tools can be used to dismantle mechanical locks and devices. A brown e-pick is the lowest quality type, and allows a user to make Disable Device checks against electronic devices without penalty. A brown e-pick can be used 10 times before losing power.

MEDLANCE

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

DESCRIPTION

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

TRAUMA PACK

Capacity 5; **Usage** 1 charge (disposable)
Slot none; **Price** 1,500 gp; **Weight** 5 lbs.

DESCRIPTION

This small box of emergency medical gear can be used to augment a creature’s Heal skill to allow for enhanced healing. A full trauma pack has enough supplies to be used 5 times before it is depleted. A character using a trauma pack to provide healing can attempt a DC 15 Heal check as a standard action. If the check succeeds, the pack provides 1d8+1 points of healing. For every 5 points by which the Heal check’s result exceeds the DC, it provides an additional 1d8+1 points of healing.

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	1-2	256	511
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	Out of Subtier	589	1,178
FAME	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	4-5	923	1,845
GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—
STARTING	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal		
	—	—	—

Starting XP
+ <small>GM's Initials</small>
XP Gained (GM ONLY)
=
Final XP Total

Initial Prestige	Initial Fame
+ <small>GM's Initials</small>	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame

Starting GP
+ <small>GM's Initials</small>
GP Gained (GM ONLY)
+ <small>GM's Initials</small>
Day Job (GM ONLY)
-
Gold Spent
=
Total

All Subtiers	Subtier 4-5
brown e-pick (30 gp, limit 2) medlance (500 gp, limit 1) subsonic vermin manipulator (300 gp, limit 1; this is a set of <i>pipes of the sewers</i> that uses Perform [keyboard], though it only functions for 60 rounds before permanently running out of power)	linear gravity buffer (500 gp, limit 1; this is a <i>rope of climbing</i> that instead creates a violet beam that can be climbed, though it only functions for 10 minutes [in 1-minute intervals] before permanently running out of power) <i>potion of cure moderate wounds</i> (300 gp) trauma pack (1,500 gp, limit 1)

For GM Only