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INFINITE DUNGEON



THE HALLS OF THE ETERNAL MOMENT

LEVEL 4: THE CLOCKWORK CATASTROPHE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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3.5 SYSTEM COMPATIBLE
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THE HALLS OF THE ETERNAL MOMENT

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LEVEL 4: THE CLOCKWORK CATASTROPHE

FLOOR 4 - THE CLOCKWORK CATASTROPHE

Not everyone who enters the Halls does so by the front door. Only a few years ago, a dwarven engineer by the name of Talpidae dug into the edge of the crater South of Cusp with a huge clockwork mole machine, intending on digging beneath the temple itself and up into its heart. However, when he set his course he assumed the temple was only a few floors deep. When his mole machine hit reinforced stone it sputtered, and when it hit open space, it spun. By the time it ground to a halt, the engineer was dead.

He was far from the only casualty. A small mining operation had just established itself inside the halls, prospecting for rare magical metals. By chance, they found themselves directly in the path of careening machine, and the majority of miners were chewed through before they even knew what was going on. The remainder of them soon met a similar fate: for the mole machine was not alone - a small army of clockwork men followed in its wake, with orders to clear the debris from the tunnel and secure the machine's landing point.

Since the engineer was dead, he couldn't react as his clockwork laborers and soldiers cut down the remaining miners to a man, and established a defensive perimeter around him. Then, only a single bloody hour after their arrival, they went dormant to await further orders.

THE STATE OF THE CLOCKWORK CATASTROPHE

The mines were stable before the arrival of the mining machine, well engineered and neatly organized. Unfortunately, the loss of several walls due to the passage of the mole machine resulted in some serious damage to the floor, and a section through the middle of the floor has collapsed entirely into an underground river below.

FLOOR

In the mine sections of the level, the floor is worked stone. In the remainder of the floor, the floor is seamlessly fitted stone tile.

WALLS

In the mine sections of the level, the walls are unworked stone, but in the remainder of the level they are superior masonry.

CEILING

The ceilings in the Clockwork Catastrophe are carefully engineered and reinforced, but remain stable despite the damage from the mole machine, and are in no immediate danger of

collapse. In the mine, heights vary from room to room, while in the remainder of the level they are precisely nine feet high.

DOORS

Unless otherwise noted, doors in the Clockwork Catastrophe are strong wooden doors, but left unlocked - and have no way to lock or easily bar them. There are no doors in the mines.

LIGHT

Most of the floor is totally dark. However, the river glows brightly enough that any area that looks into it is lit with dim light.

INHABITANTS OF THE CLOCKWORK CATASTROPHE

Clockwork soldiers and workers have overtaken this floor at the command of their late dwarven master, but have since gone dormant. The previous inhabitants, the dwarven miners, are dead - but their spirits are restless, trapped here by their own defenses and unable to even avenge themselves against their artificial attackers.

When the party first arrives on the floor, the clockwork guardians are in their dormant state, awaiting further instructions from their (deceased) creator in the mole machine, but the spirits of the miners are restless.

Eventually, the party will trigger an alarm that will awaken the clockwork men, and suppress most of the ghostly activity, dramatically changing the dynamic of the floor.

ENCOUNTERS IN THE CLOCKWORK CATASTROPHE

Before the party triggers the alarm, the dwarven spirits lurk uneasily just beyond the veil, while the clockwork men wait motionless as though dead. The party will encounter a Ghostly Manifestation once every 15 minutes (roughly once every three rooms) as the spiritual energy ebbs and flows. Additionally, for every hour the party spends on this floor there is a 40% chance that a Ghostly Miner will manifest in their presence and immediately attack.

After the alarm is triggered, the ghosts withdraw from the material world and the clockwork men reactivate. The party will no longer encounter Ghostly Manifestations, but instead must concern themselves with patrols of clockwork laborers. There are 8 clockwork laborers who patrol the complex in pairs, looking for intruders and salvaging damaged clockwork. They are noisy, but thorough, and pass through each room regularly (every 15

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minutes for 4 groups, 20 minutes for 3 groups, 30 minutes for 2 groups, or every hour for 1 group). If the PCs spend more than that long in a single location, they must succeed in a DC 14 Stealth check or be noticed by the clockwork laborers and attacked immediately.

CLOCKWORK LABORER

Simple mechanical men, clockwork laborers are designed to be good at precisely two things: clearing stone and repairing clockworks. If attacked, they will ring a small chime to alert other nearby clockworks, then defend themselves with their built-in picks as best as they are able.

When dormant, they fall to the ground (expecting a holster to catch them). They react only if they are dealt 3 or more damage in one round.

CLOCKWORK LABORER CR 1 — XP 400

Young clockwork servant (Pathfinder Roleplaying Game: Bestiary 3)

hp 17

Knowledge (engineering) DC 14 for facts about clockwork constructs

Knowledge (engineering) DC 17 for facts about clockwork servants and laborers

If defeated, 1d4 * 50 gp worth of clockwork parts can be salvaged from the clockwork laborer.

CLOCKWORK ARCHER

Standing little more than half the height of a man, clockwork archers are semi-humanoid constructs integrated with their heavy repeating crossbows to create a sort of walking ballistae. Each was originally loaded with precisely 100 bolts, but have fired 2d12 shots since last reloaded.

When dormant, they stand stock-still, with only their motion sensors active. They will turn to track moving targets, though not attack until a creature moves within 40 feet, or attacks them first.

CLOCKWORK ARCHER CR 2 — XP 600

N Medium construct (clockwork)

Init +6; **Senses** low-light vision, darkvision 120 ft.; **Perception** +3

DEFENSE

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

hp 31 (2d10+20)

Fort +0; **Ref** +6; **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Ranged Large heavy repeating crossbow +4 (2d8 19-20/x2, range 120 ft.)

Special Attacks integrated crossbow, laser sight

STATISTICS

Str 10, Dex 15, Con --, Int --, Wis 17, Cha 10

Base Atk +2; CMB +2; CMD 14

Feats Improved InitiativeB, Lightning ReflexesB

SQ swift reactions, winding

SPECIAL ABILITIES

Integrated Crossbow (Ex) A clockwork archer never provokes attacks of opportunity when firing its crossbow, nor can it be disarmed.

Laser Sight (Ex) a clockwork archer has a miniscule light built into its targeting structure. As a move action, it can activate the light to see precisely where its bolt will hit and adjust accordingly, negating a target's cover, except total cover.

Knowledge (engineering) DC 14 for facts about clockwork constructs

Knowledge (engineering) DC 18 for facts about clockwork archers

If defeated, 1d4 * 50gp worth of clockwork parts can be salvaged from the clockwork archer, alongside their heavy repeating crossbow..

GHOSTLY MANIFESTATION

The spirits in the clockwork catastrophe often manifest fully, but are nearly constantly pressing on fabric of the material world.

Whenever the party encounters a ghostly manifestation, roll 1d6 on the chart below:

1. Startled screams seem to echo from n the distance. However, more than 10 feet from the current location the screams can't be heard.
2. Six translucent dwarven miners walk into the room, betting how long until they dig up any "time metal". Their guesses are in weeks and months. They ignore the party, and when they are touched, they disappear.
3. The ground suddenly shakes dramatically, the ceiling and floor crack. Rubble begins to rain down despite the party's best efforts - and then as quickly as it started it stops, leaving no visible damage or debris.
4. The air suddenly drops in temperature, and frost covers everything.
5. All non-magical lights within 50 feet are immediately extinguished.
6. Everyone in the room must make a DC 15 Fortitude save or near-instantly grow a bushy, well groomed beard (one formerly owned by one of the late dwarven miners). Characters with beards already will instead have them explode to prodigious size. This instant beard ungrows and returns to normal 1d4 minutes later.

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GHOST MINER

The miners who had previously inhabited this floor were none too happy to have an army of clockwork men burst through a wall and begin slaughtering them. Many of them rose as ghosts, and occasionally lash out uselessly at the clockwork automatons.

GHOST MINER

CR 4— XP 1,600

Dwarven ghost commoner 4

N Medium undead (incorporeal)

Init +X; **Senses** Darkvision 60 ft.; Perception +23

DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dexl)

hp 22 (4d6+8)

Fort +1; **Ref** +2; **Will** +1

Defensive Abilities channel resistance +4, incorporeal, rejuvenation

OFFENSE

Speed fly 30 ft. (perfect)

Melee Corrupting touch +2 (4d6)

Special Attacks Corrupting touch (4d6; DC 14)

STATISTICS

Str --, **Dex** 13, **Con** --, **Int** 10, **Wis** 11, **Cha** 14

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

Feats Alertness, Skill Focus (Perception)

Skills Perception +23, Profession (miner) +10

SQ slow and steady

SPECIAL ABILITIES

Rejuvenation (Su) the ghost miners are bound by their anger at the mole machine. Until it is destroyed, they rejuvenate every 1d4 days.

Knowledge (religion) DC 12 for facts about incorporeal undead

Knowledge (religion) DC 17 for facts about ghosts

ROOM 1 - UPPER

BULWARK (EL 0 AND 5)

Only a dozen feet from the stairs descending into this room, a strip of white marble cuts across the floor, up the walls, and across the ceiling, separating the room cleanly in two.

On the near side of the barrier, the charred remains of a headless zombie lies where it fell, while on the far side of the room piles of copper and brass that look almost like bones lay collapsed in neat heaps, two in front of each of the room's two doors. Asides from the bodies, all laying still, the room is empty and silent but for the faint sound of rushing water.

The marble strip is the focus for a ward that functions very similar to forbiddance, one that does 6d6 points of positive energy damage to any undead touching or crossing the threshold. Living creatures can pass easily, but Illquis and her minions are unable to breach it without powerful magic. Characters can determine its approximate function by succeeding on a DC 17 Spellcraft check.

Examining the 'skeletons' reveal them to be inert clockwork men, all laying lifeless--for now. Only a character who succeeds a DC 27 Knowledge (engineering) check can identify that they are simply in some sort of passive standby state - not entirely inert.

Development Once the mole machine's alarm is raised, the six clockwork laborers will stand up, alert for intruders. They will prevent passage of any creatures into or out of this room, but will focus their attention on any creatures descending from above.



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CLOCKWORK LABORER (4)

CR 1 — XP 400

hp 17

Connections: This room connects to rooms 1a and 4.

ROOM 1A - GRAND HALL

This large hall is deserted. Heavy scratches mar the stone floor beneath a thick layer of dust. A double door is set in the northern wall, while to the east, you can hear the churning noise of fast-moving water.

This room is empty.

Development Once the mole machine's alarm is raised, a pair of clockwork laborers fill the center of the room with rubble as they clear area 11, arriving with a new load of rubble every 2 minutes. As a result, all squares in this room become difficult terrain from the loose stone.

Connections: the Grand hall opens to rooms 1, 2, 3, 4 and 5.

ROOM 2 - STAGING ROOM (EL 0 AND 4)

Short benches down the center form a path between the northern and southern doors of this room. The eastern wall once held a bank of lockers that had long since pitched forward, while the western wall has small, curtained cubbies.

This mudroom was used by the miners to change, minimizing the dirt they tracked from the mines into their living area. The plentiful furniture makes the room difficult terrain.

Treasure A character succeeding a DC 22 Strength check can lift the bank of lockers back upright, allowing characters to search through them. Mostly these contain musty outfits or mining helmets, but one contains an envelope marked 'Grogar'. Inside is a gold locket containing the image of a young dwarven woman, a broken golden chain, five gold coins, and a letter that says "thanks for agreeing to fix this for me." The locket and chain are worth 200 gp.

Development After the mole machine's alarm is raised, three clockwork laborers clear the furniture from this room, making a place for them to break larger stones into rubble. Every two minutes, two of these laborers will gather armloads of rubble and bring them to room 1a, then return to area 11 and return to smashing stones.

If intruded upon, they will promptly turn those hammers into weapons.

CLOCKWORK LABORER (3)

CR 1 — XP 400

hp 17

Melee mwk Large warhammer +3 (2d6+6)

Connections: This room connects to rooms 1a and 11

ROOM 3 - GEAR MAINTENANCE

Though there is some damage due to age, it's still obvious this was some sort of storeroom. The walls are lined with racks of picks and hammers, helmets are stacked neatly on one shelf, while another shelf that once held clothing has fallen in on itself. Stations for maintaining equipment of all kinds are neatly arranged in the corners of the room.

This room was intended to be used by the miners to maintain gear of all kinds - though it never saw any real use as the mine was destroyed by the Mole Machine before any equipment became so worn as to need repairs.

One of the dwarves who survived the initial strike of the Mole Machine tried to hide here before being cut down, and his skeleton remains curled up in the corner of the room. Ghostly manifestations occur frequently as a result, at least once every time the PCs visit the room.

Treasure The materials and tools here are high quality, but not particularly valuable - should the entire room be stripped bare, the 800 lbs of supplies here are worth 500 gp. A character who succeeds at a DC 15 Appraise check can pick out the most valuable 100 lbs of tools that would together be worth 300 gp.

Alternately, the PCs could use the stations in this room to repair, hone and polish their own gear. Characters who spend at least 10 minutes in this room tempering their gear gain a +1 circumstance bonus to attack rolls and to AC during their next combat encounter.

Connections: This room connects to rooms 1a

ROOM 4 - BARRACKS (EL 4)

Whoever lived in this room abandoned it in a hurry. Beds lay unmade in one corner, and racks of corroded weapons and armor hang opposite them. A plate covered in dry fungus sits on a small table in the middle of the room.

This room functioned as a small barracks to protect against assaults from Illquis' creatures, and four dwarves were stationed here at any time. When the Mole Machine attacked, three of the soldiers went to help with the commotion, and one stayed on guard here (to ultimately be cut down later).

The rusted remains that were once axes and scale armor remain on racks on the wall, but nothing is salvageable. Beneath the beds are small chests of personal effects, but they contain nothing of real value.

Development: disturbing anything in this room will wake the ghost of the last dwarven guard. It will appear behind whomever did the disturbing, and shout "who goes there?". Every round combat continues, the ghost will shout out uncertainly for assistance from his fellows, though none will ever arrive.

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GHOST MINER

CR 4— XP 1,600

hp 22

Connections: This room connects to rooms 1 and 1a

ROOM 5 - STILL LIFE (EL 3)

A large living room is frozen in a state of turmoil - a half dozen dwarves are dashing through a comfortable-looking space, chased by as many clockwork men who are tossing aside chairs and tables as they run. Yet, despite the chaos - nothing moves.

Time in this room has come unstuck, and is frozen moments after the mole machine's attack, with dwarves fleeing from clockwork laborers, away from the path of the mole machine. However, the party brings their own time with them, causing the room to unfold as they enter the room.

If two or fewer PCs are in the room, the dwarves and clockwork laborers begin to move, though only at half speed, and take a -4 penalty to all attacks, and to AC.

If three or four PCs are in the room, the dwarves and clockwork laborers move, act, and react like normal.

If five or more PCs are in the room, the dwarves and clockwork laborers move even faster than normal, increasing their base speed by 10 feet and gaining a +2 circumstance bonus to attacks and to AC.

CLOCKWORK LABORER (3)

CR 1 — XP 400

hp 17

DWARVEN MINER

CR 1

Dwarven commoner 3 (*Pathfinder Roleplaying Game: NPC Codex*)

hp 16

If the PCs save the dwarves, the dwarves will tell the party what they know - which isn't very much. They can tell the PCs the purpose of the mine, and that something huge and loud crashed through the wall, killing most of the miners and trailing those metal men.

If the dwarves or the clockwork laborers (or any parts thereof) leave the room for any reason, they disappear - it is the PCs who are technically stepping through time, not the contents of the room.

Connections: This room connects to rooms 1a, 6, 7 and 8.

ROOM 6 - SEVERED ROOM

This room is most of an old bedroom. The far twenty feet of the room has collapsed in entirety into a chasm at the far end - from which you can see a soft light and hear the sound of rushing water. At the far side of the chasm is a door - fixed into the wall and totally inaccessible, as there isn't so much as a lip of floor beneath it.

This room is dimly lit, thanks to the light from the river below. The river's light is a harmless magical side effect of the area - and the water is safe to drink (though unpleasantly metallic in flavor).

This room served as bedrooms for the foreman and head miner, but the passage of the Mole Machine caused the northern half of the room to collapse into the river below. The door in the northern wall remains intact, though reaching and opening it is implausible, as there is no floor beneath it. The door is also jammed (see area 15 for details).

The collapsed floor drops 30 feet directly down into the river below, which is itself six feet deep and flowing westward at a rate of 20 feet per round (under area 11). Characters falling into the water take 2d6 points of falling damage, and must immediately make a DC 20 Swim check or be pulled underwater. Some twenty miles west of Cusp, the river eventually empties out of a cliff face into a small lake, along with any items (or characters) dropped in.

Characters looking down into the chasm immediately note that a clockwork laborer clings to the edge of the chasm, frozen. Like all others, it is deactivated until the alarm, but unless the PCs rescue it, when it is alerted by the alarm it releases its grasp and falls into the river.

The western wall of the room, immediately beside the foreman's bed, is a seamlessly hidden secret door that can be detected and opened by a character who succeeds a DC 29 Perception check. Dwarves receive a +4 circumstance bonus to this check (that stacks with their racial bonus granted by stonecunning).

Connections: This room connects to room 5. This room theoretically also connects to room 15, provided the PCs can cross the river safely. This room also connects to room 25, provided the patron meets a minimum level of support.

ROOM 7 - FUNGUS CAFETERIA (EL 4)

A literal forest of fungus obscures the far end of this room. Fungus of all sorts cling to the walls and ceiling, and fat mushrooms nearly eight feet tall grow in irregular rows. The fungus only reaches halfway into the room, and the nearer half sports two metal tables, and a counter with some simple metal cooking tools.

In addition to tables and chairs, and a cooking station, the southern portion of the room had contained large, fast growing mushrooms for the dwarves to eat. They have since overtaken most of the room - but not the entire complex thanks to the care of a pair of Mushroom Leshies, who see the mushroom patch as a living work of art - one they will fight to the death to defend.

FUNGUS LESHY (2)

CR 2 — XP 800

hp 15 (*Pathfinder Roleplaying Game: Bestiary 3*)

Knowledge (nature) DC 17 for facts on fungus leshies

Development A character who succeeds a DC 15 Knowledge (nature) check realizes that all the types of fungus in this room are safe, edible and extremely nutritious. Assuming the fungus is

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left here to grow, it can provide sufficient food for a small group like the party indefinitely.

Connections: This room connects to rooms 5

ROOM 8 - GHOSTLY TUNNEL (EL 5)

The debris piled against the walls of the room suggest that it was once some sort of barracks or bedroom - but it's impossible to tell any more. Massive holes breach each of the Northern and Southern walls, and throughout a channel carved in the floor by the passage of something massive, man-sized stones stand on end. A breeze blows south, carrying a sharp metallic tang, and the faint scent of fresh blood.

The smell of blood actually comes from this very room, where so many dwarves were resting when the Mole Machine crashed into the mine, and were cut down in seconds. The blood isn't as fresh as it smells - that effect is caused by ghostly manifestations. Instead, it has long since dried, mixed with stone, debris and dwarven remains in the channel in the center of the room.

Hundreds of large insects move about this room, picking at the edges of the ghostly floor. They flee from the party's presence.

GHASTLY FLOOR HAZARD CR 2 — XP 800

The floor of this room is more than just uneven; slabs of rock stick up irregularly from between ancient mulched remains of nearly a dozen dwarves. The area marked in dark gray on the map is difficult terrain, and provides partial cover against any other creatures within or outside of that area (except for incorporeal creatures, who pass directly through the obscuring stone).

Between these large stones are the mulched remains of the original inhabitants of the room. Any character ending their turn in this area find themselves stuck to the barely animate, tar-like remains, and unable to move unless they succeed a DC 14 Reflex save or Strength check to work themselves free.

Development Once one of the PCs has stepped into the ghostly floor, one of the dwarven ghosts will awaken, and attack them.

GHOST MINER CR 4 — XP 1,600

hp 22

Development Once the Mole Machine's alarm sounds, the clockwork laborer in this room will animate - except that the laborer is nearly destroyed (3 hp, no fast healing, a speed of 0). Despite this, it will attempt to attack the PCs when they return to this room.

Connections: This room connects to rooms 5, 9 and 10.

ROOM 9 - MOLE MACHINE ENTRY

Worked eastern and western walls suggest this was once some sort of room, but any purpose has been long ago lost, as if some great creature burst free of the southern wall, destroying everything in its path.

This room is where the Mole Machine first entered the Halls of the Eternal Moment, and where everything began to go horribly wrong. Nothing remains in this room, but the mole machine passage yawns from the southern wall.

The eastern wall of the room contains a well-hidden secret door that can be detected and opened by a character who succeeds a DC 24 Perception check. Dwarves receive a +4 circumstance bonus to this check (that stacks with their racial bonus granted by stonecunning).

Treasure carefully resting against the lip of the passage are two of the tools that the clockwork laborers used to clear the rubble left by the mole machine's passage.

GRINDER

Price 800 gp; **Weight** 35 lbs.

This bulbous metal contraption is nearly three feet long, with a handle at one end and another in the middle to distribute the weight. At the other end, a pair of adamantite gears mesh precisely together. Once activated as a standard action, the grinder's teeth begin to churn together slowly but surely - capable of boring a hole through all but the hardest materials. Although it is too unwieldy to use as a weapon, each round it is held in contact with an object it does 3d6 points of damage, bypassing hardness less than 25. Once the grinder has been activated, it runs for 10 rounds before needing to be recharged, which takes 10 minutes of manual winding. Once the grinder has run for a 30 rounds it stalls and becomes inoperable until a character maintains it with a successful DC 25 Craft (clockworks) check.

The grinder is quite loud. If activated, Stealth is impossible, but characters attempting to hear anything other than you take a -5 circumstance penalty.

AUTOHAMMER

Price 800 gp; **Weight** 40 lbs.

This A-framed metal contraption is two feet long - although a piston that runs through the center of it nearly doubles that while in operation. Handles at both ends allow it to be carried or even held up against a wall. After activating it as a standard action, the autohammer draws up the piston inside it over the course of the next four rounds, then releases it explosively at the end of the fifth round to deliver the equivalent to a DC 32 Strength check to a solid surface, or 10d6 points of damage if brought to bear against a creature as an improvised weapon. After being activated the autohammer needs to be recharged which takes 10 minutes of manual winding. Once the autohammer has been activated three times it stalls and becomes inoperable until a character maintains it with a successful DC 25 Craft (clockworks) check.

Connections: This room connects to room 8, and with the wilderness outside the halls. This room also connects to room 23, provided the paetreon meets a minimum level of support.



FOLLOWING THE TUNNEL

Following the mole machine's tunnel is easy - there are no branches, and the ground slopes gently upwards for about five miles, and slowly curves west. Eventually, it ends in a sizable workshop - though only tables and racks for tools remain, and a ladder leading further up. The ladder leads up into the basement of an innocent looking, and abandoned, cottage. Characters looking outside find themselves in the woods roughly three miles south of Cusp.

Characters who return to Cusp at this time will find the city much the same as when they left it. However, especially in a town so full of adventurers, there are always changes:

- Proho Sleem is laying low. He recently sold a poison that one member of an adventuring party used to kill the rest of the group in order to avoid entering the Halls.
- A Rupert Family caravan is in town, run by Samantha Rupert. While most of its goods are mundane, she is willing to take any orders the PCs might have out to larger and more distant cities.
- Parker Smith has been struck by the inspiration to create an incredible sword. So far, none of the swords has lived up to Parker's idea, and the otherwise excellent blades have flooded the market. Masterwork swords are available at 50% normal cost.

ROOM 10 - RIVER OVERLOOK (EL 4)

This massive natural cavern has a low, irregular ceiling. Something huge passed through here, churning up floor and ceiling alike - and knocking a huge section of the floor ahead into the river. Across the chasm you can see the hulking shape hidden by the shadows.

This side of the chasm is devoid of points of interest. It is dimly lit by the river shining from the chasm below. Full details of the river can be found in room 6.

From this room characters can easily see into room 21 - where the Mole Machine remains. Additionally, though they aren't immediately obvious, a pair of clockwork archers are stationed on the opposite side of the chasm, behind a large upturned stone.

The chasm is roughly 25 feet wide here, but the low ceiling means it is a DC 35 Acrobatics check to jump across the chasm - characters who fail their check fall into the river below.

Until the mole machine's alarm is triggered, a translucent spectral figure floats at the very edge of the chasm, staring angrily at the mole machine. It doesn't react unless the PCs attack it, and attempts to draw them towards it by mocking them, and dropping below the edge.

GHOST MINER

CR 4 — XP 1,600

hp 22

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Development Any character stepping within 10 feet of the edge will enter the proximity sensors of the clockwork archers in room 21, who in turn activate alarm on the mole machine. When they do, read or paraphrase the following:

A small red light flashes from the far end of the chasm, followed by a second. They seem harmless... until you hear a chiming noise, and a second, and the pair of them are overtaken by a massive ringing horn so loud it shakes the dust from the ceiling. The noise ends as suddenly as it starts, replaced now with another: the sound of crashing metal, churning gears and stomping feet from unseen depths on the far side of the chasm, and the crash of stone on stone distantly behind you.

After the mole machine's alarm is triggered, the clockwork archers in room 21 will open fire on anyone remaining in the room.

Connections: This room connects to rooms 8, and to room 21 if the PCs are able to cross the river.

ROOM 11 - COLLAPSED ROOM (EL 0 OR EL 5)

If the PCs enter this room before the Mole Machine's alarm sounds, the room is impassable.

The ceiling of this room has collapsed - there is no way forward.

It would take days, if not weeks, of labor to reinforce the ceiling and clear a path through this room with standard tools - assuming someone could engineer a way to do it safely. A DC 20 Knowledge (engineering) or Profession (miner) check is required to avoid causing another cave-in (See Environment: *Pathfinder Roleplaying Game Core Rulebook*).

Characters using the autohammer or grinder here can make much faster progress, clearing a passage large enough for a Medium creature in only 2d6 minutes (assuming the tools survive). Doing so

Characters who succeed at a DC 15 Perception or Knowledge (engineering) check can identify that the eastern wall has also collapsed outward, just behind the larger stones - into some other chamber where the sound of rushing water can be heard.

Development When the Mole Machine's alarm sounds, this room transforms instantly. When the PCs enter this room for the first time after the alarm has sounded, read or paraphrase the following:

The ceiling of this room is reinforced by huge metal struts, providing a narrow passage between a mountain-worth of rocks and dirt held only barely at bay.

This passage through area 11 was accomplished by a pair of clockwork laborers (originally from room 12), aided by a temporal hiccup that allowed them to accomplish weeks of work in the blink of an eye. Now, moving normally in time, they endeavor to move stone into room 2, while a clockwork archer stands guard in the doorway to room 12.

CLOCKWORK LABORER (2)

CR 1 — XP 400

hp 17

CLOCKWORK ARCHER

CR 2 — XP 600

hp 31

Connections: This room connects to room 2. Once the mole machine's alarm has sounded, it also connects to room 12.

ROOM 12 - VAST CHAMBER (EL 3)

Huge, clockwork tools litter the floor of this expansive room, otherwise devoid of furniture. The arched ceiling has cracked, and the floor is marred with the passing of many feet and the dragging of heavy objects from a large eastern door into a pair of northern doors. On the western wall, a huge circular door is mounted into a wall laced with green-blue metal.

The western door leads to the vault. See room 12a for details.

A character who examines the ceiling with a successful DC 10 Knowledge (engineering) check can confirm the ceiling is in no danger of collapse.

Originally, this was a room for emptying mining carts and sorting ores. However, it has since become a hub for clockwork laborers due to the forge and powering station in adjoining rooms. Two clockwork laborers are sorting through damaged clockwork pieces on the floor of the room here, and will immediately rise to defend themselves.

CLOCKWORK LABORER (2)

CR 1 — XP 400

hp 17

Treasure While there are plenty of gears and clockwork parts around, all are damaged and worthless.

Connections: This room connects to rooms 11, 12A, 13, and 14, and indirectly to 15, 16 and 17

ROOM 12A - THE VAULT

A massive, circular steel door is mounted into the wall, sealing off whatever lies beyond. Hammers and pickaxes lay impotently in front of it, none of them having left so much as a scratch.

In the center of the door is a seven-digit combination lock - the combination for which was known only by the foreman and head miner who guarded it jealously to their graves (in fact, the ghost of Ax in area 22 still knows the combination). Opening the vault without the combination requires a successful DC 35 Disable Device check. Destroying the door is even more difficult, as it has hardness 15, 80 hp, and recovers 1 hp per round (DC 30 Strength to burst).

While the mundane hammers and pickaxes used by previous adventurers aren't sufficient, the grinder or autohammer (located in area 9) are perfectly suited to cut clear through the door - or the adjoining wall.

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Once the party has breached the vault, read or paraphrase the following:

This room contains an assortment of metal bars; mostly iron and tin but also gold and silver. In the center of the room is a hefty lead chest.

In addition to the metal bars (worth a collective total of 6,000 gp) in the center of the room sits an unlocked lead chest (weighing 300 lbs, but worth only 500 gp), which holds a fingernail-sized sliver of green-white metal. This sliver of metal (which has no official name, and is unofficially called “time metal”) is incredibly valuable: it would be worth 5,000 gp in the open market, or 9,000 gp to the Library back in Cusp. Alternately, characters making a DC 20 Knowledge (local) or Diplomacy check searching for buyers realize that or Parker Smith in Cusp would be willing to trade the time metal for a pair of *boots of speed*.

On the northern wall of the room is an elaborate runic circle, worked into the protective runes on the stone. A character who succeeds at a DC 25 Spellcraft check realizes this isn't a protective rune like the rest, but actually a keyed portal that can be opened (leading to room 24).

Connections: This room connects to room 12. Additionally, it leads to room 24, provided the paetreon reaches a minimum level of funding.

ROOM 13 - SMELTING FORGE

A huge forge roars with heat from the opposite wall of this room, flanked by makeshift shelves made where wooden planks are stacked atop rotting barrels. Atop these shelves are dozens, if not hundreds of glittering clockwork gears.

Intended as a smelting furnace, the clockwork laborers identified this furnace as an ideal place to make repairs, and rapidly refurbished it into a more traditional forge. Anyone examining the forge in any manner of detail can identify the recent modifications. Characters who succeed a DC 12 Perception check will also hear a voice from within quietly asking “is anyone there?” in broken Common.

This forge isn't powered by coal or even lava, but a bound Large fire elemental, Amontil. Amontil is extremely clever as far as elementals go, but also very honorable: he isn't bound by traditional magic, but instead by a sworn oath. He gave his word to serve as heat for this forge for 101 years, of which 87 years remain. Despite those he swore his oath to being dead, he will not leave until his time is served. Of course, with time moving slowly and the mechanical men all but walling him off, Amontil is very conflicted about his situation - he agreed to a period of labor, and he has ended up all but enslaved.

A character who succeeds at a DC 19 Diplomacy or Spellcraft check can convince Amontil that his debt is void, for which he is thankful, and leaves. A character who destroys the furnace earns Amontil's begrudging thanks for ‘technically voiding the contract’, and also causes him to depart. Either way, the party gains 1,200

XP for quenching the forge, although Amontil offers no actual reward himself.

Development Until the forge is fully quenched or all clockwork laborers on the floor are defeated, the remaining laborers will rebuild 1d4 clockwork laborers every 24 hours.

Connections: This room connects to room 12

ROOM 14 - RECHARGING ROOM (EL 3)

A long shaft rises from the floor of the room, and joining together with a complex assemblage mounted above it, leaves four perpetually turning wheels spinning in the middle of the room. Debris around the edges of the room suggest whatever was connected to the driveshaft was once much larger.

The first time the PCs arrive, two clockwork laborers are connected to the contraption in the center of the room, winding themselves. They disengage as a move action when the PCs enter before engaging the PCs. Their recent winding has left them with excess energy, making them faster than the average clockwork laborer.

If the PCs return to this room later, for each group of clockwork patrols remaining, there is a cumulative 25% chance one of them is in this room, recharging in the same way.

All squares adjacent to the walls of this room are difficult terrain due to the piles of debris.

CLOCKWORK LABORER (2) CR 1 — XP 400

hp 17

Special Effects *haste*

Treasure The driveshaft, powered by the river below, originally powered a powerful grinder used to crush ore extracted from the mines. The pieces of the grinder, including grinder wheels tipped with adamantine studs, are piled haphazardly against the walls. Characters who spend an hour prying them free amass 1,500 gp in adamantine studs.

Connections: This room connects to room 12

ROOM 15 - FOREMAN'S OFFICE (EL 4)

This room once served as an office for two people, with one large desk and one small desk hunching against opposite walls. The southern wall is bowed outward, and the floor around it is laced with a spiderweb of cracks.

Three laborers wait mindlessly in this room, defending what they originally saw as a vital defensive point, but is now no more than a dead end.

CLOCKWORK LABORER (3) CR 1 — XP 400

hp 17

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The southern door is jammed shut - the frame twisted when the floor of room 6 dropped away. A DC 22 Strength check will open it, as will destroying the door (hardness 8, 60 hp)

Treasure: The large desk belonged to the foreman, Brice Steelbeard (in charge of prospecting, planning and equipment), and the smaller desk belonged to the head miner Ax Daverson (in charge of execution of Brice's vision, and the other miners). Neither kept any real valuables in their desk, but a total of 500gp in assorted coins and small gems can be salvaged between the two.

In addition to the mundane paperwork, Ax's desk is filled with the names and details of the now long-dead miners.

Connections: This room connects indirectly to rooms 12, 16 and 17. If the party can open the door and get over the river, it also leads to room 6.

ROOM 16 - ECHOING MINE (CR 5)

This room's walls are smoother than glass. The ceiling stretches fifty feet above in a perfect dome.

This room echoes. With every echo, the sound happens closer to the original sound, until the echo appears to disappear and all sounds happen simultaneously from their original source and the ceiling of the chamber. Characters who stay here for more than a few minutes will begin to hear the echoes happening instead immediately before the original sound is made.

These sounds aren't truly made by the room, but instead are made by an echoing shadow hiding in this room (with a Stealth of +14) who attaches itself to the most talkative PC in this room, following them until its temporal echo ability activates before attacking.

ECHOING SHADOW CR 5 — XP 1,600

Advanced Shadow (*Pathfinder Roleplaying Game Bestiary*)
hp 25

Echoing (Ex): An echoing shadow can perfectly mimic any sound it has heard. It cannot use this to mimic a creature's voice except to repeat exact things that creature has said.

Temporal Echo (Su): If an echoing shadow uses its echoing to mimic the sound made by a living creature, it can begin to predict that creature's actions by seeing into the future. After three minutes of observation, the temporal echo has attuned itself to the creature's future, and gains a +4 on all attacks and to AC against that creature.

Development: When the echoing shadow is defeated, this room still echoes, but only after the characters make the original noise.

Connections: This room connects to room 18, and indirectly to rooms 12, 15 and 17

ROOM 17 - CLIFFSIDE MINE (EL 5)

This room exists on two distinct levels. The western side of the room is a full ten feet lower than the eastern side, with a sheer cliff rising to separate them. Cut into the cliff is most of a crude set of stairs, allowing access between the two sides.

While the dwarves had used a ladder and system of pulleys to navigate the cliff here, the clockwork laborers are more practical, and less likely to get tired. A pair of clockwork laborers stand on the stairs, slowly widening them to a more practical and even size. At the edge of the cliff, a clockwork archer keeps watch on the area.

When the clockwork archer senses the PCs, it immediately opens fire on them. The two clockwork laborers do their best to stop any other creatures from ascending the wall or reaching the archer.

CLOCKWORK LABORER (2) CR 1 — XP 400

hp 17

CLOCKWORK ARCHER CR 2 — XP 600

hp 31

HAZARD: NARROW STEPS CR 1

As it is, the steps are only two feet wide and slightly uneven, requiring any creature attempting to climb the steps to succeed at a DC 15 Acrobatics check or fall off (doing no damage, but forcing the fallen character to restart at the bottom). Due to the stairs, the wall is quite easy to climb - a character can scale the wall with a successful DC 10 Climb check.

Connections: This room connects to room 17, and indirectly to rooms 12, 15 and 16

ROOM 18 - MAIN MINE (EL 5)

This large cavern is partly natural, but shows signs of being smoothed or levelled by hand in places. A single mine-rail remains bolted to the floor, running from the south entrance up a gentle slope to the north-east, though no trace of its partner is visible anywhere. The faint smell of rot lingers here, though no source of the smell is obvious. The ground here rises gently towards the east.

This room was going to be the entrance to the mine, but the mole machine struck before the miners had fully established it. A trio of clockwork men stand in the center of the room, surveying and keeping guard - particularly against the nest of insects in room 19, who grew fat and aggressive off the remains they can pick from the carcasses of the dwarves.

The clockwork laborers will attack the PCs immediately, while the clockwork archer will move behind the laborers in a defensive formation.

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CLOCKWORK LABORER (2) CR 1 — XP 400

hp 17

CLOCKWORK ARCHER CR 2 — XP 600

hp 31

Development If any of the PCs are injured in the fight, insects begin crawling out of area 19 to investigate. 2d4 rounds after the end of combat against the clockwork creatures, the spider swarm emerges and attacks any injured characters.

Connections: This room connects to rooms 16, 19, 20 and 22

ROOM 19 - SPIDER'S MINE (EL 3)

Webs fill the room, though they leave a wide swath open in the center. Water drips from the ceiling and beads on the webs, pooling in corners and making the whole room smell of rot and mold.

Despite the dampness, spiders thrive here, eating carrion from elsewhere in the dungeon, and especially the remains of the mulched dwarven miners. Despite being mindless, these spiders function as a hive-mind, with the mother spider moving to block the entrance and allowing her children to tear apart whatever becomes trapped in her web.

GIANT SPIDER CR 1 — XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary)

SPIDER SWARM CR 1 — XP 400

hp 9 (Pathfinder Roleplaying Game Bestiary)

Treasure: There are the remains of many creatures trapped in the web, mostly small rodents and other insects, but also mismatched fragments of bone from humanoid prey.

Opposite the entrance, a clockwork laborer is almost entirely enveloped by the webs, and has long since wound down attempting to escape. Although all pieces are fully intact and in flawless condition, allowing it to be sold as-is in town for 5,000 gp.

Connections: This room connects to room 18

ROOM 20 - EARTHY MINE (EL 5)

Neither obviously natural nor obviously worked, the walls in this room look almost like they are formed from huge stone crystals. The air smells of salt and turf, and the floor is covered by elaborate patterns of mildew. Almost against the western wall of the room is a large and, perfectly cut cube of stone.

The cube of stone is actually an elemental, sitting and waiting. It came here from the Plane of Earth, and with the patience of a stone is simply seeing what this plane is about. If approached, it reacts defensively, but does not attack unless attacked. It is disinterested in the activities of specific mortals, and more

interested in the curious tectonic activity of the area over long periods of time.

LARGE EARTH ELEMENTAL CR 5 — XP 1600

hp 68 (Pathfinder Roleplaying Game Bestiary)

Although the southwestern side of this room is solid stone, that stone also serves as a *gate* to the Plane of Elemental Earth - although only creatures capable of moving through solid stone are able to access it. A character who succeeds a DC 20 Spellcraft check can identify the portal, although it doesn't allow them any access to it.

Connections: This room connects to room 18

ROOM 21 - MOLE MACHINE'S CAVE (EL 6)

Although the walls of this massive cavern glitter with flecks that might be metal or gems, what really draws the eye is the wreck near the center. At least ten feet tall and probably twenty long, it resembles a massive corkscrew in form - covered in burrs and scratches. The front of the metal contraption is a mass of blades that churns the air in front uselessly, and along either side appendages grasp at open air.

The machine in the center of the room is the Mole Machine, at rest where it finally stopped after it accidentally breached the caverns years ago. Two clockwork archers stand watch over the lip at the south edge of the room (the same ones visible from room 10). If they are alerted to the specific presence of the PCs, they will retreat behind the mole machine as they open fire.

CLOCKWORK ARCHER (2) CR 2 — XP 600

hp 31

The Mole Machine itself is a Huge construct, with limited mobility and intelligence - it's built to be piloted. Each round it can move up to 15 feet forward, turn around 180 degrees, or turn up to 90 degrees and move 5 feet forward or diagonally forward. It always acts on an initiative count of 0.

Due to its size, complexity and the way most systems operate independently of one another, the Mole Machine isn't treated as a single creature, but instead as a collection of parts:

Point Defenses the Mole Machine fires its point defenses (Light crossbow +10 (1d8)) at any non-clockwork entering or beginning their turn in a square within 10 feet. each side of the Mole machine has one crossbow, can fire once per round, and has a pool of 10 bolts. The crossbows have AC 9, hardness 3 and 10 hp.

The Grinders running on energy provided by the clockwork laborers, these churning gears are mounted to the front two squares of the Mole Machine and do 4d8 points of bludgeoning, slashing and piercing damage to anything forced into or beginning its turn in their squares. If the Mole Machine moves into a target's square, the target can step into another square

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by succeeding a DC 15 Reflex save, avoiding all damage. The grinders have AC 5, hardness 12, and 80 hp.

The Graspers on both sides of the Mole Machine are haphazardly reassembled graspers, all of which were damaged when the Mole Machine crashed. Any character beginning their turn adjacent to the side of the Mole Machine is subject to a CMB check at +25 pushing them towards the back of the Mole Machine. Any character moved this way takes 1d6 bludgeoning damage. The graspers on each side collectively have 9 AC a hardness 12, and 40 hp.

The Door a character who succeeds a DC 15 Perception check examining the Mole Machine will locate the door. The door has hardness 15 and 50 hp, and is closed, but not locked, from the inside (Disable Device DC 15).

The Klaxxon mounted on the interior of the Mole Machine, the klaxxon hard hardness 12 but only 5 hp. If not already triggered, the klaxon goes off when the PCs enter room 21. It is so loud that creatures casting spells with verbal components must succeed a Concentration check with a DC of 15+spell level or lose the spell.

The Dynamo inside the Mole Machine is a huge spring-powered dynamo, which provides power to the machine's other systems. It has hardness of 12 and 30 hp, but can also be deactivated (stopping the Mole Machine entirely) with a successful DC 22 Disable Device check. After the mole machine is active for 30 rounds in total, the spring slips, causing the dynamo to burst and grinding the mole machine to a permanent halt.

The Driver Inside the Mole Machine is the long-dead pilot and inventor, a dwarf known in life as Talipidae. As a result of being dead over a decade, his body is too rotten for spells like *speak with dead* to succeed. He wears some worthless corroded silver jewelry, but a gold and platinum pocket watch hangs on a chain from his neck. Worth 5,000gp, it remains intact and can accurately tell the time if kept wound - and provides a +4 circumstance bonus to Perception checks made to detect fluctuations in local time as a result.

The Controls severely damaged, the controls of the Mole Machine are all but indecipherable even where they remain intact. A DC 27 Disable Device check allows a character to direct be Mole machine's movement for one round.

Treasure: Although once worth a king's ransom, the mole machine is heavily damaged and corroded (even before the PCs must stop it). By spending one hour dismantling the mole machine, the PCs can recover 3d6 times 100 gp worth of salvageable clockwork parts.

Connections: This room connects to rooms 17 and 22. If the PCs can cross the river, it also connects to room 10. Details regarding crossing the river can be found in room 10.

ROOM 22 - THE PIT (EL 4)

Half the floor of this room has collapsed into another chamber below, a gaping maw leading into the darkness. You're not the first ones here, however, and a securely-mounted rope ladder allows easy access to the level below.

The ghost of the head miner, Ax Daverson, remains in this room. If the Mole Machine remains active, he is entirely hostile, cursing intruders to his mine and attempting to kill as many as possible. Unlike most ghosts, Ax rejuvenates only 2d4 rounds after being defeated.

AX DAVERSON

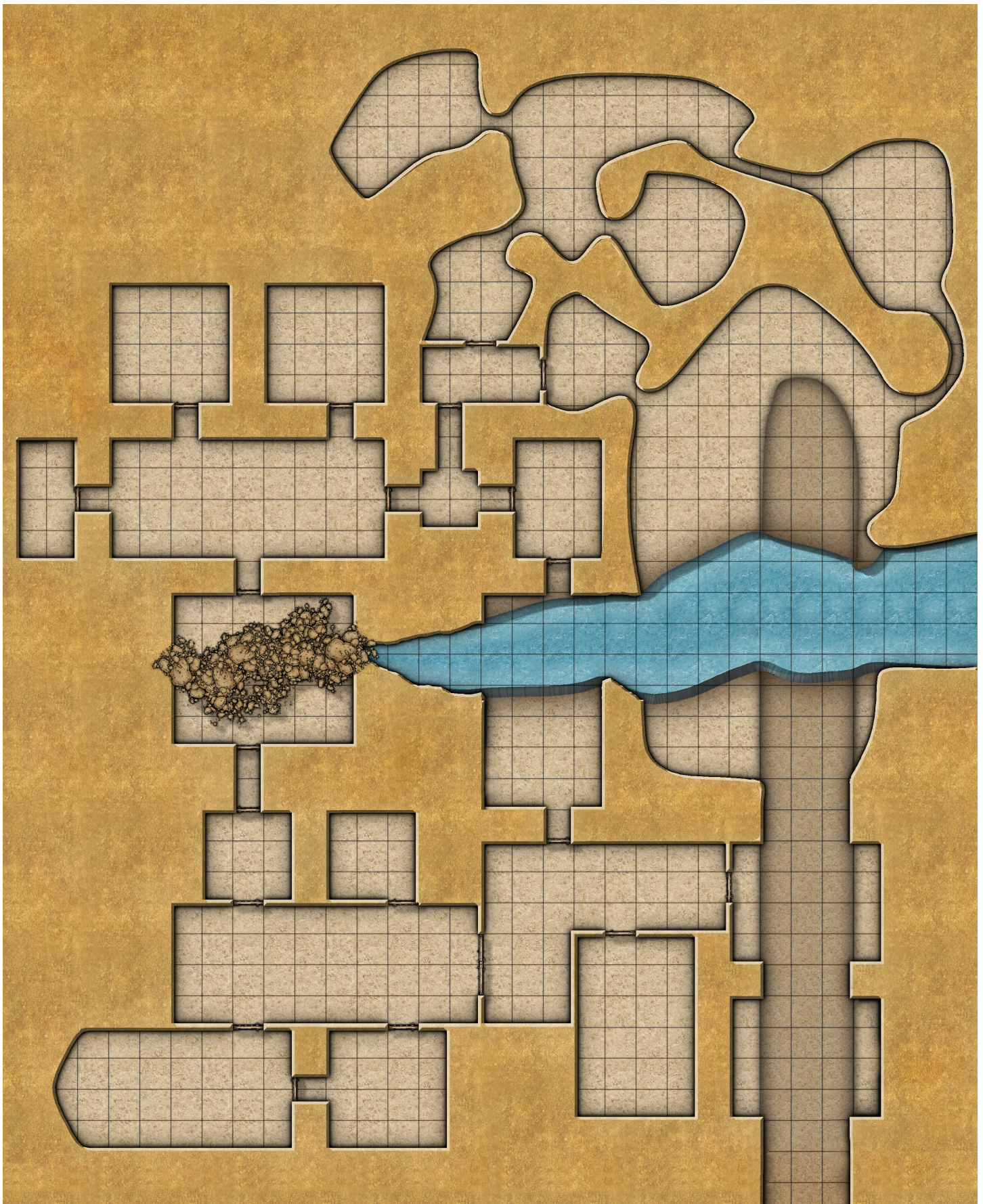
CR 4 — XP 1,600

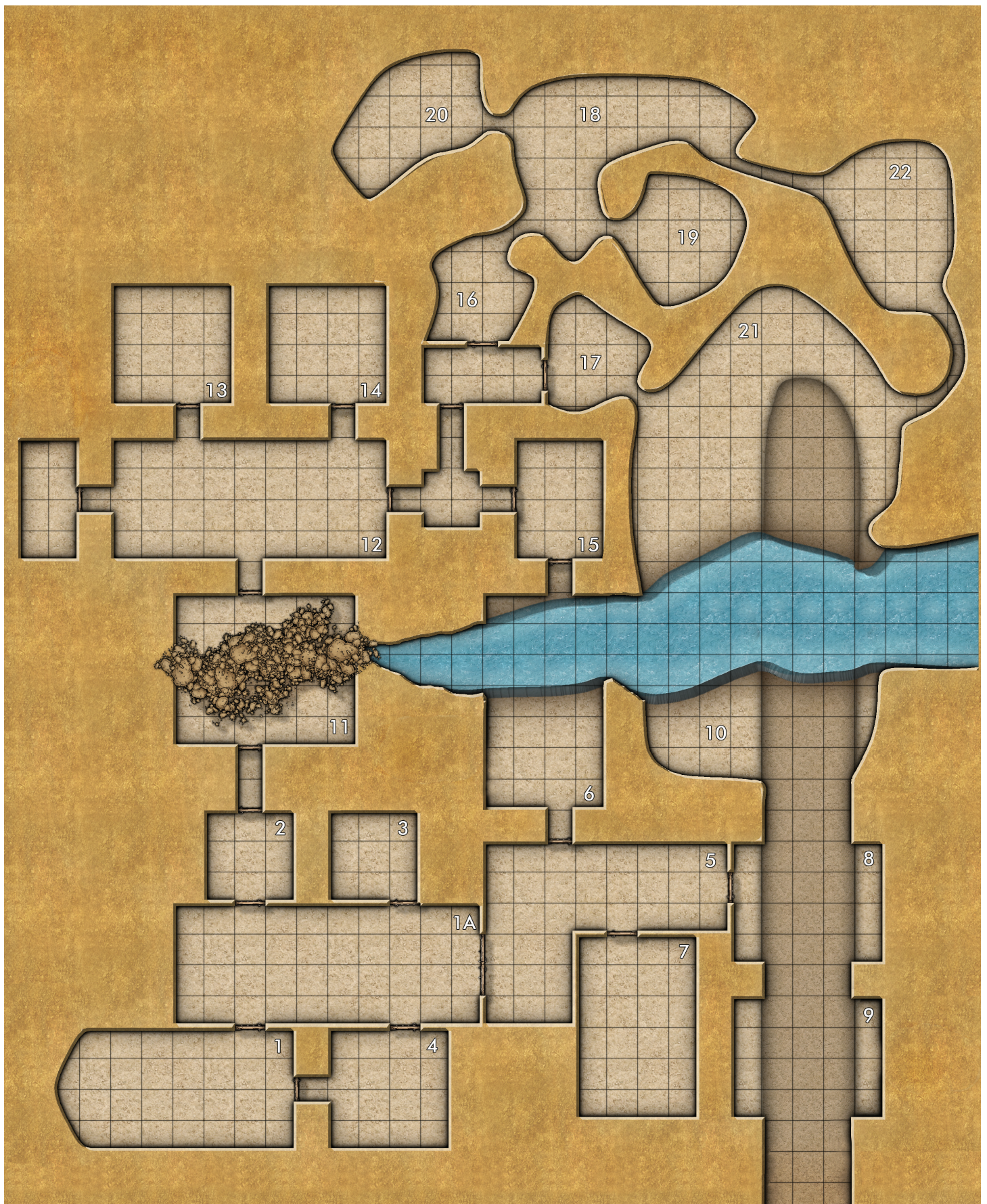
Ghost Miner
hp 22

If the PCs have already defeated the Mole Machine, Ax instead finds rest. His spirit lingers here for a day or two. If the PCs arrive before he fades away he thanks them for putting an end to his torment - being chained to an enemy he could not so much as touch was a fate worse than death. After thanking the PCs, he tells the PCs the combination to the vault: 8401452. After all, anyone with a rightful claim to the contents of the vault is dead.

The hole in the floor opens to room 1 of floor 5, though characters will have to make the own way down the 30 foot drop.

Connections: This room connects to rooms 18, 21 and room 1 of floor 5.





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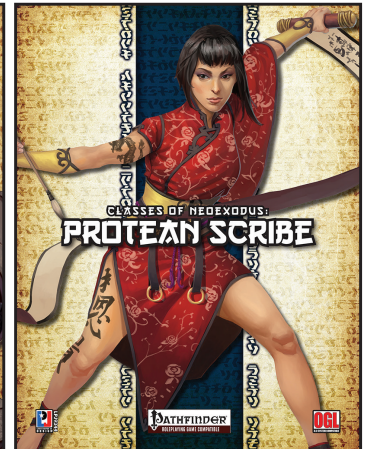
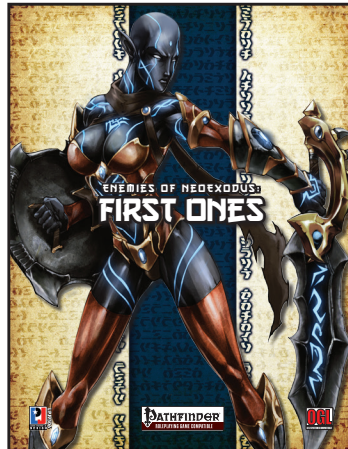
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