

**A5. Mechanical Massacre [Subtier 1–2]****DAMAGED MACHINE SOLDIER****CR 2**

Animated object fighter 1

N Medium construct (robot)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +3

## DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)**hp** 42 (currently 25) (4d10+21)**Fort** +3, **Ref** +1, **Will** –3**Defensive Abilities** hardness 5; **Immune** construct traits**Weaknesses** vulnerable to critical hits, electricity

## OFFENSE

**Speed** 30 ft.**Melee** mwk longsword +8 (1d8+4/19–20)**Ranged** mwk light crossbow +3 (1d8/19–20)

## TACTICS

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

**Morale** The machine soldier fights until destroyed.**Base Statistics** When not entangled, the machine soldier's statistics are **Init** +2; **AC** 18, touch 12, flat-footed 16; **Ref** +3;**Melee** mwk longsword +10 (1d8+4/19–20); **Ranged** mwk light crossbow +7 (1d8/19–20); **Dex** 15; **CMB** +8; **CMD** 20

## STATISTICS

**Str** 18, **Dex** 11, **Con** —, **Int** 13, **Wis** 3, **Cha** 1**Base Atk** +4; **CMB** +6; **CMD** 18**Feats** Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)**Skills** Climb +11, Perception +3, Sense Motive +3**Languages** Common, Goblin**SQ** construction points (metal)**Gear** mwk light crossbow with 10 bolts, mwk longsword

## SPECIAL ABILITIES

**Power Attack (Ex)** The soldier can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

**Vulnerable to Critical Hits (Ex)** Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.

**ELECTRO-DART TRAP****CR 2****Type** mechanical; **Perception** DC 10; **Disable Device** DC 10

## EFFECTS

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

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

**A5. Mechanical Massacre [Subtier 4–5]****MACHINE SOLDIERS (2)****CR 4**

Animated object fighter 1

N Medium construct (robot)

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

## DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 42 each (4d10+21)**Fort** +3, **Ref** +1, **Will** –3**Defensive Abilities** hardness 10; **Immune** construct traits**Weaknesses** vulnerable to critical hits, electricity

## OFFENSE

**Speed** 30 ft.**Melee** mwk longsword +8 (1d8+4/19–20), mwk short sword +7 (1d6+2/19–20) or mwk longsword +10 (1d8+4/19–20)**Ranged** mwk light crossbow +7 (1d8/19–20)

## TACTICS

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

**Morale** The machine soldiers fight until destroyed.

## STATISTICS

**Str** 18, **Dex** 15, **Con** —, **Int** 13, **Wis** 3, **Cha** 1**Base Atk** +4; **CMB** +8; **CMD** 20**Feats** Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)**Skills** Climb +11, Perception +3, Sense Motive +3**Languages** Common, Goblin**SQ** construction points (metal)**Gear** mwk light crossbow with 10 bolts, mwk longsword, mwk shortsword

## SPECIAL ABILITIES

**Power Attack (Ex)** See Subtier 1–2.**Vulnerable to Critical Hits (Ex)** See Subtier 1–2.**CONSTRUCT TRAITS (EX)**

Constructs are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. Constructs are not at risk of death from massive damage.

**ELECTRO-DART TRAP****CR 3****Type** mechanical; **Perception** DC 15; **Disable Device** DC 15

## EFFECTS

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

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

## B2. Bandits' Refuge [All Subtiers]

### MELEREN

CR 1

Male android expert 3  
N Medium humanoid (android)  
**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

#### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)  
**hp** 16 (3d8+3)  
**Fort** +1, **Ref** +3, **Will** +4; +4 vs mind-affecting effects, paralysis, poison, stun effects  
**Defensive Abilities** constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

#### OFFENSE

**Speed** 30 ft.  
**Melee** +1 morningstar+3 (1d8+1)  
**Ranged** heavy crossbow +4 (1d10/19–20)  
**Special Attacks** nanite surge

#### TACTICS

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

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

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 11, **Int** 15, **Wis** 8, **Cha** 7  
**Base Atk** +2; **CMB** +2; **CMD** 14  
**Feats** Iron Will, Skill Focus (Disable Device)  
**Skills** Appraise +8, Craft (alchemy) +8, Craft (traps) +8, Disable Device +13, Escape Artist +8, Knowledge (engineering) +8, **Morale** Perception +7, Sense Motive –5, Sleight of Hand +8; **Racial Modifiers** +2 Perception, –4 Sense Motive  
**Languages** Common, Goblin, Hallit  
**SQ** emotionless  
**Combat Gear** acid, alchemist's fire, tanglefoot bags (2), thunderstone; **Other Gear** leather armor, +1 morningstar, heavy crossbow with 10 bolts, mwk thieves' tools, sunrod, tin amulet from area **A5**.

#### SPECIAL ABILITIES

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

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

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

### SHECHERA

CR 1

Female human fighter 1/rogue 1  
CN Medium humanoid (human)  
**Init** +2; **Senses** Perception +5

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)  
**hp** 16 (currently 7; 2 HD; 1d10+1d8+6)  
**Fort** +3, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** 30 ft.  
**Melee** quarterstaff +4 (1d6+3) or quarterstaff +2/+2 (1d6+3/1d6+1) or dagger +4 (1d4+3/19–20) or sap +4 (1d6+3 nonlethal)  
**Ranged** dagger +3 (1d4+3/19–20)  
**Special Attacks** sneak attack +1d6

#### TACTICS

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

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

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12  
**Base Atk** +1; **CMB** +4; **CMD** 16  
**Feats** Skill Focus (Intimidate), Toughness, Two-Weapon Fighting  
**Skills** Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7  
**Languages** Common  
**SQ** trapfinding +1  
**Gear** masterwork studded leather, daggers (2), quarterstaff, sap, manacles (2)

### Moments of Epiphany

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

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

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

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

### B3. Command Center [Subtier 1–2]

#### PLASMA SKELETONS (4)

CR 1/2

Variant burning hobgoblin skeleton

NE Medium undead

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

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

#### DEFENSE

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

**hp** 5 each (1d8+1)

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

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

**Weaknesses** vulnerable to cold

#### OFFENSE

**Speed** 30 ft.

**Melee** ion gauntlet +2 (1d4+2 plus 1d6 electricity and fire),

claw –3 (1d4+1 plus 1d6 electricity and fire)

#### TACTICS

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

**Morale** The skeletons fight until destroyed.

#### STATISTICS

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

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

**Feats** Improved Initiative<sup>B</sup>

**SQ** plasmatic death

**Gear** ion gauntlet

#### SPECIAL ABILITIES

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

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

### UNDEAD TRAITS (EX)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

### B3. Command Center [Subtier 4–5]

#### PLASMA SKELETONS (3)

CR 3

Variant burning hobgoblin skeletal champion fighter 1

NE Medium undead

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

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

#### DEFENSE

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

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

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

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

**Immune** electricity, fire, undead traits

**Weaknesses** vulnerable to cold

#### OFFENSE

**Speed** 30 ft.

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

claw +1 (1d4+1 plus 1d6 electricity and fire)

#### TACTICS

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

**Morale** The skeletons fight until destroyed.

#### STATISTICS

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

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

**Feats** Dazzling Display, Improved Initiative<sup>B</sup>, Weapon Focus (claw), Weapon Focus (ion gauntlet)

**Skills** Intimidate +7, Knowledge (dungeoneering) +5,

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

**Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** plasmatic death (DC 12)

**Gear** ion gauntlet

#### SPECIAL ABILITIES

**Dazzling Display (Ex)** As a full-round action, the skeleton makes an Intimidate check to demoralize all foes within 30 feet who can see its display.

**Plasma Aura (Ex)** See Subtier 1–2.

**Plasmatic Death (Ex)** See Subtier 1–2.

**B6. Monitor Room [Subtier 1–2]****SMALL AIR ELEMENTALS (2)****CR 1**

N Small outsider (air, elemental, extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; Perception +4

## DEFENSE

**AC** 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)**hp** 13 each (2d10+2)**Fort** +4, **Ref** +6, **Will** +0**Defensive Abilities** air mastery; **Immune** elemental traits

## OFFENSE

**Speed** fly 100 ft. (perfect)**Melee** slam +6 (1d4+1)**Special Attacks** whirlwind (at will, 10–20 ft. high, 1d4+1 damage, DC 12)

## TACTICS

**During Combat** The elementals lash out at the nearest target each round, not bothering to focus attacks on individual foes.**Morale** An elemental flees into the ducts if reduced to 5 or fewer hit points

## STATISTICS

**Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +2; **CMD** 15**Feats** Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>**Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11**Languages** Auran

## SPECIAL ABILITIES

**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.**ELEMENTAL TRAITS (EX)**

Elementals are bleed, paralysis, poison, sleep effects, and stunning. Elementals are not subject to critical hits or flanking, and do not take additional damage from precision-based attacks, such as sneak attack.

**B6. Monitor Room [Subtier 4–5]****MEDIUM AIR ELEMENTALS (3)****CR 2**

N Medium outsider (air, elemental, extraplanar)

**Init** +9; **Senses** darkvision 60 ft.; Perception +7

## DEFENSE

**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)**hp** 30 (4d10+8)**Fort** +6, **Ref** +9, **Will** +1**Defensive Abilities** air mastery; **Immune** elemental traits

## OFFENSE

**Speed** fly 100 ft. (perfect)**Melee** slam +9 (1d6+3)**Special Attacks** whirlwind (at will, 10–30 ft. high, 1d6+3 damage, DC 14)

## TACTICS

**During Combat** The elementals lash out at the nearest target each round, not bothering to focus attacks on individual foes.**Morale** An elemental flees into the ducts if reduced to 10 or fewer hit points

## STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +6; **CMD** 22**Feats** Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>**Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10**Languages** Auran

## SPECIAL ABILITIES

**Air Mastery (Ex)** See Subtier 1–2.

## B7. Arranged Exit [All Subtiers]

### FEARMONGER PROTOTYPE

CR 4

Variant scarecrow

N Medium construct (robot)

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

#### DEFENSE

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

**hp** 47 (5d10+20)

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

**Immune** cold, construct traits

**Weaknesses** vulnerable to critical hits, electricity, fire

#### OFFENSE

**Speed** 20 ft.

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

**Special Attacks** fascinating gaze (DC 16)

#### TACTICS

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

**Morale** The fearmonger prototype fights until destroyed.

**Advanced** In Subtier 4–5, the fearmonger prototype has the advanced creature template, and its statistics are **CR** 5; **Init** +6; **AC** 21, touch 12, flat-footed 19; **Fort** +3, **Ref** +3, **Will** +3;

**Melee** 2 slams +10 (1d8+5 plus fear); **Str** 20, **Dex** 14, **Int** 14, **Wis** 15, **Cha** 18; **CMB** +10; **CMD** 22; **Skills** Climb +12, Linguistics +6, Perception +10

#### STATISTICS

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

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

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

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

**Languages** Common, Goblin

**SQ** freeze

#### SPECIAL ABILITIES

**Fascinating Gaze (Su)** Target is fascinated, 30 feet, Will DC 16 negates (DC 18 in Subtier 4–5). Fascination lasts as long as the fearmonger prototype remains within 300 feet of the fascinated creature. The approach or animation of the fearmonger prototype does not count as an obvious threat to the victim of this particular fascination effect (although the fearmonger prototype's attack does count as an obvious threat and ends the fascination immediately).

**Fear (Su)** A fearmonger prototype's touch infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save (DC 16 in Subtier 4–5), she cowers and can take no actions other than attempting a new DC 14 Will save (DC 16 in Subtier 4–5) at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect.

**Freeze (Ex)** The fearmonger prototype can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The fearmonger prototype can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

**Vulnerable to Critical Hits (Ex)** Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.

## B7. Arranged Exit [Subtier 4–5]

### MACHINE CAPTAIN

CR 5

Advanced machine soldier

N Medium construct (robot)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

#### DEFENSE

**AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

**hp** 42 (4d10+21)

**Fort** +5, **Ref** +3, **Will** –1

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

**Weaknesses** vulnerable to critical hits, electricity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +10 (1d8+6/19–20), mwk short sword +9 (1d6+3/19–20) or mwk longsword +12 (1d8+6/19–20)

**Ranged** mwk light crossbow +9 (1d8/19–20)

#### TACTICS

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

**Morale** The machine captain fight until destroyed.

#### STATISTICS

**Str** 22, **Dex** 19, **Con** —, **Int** 17, **Wis** 7, **Cha** 5

**Base Atk** +4; **CMB** +10; **CMD** 24

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

**Skills** Climb +13, Perception +5, Sense Motive +5

**Languages** Common, Goblin

**SQ** construction points (metal)

**Gear** mwk light crossbow with 10 bolts, mwk longsword, mwk shortsword

#### SPECIAL ABILITIES

**Power Attack (Ex)** The soldier can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

**Vulnerable to Critical Hits (Ex)** See fearmonger prototype.

## CONSTRUCT TRAITS (EX)

Constructs are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. Constructs are not at risk of death from massive damage.