

SCORPIONS OF PERDITION

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rule-book, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE SCORPIONS OF PERDITION

A strange craft fallen from the stars, long the home of a tribe of monstrous mutants worshiping the long-forgotten technology in its ruined bowels, has birthed a new and fearsome scourge. Alien prisoners once bound in its holds have escaped from the derelict, bringing terror and death to a poor mining town while a lone android marshal wanders the wasteland seeking these escaped interplanetary convicts. The heroes find themselves stalked in turn by an unearthly abomination in a twisting catacomb of mines and must dare the precarious ruins of the dangling spacecraft embedded in the cliffs if they are to stop the conquering forerunners of an ancient empire buried centuries ago from rising again to pick up where they left off. Blending pulp action and tense horror with a dash of sci-fi elements throughout, Scorpions of Perdition is a Pathfinder Roleplaying Game adventure for 8th to 9th-level characters.

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ADVENTURE BACKGROUND

The Drifter, a strange man with metal for muscle and rust for blood has wandered the wasteland region of "The Dust" for centuries, an errant marshal, ever seeking his elusive prey, an outlaw by the name of Shadrax. The drifter is not native of The Dust, but was once a Lieutenant Marshal of a penal ship named *Solstice*, charged as custodian of some of a group of very dangerous criminals from a variety of star systems. After her engines were damaged during a prison break, the *Solstice* crash-landed in a large open wasteland on a planet of magic and fantasy, its pieces scattered over thousands of miles of "The Dust."

The Drifter survived the crash, and for the past few hundred years has wandered the dust seeking the prisoners once under his charge and eliminating them as his failsafe programming commands. However as subroutines have broken down and adapted over centuries, his programming has shifted, making him a justiciar of "The Dust", and directing him to hunt down all evil doers of the region. Still, above all, he seeks out Shadrax.

An immortal xill who was once a prisoner aboard the Solstice, and, in fact, was the leader of the prison break that led to its destruction. Shadrax was injected with nanites upon her capture, which prevent her from using her planewalk ability to escape to the Ethereal Plane. When the Solstice crashed centuries ago, Shadrax broke out and took over several tribes of nomads, enslaving them, and hatched a deranged plan to breed out the nanites over 1,000 generations of spawn. Though she created a mighty slave empire, her plan to breed out the nanites failed, and she eventually turned to genesplicing in an attempt to create spawn that could resist the nanites' effects. Eventually, her reign was brought to an end by a group of adventurers who collapsed her underground city and left her buried beneath tons of rubble. However, Shadrax was not dead, merely dormant in a stasis pod in a shielded area, awaiting her eventual awakening.

A few days ago, miners in the town of Perdition stumbled across the sealed-off remains of Shadrax's buried city, and accidentally awakened the xill, as well as several of her spawn, who began capturing the miners and infesting them with eggs. Though the residents of the mining town do not know the specifics of the doom that awaits them at Shadrax's hands, the situation nonetheless has them in a panic, and things are nearing a breaking point. Meanwhile, the PCs encounter a mysterious wandering stranger with metal beneath his skin, who is looking to settle a very old score.

ADVENTURE HOOKS

There are a many ways for the PCs to become involved in this adventure. Some of the recommended ways are outlined below.

Hired Mercenaries: While on the road, or in a town, the PCs encounter Silas Wendt, a messenger from the town of Perdition, under the employ of Overseer Perdy. He is publicly calling for mercenaries or adventurers to aid in a "humanitarian crisis," and explains to anyone who appears even remotely capable of fighting that they will be "well compensated" for their good deed. If asked, he explains that the mine-the lifeblood of Perdition-has been infested with some sort of monster, and that unless it can be cleared, the entire town is doomed. He is quite vague about exactly what the monster is (he doesn't know for sure, and though the townsfolk of Perdition believe it is some kind of demon, he isn't willing to say that, for fear it will drive the party off). He is equally vague about the reward, simply restating that Overseer Perdy will pay them handsomely, although if the PCs insist on being quoted a price, he agrees to 500 gp apiece, rather than risking them walking away. Attempts at negotiation are met with the promise that a higher price would need to be authorized by Overseer Perdy, at Perdition.

If the PCs agree to help, he tells them there's no time to waste and ushers them into a waiting wagon before setting off for Perdition, a three day trip. Along the way, the PCs, in the wagon, stumble upon Encounter 1, below.

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A Chance Encounter: While travelling from one place to another, the PCs hear a strange sound, and, upon investigation, find a strange man under attack by a pair of harpies. This approach puts the party into action right away, starting with Encounter 1, below, although parties that are already travelling to somewhere specific may be less inclined to sign up with the Drifter, so use this only if you're confident the party will take the bait.

Fortune Hunters: The PCs may hear about Perdition as a place to strike it rich quick, as such rumors are popular in the surrounding region (if woefully misinformed), or they may hear word of trouble in the town, without directly being hired by one of Overseer Perdy's men. Alternatively, it's possible that they may hear tale of the wreck of the *Solstice*, and head there, only to encounter the Drifter (Encounter 1) on his way there as well.

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THE HARPIES

As the PCs travel towards Perdition, while on a winding mountain pass, they hear a loud, strange "Zap!" followed, with a successful DC 5 Perception check, by an angry and inhuman screech: the sound of battle. If they hurry forward, they make it around the bend to see a man in a wide-brimmed hat and a long, tattered red cloak, firing a rather large two-handed firearm at a pair of harpies, which are circling and waiting for a good time to strike, after just watching the third member of their group be felled by the man's energy weapon.

HARPY (2)

CR 4

CR 6

XP 1,200 each **hp** 38 each (*Pathfinder Roleplaying Game Bestiary*)

THE DRIFTER

XP 2,400 Android^{ARG} gunslinger 7 N Medium humanoid (android) Init +6; Senses darkvision 60 ft., low-light vision; Perception +8

THE SPAWN OF SHADRAX

Due to a combination of the fact that Shadrax is an ancient xill from a distant planet, and the effect of the nanites running through her veins, and the genetic modification she performed on many of her offspring, Shadrax and her spawn function somewhat differently from other xills. Characters that make a Knowledge (planes) check to identify Shadrax or her spawn gain information as though they were identifying a normal xill. If they encounter evidence of any of the differences below that apply to an ability that they identified with their Knowledge check, they are confident that what they are seeing is not typical for xill. A result of 21 or higher is required to identify that any unique abilities they notice are not typically for xill. The Drifter is aware of the changes to the paralysis and planewalk abilities, and can share this information with the PCs if they ask.

Implant: Shadrax and all of her spawn implant eggs that hatch and mature at a different rate than normal. The eggs hatch after 2d12 hours, rather than 24 hours. Additionally, once they hatch, instead of inflicting Constitution damage each hour, they inflict 1d2 points of hit point damage per spawn per hour. After 4 hours, the victim must succeed on a Fortitude save (DC 14) each hour or be nauseated as they feel (and see) the creatures moving about beneath their skin. After 2d20 hours, or as soon as the victim dies, the hatchlings burst from the body, each inflicting 2d6 points of damage (if the victim is still alive at this time). They can still be cut out with a Heal check as normal, although once the eggs hatch, the DC for the Heal check increases by 2, and remove disease no longer removes active young.

Paralysis: Shadrax and all of her spawn produce a more concentrated version of the toxin that causes paralysis. The saving throw DC of their paralysis effect increases by 1, but the duration is reduced from 1d4 hours to 1d2 x 10 minutes. Additionally, the paralysis is treated as a poison effect, and can be affected by *delay poison* and similar effects. Similarly, racial resistances and immunities to poison apply.

Planewalk: Shadrax and all of her spawn lack the planewalk special ability of their race, due to nanites in their bloodstreams that functions as a constant *dimensional anchor* effect (caster level 7th). If this effect is dispelled, it resumes automatically 1d4 rounds later.

Unique Abilities: Some of Shadrax's offspring are the result of genetic mutation, and have special abilities not shared by other xill. These are described in the statistics entries for these individual creatures.

DEFENSE

AC 19, touch 16, flat-footed 13 (+3 armor, +4 Dex, +2 dodge) hp 44 (7d10+14-10) Fort +5, Ref +8, Will +3 Defensive Abilities constructed, nimble +2 Weaknesses negative levels (2)

OFFENSE

Speed 30 ft.
Melee mwk glaive +7 (1d10+1/x3)
Ranged laser rifle +10 touch (2d6+4 fire)
Space 5 ft.; Reach 5 ft. (10 ft. with mwk glaive)
Special Attacks grit (2), gun training ([laser

rifle], +4), nanite surge (+10)

TACTICS

- **During Combat** The drifter attempts to keep his distance from foes, attacking with his laser rifle from a range. He uses Deadly Aim and Rapid Shot against opponents that prove easy to hit. Careful not to waste his ammunition, he almost never uses the automatic function of the laser rifle. Against foes who he deems unlikely to be a challenge, he conserves ammunition by fighting with his glaive.
- **Morale** The drifter generally retreats if reduced to less than 20 hit points, although he fights to the death against Shadrax and her brood.

STATISTICS

- Str 13, Dex 18, Con 12, Int 12, Wis 14, Cha 6
- Base Atk +7; CMB +6; CMD 20
- **Feats** Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (laser rifle)
- Skills Climb +8, Intimidate +6, Perception +8, Sense Motive +6, Swim +8; Racial Modifiers +2 Perception, -4 Sense Motive

Languages Aklo, Common

- **SQ** deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utlity shot), gunsmith
- **Gear** *cloak of resistance* +1, laser rifle, 5 advanced silverdisks worth 100 gp each, mwk glaive, studded leather armor

SPECIAL ABILITIES

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

Exceptional Resources (Ex) The drifter's laser rifle and advanced silverdisks are rare relics of a technology that is not currently available to most, and is extremely valuable. This increases his CR by 1.

Laser Rifle (Ex) The drifter's laser rifle is a two-handed firearm that shoots a beam of highly focused light at its target, dealing 2d6 points of fire damage on a successful hit. The gun has a range increment of 150 feet, and its attacks resolve against the target's touch AC. It has a capacity of 10, drains 1 charge per use, is worth 20,000 gp, and weighs 6 lbs. The laser rifle can function as a semi-automatic or automatic weapon.

Lasers can pass through force fields and force effects like a wall of force without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers do not provide cover from lasersbut unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment, and though a laser consists of highly focused light, it does not provide any illumination.

When functioning as a semiautomatic weapon, the gun fires one shot per attack. If the drifter wishes, he can fire an additional shot per round as if using the Rapid Shot feat. This additional shot can stack with the additional shot granted by Rapid Shot, but when it does so, it increases the penalty for all shots fired that round to -6.

When functioning as an automatic weapon, it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the drifter's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the drifter makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect a laser rifle's line attack. Roll

to confirm each attack roll that threatens a critical hit separately. A single burst with a laser rifle consumes 10 charges. When taking a full-attack action with an automatic weapon, the drifter can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

Negative Levels (Ex) The drifter's power source is currently running low, and his systems are beginning to shut down. This has an effect similar to negative levels, except that they can't be restored by any means unless the drifter's current power source is replaced with a fresh one. The penalties for these negative levels are already factored into the drifter's attack bonus, CMB, CMD, saving throw bonuses, skill bonuses, and hit points. Note that the drifter suffers a -2 penalty on any ability checks he makes, and any skill checks not listed in his stat-block. These negative levels reduce the drifter's CR by 1.

Development: Unless the PCs attacked the Drifter, he approaches them after the battle. If they actively aided him, he thanks them for doing so, seemingly more out of politeness than gratitude. Either way, he inquires what they are doing in the region, and whether they have heard of a creature known as Shadrax. Read or paraphrase the sections below for the Drifter's likely answers to the PCs' questions. Even if the PCs don't inquire further about his asking after Shadrax, as long as they show indication of being capable combatants, the Drifter still asks them for help in retrieving the artifact (in actuality a power cell) and restoring him to full strength.

About Shadrax: "Shadrax is a dangerous killer, who was once in my custody. There was a mass-breakout, and she escaped, along with many others, though she was the most dangerous of the bunch. I have been hunting down the escapees ever since. She is the only one that remains." If pressed for more information about Shadrax's nature, the Drifter continues "She is of a species known as Xill. They are immortal, have paralytic venom, and inject their eggs into living creatures, who are then devoured from the inside. They have the ability to phase

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through dimensions, but in Shadrax's case, this should be neutralized."

How to Find Shadrax: "I do not know where Shadrax is hiding. It has been some time since the escape, and I fear she may have eluded me, but I cannot stop searching until she is found and stopped. If I get close enough to her, I will be able to sense her presence. However, in my weakened state, I will need to be fairly close: a few miles, no more. If I were restored to my full capabilities, I would be able to locate her at a much greater range."

Restoring the Drifter: "I have wandered through these lands for a very long time in search of the criminals that escaped my charge. Over the years, I have grown weaker in many ways. You could perhaps say I am growing old. Or starving. There is an artifact nearby that could restore me, but I have been unable to claim it."

About the Artifact: "It is a small metal disc, a few inches to a side. It is useless to most, but of great value to me, as it will restore me to full strength. It is not the only one of its kind, but it may as well be: I can sense it is the only one in 500 miles, at least. It is in the ruins of the prison from which Shadrax escaped. I have attempted to retrieve it twice before, but I was driven back on both occasions by looters and squatters. I can lead you there, and together we should be able to retrieve it."

If the party agrees to help the Drifter retrieve the artifact, he is more than happy to allow them to take whatever else they find there: the power cell is his only concern. If they agree to help him track down and slay Shadrax, he promises that once the murderer has been killed or captured, he will give the party his firearm, a potent and deadly weapon.

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This squat outgrowth of one-story wooden shacks spills out around a gaping mine entrance in the base of the nearby cliff like blood spilling from an open wound. A single two-story homestead dominates the landscape.

Perdition is not so much a town as it is a mine with an overgrown mining camp attached. It isn't much to look at: mostly a collection of ramshackle wooden hovels surrounding a mine entrance in the base of a cliff, without so much as a border fence. More or less everything in the town, including the mine, is owned by Hormus Perdy. Originally named Perdyton, the miners took to calling the place Peridition, instead, as a commentary on the conditions in the town and the mine, where no one seems to be able to get ahead, or even get out. Because Perdition is remote and isolated, Overseer Perdy company store not only has a monopoly on all goods and services in the town, and there are no other authorities in the area to turn to, but because Perdition is at least 3 days travel through an unforgiving desert from the nearest settlement, he also enjoys a monopoly over travel out of the town. Most workers spend the vast majority of their earnings on food and lodging, with the less fortunate actually going further and further into debt each week. Perdy charges 200 gp for a seat on any of his supply wagons heading back to civilization: a prize many of the miners here have been saving for years to purchase.

PERDITION

LN Village Corruption +2; Crime -3; Economy -2; Law +3; Lore +0; Society -2 Qualities insular Danger +0

DEMOGRAPHICS

Government overlord **Population** 140 (115 humans, 11 dwarves, 6 halflings, 4 elves, 4 other)

NOTABLE NPCS

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- **Overseer Hormus Perdy,** mine overseer (LE male middle-aged human aristocrat 3/ expert 1)
- Foreman Jardis Gor, mine foreman (LN male middle-aged human commoner 2/ expert 2)
- Captain Samantha Copper, guard captain (LN female middle-aged fighter 4—missing)
- Father Corvin Sardis, local priest (NG male old cleric 5—missing)



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MARKETPLACE

Base Value 500 gp; Purchase Limit 2,500 gp; Spellcasting 3rd* Specific Magic Items for Sale

- +1 merciful warhammer, potion of invisibility,
- scroll of delay poison *Spellcasting services are unavailable as long as Father Sardis remains missing.

Recent troubles in the mine have recently put concerns about working conditions and pay out of the minds of most of the residents of Perdition, however. Attacks by the spawn of Shadrax against the miners began just over a week ago. At first, only a couple of miners were taken, here and there, and the miners didn't realize just what was going on. After a couple of days, however, whispered rumors about demons stalking the mines suddenly stopped being rumors as a group of the xill openly attacked a large crowd of miners. Those who could fled the mine, and those who couldn't were dragged away, presumed dead. Upon hearing of this, Overseer Perdy sent his guard captain and a squad of his enforcers in to deal with the threat. The following morning, not only had they not returned, but the priest of the local parish, Father Sardis, had vanished as well.

That was two days ago, and the townsfolk are getting restless. Overseer Perdy assumes his men are dead, and has sent a messenger off in search of mercenaries who can clear out the mine. In the meantime, he refuses to pay the miners (since they aren't mining), and he still refuses to let them go, insisting that they wait patiently until the mine has been cleared. However, with almost half of his enforcers missing in the mines, his control of the situation is rapidly failing.

ENSOUNTER Z: MEET THE MOD $(SR \delta)$

When the PCs arrive in Perdition, the entire town (minus those currently in the mine) has gathered outside Overseer Perdy's house, and the miners and other workers are loudly demanding to be allowed to leave, while Overseer Perdy, standing on his balcony overlooking the crowd, with his remaining guards standing protectively in front of his doorway, does his best to calm them down, explaining that help is on the way, and that even if he wanted to let them leave, there aren't enough horses and wagons for more than a dozen or so at a time (this is actually true, although he doesn't mention that if the wagons were filled with food and water, the townsfolk could likely walk to civilization in safety).

When the PCs arrive, Overseer Perdy is most likely the first to spot them, and he calls out "And look! Here are our saviors now! What did I tell you, you just needed a little patience!" The townsfolk aren't so quickly appeased, however, and there are grumbles of doubt, and further cries to let them leave. Unless the PCs step in, the scene quickly devolves into violence, with the mob attempting to storm Overseer Perdy's front door, and the guards stationed there brutally beating them back. One guard and four townsfolk are killed in the fray, and then the crowd disperses.

Of course, if the PCs do get involved, things may play out quite a bit differently. A successful Diplomacy or Intimidate check (DC 25) is enough to talk down the mob, or to persuade Overseer Perdy to start ferrying townsfolk away in his wagons a dozen or so at a time (he refuses to simply hand over his wagons and let them all leave). Alternatively, the PCs might join one side of the fray: if they side with Overseer Perdy, the crowd disperses at the first sign of violence from the PCs. If they side with the townsfolk, Overseer Perdy's guards defend his home against them.

Perdy's Thugs (3)

XP 800 Human warrior 5 LE Medium humanoid **Init** +0; **Senses** Perception +4

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor) **hp** 37 (5d10+10) **Fort** +5, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+4/x3) or spiked gauntlet +8 (1d4+3) or sap +8 (1d6+3 nonlethal)

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

TACTICS

- **During Combat** Perdy's thugs are more than happy to avoid combat, and focus on protecting Perdy and his property than on attacking foes. Still, they're quick to beat down attackers, making full use of Power Attack.
- **Morale** Although generally willing to follow Perdy's draconian orders, they aren't paid enough to die for the man, and each one surrenders if he is reduced to less than 10 hit points.

STATISTICS

Str 16, Dex 11, Con 12, Int 8, Wis 9, Cha 10 Base Atk +5; CMB +8 (+10 bull rush); CMD 18 (20 vs. bull rush)

- **Feats** Alertness, Improved Bull Rush, Intimidating Prowess, Power Attack
- **Skills** Intimidate +10, Perception +4, Sense Motive +4

Languages Common

Combat Gear tanglefoot bags (2); **Other Gear** +1 half-plate, masterwork guisarme, sap, spiked gauntlet

Development: If the PCs side with Overseer Perdy, he invites them into his home, explains the situation, and offers to pay them 500 gp each if they clear out the "demons" from the mine. He is quite upfront that he doesn't know exactly what is in there, but he highly doubts that they're demons, and, in any event, is quite certain

CR 3

that "professionals" like the PCs should be able to handle whatever it is.

If they side with the townsfolk and defeat Overseer Perdy's guards, he agrees (under extreme duress) to give the townsfolk free use of his wagons to leave, but accuses the PCs of ruining him, and begs them to clear out the mine all the same (although he offers them only half what he would have had they not defeated his men and allowed his workers to leave). If they side with the townsfolk and fail to defeat Overseer Perdy's guards, the townsfolk disperse, and the Overseer, desperate as he is, still offers to hire the PCs to clear out the mines (again, at half the rate).

Whoever the PCs side with, if they successfully use Diplomacy or Intimidate to defuse the situation, aware them experience as though they had defeated Perdy's thugs. If he's travelling with the PCs, the Drifter doesn't care whether they side with Overseer Perdy or the townsfolk, and just urges them to hurry up and move on to the mines, as he can sense Shadrax's presence deep below.

THE MINES OF PERDITION

Perdition extends right up to the mouth of the mine, whose mouth opens at the foot of a large cliff. A pair of thick, heavy wooden doors normally cover the entrance when it is not in use, but currently lie open. Unless otherwise noted, there are no light sources in the mine, leaving it completely dark. The walls, floor, and ceiling are all rough, unworked stone, and the tunnels are 7 feet in height.

AI. MINE ENTRANCE

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Sunlight from the open door streams into this room, but stops short of the far side, casting the edges of the small chamber in menacing shadows. On the Western wall, a wooden board covered with pegs has been mounted to the wall, and numerous small metal medallions hang on chains from them, gleaming faintly in the light. The Eastern side of the chamber is dominated by racks and racks of mining equipment. The room is bisected by a set of iron rails, which leads from the outside into a yawning opening in the Northern wall.

This room is the mine's only entrance, through which the miners passed each day on their way to work. The medallions hanging from the board on the wall are made of iron, and each has a small number engraved on it, from 1 to 120. Each miner is assigned a number, and leaves his medallion on the wall each day when he begins work, picking it up again when he leaves, allowing the foreman to know who is in the mine in the case of an emergency. When the miners fled en masse from the mine, however, few stopped to pick up their medallions, so the board is two-thirds full. A hand-written note is tacked to the board, which lists a name for each number. Many of the numbers have had two or three names crossed off and new ones added in their place, over the years.

Just as few of the miners picked up their medallions as they fled, few bothered to drop off their equipment. The equipment racks contain a handful of picks, axes, and shovels, as well as a couple of lanterns, some oil, a few hundred feet of rope, and more or less any other mundane equipment the PCs might want that could reasonably be found in a mine, but it's clear at a glance that most of the equipment is not here.

Treasure: The medallions are made of cheap metal, and all of them together could command a price of perhaps 10 gp, with all the assorted mining equipment totaling another 30 gp. Further, the mine's equipment is all marked as "Property of Perdyton Mine," so attempting to sell them in Perdition will likely bring more trouble than profit.

The floor of this large room is a tangled web of rails, as tracks from four different tunnels converge. In the center of the room, the floor of the cavern seems warped and twisted, and the rails appear to sink into the solid rock as though it were mud, only to reemerge again on the other side. Several mine carts are crammed into one corner of the room, while two more lie toppled beside the warped and sunken tracks in the middle of the room.

This room serves as the hub of the mine's rail system, and all the branches of the mine ultimately connect here, where the cop-



per and skymetals that the miners dig for is sorted from the waste rock, and both are sent out on separate mine carts to be processed in town.

The warped rock in the center of the room appears to be normal rock on close examination, and other than being a bit rougher and bumpier than the rest of the floor, and having several feet of mining rails buried beneath its surface, is, in fact, perfectly natural. It is the handiwork of one of Shadrax's brood, which still prowls the mines (see creatures, below).

A successful DC 15 Perception check reveals a second patch of warped rock on the floor of the cavern near the opening leading to area [A4]. A close examination of this area reveals that the rock appears more or less normal, other than its slightly distorted shape, but there are two long trails of five thin lines, perhaps an inch deep, dug smoothly into the rock. A successful DC 10 Knowledge (local) or Knowledge (nature) check suggests that these look exactly like the marks that might be made by human fingers dragged through mud, although obviously they were made in rock, instead. The marks were made by a miner who was furiously scrabbling for purchase as he was dragged off by one of Shadrax's brood, which had turned that section of the floor to mud as part of its ambush.

Creatures: Once the PCs enter this chamber, they attract the attention of one of Shadrax's twisted spawn, and the result of a genetic experiment, part xill and part xorn. Because of its potent ability to pass through solid earth, Shadrax has left it to stalk the mine. It made short work of the guards that Overseer Perdy sent to investigate earlier, and it will attempt to do the same thing to the PCs.

Mud Spawn of Shadrax

CR 9

XP 6,400

Unique variant advanced <u>xill</u> LE Medium outsider (evil, extraplanar) **Init** +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp 93 (11d10+33); fast healing 5 (works only while burrowing) Fort +9, Ref +11, Will +6 SR 20

OFFENSE

Speed 40 ft.; burrow 40 ft.; earth glide
Melee 4 claws +15 (1d4+3 plus grab), bite +14 (1d3+3 plus paralysis)
Special Attacks alter earth, implant, paralysis (1d2 x 10 minutes, DC 18)

TACTICS

During Combat See Sidebar: Running the Mud Spawn of Shadrax

STATISTICS

- Str 17, Dex 18, Con 14, Int 15, Wis 12, Cha 11
- Base Atk +11; CMB +14 (+18 grapple); CMD 32
- **Feats** Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth), Toughness, Weapon Focus (claw)
- **Skills** Acrobatics +18, Bluff +14, Intimidate +14, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +15, Sense Motive +15, Stealth +22
- Languages Common, Infernal
- SQ carry through stone, multiweapon mastery

SPECIAL ABILITIES

- Alter Earth (Su) The mud spawn of Shadrax can alter the physical properties of natural earth or stone that it is in contact with, making it harder or softer as it pleases. This functions as the spell *soften earth and* stone, with a few exceptions. First, the mud spawn of Shadrax must touch earth or stone that is directly connected to the area that it wants to affect when it uses this ability, although it does not need to touch the affected area itself (the close range limit of the spell still applies). Second, the mud spawn of Shadrax has very fine control over the area to be affected, and can affect a much smaller or precise area than a 10foot square, if desired. Finally, the ability can also be used in reverse, to harden areas that were previously softened. Carry Through Stone (Su) If the mud
- spawn of Shadrax uses its earth glide ability while in control of a grapple, it can

The mud spawn of Shadrax is intended as a horrific threat that will stalk and harass the players through the mines, turning the tables on the PCs and giving them a taste of what it's like to be hunted. This requires delicate balance on the part of the GM, as the mud spawn must be effective and cunning enough to keep the party on their toes, without ruining the game's fun. This sidebar presents some suggestions for handling the mud spawn of Shadrax.

Tactics

The mud spawn of shadrax is a predator, not a warrior, and it has no interest in a prolonged fight, although it is not willing to allow the party to march through its lair unmolested. With its earth glide and tremorsense abilities, and the close confines of the mine, it can easily stalk the PCs wherever they go, appearing behind, beneath, or above them at any time. Further, its fast healing allows it to heal between fights, allowing it to effectively engage in hit-and-run tactics to isolate individual party members (targeting easylooking foes first, or those who have separated themselves from the group), drag them off, and then paralyze and infect them at its leisure.

As a general rule, each time the party visits a new room, as well as for each 10 minutes they spend in any given room, there is a 30% chance that the mud spawn of Shadrax attacks. Similarly, each time they revisit a room that they've already been in, and each time they pass through a corridor connecting two rooms, there is a 15% chance that the mud spawn of Shadrax attacks. If the mud spawn successfully dragged off a character, it spends the next room (or 10 minutes) infecting and imprisoning the creature in the walls of the mine, reducing the chance for the next room or 10-minute period to 0%. Several of the room descriptions for the mine area elaborate on features of the room that may cause the mud spawn to vary from these tactics, and GMs are encouraged to adjust them on the fly to keep the tension at the table high.

In combat, the mud spawn focuses on establishing a grapple (typically with its grab ability, but if opponents prove to have too high of an AC, it attempts a grapple directly, allowing the attack of opportunity), then moving the grapple into the rock on its next round. It flees if reduced to less than 50 hit points, but resumes stalking the party.

Handling Casualties

The mud spawn of Shadrax is a powerful opponent for a party of level 7-8 characters, and its earth glide and paralysis abilities may be frustrating for some players. It is recommended to try to strike a balance between fun gameplay and horrific tension. If a player's character is dragged into the rock or earth, give them the opportunity to attempt to free themselves, playing out the fight round by round if necessary: the mud spawn simply maintains the grapple, choosing to deal nonlethal damage with its bite with each success, and waiting for the victim to faint or become paralyzed. Once this is done, the game's attention should return to the rest of the party, leaving the victim's fate unknown for a time.

Of course, while picking characters off one by one works great in a horror movie, it can lead to some frustration and boredom at the table. Here are some suggestions for how to keep players engaged and involved if their characters have been lost.

Keep Them Alive: The mud spawn does not want to kill the PCs, it wants to infect them, which works to the benefit of the PCs. The first couple of times a character is successfully dragged off, they should be found in the next new room the PCs visit, infected and partially submerged in the wall, in a manner similar to that described in area A8. After the first couple of times that a character is rescued from this fate, the mud spawn raises the stakes and begins killing its victims, however.

Use NPCs: Most likely, the party will be travelling with the Drifter. While the drifter makes a poor target for the mud spawn (due to his paralysis resistance and immunity to disease), he can conveniently be handed off to a player who has lost her character, allowing her to keep playing, at least temporarily. Similarly, the surviving guard encountered in the mine can be used the same way, and GMs who are so inclined could even add one or two more survivors. Alternatively, if there are any NPCs travelling with the party (including other survivors), they can serve as sacrificial lambs, being taken by the mud spawn instead of the PCs.

Special Scenes

The following flavorful encounters are suggested to enhance the players' tension and fear as they explore the mine and are hunted by the mud spawn of Shadrax.

Ensnared by the Rails: At a convenient time (but before the party visits area A7, if possible), the mud spawn emerges from the floor, reaching out with its claws to grab at a party member, but is stopped by the metal and wooden mine cart rails, which prevent it from getting more than its head and arm out of the rock. After snarling and hissing for a round, it retreats back into the floor. This scene is potentially important, because it reveals that the mud spawn cannot move through metal or wood, potentially helping them come up with a means to counteract the ability. If the Drifter is with the party, he may point this out after seeing it.

Lurking Above: At a convenient time, have the PCs roll Perception checks, either opposed by the mud spawn's Stealth check, or (if you prefer), simply allowing whoever rolls highest to succeed. Those who succeed see the mud spawn's head and claws hanging down from the ceiling as it stalks the party, before it hisses and vanishes back into the rock.

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Sealing the Mine: The mud spawn displays its ability to alter the mine's landscape strategically, and if the PCs are coming and going from the mine frequently, it takes steps to entrap them. The third time that they enter the mine, it waits for them to move beyond area A2, and then uses its abilities to cover the passageway from A2 to A1 with solid rock.

carry the grappled creature through earth and rock, even if that creature would not normally be able to move through that substance. Creatures without a burrow speed are unable to breathe while within earth or stone in this way. If the grappled creature escapes the grapple, or the mud spawn of Shadrax ends the grapple, the creature is shunted into the nearest empty space, suffering 1d6 points of damage for every 10 feet travelled, to a maximum of 4d6 points of damage.

A3. HALF-BURIED STATUE

A minecart railway passes through this chamber, continuing through another tunnel to the North. On the Western wall, it appears that a creature made of stone is halfburied in the wall, with only its four clawed arms and snarling, chitinous head visible from the rock.

Ages ago, when Shadrax's slave-warrens filled the gound in this area, a series of statues of her stood in this place to remind her victims that she was watching over them, and of how terrible her wrath could be. Centuries later, as the miners were extending a passageway through here in search of copper and skymetals, they were surprised to discover archaeological relics (a few clay jars and urns, and a crude set of iron manacles). Overseer Perdy was excited at the prospect of ancient relics, but quickly lost interest as little of value was uncovered, and ordered the miners to move on while they were still mid-way through uncovering the statue.

With the statue only partially visible, a successful DC 25 Knowledge (planes) check is needed to identify that it is a xill. The base of the statue is not visible, but characters that manage to unearth the statue (a difficult and time-consuming process, unless magic is involved) find the inscription: "Woe Unto Those Who Fail the Progenitor."

Creatures: Each time the party touches the statue, and for every 10 minutes that they spend attempting to dig it out of the wall, there is an additional chance that the mud spawn of Shadrax attacks.

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4. THE PIT AND THE LAND SHAR

(SR7)

The minecart railway passes through this chamber, skirting slightly East before exiting on the Northern end, and continuing further. A large pit occupies the Northwest corner of the room, with the top of a ladder visibly sticking up over its edge. The sound of something large scuffling and clawing can be heard coming from the depths of the pit.

The miners found deposits of metal in the floor of this chamber, and began digging downwards in order to get at it, eventually developing a rather impressive pit, 30 feet



deep. A single ladder allows miners to climb up and down from the pit.

Creatures: A few days before Shadrax's brood was awoken, a bulette wandered into the mine, and, after wreaking a fair bit of havoc, eventually fell into the pit and was trapped, unable to burrow through the solid rock of the pit the same way it can the softer earth at ground level. The miners decided to simply leave it there until it eventually starved, and once the xill began attacking, it was quickly forgotten altogether.

CR 7

BULETTE

XP 3,200 **hp** 84 (*Pathfinder Roleplaying Game Bestiary*)

If the mud spawn of Shadrax attacks the party while they are in this chamber, it begins by attempting to bull rush a PC into the pit and then withdraws, bargaining that



some or all of the others will follow to save their companion from the bulette. If they do, it grabs a victim in the confusion and retreats. If the party decides to go down into the pit to fight the bulette on their own, the mud spawn of Shadrax takes advantage of the situation and attacks for certain.

<u>я5. Ткарред Снатрек (Ск 5)</u>

The minecart railway runs from the chamber's South entrance to the Northern side, where the passageway continues on. Another passage extends from the Eastern wall, this one without a railway. A mound of soft clay twelve feet across at the base and nearly reaching the ceiling is piled in the northeast corner of the room. A longsword lies alone and apparently forgotten on the ground in the middle of the room.

This room has been turned into a trap by the mud spawn of Shadrax, which has used its control over earth and rock to create three pit traps in the room, which are concealed with a very thin layer of rock, so that once they are stepped on, they crumble, depositing the victim into the pit, where they can easily be snatched by the mud spawn.

CAMOUFLAGED PIT TRAP CR 3 XP 800 Type mechanical; Perception DC 25;

Disable Device DC 20 EFFECTS Trigger location; Reset manual

Effect 20-ft. deep pit (2d6 falling damage); DC 22 Reflex savoids; multiple targets (all targets in a 10-ft.-square area).

Creatures: Pit A contains the corpse of one of Overseer Perdy's thugs, who broke his neck when he fell in, and was subsequently ignored by the mud spawn. Pit B is empty, and Pit C contains the corpse of another of Overseer Perdy's thugs. This one, however, did not die from the fall, but rather from the explosive birth of xill hatchlings implanted in him by the mud spawn of Shadrax. Before he died, he wrote in his own blood on the wall: "They're in the walls. The ceiling. The floor. They're inside me!" The two hatchlings that emerged from his body have been trapped in the pit, and have been gnawing on his carcass. They attack anyone that falls into the pit.

XILL HATCHLINGS (2)

XP 1,200 each hp 33 each (see page [XX])

If any PCs fall in one of the pits, the mud spawn of Shadrax attacks. If half or more of the party falls into the pits, it attacks those that are still free, attempting to deal with them now and then come back for the ones in the pits later. Otherwise, it emerges from the floor or side of the pit to grab the victim before help can get there. It leaves any PCs that fall in pit C to the hatchlings there, however, and in this case will attack other party members, instead.

46. SRIM REMAINS (SR 9)

A mine cart rail extends through this widened chamber to the North, while another passageway extends to the West. On the Eastern wall, four human corpses hang limply, half-submerged in the wall, their chests and abdomens having exploded outward in a gory display.

The corpses are victims of the mud spawn of Shadrax, who were dragged here after being captured and paralyzed, and slowly half-entombed in the rock wall by the mud spawn. By the time the paralysis ended, they could not break themselves free of the hard rock that imprisoned their arms and legs, but left their heads and torsos exposed. All of these victims were miners, rather than guards, as evidenced by what remains of their attire after the eggs that were implanted in them hatched and the infant xill burst out of their chests.

XILL HATCHLINGS (6)

XP 1,200

200

CR 4

19

Young variant xill LE Small outsider (evil, extraplanar) **Init** +10; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 17, flat-footed 13 (+6 Dex, +2 natural, +1 size) hp 33 (6d10) Fort +5, Ref +11, Will +5 SR 15

OFFENSE

CR 4

Speed 40 ft.

Melee 4 claws +9 (1d3+1 plus grab), bite +8 (1d2+1 plus paralysis)

Special Attacks implant, paralysis (1d2 x 10 minutes, DC 14)

TACTICS

During Combat The xill hatchlings focus their attacks on as few opponents as possible, using flanking (and, if necessary, the aid another action) to help ensure that one of them gets a successful bite. If a creature is paralyzed, one hatchling begins implanting it while the others move on to a new target.

Morale The xill hatchlings fight to the death.

STATISTICS

- Str 13, Dex 22, Con 10, Int 14, Wis 12, Cha 11
- Base Atk +6; CMB +6 (+10 grapple); CMD 20
- **Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw)
- **Skills** Acrobatics +15, Bluff +9, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +10, Sense Motive +10, Stealth +17

Languages Common, Infernal **SQ** multiweapon mastery

The mud spawn of Shadrax is slow to intervene in this room, preferring to see how its offspring fare against the adventurers. Once two of the hatchlings are slain, the mud spawn emerges to attempt to ambush a single party member and drag him off, but does not otherwise get involved in the battle.

A7. MINE SART REPAIR

Several mine carts have been stacked on top of each other to form a crude barrier perhaps six feet tall, preventing entry to this room.

Miners working in this room barricaded

themselves in when they heard the screams coming from area A2, though they would eventually learn that their makeshift wall would do them little good. A successful DC 20 Strength check can push aside the barrier as a standard action. Otherwise, it takes a few minutes of heavy lifting to take it apart one cart at a time.

This small room contains a pair of large, sturdy wooden tables, on which three mine carts lay on their sides in various states of disrepair. A few tools are scattered about the table, and a few more across the floor. In one corner, a stack of metal cans, labeled "lead paint," sit beneath a hand-made sign reading "Keep Torches and Lanterns Away from Paint."

A successful DC 15 Perception check reveals a wrench that had fallen under one of the tables when the worker who was attempting to wield it against the mud spawn of Shadrax was finally subdued. One end is smeared with a green-white ichor: the spawn's blood, after the worker delivered a particularly lucky blow.

It may not be immediately obvious, but the paint cans are potentially a valuable tool for battling the mud spawn of Shadrax. Because the paint is made with lead, any surface covered in it forms a barrier that the mud span cannot cross with its earth glide ability, which does not allow it to pass through metals. This functions even if the paint is still wet. There is enough paint here to coat any two rooms in the mine, preventing the mud spawn from using its earth glide ability to enter those rooms. Alternatively, the paint can be used as a sort of trap, and making the paint cans explode can coat a room in paint even if the mud spawn is already in it. One way to accomplish this is to make the paint cans explode, by dealing at least 5 points of fire damage to them within a single round (AC 7, hardness 10). Any can that explodes in this way creates a 20-ft.radius burst of paint that coats all creatures and objects within range. Creatures in the area are blinded unless they succeed on a Reflex save (DC 12), but can end the blindness by wiping the paint from their eyes as a full-round action.

Creatures: For every 10 minutes that the party remains in this room, there is a chance that the mud spawn of Shadrax attacks.

AB. THE SURVIVAR (TR B)

A pair of mine cart tracks converge in the center of this room: one from the South, the other from the Southwest. The merged track continues to the North. Along the West wall, the bodies of three soldiers hang halfsubmerged in the rock.

As the mud spawn of Shadrax picked off the soldiers sent in to clear the mines one by one, it dragged their paralyzed bodies back here and half-entombed them, just like the miners in area A6. Of the three soldiers hanging here, two have already died, their xill hatchlings having burst from their bodies, destroying their armor in the process. One remains alive, although she doesn't have much time left.

The mud spawn also created a pit trap in the middle of this chamber. The xill hatchlings are light enough that they do not trigger it, but any party members walking on it will.

CAMOUFLAGED	Pit	Trap	CR 3
XP 800			

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

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Trigger location; **Reset** manual **Effect** 20-ft. deep pit (2d6 falling damage); DC 22 Reflex savoids; multiple targets (all targets in a 10-ft.-square area).

Creatures: As in area A6, the mud spawn of Shadrax leaves its offspring alone, and they continue to lurk in this room, attacking intruders on sight. However, if they interfere with the surviving guard in any way, the mud spawn attacks furiously, this time with the goal of scaring them away from her, rather than capturing prey. The mud spawn fights to defend the guard until it is reduced to less than 1/2 its maximum hit points, at which point it retreats to heal its wounds in the earth.

AP. JALLAPSED PASSAGE

XILL HATCHLINGS (3) XP 1,200 each hp 33 each (see page [XX]) CR 4

Development: The surviving guard, Sara Tarn, is delirious and in shock from all of the horrors she has witnessed, not the least of which is the growing pressure she feels from the xill hatchlings maturing in her rapidlybloating belly. Already, her abdomen strains against her armor. She frantically cries to the PCs "cut it out, cut it out of me!" In order to do so, they will first need to remove or destroy the chain shirt she wears, since it can't easily be removed while she is half-buried in the wall (hardness 10, 20 hp, break DC 25). Alternatively, they can break her free of the wall (hardness 8, 40 hp, break DC 30; spending 10 minutes digging into the wall with mining equipment succeeds automatically). Once the armor is removed, the movements of the hatchlings growing inside her can be visibly seen as they press against her flesh, wriggling and even moving about beneath her skin. As described in the implant special attack, a successful DC 20 Heal check allows one hatchling to be cut out, but each attempt requires 10 minutes, and inflicts 1d4 points of damage (the guard currently has 6 hit points remaining, and uses the stats for Perdy's thugs, on page [XX]). The guard is currently infested with 1d6+1 hatchlings, and when the PCs first arrive, they have only 1 hour before the hatchlings explode from her body, like they did with the others.

If the party can free her of the parasites, or is otherwise able to calm her down long enough to question her, she can relate how her team were sent in by Overseer Perdy, how they were picked off one at a time by the "mine demon," and how she watched her fellow prisoners die horrible, gruesome deaths. She refuses to accompany the party further into the mine, and begs them to escort her out, for she fears she couldn't make it to the exit on her own (she is right, and if they refuse to accompany her, she is captured again by the mud spawn of Shadrax, keeping it busy for the next 20 minutes or 2 rooms that they visit, whichever is less time). If she is recaptured, the PCs may find her later in another chamber, either slain or once again infested with hatchlings.

The mine cart track appears to continue beyond a wall of rocks and debris that fill the corridor, barring further passage. About 30 feet from this dead end are three large wooden barrels, painted red.

This passage once led deeper into the mine. The miners collapsed this passage in the hopes that they could trap the monster, not realizing it could pass through the rubble with ease. The passages beyond contain several twisting corridors containing another dozen or so imprisoned and implanted miners, the majority of which are now dead. The tunnels also contain nearly 40 xill hatchlings, mostly in groups of 4-6. There is little reason to explore this way, however, and the town of Perdition will probably be better off if the passage remains sealed.

The barrels contain a mix of explosive alchemical compounds and black powder, and it was barrels like these that were used to collapse the passageway. Each barrel is labeled "explosive" in white paint on top of their red base coat, and each has a 10-foot-long fuse, and weighs 120 lbs. Once the fuse is lit, it takes 1 minute for it to reach the barrel (although dealing enough fire damage to the barrel to overcome its hardness of 5 will accomplish the same effect). Once the barrel ignites, it explodes in a 30-foot-radius burst that deals 8d6 points of fire damage and 4d6 points of sonic damage to each creature within the area (Reflex DC 18 for half).

AID. UNCOVERED RUIN

The mine cart track comes to a stop in the middle of this chamber, seemingly unfinished. On the far end, excavation has broken through into a much larger chamber.

This is where the miners broke through into the ruins of Shadrax's ancient buried city. The exit on the Northern end of the chamber leads to area B1.

Creatures: The mud spawn of Shadrax attacks if the party attempts to leave through the Northern exit. It fights until it is able to grapple a victim and escape, or until it is reduced to less than 10 hit points, whichever

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comes first. It does not pursue the party into area B1, and remains in the mines themselves, trusting that the others of its brood will deal with the party, but nonetheless prepared for them if they return.

PALASE OF THE PROSENITOR

After Shadrax escaped from the Solstice and devised her plan to return to the Ethereal Plane by breeding the nanites that prevent her from using her planewalk ability out over 1,000 generations, she enslaved local barbarian populations and made them dig her a massive underground city, from which she reigned as the god-king "the Progenitor" for almost a century, subjugating nearby peoples and using them to breed thousands of xill children, most of which she eventually slew herself, in order to ensure that they did not try to usurp her. She also had her minions seek out wreckage from the *Solstice*, and similar ships, and bring it to her. Over the years, she amassed a number of impressive pieces of technology, including several stasis pods, a gene-splicing apparatus, and a massive shield generator that projected a force field over a 500-foot-radius dome. The pride and joy of her collection, however, was a nanite injection module from the *Solstice*, the very same one that caused her current condition. The machine is capable of shutting down the nanites in Shadrax's blood, but is genetically locked to the officers of the Solstice, who Shadrax believe had all died in the crash.

When it became clear that simply breeding successive generations was not having an impact on the nanites, which would pass on with the injected eggs and multiply in the hatchling, Shadrax began experimenting with the gene splicer to see if she could alter her offspring to somehow resist the nanites' effects, and then apply the resulting modification to herself. She produced a number of strange horrors in this way, most of which do not survive to the present, but some, such as the mud spawn of Shadrax in the mines, and the skitter spawn of Shadrax, in the area surrounding her palace, are the result of this experimentation.

Eventually, a group of adventurers rose up to fight Shadrax, and ultimately caused a massive cave-in that buried Shadrax's underground city, crushing its inhabitants underneath thousands of tons of rock and debris. What they didn't realize, however, is that Shadrax had installed the massive shield generator into her palace in the heart of her underground city, and this protected it from the destruction, although not the isolation. She sealed herself and a few of her most important offspring (including promising experiments such as the mud spawn and skitter spawn) in stasis pods, and decided to wait the situation out. By the time the shield generator failed, the rock and debris had already settled, forming a sort of permanent underground bubble that remained perfectly preserved until the miners of Perdition broke into the chamber a few days ago.

Shadrax sent her minions to turn the miners into an army of her spawn, so that she could once again rebuild her glorious empire. She was content to wait in her palace, but was surprised when her two priests brought her an intruder who had somehow made it past the chaos and confusion in the mines, only to be captured in the city itself: father Corvin Sardis, the priest of Perdition. She was even more surprised when she discovered that his unusual holy symbol was, in fact, an officer's badge from the Solstice, and a quick scan on the gene splicing apparatus showed that he was a descendant of one of the officers aboard the ship. In fact, he was well aware of his history, and had been waiting in Perdition specifically in case something like this happened, and came to confront Shadrax. Unfortunately, he could not defeat her, and instead, has handed her the means to remove the nanites from her blood. As the PCs approach her temple, she is hurriedly at work preparing the machine to free her from the nanites and allow her to finally return to the Ethereal Plane, from which she will wage a terrible war against the people of this land.

BI. THE CUFFTOP (CK 8)

A small city, perhaps 1,000 feet across, stretches out below, with ramshackle huts carved from the earth. Many of the buildings around the edges appear half-buried, indicating that the chamber may have been larger at one time. In the center of the dome-shaped chamber is a stone palace with soaring,

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delicate spires that nearly touch the ceiling. About 30 feet to the left of the entrance from the mine, a waterfall of glowing green water rushes in near the top of the chamber, falling to the floor below and making its lazy way through a canal in the streets below.

The entrance from the mine is quite a ways up in the chamber, and in order to reach the ground below, the party will need to climb down the cliff. It's 160 feet to the bottom of the chamber, and the rough, rocky walls make the Climb DC 15. **Creatures:** One of Shadrax's skitter spawn patrols the area near the mines, and it attacks the party once they begin their descent.

SKITTER SPAWN OF SHADRAX CR 7 XP 3,200

Unique variant xill LE Medium outsider (evil, extraplanar) **Init** +8; **Senses** darkvision 60 ft.; Perception +13

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DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural) hp 67 (9d10+18) Fort +8, Ref +10, Will +6 Resist acid 10; SR 17

OFFENSE

Speed 40 ft.; climb 40 ft.

Melee 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus 1d4 acid plus paralysis) Ranged spit acid +13 ranged touch (6d6

acid) Special Attacks acidic burst, implant,

paralysis (1d2 x 10 minutes, DC 17)

TACTICS

- **During Combat** The skitter spawn attacks with its acid spit, hoping to make one or two of the party fall to their deaths before climbing out to grapple, paralyze, and implant the others, carrying them off somewhere safe to incubate.
- **Morale** The skitter spawn of Shadrax have barely more than animal instinct, and fight until slain.

STATISTICS

Str 17, Dex 18, Con 14, Int 5, Wis 12, Cha 11
Base Atk +9; CMB +12 (+16 grapple); CMD 26
Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw), Toughness
Skills Climb + 23, Perception +13, Stealth +14
Languages Common, Infernal
SQ multiweapon mastery

SPECIAL ABILITIES

- Acidic Burst (Ex) When a skitterspawn of Shadrax dies, chemical reactions in its body cause it to explode in a shower of acid 1d4 rounds later. All creatures and unattended objects within 20 feet of the skitterspawn's corpse suffer 6d6 points of acid damage. A successful Reflex save (DC 16) halves this damage. The saving throw DC is Consitution-based.
- **Spit Acid (Ex)** As a standard action, a skitterspawn of Shadrax can make a ranged touch attack to spit acid at a foe. This attack has a range increment of 20 feet. A target hit by this glob of acid takes 6d6 points of acid damage.

BZ. THE SITH STREETS (SR 9

Winding, narrow streets weave their way through simple houses made of earth and rock. Skeletal corpses, dressed in tattered and ancient rags, are sprinkled haphazardly throughout the city: one lies in the middle of the street, another is visible sitting inside its home, a third is slumped against a wall. Ancient carapaces like those of the creatures encountered in the mines are found, as well, their shells empty and translucent white in color.

The city is largely abandoned, with anyone who was saved from being crushed by the force field having long ago starved or suffocated to death, although a group of three xill, recently awakened alongside Shadrax, do make patrols and explore the ruins of what was once their domain.

The river of glowing green water winds its way through the city. The water is highly radioactive, and anyone that submerges himself in it or drinks from it is exposed to the radiation, Affected creatures must succeed on a DC 17 Fortitude save or suffer 1d4 points of Constitution drain. Whether the initial save is successful or not, the affected creature must make an additional Fortitude save every 24 hours or suffer 1d4 points of Strength damage. If the creature suffers Strength damage equal to his Strength score, an further Strength damage is replaced with Constitution damage, instead. Two consecutive successes ends the radiation poisoning. For more information on radiation poisoning, see the Official Pathfinder guide to technology.

Creatures: As the PCs pass a lonely intersection, a group of three xill attack them from three sides.

XILL (3)

Z5

CR 9

XP 2,400 each **hp** 67 each (*Pathfinder Roleplaying Game Bestiary*)

A massive statue of a four-armed, insectile horror dominates the center of this room. Fountains in the walls on either side of the



room, shaped like the face of this same insect creature, pour glowing green water into clay basins, below, illuminating the room in an eerie green light, and making the ancient pictographs that line the walls seem to almost move in the flickering light. A set of massive steps leads up through a series of columned arches to another large chamber, beyond.

This room serves as the antechamber to Shadrax's throne room. The pictographs tell the story of Shadrax's rise to power, as viewed through her own religious and dogmatic propaganda. They depict the arrival of the Progenitor from the heavens on a fiery star, her subjugation of the crude and simple nomads in the area, and the building of the grand underground city. They also display humans being impregnated by xill and being "reborn" in the form of xill hatchlings, with the pictographs signifying that the spirit of the dead human somehow passes on to the xill as a kind of reincarnation.

Creatures: Two of Shadrax's favored priests, who she spared from the destruction of the city with a spot in her stasis chambers, guard this room against intruders.

PRIEST OF THE PROGENITOR CR 7 XP 3,200

Xill cleric 2 LE Medium outsider (evil, extraplanar) Init +8; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 27, touch 13, flat-footed 26 (+7 armor, +3 Dex, +5 natural, +2 shield) hp 102 (9d10+2d8+44) Fort +12, Ref +9, Will +11 SR 17

OFFENSE

Speed 40 ft.

Melee mwk short swords +16/+16/+11(1d6+3/19-20), claw +15 (1d4+3 plus grab), bite +9 (1d3+2 plus paralysis), or 4 claws +15 (1d4+4 plus grab), bite +14 (1d3+4 plus paralysis)

Ranged 2 longbows +12 (1d8/x3)

- **Special Attacks** channel negative energy 6/ day (DC 14, 1d6), implant, paralysis (1d2 x 10 minutes, DC 18)
- **Domain Spell-Like Abilities** (CL 2nd; concentration +5)

6/day-battle rage (+1), touch of evil

Spells Prepared (CL 2nd; concentration +5) 1st—*command* (DC 14), *cure light wounds*,

- doom (DC 14), protection from good ^D
- 0 (at will)—create water, detect magic, read magic, stabilize
- Domain spell; Domains Evil, War

TACTICS

- **Before Combat** If they know a battle is coming, the priests of the progenitor cast *protection from good* on themselves
- **During Combat** The priests use *command* to make their foes drop their weapons, and then attack viciously in melee, attempting to paralyze and implant their victims, rather than slay them outright.
- **Morale** Zealous in their faith in the progenitor, the priests fight to the death.

STATISTICS

- Str 19, Dex 16, Con 16, Int 15, Wis 16, Cha 17
- Base Atk +10; CMB +14 (+18 grapple); CMD 27
- **Feats** Combat Reflexes, Improved Initiative, Iron Will, Toughness, Weapon Focus (claw, short sword)
- **Skills** Acrobatics +12, Bluff +15, Intimidate +14, Knowledge (arcana) +14, Knowledge (planes) +14, Knowledge (religion) +7, Perception +17, Sense Motive +17, Stealth +10
- Languages Common, Infernal
- SQ aura, multiweapon mastery
- **Gear** +1 breastplate, headband of alluring charisma +2, heavy steel shield, 2 mwk short swords

B4. THRONE OF THE PROSENITOR

This grand, vaulted chamber features a massive stone throne, and two rows of large stone pillars. Beside the throne, a strange machine, about 10 feet tall and made of



gleaming metal, covered in strange wires and tubes that seem to spread out in all directions across the floor of the chamber, hums loudly. A man in priest's robes leans against the device, paralyzed, while one of the insectile creatures stands nearby, her back to the entrance. She wears a widebrimmed hat and a leather duster, and raises all four arms to the air, crying out in triumph "Ha ha! Finally!"

As the PCs arrive, Shadrax has just activated the nanite injection module, which is flooding her body with nanites designed to neutralize the ones already there. In one minute, she will regain her planewalk ability. In the meantime, she is tethered to the device by several wires, and cannot move more than 30 feet away from it without disrupting the process. If the Drifter is with the PCs, he immediately recognizes Shadrax and the machine both, and informs the party that if they don't kill her or shut down the machine soon, she will escape.

Creatures: After waiting this long, Shadrax will not abandon the machine. As soon as she notices the PCs she draws her firearms and attacks, fighting to keep them at bay long enough for the process to complete.

SHADRAX

CR 9

XP 6,400 Xill gunslinger 3 LE Medium outsider (evil, extraplanar) **Init** +12; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 25, touch 17, flat-footed 20 (+3 armor, +6 Dex, +1 dodge, +5 natural) hp 106 (12d10+36) Fort +12, Ref +15, Will +9 Defensive Abilities nimble +1; SR 17

OFFENSE

Speed 40 ft.

Melee mwk short swords +17/+17/+12 (1d6+4/19-20), claw +16 (1d4+4 plus grab), bite +11 (1d3+2 plus paralysis), or 4 claws +16 (1d4+4 plus grab), bite +16 (1d3+4 plus paralysis)

Ranged 2 mwk revolvers +20 touch (1d8/x4) **Special Attacks** grit (3), implant, paralysis (1d2 x 10 minutes, DC 18)

TACTICS

- **During Combat** Shadrax uses Deadly Aim to deliver as much damage as he can at a range with his revolvers, switching to his short swords and bite once opponents close to melee range.
- **Morale** So close to finally escaping to the Ethereal Plane, and maddened by centuries in stasis, Shadrax fights to the death unless the nanite injection machine is destroyed or shut down, in which case she attempts to flee if reduced to less than 15 hit points. If the machine finishes its process, she uses her newly-regained planewalk ability to leave immediately, vowing to return for revenge when the party least expects it.

STATISTICS

- Str 19, Dex 22, Con 16, Int 15, Wis 16, Cha 10
- Base Atk +12; CMB +16 (+20 grapple); CMD 32
- **Feats** Deadly Aim, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Weapon Focus (revolver)
- **Skills** Acrobatics +21, Bluff +15, Intimidate +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +18, Sense Motive +18, Stealth +19
- Languages Common, Infernal
- **SQ** deeds (deadeye, gunslinger's dodge, gunslinger's initiative, pistol-whip, quick clear, utility shot), gunsmith, multiweapon mastery
- **Gear** +1 leather armor, 2 mwk revolvers, 60 metal cartridges

Development: There are several ways the PCs can attempt to disrupt the process. A successful DC 25 Disable Device or Use Magic Device check is sufficient to shut the machine down temporarily, and a DC 35 check can shut it down permanently. Alternatively, if 40 points of damage can be done to the device (AC 4, hardness 10, hp 80) it will shut down. The easiest route may be to sever the cables connecting Shadrax to the device. There are four of them (AC 9, hardness 2, hp 5). For each one that is severed, the number of rounds that the process takes increases by 1d4. When the last cord is severed, it is stopped.

Treasure: The other rooms of the palace contain a great deal of treasure, including 112 pp, 1,682 gp, 2,900 sp, 9,480 cp, a gold and turquoise headdress worth 700 gp, three ruby rings worth 300 gp each, four bronze busts of Shadrax worth a total of 500 gp, and three stasis pods. The gene splicing equipment was damaged in the earthquakes following the collapse, and the shield generator and two of the stasis pods have also been ruined, but can be salvaged for scrap parts worth 1,000 gp.

STASIS POD

Technological Artifact Slot none; Weight 1,000 lbs.; Capacity 10; Usage see text

BA Contenes

Any creature enclosed in a *stasis pod* is affected as though by the spell *temporal stasis*, kept perfectly preserved for as long as the machine continues to have power. A single charge can keep the machine operating for up to 1,000 years, but each time the machine is activated, a charge is consumed. A *stasis pod* is designed to fit a single Medium humanoid, although two such creatures can squeeze inside, if necessary. A control panel on the outside of the device allows a creature within to be revived on command. Alternatively, a timer can be set, allowing the creature held within to be automatically awoken after a pre-specified time period.

ZONZINDING THE ADVENTURE

If the PCs are able to kill or capture Shadrax and the rest of her spawn, they have saved not just Perdition, but the entire surrounding region from an invasion of xill. Of course, unless they managed to deal with the mud spawn of Shadrax before emerging into area B1, they will have to deal with it on the way out, and it won't be inclined to let them escape a second time. The sealed sections of the mine beyond area A9 also contain numerous xill hatchlings that will pose a certain threat if unburied. It is left to the GM to determine whether the hatchlings will be able to mature and unbury themselves with time if they are left alone, or if they will simply starve.

Once the PCs make it back out of the mines, they will also be in a position to dictate the future of Perdition. If they decide to side with Overseer Perdy now, they can restore things largely to the way they were before, and cunning and opportunistic PCs may be able to coerce the mine owner into providing them with a cut of the profits, rather than a flat reward. Alternatively, good PCs may want to overthrow the current regime, which isn't hard given the state of the mine and the town, and they may have the mines sealed up and everyone sent off to start somewhere fresh, or may instead have the mine start up under new and trustworthy leadership.

If the Drifter is travelling with the PCs, and they haven't already been to the Temple of the Burning God, he asks them to come with

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him to see if they can recover the power source there.

Should Shadrax escape, she spends some time on the Ethereal Plane nursing her wounds, but swears vengeance on all of humanity, and the PCs in specific. She should return in a few levels (with a couple of additional gunslinger levels, and perhaps trading in her revolvers for laser pistols) with an army of xill at her back, ready to invade and conquer and start up the worship of the Progenitor once more.

TEMPLE OF THE BURNING GOD

When the *Solstice* hurtled toward The Dust and tore apart in the lower atmosphere, one of the penitentiary decks broke from the rest of the ship and careened into the earth here. Consisting of a cellblock, a long bulkhead observation catwalk (security-caged in case of a riot or prison break) and a steel exercise yard, this deck has survived mostly intact. The cellblock nearly snapped off on impact, but still hangs (at a 90-degree angle from the way it was intended) by bunches of fibrous steel and plastic cables that have somehow withstood the ravages of time. The entire structure is perched precariously on the edge of a cliff, with much of it hanging vertically and threatening to fall at any time.

The deck has attracted numerous strange inhabitants over the centuries, but the most recent tenants are a gang of chokers, led by a the mutant Bulggathrok, whose ruthlessness and incredible toughness keep the others cowed in constant fear and submission. When Bulggathrok and his minions first explored the prison deck, they accidentally activated a control panel in the Security Hub (Area C4). They mistook the flashing red alarm lights to be the eyes of an angry god, and the alarm sirens to be its screaming admonitions, but when one of the chokers slipped and fell into a nearby corridor (Area C5), he activated the security turret there which immediately fired a dazzling array of precise cutting lasers, dismembering the poor creature in a split second. Bulggathrok took it as a sign, and declared that his gang of chokers had found their home. Activating the security turret temporarily drained



all power from the Security Hub, but backup systems slowly regenerate reserves over time. As they do, the control panel lights up again and alarms blare. The chokers believe that by sacrificing victims to the laser turret, they can quell the wrath of their imaginary god, closing its glaring red "eyes" and quieting its "screams."

The ship is accessible from a jagged rend in the hull which happens to open into an exercise yard that was used to keep the prisoners fit and healthy. When the party arrives in the temple, flashing red lights and alarm noises are present, as the security system is nearing full power. This imposes a -2 penalty on all Perception checks, which increase to a -5 penalty when the PCs reach area C3. Once the laser turret in area C5 has fired at least once, the alarms cease, and the penalties are lifted.

<u> 71. SEZURED YARD (7R 8)</u>

CR 8

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The hard steel floor of this cavernous chamber is littered with bones, huge patches of viscous slime and other refuse.

Creatures: This massive steel courtyard is avoided by the chokers at all costs, and when they enter and exit their lair, they do so as stealthily as possible as not to attract the interest of a giant slug which sometimes prowls the darkness here.

GIANT SLUG

XP 4,800

hp 102 (*Pathfinder Roleplaying Game Bestiary* 2)

Treasure: Scattered amongst the bones here are three fire opals (100 gp each) and a *wand of hold monster* (12 charges left).

<u> Z. ZAGED ZATWALK - STERN (ZR 8)</u>

This claustrophobic corridor of corrugated steel and iron grates feels like a long cage hanging in space. A glance out one of the mesh windows shows a long drop to the ground below. What little light there is shows dim and pale, barely penetrating through a smooth black carapace-like window of obsidian-like glass outside of and above the caged passageway, further diffusing through the metal mesh of iron grates. A strange hum vibrates through the entire corridor, shaking the metal walkway and setting its grates abuzz.

Once an observation deck on Solstice, this entire bulkhead and super-strengthened transparent black steel survived the crash relatively intact, what's more, the strange alien material of the observation glass shows nothing purchase, forcing everything, even particles of dust, to slide from its smooth, black, insectile shell.

Creatures: While the walls and ceiling of the passageway are caged in with grates, the floor is solid steel. Eight chokers cling to the underside of the walkway, vigilant against any intruders who might disturb their Burning Eyed God and fan the flames of its deadly rage. If they detect intruders they crawl out from under the walkway and choke the encroachers through the holes in the metal grates alongside and above the passage. The metal grates provide cover for both the chokers and the party members.

CHOKERS (8)

XP 600 each **hp** 16 each (*Pathfinder Roleplaying Game Bestiary*)

CR 2

Here the passageway has given way under strain during the crash and now hangs vertically. Anyone attempting to navigate here must climb down or rappel down – a simple enough task as the grates offer plenty of easy handholds.

Creatures: A clutch of skulks inhabit many of the maintenance niches and tubes in this hanging corridor. They occasionally pick off a lone choker and so far have escaped detection. If they detect the party moving through the area, they perceive the outsiders as a good potential meal since their disappearance won't alert Bulggathrok and his gang of chokers to their presence. However, if the PCs seem formidable and put up more than three rounds of resistance, the



Z

skulks break off their attack and flee into their twisted system of niches and crannies.

SKULKS (5)

XP 400 each hp 16 each (Pathfinder Roleplaying Game Bestiary 2)

<u> 74. Sezurijy Hub (Sr 9)</u>

This vertical shaft was clearly not intended to hang in this way, as demonstrated by several metal chairs fastened securely to one wall, which was clearly intended as the floor. Several daises studded with panels are also fixed to the same wall-floor, glowing with several multicolored lights. Numerous alarm klaxons cause the room to pulse with a red glow, as blaring sirens fill the room with deafening noise.

This chamber's security panels are the heart and soul of Bulggathrok's new religion. As the power cell for the red security orb in the Cellblock (Area C5) recharges, a series of lights begin to wink on and glow brightly on the security panel here. They light up one by one over the course of a few hours as power is restored to one system at a time. As the lights activate and grow in brilliance, the chokers become more and more agitated, interpreting the mounting radiance as a sign that the Burning Eye God grows angry, or hungry, or both.

Creatures: Seven chokers and their leader, a hulking specimen of their twisted race named Bulggathrok, reside in this room. When the PCs arrive, two of the chokers hold a bound man between them as Bulggathrok leads them in a ritual prayer to the burning god. The PCs have 2 rounds to intervene before the chokers push the man into a hole in the floor (once a doorway) that leads to area C5, where he screams as his body is sliced by the laser turret.

CHOKERS (7

XP 600 each

hp 16 each (Pathfinder Roleplaying Game Bestiary)



Bulggathrok

XP 2,400 Male mutant choker fighter 3 CE Small aberration (augmented) Init +8; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 24, touch 15, flat-footed 20 (+5 armor, +4 Dex, +4 natural, +1 size) **hp** 59 (3d8+3d10+33); fast healing 5 Fort +9, Ref +7, Will +5; +1 vs. fear **DR** 5/—; **Defensive Abilities** bravery +1 Weaknesses fractured mind

OFFENSE

Speed 20 ft., climb 10 ft. **Melee** 2 tentacles +14 (1d6+7 plus grab) Space 5 ft.; Reach 10 ft. Special Attacks constrict (1d6+7), grab (Large), strangle

TACTICS

CR

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During Combat Bulggathrok seeks out lightly-armored or otherwise vulnerablelooking foes first, using Power Attack to quickly pummel them to death with his oversized tentacles, before turning his

attention to more physically formidable opponents.

Morale Bulggathrok maintains his position as leader of the chokers through his viciousness, and fights every fight to the death, showing no mercy, and expecting none.

STATISTICS

Str 24, Dex 18, Con 19, Int 6, Wis 10, Cha 5

- Base Atk +5; CMB +11 (+16 grappling); CMD 25
- **Feats** Improved Initiative, Improved Natural Attack (tentacle), Power Attack, Toughness, Weapon Focus (tentacle)

Skills Climb +18, Stealth +13

Languages Undercommon

SQ armor training, quickness

Gear +1 hide armor, cloak of resistance +1, armbands of the brawler^{UE}, potion of fly

SPECIAL ABILITIES

Fractured Mind (Ex) Whenever Bulggathrok fails a Will save, he is confused for 1 round.

Development: If the PCs are able to save the sacrifice victim, award them an additional 1,200 XP. The victim, named Elias Holt, can tell the party about the other prisoners in area C8, though he has little information about the rest of the ruin.

This long corridor has become a pit, thanks to its precarious and hanging position. At the bottom of the pit, jagged rends in the metal of the corridor show that it once extended further, but now it simply ends abruptly with a long drop to the dusty ground below. About 10 feet above the open space that serves as the pit's conclusion, fastened to one of the walls, is a strange metallic cylinder which hums faintly.

The security turret that has come to be the focus of the chokers' devotion is fastened to the Northern wall of the pit, about 10 feet from where it ends in a 120-foot drop

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to the ground below. The walls of the pit are smooth metal, but luckily for the PCs a variety of doors, signs, alcoves, pipes, and wall fixtures make the DC for Climb checks to travel up and down the walls of the pit only 20. It is 80 feet from the top of the pit to the bottom.

LASER TURRET

XP 2,400

Type mechanical and technological; Perception DC 15; Disable Device DC 30

CR 6

EFFECTS

Trigger electric eyes (Perception +20);
Reset automatic (1 round; see text)
Effect Atk +10 ranged touch (4d6 fire),
range increment 150 ft. (see laser rifle, under the drifter on [page XX] for rules on lasers). The laser turret can store up to 10 charges at a time, and it expends one charge each time it attacks. Charges are restored at a rate of 1 per day.

Development: Once the laser turret is disabled, its power source can be removed with a successful DC 25 Disable Device check. Failure on this check by 10 or more results in the power source being irrevocably damaged, rendering it useless.

A pit, once a corridor, stretches out below, 60 feet deep. At the far end, large metal spikes emerge from a floor that was once a wall. The walls of the pit are lined with open doors into what appear to be small chambers on either side of the pit, although the angles make it difficult to say for certain.

This was once a cell block used to store some of the criminals that were kept aboard the Solstice, but after they broke out, they locked a few android marshals (once under the command of The Drifter) inside their cells. Hundreds of years of captivity and isolation has eroded the androids' programming, and they have spent the last few decades (since before Bulggathrok and his minions came here) powered down to conserve energy. They did not even notice when the force fields sealing them in vanished, and the stealthy chokers managed to avoid alerting their sensors. The chokers believe they are heralds of the burning god, and will awaken to usher in the apocalypse, so they largely leave this room alone.

The androids are effectively sleeping, suffering a -10 penalty on Perception checks. If they detect an intruder, they awaken, and their corrupted programming ensures that they attack. As with area C5, the DC for Climb checks made to traverse the walls of the pit is 20. A character that falls to the bottom of the pit suffers fall damage, plus an additional 3d6 points of piercing damage.

INSANE ANDROIDS (6)

CR 3

XP 800
Android brawler^{ACG} 3
N Medium humanoid (android)
Init +3; Senses darkvision 60 ft., low-light vision;
Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) hp 17 (3d10+6) Fort +5, Ref +7, Will +1 Defensive Abilities constructed

OFFENSE

Speed 30 ft.
Melee unarmed strike +6 (1d6+2) or brawler's flurry +4/+4 (1d6+2)
Special Attacks brawler's flurry, martial flexibility, nanite surge (+6)

TACTICS

During Combat The androids are driven more by madness than tactics. Three of the androids attack the nearest non-android creature each round, using Power Attack and brawler's flurry whenever they can, even if it is not tactically advantageous. The other three androids attempt to grapple the nearest non-android creature each round, and, once they have successfully established a grapple, fling themselves and their foes towards the spikes at the bottom of the corridor.

Morale These androids have been driven quite insane by their imprisonment here, and attack frenziedly until the bitter end.

STATISTICS

- Str 15, Dex 16, Con 13, Int 12, Wis 8, Cha 10
- Base Atk +3; CMB +5 (+8 grapple); CMD 18 (21 vs. grapple)
- **Feats** Improved Grapple, Power Attack, Weapon Focus (unarmed strike)
- Skills Acrobatics +7, Climb +6, Knowledge (dungeoneering) +7, Perception +7, Sense Motive -5; Racial Modifiers +2 Perception, -4 Sense Motive
- Languages Common, Undercommon
- **SQ** brawler's cunning, maneuver training (grapple +1), martial training
- **Gear** *cloak of resistance* +1, mithral chain shirt



Development: The androids here are quite mad, but if the PCs are able to subdue and interrogate them, or otherwise converse with them, they each can provide a scattered details about the riot led by Shadrax, and how she and the other prisoners overpowered them and imprisoned them here.

<u> 77. Armary (5r 7)</u>

This plain steel room contains several metal cupboards lining each wall and a few simple steel benches are nailed to the wall, which is now the ceiling as this entire area is upside down.

The door to this room is locked (DC 30). One of the panels in area C4 unlocks it, and a successful DC 25 Use Magic Device check can allow a character to unlock the room from there.

Creatures: A clutch of three gargoyles use this armory as their trophy room, utilizing a large escape hatch (which, due to the room hanging at a 90-degree angle, is now on one wall) to gain access here. They enjoy an uneasy peace with the chokers, who cannot easily access this room due to it being locked, and hunt by night and rest here during the day, using the benches as perches to hang from, like bats.

GARGOYLES (3)

XP 1,200 each

hp 42 each (*Pathfinder Roleplaying Game Bestiary*)

Treasure: Among some more grisly trophies hanging in the lockers here, a laser pistol and a +1 *longsword* are on display as well. A dwarf's dismembered hand still grips the +1 *longsword*.

CR 4

A pit, once a corridor, stretches out below. At the far end, large metal spikes emerge from a floor that was once a wall. The walls of the pit are lined with open doors into what appear to be small chambers on either side of the pit, although the angles make it difficult to say for certain.

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This room is identical to area C6, except that it does not contain any android brawlers. Instead, it contains whatever prisoners the chokers manage to capture, who are left here until it is time for them to be sacrificed to the chokers' strange god. When the PCs arrive, one cell contains a married couple, another cell contains a small orphan girl, and a third cell contains a merchant, whose bodyguard and retainers have all been sacrificed already.

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WAAT'S DOWN IN THOSE MINES, IT'S NOT OF THIS WORLD

A strange craft fallen from the stars, long the home of a tribe of monstrous mutants worshiping the long-forgotten technology in its ruined bowels, has birthed a new and fearsome scourge. Alien prisoners once bound in its holds have escaped from the derelict, bringing terror and death to a poor mining town while a lone android marshal wanders the wasteland seeking these escaped interplanetary convicts. The heroes find themselves stalked in turn by an unearthly abomination in a twisting catacomb of mines and must dare the precarious ruins of the dangling spacecraft embedded in the cliffs if they are to stop the conquering forerunners of an ancient empire buried centuries ago from rising again to pick up where they left off. Blending pulp action and tense horror with a dash of sci-fi elements throughout, Scorpions of Perdition is a Pathfinder Roleplaying Game adventure for 8th to 9th-level characters.

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