



LABORATORY OF THE BEAST

[by Justin Alexander - January 26th, 2020](#)

With the 5th Edition and Cypher System versions of Monte Cook's [Ptolus being announced this past week](#), I thought it might be fun to visit *The Laboratory of the Beast*. This scenario was originally designed as part of my ongoing Ptolus campaign, and I've discussed it quite a bit in the "Running the Campaign" columns that accompany [the campaign's journal entries](#). For those who haven't read those journal entries, here's the short version of the scenario's origins:

Beneath the city-state of Ptolus there are a number of overlapping dungeon complexes. One of these is Ghul's Labyrinth, the remnants of a vast and ancient underground citadel created by the dark lord Ghul. In the main *Ptolus* sourcebook there's a scenario called "Trouble with Goblins" in which a number of goblins emerge from Ghul's Labyrinth into the basement of an abandoned house and do various terrible things.

When I ran this scenario early in my campaign, the PCs backtracked the goblins and followed their trail down into the Labyrinth. In the published scenario, the trail goes cold and the PCs don't find anything of interest in the dungeon. I decided it made more sense for the trail to lead *somewhere*, and so I designed a little mini-scenario.

I later published that scenario as [The Complex of Zombies](#). As I described [here](#), the published version of the scenario had been adapted to make it a generic scenario, notably changing the research complex so that it now belonged to the enigmatic Sons of Jade.

A key feature of this mini-scenario is that, ultimately, the goblins' trail leads back through a bluesteel door: These doors, which are a common feature in Ghul's Labyrinth, are essentially impassable for low-level characters unless they know the password. (As I discuss in "[The Blue Doors of Ptolus](#)", this is a great way to control and define transitions in a megadungeon complex.)

The basic design goal here was to give the PCs a reward for successfully pursue the trail, but then definitively end the scenario so that they could move on to other things.

But it didn't work out that way.

As described in "[Tales from the Table: Unexpected Successes](#)" (which is probably worth a read, if I do say so myself), the PCs managed to pull a rabbit out of their hat and successfully guessed the password, causing the bluesteel door to open.

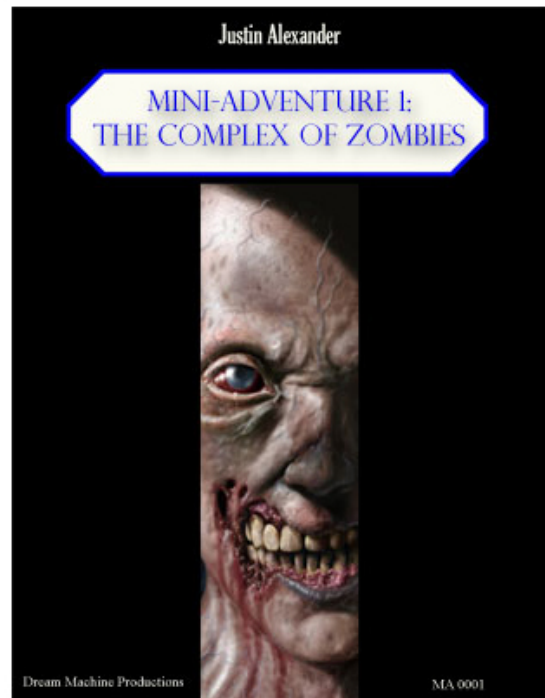
The Laboratory of the Beast is what lies on the other side of the door. (The goblin trail ultimately leads through the laboratory to another scenario called *The Goblin Caverns of the Ooze Lord*. If response is positive to *The Laboratory of the Beast*, perhaps I'll be able to share that latter adventure in the near future.)

With all this in mind, there are a few ways that you could use *The Laboratory of the Beast* in your own campaign:

- You could use it as designed, attaching it to the door at one end of *The Complex of Zombies*.
- You could make it a stand-alone dungeon. You could put the door leading to the laboratories almost anywhere: In the basement of a ruined keep. Or found in the aftermath of a tragic collapse during sewer construction. Or carved into the side of a mountain. Or it's actually a portal that you leap into from a lich's sanctum.
- You could incorporate it into some other megadungeon complex, with or without *The Complex of Zombies*.

I'm presenting the scenario here basically in its original form (with a minimal amount of clean-up to hopefully make my intentions clear to people who don't live inside my skull), so if you use it in combination with *The Complex of Zombies* you'll probably want to make a decision about whether you're using the Skull-King Ghul or the Sons of Jade.

If you're planning to use this scenario in your own Ptolus campaign, you should also note that it was written for the version of Ptolus as it exists in my personal campaign world and may, therefore, have any number of metaphysical inconsistencies with Ptolus Prime.



GENERAL FEATURES

During the time of Ghul the Skull-King, this complex was being used to breed the hounds of Ghul — powerful war hounds who, through the machinations of this laboratory, became ever more dire and horrific.

Walls: Cream-colored stone (hardness 8, 15 hp/inch).

Unkeyed Rooms: These are empty, dusty rooms. Some might contain vague discolorations on the floors and walls, suggesting that they might have once contained equipment which has been removed. Or strange alchemical stains.

Bluesteel Doors: Indicated by a shaded door on the map. Made from steel with a distinct bluish tint. One cannot open them by normal magical means and they have no lock to pick. Instead, each door will open in response to a specific word. (3 inches thick, hardness 12, 120 hp, Break DC 31)

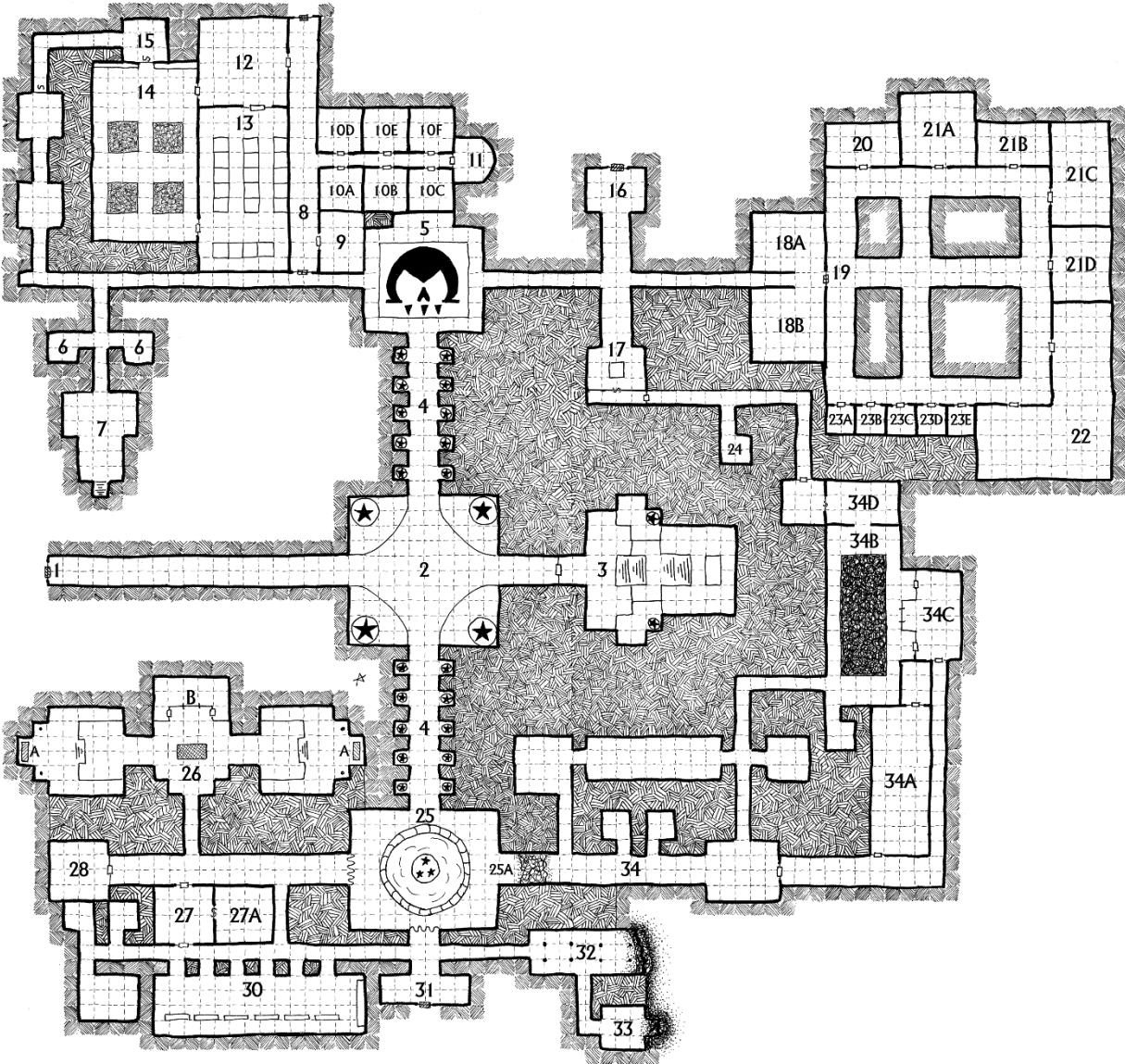
Glass & Bronze Doors: Indicated in room keys. Made of glass bound in bronze. These doors are very fragile, but have been laced with dark magic which curses those who break them. (The effect will be described in the key entry when appropriate.) Resisting the curse requires a Will save (DC 24) and can be removed only by a cleric of at least 13th level casting *remove curse* on sanctified ground.

Kaotech & Taint: Kaotech items can be found throughout the laboratories. These and other items and locations are tainted. See *Appendix: Kaotech* and *Appendix: Taint* for a full description of these dark perversions of reality.

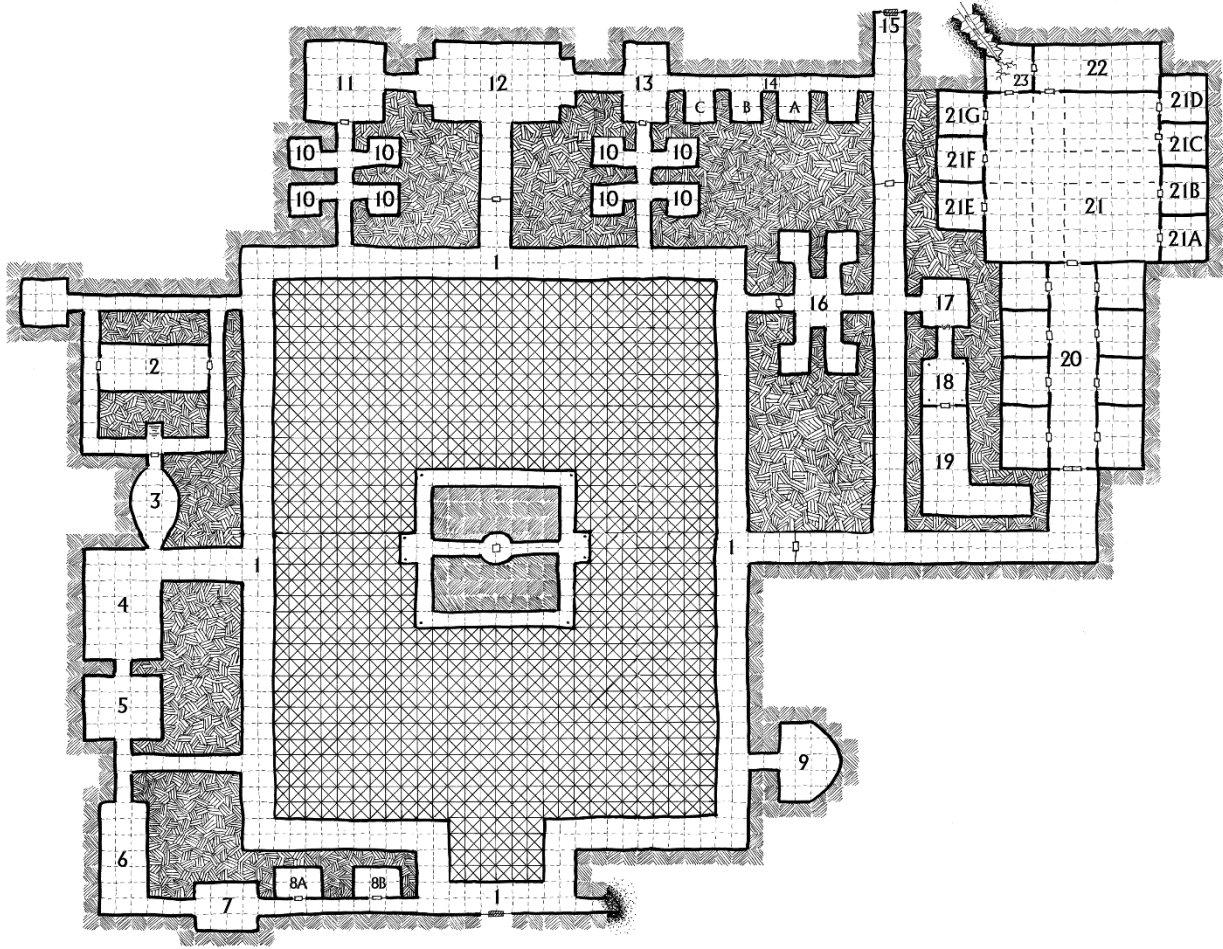
MAPS

CARTOGRAPHY BY ABIGAIL LALONDE

Scale = 5' x 5'



LEVEL 1



LEVEL 2

UPPER LEVEL

AREA 1-1 – BLUESTEEL DOOR

- Entrance from [The Complex of Zombies](#).
- Someone has crudely carved the words “Athvor Krassek” into the lintel above the bluesteel door. (This is the password for the door.)

AREA 1-2 – STATUES OF THE SKULL-KING

Ceiling vaults up to 40 feet.

STATUES: Four identical depictions of a cloaked man with a skull-faced mask, standing 20 feet high. Carved from a black stone, standing in stark contrast to the cream-colored walls.

- *GM Background:* These depict Ghul the Skull-King.

AREA 1-3 – TEMPLE OF JESSUK

The room is paved in glistening ebony, rising in three tiers.

STATUES: Two horrific statues stand in the corners of the second tier.

- To the left is the pillar of Kihomenethoth (see [Ptolus](#), p. 274)
- To the right is the statue of Shallamoth Kindred (see [Chaositech](#), p. 91).
- The names “Kihomenethoth” and “Shallamoth” are inscribed in Issyl on the base of the pillars.

ALTAR: The altar on the upper level is a black slab of ebony.

- Any investigation of the altar reveals the sigil of Jessuk minutely carved in the rear corner of the altar.

TAINT: This area is tainted and under the effects of an *unhallow* spell.



AREA 1-4 – HALL OF ORCISH WARRIORS

These two halls are filled with varied statues of orcish warriors.

AREA 1-5 – SKULL SIGIL OF GHUL

BAS RELIEF: A dark-grey granite rises about three inches from the floor, forming an immense, skull-shaped sigil. The granite is laced with thick, black cords that twist like gleaming ebony across its surface, sucking the eye down into a void beyond emptiness.

- The stone is shadow-veined rock (see below).

CHILL AIR: The entire room is chilled – breath steams in the air.

- *GM Note:* This is the remnant of an ancient ward that is now failing.

DAMAGING THE SIGIL: Causes the rock to begin to bleed. The blood which pours from the wound is a dark, venal crimson.

- Those touching the blood must make a Fortitude save (DC 15) or suffer 1 point of taint.

KNOWLEDGE (ARCANA):

- **DC 15:** First part of the *Shadow-Veined Rock* handout.
- **DC 20:** First & second part of the handout.
- **DC 25:** Full handout (including *shadow tokens*).

SHADOW-VEINED ROCK

Deep beneath the roots of the mountains, where stygian blackness has never known the sun's warm touch, the shroud of eternal night has forged a primeval connection between this world and the Plane of Shadows. In such a place even the rock itself is changed by the touch of eternal night, its very substance becoming one with the shadows in which it has lain for untold aeons.

Shadowveined rock is literally laced with primal shadow. Thick black cords twist like gleaming ebony across its surface, sucking the eye down into a void beyond emptiness. To the touch it seems both substantial and insubstantial, particularly along its veins of shadow-stuff, as if it were both solid granite and illusionary figment all at once.

The result is not only a captivating beauty, but an intrinsic and mystical bond within the rock itself to the Plane of Shadows. Although this bond does not allow the passage of physical creatures from one plane to another, certain magical and supernatural effects can use the shadow veins to pierce the veil between worlds. And effects which actually involve the Plane of Shadows or its base material are generally more powerful and effective in the presence of shadowveined rock (as described in the sidebar on this page).

SHADOW-VEINED PROPERTIES

Shadowveined rock has the following effects on spellcasting and other magical or supernatural effects:

Arcane sensors and similar effects can pass through shadowveined rock into the Plane of Shadows. For example, an *arcane eye* or *prying eye* can

move through a block of shadowveined rock and emerge upon the Plane of Shadows. Similarly, if a spellcaster touching or holding a piece of shadowveined rock uses a scrying spell to observe a creature currently on the Plane of Shadows, his target does not receive the normal +5 bonus to their Will save as a result of being on another plane.

When casting shadow walk a spellcaster can take advantage of nearby shadowveined rock to cut a more direct path through the Plane of Shadows. Upon casting the spell, the spellcaster, and anyone else affected by the spell, simply steps through a solid wall of shadowveined rock. Upon doing so, they are transported deep into the Plane of Shadows, allowing them to move at a rate of 100 miles per hour (instead of the normal 50 miles per hour). In addition, if their destination is a known wall of shadowveined rock they can increase this speed again to 150 miles per hour, emerging from the rockface at the other end.

A shadowdancer can use their hide in plain sight ability within 10 feet of shadowveined rock, even if they are otherwise in a completely illuminated area, as long as they are not carrying the rock in question. In addition, a shadowdancer can use their shadow jump ability with shadowveined rock as either their point of origin or destination (by stepping into or out of the shadowveined rock). When doing so the maximum distance of their shadow jump is doubled (or tripled if both the origin and destination is shadowveined rock).

SHADOW TOKENS

By carefully altering a piece of shadowveined rock, a spellcaster can enhance its connection to the Plane of Shadows. The result is a *shadow token* – a powerful aid in the casting of any shadow magic.

To create a *shadow token* the shadowveined rock must first be carefully fashioned into the *token*. This requires a Craft check (DC 20). Then a permanent *shadow planar binding* must be cast upon the token (using the *greater shadow conjuration* and *permanency* spells) in order to strengthen and, paradoxically, solidify its ties to the Plane of Shadows. Once the connection has been strengthened it must be magically tempered. This process requires the Craft Wondrous Item feat, uses 26,000 gp in raw materials, and drains 1000 xp from the caster.

Once the *shadow token* has been successfully created, it functions as a use-activated item. A spellcaster holding a *shadow token* may cast spells as if they were on the Plane of Shadows. Such spells may be cast as though they were prepared with either the Maximize Spell feat or the Quicken Spell feat, though they don't require the higher slots. Furthermore, specific spells become more powerful: *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

AREA 1-6 – EMPTY CENTURION CHAMBERS

Thick, black cables dangle from the walls here.

- *GM Note:* These chambers one held black centurions (see Area 2-10) charged with guarding the staircase in Area 1-7, but the equipment was ripped out centuries ago (possibly when the complex was originally abandoned).

AREA 1-7 – STAIRS DOWN

The floor is littered with shattered shards of pottery.

- If a *mend* spell is used, the shards can be crudely reshaped into four busts: These are largely unremarkable, although one depicts an orc and another appears to have some sort of goggles surgically attached to her face.
- *GM Note:* These were the head researchers in this complex during Ghul's reign (although there's no clear way for the PCs to discern that).

AREA 1-8 – MODIFICATION COMPLEX (MAIN HALL)

DOOR FROM HALLWAY: This is a door of glass-and-bronze. It has not been broken, but stands ajar. However, if any of the doors in Areas 1-8 thru 1-12 are opened, the door will swing shut and seal itself. It can only be opened with the correct password (which is not available). Breaking the door creates a *feblemind* effect (Will save, DC 24).

SEARCH (DC 12): Age-old scratches cover the floor, creating a trail from the bluesteel door to Area 1-12.

- *GM Note:* These are the marks of hundreds of cages having been dragged in and out of the complex.

DOOR TO AREA 1-11: Open Lock (DC 25). All other doors are unlocked.



AREA 1-9 – THE CHAOS BEAST

An acrid stench assaults the senses.

RUBBLE: The floor here is covered two or three feet deep in rubble – most of it seems to be large chunks of stone, but mixed into the debris is broken glass. Here and there you can see that pools of some sort of thick, black liquid has coalesced.

DORMANT CHAOS BEAST: Mixed into the rubble is a dormant chaos beast. 1d4+2 rounds after the door is opened, the chaos beast spasms into action.

CLEARING RUBBLE: Reveals a floor of badly damaged white tile with Ghul's skull sigil worked into it as a mosaic. There are also footings for two stone tables (which would appear to be where all the rubble came from).

CHAOS BEAST (CR 7) – Medium Outsider (Chaotic, Extraplanar)
DETECTION – darkvision 60 ft., Listen +11, Spot +11; **Init** +5
DEFENSES – AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; **hp** 44 (8d8+8), **Immune** critical hits, transformation; **Resist** spell 15
ACTIONS – **Spd** 20 ft.; **Melee** 2 claws +10 (1d3+2 plus corporeal instability); **Ranged** +9; **Base Atk** +8; **Grapple** +10; **SA** corporeal instability; **Combat Feats** Dodge, Mobility
SQ darkvision 60 ft., spell resistance 15
STR 14, **DEX** 13, **CON** 13, **INT** 10, **WIS** 10, **CHA** 10
FORT +7, **REF** +7, **WILL** +6
FEATS: Dodge, Improved Initiative, Mobility

Corporeal Instability (Su): Fort DC 15, or become spongy, amorphous mass; shape melts, flows, writhes, and boils. Cannot hold any item. Worn items become useless. Large worn items afflict -4 Dex penalty. Speed -10 feet. Cannot cast spells or use magic items. Attack blindly at random target (-4 penalty, 50% miss chance).

1 Wisdom drain per round. If Wisdom reduced to 0, victim becomes chaos beast.

Can attempt Charisma check (DC 15) as standard action to regain normal shape for 1 minute. Permanent cure requires *restoration*, *heal*, or *greater restoration*.

Immunity to Transformation: Can be affected by *polymorph* or petrification effects, but can resume mutable form as free action.

AREA 1-10 – PRIVATE CHAMBERS

These rooms are filled with furniture ruined and rotting from age. Each room has a floor of white tile with Ghul's skull-sigil worked into it as a mosaic.

- *GM Note:* These were all private chambers for the researchers and laborers who lived here.

AREA 1-10A – LABORERS QUARTERS

As per Area 1-10. Several large bunkbeds have been crammed in here.

- *GM Note:* These were the laborers quarters.

SEARCH (DC 20): Wedged under one of the mattresses are some research notes written in orcish. The paper has been badly damaged by age, but even a casual perusal will see that it deals with alchemy.

- **KNOWLEDGE (ARCANA)/CRAFT (ALCHEMY) (DC 15):** The alchemical calculations seem to be related to the effects of alchemical concoctions on living flesh and bone.

AREA 1-11 – CHAMBER OF SKULLS

The walls of this dome-shaped chamber are covered with skulls. All the skulls would appear to belong to wolf-like creatures, but they don't seem to have any relationship to any living creatures you're familiar with. Some seem almost normal, but even these seem curiously (or horrifically) warped.

HOUND HOWL: If any of the skulls are disturbed, it causes *all* of the skulls to begin howling. The effect passes through the room in a cacophonous wave and then the skulls fall silent.

- The skulls never howl again.
- The entire collection of skulls would be worth 500 gp to a collector.

GM Note: This was something of a "trophy room" for the researchers here. Many of these represented their successes; others merely their most impressive failures.

AREA 1-12 – LABORATORY

The first thing one notices about this room is the smell: A metallic odor fills your nostrils, and the air feels moist and greasy.

WORK TABLES: Tables line the walls, littered with alchemical equipment. Broken beakers, flasks, tubes, and syringes lie haphazardly.

GREASY FILM: The walls and floor seem to be coated with some sort of greasy film.

- **BALANCE (DC 12):** If moving faster than normal in this room.
- **GREASY RESIDUE:** After spending 5 minutes here, PCs wearing metal armor may notice an oily film beginning to form on the surface of it (Spot DC 15, decrease DC by 2 every 5 minutes). This isn't harmful, just hard to get off.

SPOT (DC 12): It's clear from looking around the lab that whoever worked here were slightly larger than humans – the tables are just slightly too high and the equipment just slightly too big.

SEARCH:

- **DC 10:** a set of keys (to the cages in Area 1-13) hangs from a nail on the wall
- **DC 12:** *potion of spider climb* (that causes one to actually grow arm-sized spider legs, two on each side; Fortitude DC 25 to resist, but if resisted the potion is useless)
- **DC 15:** five unbroken syringes; two filled with *potion of bull's strength*, 1 filled with *potion of bear's endurance*, 2 empty

SCRATCHES: The scratch marks from Area 1-8 continue through this room and into Area 1-13.

AREA 1-13 – THE CAGES

The room is filled with large cages of wrought iron. Each of the cages has a large ring attached to the top of them.

- **CAGE A:** Contains the bones of a dire wolf.
- **CAGE B:** Contains the bones of a bear.
- **CAGE C:** Contains the bones of a ghulworg, but the skull has been smashed, making identification impossible. (Comparison with the ghulworg skeleton in Area 1-34 is quite possible, however.) It is clear that the bones are laced with metal, and an Appraise (DC 15) check will identify it as 1,000 gp worth of adamantine.
- **CAGE D:** The remains of an ankheg, its armored plates lying haphazardly.
- **CAGE E:** This unusually large cage contains the remains of a mockery monarch (*Monster Manual V*, p. 126). In life it would have stood twice as high as a man. It was bred here from ankhegs as part of the experimentation. Its large armored plates are silver in color and might be worth 250 gp to a collector.



Mockery Monarch – Monster Manual V, p. 126

SCRATCHES: The floor is covered with scratches from where the cages were dragged from Area 1-12 and through to Area 1-14.

AREA 1-14 – THE PITS

The air smells of vomit and rot. Three of the ten-foot-by-ten-foot pits in the center of this room are partially filled with thick, noxious chemicals. One of the pits appears to be filmed over with a thick, fungal growth.

The remnants of some sort of mechanical contraption hang in shattered, rusting ruins from the ceiling. You can make out a large hook of some sort dangling down and what may have been tracks for moving the hook back and forth.

GM Background: The alchemical concoctions perfected in Area 1-12 were poured into these pits and the experimental subjects from Area 1-13 were then lowered into the pits. Successful transformations would be transferred to the Arena (Areas 1-19 thru 1-23).

PITS: The pits are 30 feet deep and filled about 20-25 deep with the alchemical mixtures. (The effects of the pit liquids are described below.)

- **FORT SAVE (DC 14):** Anyone leaning over the pit must make a Fortitude save or vomit.

SECRET DOOR (SEARCH, DC 14): This secret door requires the use of a key to open. The key is long gone. The door is made of stone, but the latch mechanism can be broken more easily. (Break DC 28, hardness 8, hp 90)

MOTILE MOLD: The fungus skimming over one of the pits is, in fact, a collection of 10 motile molds.

MOTILE MOLD (CR 1) – N Medium Plant

DETECTION – blind, blindsight 60 ft., Listen +0; **Init** -1; **Aura** swamp gas (30 ft.)

DEFENSES – **AC** 13 (-1 Dex, +4 natural), touch 9, flat-footed 13; **hp** 11 (2d8+2); **Immune** acid, gaze attacks, illusions, plant immunities (critical hits, mind-affecting, paralysis, poison, polymorph, sleep, stunning), visual effects; **Weakness** vulnerability to fire

ACTIONS – **Spd** 20 ft.; **Melee** acid touch +1 (1d6 acid); **Ranged** +0; **Space** 5 ft.; **Reach** 5 ft.; **Base Atk** +1; **Grapple** +1; **SA** decomposing slime, death burst, engulf

SQ plant traits (breathe, but do not sleep), swamp gas (30 ft.)

STR 11, **DEX** 8, **CON** 13, **INT** 1, **WIS** 10, **CHA** 5

FORT +4, **REF** -1, **WILL** +0

FEATS: Track

SKILLS: Hide +2 (+12 in marsh/swamp), Listen +0, Survival +2

Death Burst (Ex): When destroyed, explodes. 10 ft. – Reflex DC 12 (half), 1d4 acid damage. Save DC is Constitution-based.

Decomposing Slime (Ex): Touching or striking motile mold inflicts 1 acid damage.

Engulf (Ex): Standard Action— Envelop creatures of its size or smaller by moving into their space. Target can make Reflex save (DC 12) or attack of opportunity, but not both. On successful save, target can move aside or or back (target's choice) out of the mold's path. Save DC is Constitution-based.

Engulfed creatures are considered grappled within the mold's body and are subject to its decomposing slime once per round.

Swamp Gas (Ex): 30 ft. aura – Fort save (DC 12) or sickened for 10 rounds. Poison effect. Cannot be affected again for 24 hours after successful save. Save DC is Constitution-based.

Skills: +10 racial bonus on Hide checks in marsh/swamp terrain.

THE PITS

Any creature completely covered in one of the liquids must succeed at a Fortitude save or become altered in some way. The effect ends after d8+2 minutes at which time the fluid has suffused the victim's body and entered the stomach. The victim's body rejects the fluid and vomits it out. The victim must succeed at a Fortitude save (DC 20) or cough up a good amount of blood, too, suffering 2d6 damage.

(The researchers would stabilize the mutations with a separate alchemical compound, now lost.)

PIT A: : Fortitude save (DC 17). Victim's neck becomes elongated, growing to twice its normal length. All down the sides it grows gill-like openings that emit a series of horribly shrill, chittering sounds when the

victim exhales. Anyone hearing these sounds must make a Will save (DC 15) or become dazed for one round with visions of pale, blabbering mouths, drooling and laughing in their face. (The victim is not affected by this.)

When the effect ends, the gills wither and fall off while the neck returns to its normal length. This process inflicts 2d8 points of damage.

PIT B: Fortitude save (DC 20). Victim's skin sprouts hundreds of chitin spikes, completely ruining any clothes or leather armor they may be wearing. Victims wearing full metal armor suffer d4 damage each round until the armor is removed. The spikes are fairly brittle, though, and can only be used offensively in a grapple, in which case they do 1d6 piercing damage.

When the effect wears off, the victim is left with small, round scars all over their body.

PIT C: Fortitude save (DC 20). Victim's eyes explode as two new eyestalks burst from the sockets. This is extremely painful and deals 2d6 points of damage. After 1 round the stalks are fully grown, but the character remains blind for 1d4 rounds.

The eyes are deep red, seven inches long, and each boasts a round, lidless eyeball about the size of a human fist. The victim benefits from 360° vision (cannot be flanked) and darkvision 60 feet.

When the effect wears off, the eyestalks wither and fall off. The victim suffers 1d4 points of damage and remains blind until a *regeneration* or similar spell can create new eyes for them.

PIT D: Fortitude save (DC 25). Victim's teeth retract into their gums and their tongue erupts into a bulbous, five-foot-long, deep red tentacle. The tentacle is completely limp and the victim cannot control it in any way.

When the effect wears off, the tentacle slowly reduces in size back to a normal tongue and the teeth slowly return to their normal positions over the course of 1d4 hours.

(These pits are adapted from "Modification Complex No. 47" by Skrir.)

AREA 1-15 – ADMINISTRATOR'S OFFICE

The air in this room is incredibly stale. A small wooden desk has been half-rotten through. What appear to have once been large crates are stacked in the corners, although many of these have collapsed under the weight of years.

LISTEN (DC 10): The sound of deep, laborious breathing echoes through the room.

THE GENTLE HOUND: A large, gracile creature with chocolate-brown fur lies in an impossibly deep hibernation behind the desk. Its neck and hind legs are curiously elongated (causing it to walk and run in a loping fashion).

- It takes serious effort to wake up.
- It will be friendly unless provoked, in which case it will fight back. If seriously injured, it will run down the hallway and operate the secret door, escaping into the larger complex.
- Use stats of a dire wolf.
- *GM Background:* This creature was a failure of the experiments that took place here; it has a gentle nature, quite out of character with what Ghul wanted in his hounds. The administrator kept it as a pet, but it was abandoned here when Ghul's empire fell.

SEARCH (DC 18):

- 3 masterwork longswords (once used to keep the beasts under control)
- small gem purse (870 gp worth of gems)

AREA 1-16 – BLUESTEEL DOOR

This is another bluesteel door. No password has been inscribed nearby.

AREA 1-17 – ESCAPE TRAP

This room is empty.

SPOT (DC 18): Several dozen holes have been drilled into the walls of the chamber. They appear to form a curious, flowing pattern.

TRAP (CR 3): mechanical, location trigger, manual reset, Atk +10 ranged (1d6/x3, arrow); multiple targets (fires 2d4 arrows at each target in the room, 1d4 arrows at each target in the first 10 feet of the hallway); Search DC 18, Disable Device DC 20.

- The arrows hit everyone EXCEPT the person standing on the trigger plate.

SECRET DOOR: Search DC 18 (or DC 30 if trap is not sprung). One of the arrows on the far wall will appear to malfunction: It will dangle uselessly from the hole it shot out of. In reality, this is the switch for the secret door – pulling on the arrow causes the door to swing open.

GM Background: Someone being pursued could run into this room, trigger the trap, and perforate their closest pursuers. They could then activate the secret door and slip away.

AREA 1-18A – THE BROKEN CAGE

Twisted bars and shards of wrought iron lie scattered around this area. Several pieces of iron have been driven into the walls, sticking out at odd angles.

AREA 1-18B – ANCIENT CORPSES

Nearly a dozen horribly burnt and mutilated corpses lie in this room. Near the center of the room are the charcoaled remains of some enormous beast – nearly the size of an elephant.

GM Background: During the evacuation, this creature suddenly metamorphosed. Its cage (in Area 1-18A) exploded and it immolated not only itself but a dozen guards who tried to bring it back under control.

DOOR TO AREA 1-19: This is a glass-and-bronze door. It has been smashed open (by the goblins).

AREA 1-19 – ABOVE THE ARENA

A stone walkway surrounds a 30-foot deep pit in the center of the room. A metal walkway extends out over the bit in the shape of a cross with a rusty ladder suspended from it near the middle. Looking down into the pit you can see that the walls and floor below have been deeply stained with ancient, rust-colored blood. It seems as if ever surface was drenched in it. Several doors lead out from the bottom of the pit.

LADDER: The ladder originally had a release mechanism to lower it, but the mechanism has rusted over. (It could theoretically be broken loose from the mechanism and then lowered manually.)

BOTTOM OF THE PIT: See Area 2-21.

AREA 1-20 – WEAK FLOOR

Whatever furniture or items may have once been in this room have rotted away into utter ruin.

FLOOR: The floor here has been weakened due to the fissure-collapse below. If more than 100 pounds of weight is placed on the floor, it collapses into Area 2-23. Reflex save (DC 15) to avoid falling. 3d6 damage. Search DC 20, Disable Device 23.

GM Background: The seal on this storehouse (see Area 1-21) was broken by the damage done to the floor.

AREA 1-21 – STORAGE

These areas were storehouses of supplies for the activities here. They were sealed and protected in the fashion of Ghul's warehouses. Their contents remain in perfect condition.

- **AREA 1-21A – FOOD:** Raw beef and mutton.
- **AREA 1-21B – ALCHEMICAL SUPPLIES:** These were valuable and removed. But removed quickly: Various crates lie smashed open, their contents scattered. Craft (Alchemy) (DC 10) allows one to assemble to complete alchemist's labs (worth 500 gp each).
- **AREA 21-C – MISC. SUPPLIES:** Chains, ropes, and other miscellaneous supplies.
- **AREA 21-D – SADDLES AND TACK:** Brands, bridles, feedbags, and whips. Many of the whips are viciously barbed. Some of the feedbags are bloodstained. A Handle Animal or Ride (DC 10) check can easily determine that many of the saddles have been custom-designed for creatures which apparently no longer exist (or may have never existed). There is one masterwork military saddle designed for a horse among the rest.

TOTAL VALUE: The total value of all the unusual and standard equipment is perhaps 4,000 gp if sold to the proper collectors, but the total weight is more than 1,000 pounds.

AREA 1-22 – AUTOPSY AND SURGERY

Several large racks of polished steel have been positioned throughout this room. Above them are large contraptions consisting of sawblades, syringes, and similar devices suspended on fully articulated metallic arms. The equipment is caked with old blood and pools of fresh blood lie glistening on the floor.

- *GM Background:* The blood is preserved by the same magic as the storehouses (Area 1-21).

KAOSTECH: An examination of the surgical tables will reveal that the sawblade-contraptions have no visible controls, but a plug-like device at the end of a long cord is attached to each of them.

- *GM Background:* These are kaostech-controlled devices.

RACK OF POTIONS: Still stored in syringes along one wall.

- 5 *potions of cure light wounds*
- 2 *potions of cure moderate wounds*
- 2 *potions of lesser restoration*
- 1 *potion of restoration*
- 2 samples of mixture A from Area 1-14
- 2 samples of mixture B from Area 1-14
- 2 samples of mixture C from Area 1-14

OTHER ITEMS:

- An *iron collar of gentle repose* hangs on the wall next to the rack of potions.
- Various herbs and the like are stored in a cabinet. A Heal check (DC 10) reveals these to be sufficient to stock 3 healer's kits.

AREA 1-23 – BLOOD SAMPLES

The walls of these rooms are covered with shelves. And every shelf is crammed full of glass jars containing fresh blood.

- **AREA 1-23A:** Red blood.
- **AREA 1-23B:** Red blood.
- **AREA 1-23C:** Black blood.
- **AREA 1-23D:** Green ichor.
- **AREA 1-23E:** Blue blood. (What has blue blood? You dunno.)

KNOWLEDGE (ARCANA) / SPELLCRAFT (DC 23): You've heard of storage facilities like these. Before the development of the modern *clone* spell – a powerful magical rite – the archaic version of the spell was dangerous to both subject and spellcaster. However, the now largely forgotten *blood clone* spell was safer, although it was not as useful (the subject would awake an amnesiac). Most modern spellcasters consider *blood clone* to be only one step removed from raising the dead, since you are essentially capturing a soul which then loses its own identity.

AREA 1-24 – BROKEN BLACK CENTURION

A broken black centurion hangs from the its interface machinery. The machinery failed centuries ago and, without power from the pit of chaos located beneath the complex, the black centurion became inoperative.

The machinery is now ruined, but an inspection will notice a kaostech plug attached to the back of the black centurion's skull.

REMOVING THE CENTURION: If it is removed from this area, the centurion destabilizes, sublimates into a cloud of caustic black vapor, and inflicts 5d6 acid damage on everyone within 30 feet.

AREA 1-25 – FOUNTAIN OF THE HOUNDS

What appears to have once been an extremely large fountain stands in the middle of the room. If there was once water here, it's gone now – the fountain is dry.

On a pedestal in the center of the fountain are three statues, each depicting a wolf-like creature: One appears to be a wolf of prodigious size. Another gapes saber-like fangs and has bony protrusions which jut from its spine. The third appears almost pantherish, with tendrils emerging from its shoulders.

AREA 1-25A – BLOCKADE

Large chunks of rock, furniture, shelving, and the like have been stacked up in a great jumbled heap completely blocking the corridor.

GETTING THROUGH: Opening a crawlspace through the blockade takes 60 minutes of work. This is increased or decreased by the total Strength modifiers of the people working on it (minimum of 10 minutes).

- Move Silently checks are made at a -10 penalty due to the labor-intensive nature of the work. If the ghulworg skeleton in Area 1-34 hears them, it will carefully move to the small chamber just down the hallway. It will remain out of sight until they've cleared a path and entered its domain. Then it will attack.

AREA 1-26 – MIND-TRANSFERENCE DEVICE

A massive apparatus of machinery is built up in the center of the room. Nearly ten feet across, it extends from the floor to the ceiling. (And, in point of fact, burrows down and up ten feet beyond sight in either direction, as well.)

The far wall is inset with a large, ten-foot-wide sheet of smoky, opaque glass.

On opposite sides of the chamber, up short flight of stairs to both the left and right, are large, coffin-like boxes of metal lying on the floor. Flanking these boxes, to either side, thick, metallic rods stand upright from the floor with large, bulbous ends.

METAL COFFINS (A): The metal coffins are, in fact, split down the middle. Each half can be partially rotated back, revealing a cocoon-like depression. One cocoon appears to be shaped for a humanoid; the other for a large dog or wolf. Both are outfitted with manacles.

ACTIVATION CHAMBER (B): The glass partition is a one-way mirror. If you're inside the room you can look into the outer chamber through the smoky glass (but not vice versa).

The north wall of this chamber is covered in a morass of machinery – wires, glass tubes partially filled with liquid, convoluted gearworks, and so forth.

GM Background: This is a kaostech device. In order to figure out how to activate it, a character must make a Craft Kaostech check (DC 20). (This check is 1d20 + Intelligence modifier + inverse Wisdom modifier + skill modifier.)

The entire room is, in fact, a mind-transference device (see below). Ghul's researchers would use it to transplant the minds of orcs into the hounds of Ghul; particularly ghulworgs.

Mind-Transference Device: If either creature is unwilling, it gets a Will save (DC 20) to resist the transference. Even if both creatures are willing, they must both make a Will save (DC 20) to avoid suffering 1d6 points of damage to Intelligence, Wisdom, and Charisma during transference. (Thus, unwilling creatures make two saves.)

Transference is only one way, so if the target body still contains a functioning mind, there are suddenly two minds within the same body. They must make opposed Charisma checks each hour to determine who controls the body. More often, a mind is transferred into a mindless body.

A mind carries with it its Intelligence, Wisdom, and Charisma, skills, feats, spells, knowledge, or spell-like abilities. It can access natural abilities, extraordinary abilities, and supernatural abilities. The body retains its original Strength, Constitution, and Dexterity scores.

Taint: Anyone undergoing a mind-transference must make any immediate taint check. A room in which a mind-transference device has been used becomes a faintly tainted place.

Lever activation; Craft DC 50; Price 100,000 gp; Weight 14,000 lbs.

AREA 1-27 – ORGANIC STORAGE

The walls of this room are covered with glass cylinders – between four and six feet long and perhaps six inches around – filled with a light blue liquid. Floating in the liquid are dozens, if not hundreds, of clawed animal legs.

A few of cylinders have shattered, allowing the liquid to run out. In these, only skeletal remains are left.

KNOWLEDGE (NATURE) (DC 12): All of these legs belong to dog-like or wolf-like creatures.

HEAL (DC 15): They don't appear to have been amputated. They don't have any serrations or the like.

SEARCH (DC 18): Twisting one of the glass tubes causes several dozen neighboring tubes to move out from the wall and slide to one side, revealing – in a burst of stale air – a doorway leading to Area 1-27A.

AREA 1-27A – KAOSTECH STORAGE

The walls of this room are covered with wooden cabinets and drawers; a truly chaotic cacophony of such things, seemingly organized with no rhyme or reason.

- **SEARCH (DC 16):** All of the cabinets and drawers are trapped (see below).
- **SEARCH (DC 25):** There is a master deactivation switch located in one of the cabinets near the door.

TRAP (CR 5): mechanical; location trigger; automatic reset (5 times); gas; multiple targets (all in the room); never miss; poison (weakened burnt othur fumes, DC 18 Fort resists, 1 Con/2d6 Con); Search DC 16, Disable Device DC 18

- **CRAFT (ALCHEMY) (DC 15):** The poison gas is burnt othur fumes, but they have been significantly weakened by age.

INTERESTING ITEMS: If the master deactivation switch is hit (or if the trap is depleted), it is trivial to search through all of the drawers and cabinets. Otherwise there is a 1 in 20 chance upon opening any of the cabinets or drawers that one of the following kaostech items will be found inside:

- **LIFE SENSOR:** Two vaguely cube-like hunks of metal attached to each other by a 2-inch long cylinder. A rubbery tube runs from one of the cubes and ends in a plug-like device. (Playing with it may cause the other cube to split open after being twisted, revealing a multitude of very tiny switches arranged in a random jumble.)
- **DEMONFLESH:** A small glass sphere filled with thick, black liquid.
- A small wooden box filled with metallic discs with holes drilled through the middle of them. (A closer inspection reveals that the metal has been folded back on itself countless times, like a samurai's sword. And the edge of several of these folds have been intricately feathered. – These were once kaostech headclamps, but the organic components have rotted away.)

Life Sensor: The user of this device can set the sensor to detect a given type of creature. He must specify the creature type (humanoids, dragons, giants, etc.) before activating the sensor; this takes 10 rounds. Once he has chosen, he cannot change the creature type without resetting the device. The sensor cannot detect a specific creature – the user can select "humanoids", but not "Aragorn the Ranger." Once activated, the sensor gives a short whine whenever a creature of the specified type comes within 80 feet. The whine occurs only once, but it occurs again for each new creature that enters its range. There is no saving throw to resist the keen sensing power of this device.

Headclamp activation, Craft DC 32, Price 5,000 gp, weight 5 lbs.

Demonflesh: This substance usually comes in a sealed pot. It can be applied to a creature or object, granting either +2 natural armor (for creatures) or +5 hardness (for objects). The coating gives the object or creature a demonic, horrible appearance. The coating lasts for one hour + 6d10 minutes. A creature suffers a -4 circumstance penalty to Bluff, Diplomacy, and Gather Information checks while coated with demonflesh.

Use activation, Craft DC 40, Price 600 gp, weight 1 lb.

AREA 1-28 – FORMER ARMORY

OUTSIDE THE DOOR: A broken, rusty sword lies on the floor in front of this door.

This room is lined with empty stone shelves. Several large, fist-sized stones lie on the floor. They're smooth and rounded, like the stones from a riverbed.

SPOT (DC 15): The stones of the floor glint in the light as if they were metallic.

STUNSTONES: On closer inspection, all the stones of the floor would appear to be made of both stone and metal. There are 16 stunstones in total.

SEARCH:

- **DC 12:** A broken *paralysis ray emitter* (a kaostech item) lies in the back corner of one of the top shelves.
- **DC 20:** In the corner where two shelves meet, a quiver of 10 *ghost arrows* and 10 *insane arrows* (randomly mixed together) has fallen down out of sight. Shifting the shelves reveals the quiver.

Stunstones: This small stone-and-metal device is meant to be hurled at a foe. Doing so successfully inflicts 1d4 points of damage. Unless the foe succeeds at a Fortitude saving throw (DC 14), it also stuns him for 1d2 rounds with a jolt of released energy. Stunned characters drop everything held, can't take actions, suffer a -2 penalty to AC, and lose their Dexterity bonus to AC (if any). Each stunstone can be used only once.

Taint: Stun stones are faintly tainted, but only provoke a taint check upon use.

Use activation; Craft DC 25; Price 350 gp; Weight 1 lb.

Ghost Arrows: This arrow carries a ghost imbedded within it. The ghost can help control the arrow's path in flight, adding a +5 circumstance bonus to the attack roll. Further, the ghost arrow can move around cover, negating cover bonuses to AC. It can even send the arrow around corners, if the archer knows the target's exact location. The ghost has both darkvision and tremorsense, so darkness and invisibility provide a target with no protection.

Use activation; Craft DC 44; Price 1,000 gp; Weight –

Insane Arrows: A variation on the ghost arrow, this type of ammunition not only houses a self-aware ghost, but a horribly homicidal one. This arrow offers no bonus to attack rolls, but it can go around corners and cover like a ghost arrow, and possesses both darkvision and tremorsense.

If an insane arrow misses its target, it immediately flies at and attacks the nearest target (whether it be friend, foe, or the archer who shot it), unless there are no other targets within 100 feet. If it misses that target, it attacks the next nearest target (but not its original target). And so on. This process continues until it hits a target or runs out of targets within 100 feet of its last attempted target. An arrow cannot attack the same target more than once, even in nonconsecutive attacks. The archer can even loose the arrow with no target in mind, if he thinks there might be a foe hiding around a corner or behind an embankment. In such a case, the arrow simply attempts to hit the nearest target after it reaches the intended mark.

Use activation; Craft DC 44; Price 500 gp; Weight -

AREA 1-29 – EMPTY CENTURION CHAMBERS

Thick, black cables dangle from the walls here.

- *GM Background:* These chambers once held black centurions charged with guarding the complex, but the equipment was ripped out centuries ago (possibly when the complex was originally abandoned).

CENTURION'S HAND (B): A black metallic hand lies on the floor here. If it's removed from this area, it sublimates into a caustic black vapor. Everyone within 10 feet suffers 2d6 points of acid damage (Reflex save, DC 15, half damage).

AREA 1-30 – WORKING LABORATORY

A half-dozen high stone tables are stretched out across the far end of this exceptionally wide chamber. The surfaces of the table are covered in heaps of rusted metal and broken glass. A large stone shelf reaches from floor to ceiling along one of the side walls.

SPOT (DC 12): It's clear from looking around the lab that whoever worked here was slightly bigger than human – the tables are just slightly too high and the equipment just slightly too big.

SEARCH:

- **DC 12:** On the shelf, an artificial lower jaw made out of steel and sporting razor-sharp fangs.
 - **SPOT (DC 14):** The tips of the fangs are coated in some sort of black substance.
 - **CRAFT (ALCHEMY) (DC 12):** The substance may have once been poison, but great age has rendered it useless.
- **DC 20:** In a hermetically sealed compartment in one of the desks, a few scraps of paper remain. The writing is a mixture of Ancient Common and a remarkably sophisticated and archaic Orcish. (See *Handout – Bone Lacing*. Identical compartments in other work desks contain nothing.)

PRIVACY ILLUSION: One of the workbenches has been screened with a “privacy illusion” (making it look empty). If anyone interacts with it, the illusion drops away revealing a shocking sight:

- A wolf lies on the table. Its back has been carefully cut open and the flaps of flesh pinned to the table's surface.
- Surgical equipment lies nearby.
- More horrifically, the wolf's spinal column appears to be laying halfway out of the creature. But, upon closer inspection, you see that it is, in fact, a *second* spinal column – the wolf's original spinal column is still in place. It looks as if someone were grafting the second spinal column into place alongside the original spinal column.
- The wolf does not move, but its eyes are open. It seems frozen in time.

- **STASIS FIELD:** The entire top of the bench is encased in a *stasis field*. However, a switch located on top of a jumbled mess of machinery will turn this *stasis field* off... which will cause the wolf to begin bucking around the room, spraying blood.

HANDOUT - BONE-LACING

This scrap of paper appears to be a segment of highly detailed medical research notes, specifically dealing with a practice the author refers to as “bone-lacing.” The document refers to “numerous successes with metallic substances, particularly adamantine,” but the details of the process are not detailed.

However, you do note that the author explicitly refers to this technique of “bone-lacing” as one of the “arts of the betrayal of the flesh.”

AREA 1-31 – BLUESTEEL DOOR

This is another bluesteel door. No password has been inscribed nearby.

AREA 1-32 – IRON RUNES

The far end of this chamber is completely collapsed in a solid wall of rubble and rock.

RODS: Six-inch thick metal rods run between the floor and ceiling. They have been arranged in two rows leading down the passage in parallel. The rods are completely covered in strange runes.

- **DECIPHER SCRIPT (DC 20):** They appear to be archaic alchemical symbols. Their purpose is unclear.

AREA 1-33 – ANTECHAMBER TO THE COLLAPSE

From here you can see that the next chamber has suffered from the same collapse.

AREA 1-34 – PRISON OF THE GHULWORG

An [adamantine skeleton](#) created from a ghulworg roams these corridors. It viciously attacks anyone entering this area.

TIGHT QUARTERS: The ghulworg cannot use its Quick Tail ability when confined to a 5-foot-wide space. It suffers no penalties for being in a 10-foot-wide space (because it has become so used to these corridors during the millennia of its stay).

GHULWORG LORE - KNOWLEDGE (ARCANA/NATURE)

- **DC 20:** This skeleton would appear to belong to a ghulworg – a creature long thought to be extinct or legendary. They were reportedly created by Ghul the Skull-King.
- **DC 23:** Ghulworgs were magical beasts that were either related to worgs, created from worgs, or were the ancestors of modern worgs (the lineage is confused). If they still existed they would be among the largest wolf-like monsters in existence. Their fangs are oversized even for their huge mouths.
- **DC 28:** A ghulworg’s tail ends in a lump of thick bone, which it can whip back and forth at preternatural speeds.

ADAMANTINE SKELETON - GHULWORG (CR 6) - NE Huge

Undead

DETECTION - darkvision 120 ft., Listen +0, Spot +0; **Init** +9 (+5 Dex, +4 Improved Initiative)

DEFENSES - **AC** 15 (-2 size, +5 Dex, +2 natural), touch 12, flat-footed 15; **hp** 91 (14d12); **DR** 5/--; **Immune** cold, undead immunities (mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, ability score damage, fatigue, exhaustion, any effect requiring Fort save); **Resist** fire 15

ACTIONS - **Spd** 60 ft.; **Melee** bite +16 (2d6+9/19-20/x4 plus trip) and 2 claws +16 (1d8+9) and tail +14 (4d8+13); **Ranged** +9; **Space** 15 ft.; **Reach** 10 ft. (15 ft. with tail); **Base Atk** +7; **Grapple** +24; **Atk Options** quick tail, trip

SQ darkvision 120 ft., fire resistance 15

STR 28, **DEX** 18, **CON** --, **INT** --, **WIS** 10, **CHA** 1

FORT +4, **REF** +9, **WILL** +9

FEATS: Improved Initiative

SKILLS: --

Quick Tail (Ex): A ghulworg needs only a standard action to make a bite attack and a tail attack. The tail deals the indicated damage plus 1-1/2 times the ghulworg's Strength bonus despite it being a secondary attack.

Trip (Ex): A ghulworg that hits with a bite can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the ghulworg.

AREA 1-34A - ORC CORPSES

The skeletal remains of seven orcs lie on the floor.

SKELETONS: If their corpses are disturbed or 1d6 rounds after the door is opened, the orcs shamble to their feet as skeletons.

- *GM Background*: These orcs got pinned down by the ghulworg. They shut the door against it and the ghulworg was unable to force an entrance, but they were unable to leave and slowly starved to death. Their aeon-long proximity to the necromantic pool in Area 1-34B, however, caused them to rise from the dead as skeletons.

AREA 1-34B - POOL OF NECROMANTIC FLUID

A thick, brackish liquid fills the shallow pool in this room. One wall of the room has a pane of smoky glass inset into it.

CRAFT (ALCHEMY) / SPELLCRAFT (DC 28): +5 to check if *detect magic* active.

- The liquid appears to be *necromantic fluid*, although diluted to the point where its function is unlikely.
- A creature dipped in *necromantic fluid* will rise from the dead as per an *animate dead* spell.

NECROMANTIC FLUID: It still registers as faintly necromantic magic. There is a 5% chance that it will operate properly and create a skeleton.

AREA 1-34C – OBSERVATION ROOM

This room has a smoky, one-way mirror overlooking the pool of necromantic fluid in Area 1-34B.

AREA 1-34D – SECRET DOOR

SEARCH (DC 30): This check detects the presence of the secret door, but there is no mechanism for opening it. (It can only be opened from the other side, as it was designed to function as an escape route from area 17.)

- Break DC 40, hardness 8, hp 180

LOWER LEVEL

PATROLLING MONSTERS

ICHORCLAW: Areas 11 thru 15

- Attacks anyone entering those areas.
- Starts in Area 2-12.
- It originally escaped from the cells in Area 2-14.

ICHORCLAW (CR 5) – CE Medium Undead

DETECTION – darkvision 60 ft., Listen +8, Spot +10; **Init** +6; **Language** Ancient Common

DEFENSES – **AC** 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; **hp** 78 (12d12); **Immune** undead immunities (mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, ability score damage, fatigue, exhaustion, any effect requiring Fort save)

ACTIONS – **Spd** 40 ft.; **Melee** 2 claws +9 (1d8+3 plus blood drain);

Ranged +8; **Space** 5 ft.; **Reach** ft.; **Base Atk** +6; **Grapple** +9; **Atk**

Option blood drain; **SA** ichor spray; **Combat Feats** Combat Reflexes

SQ darkvision 60 ft., sure-footed, undead traits

STR 16, **DEX** 15, **CON** –, **INT** 7, **WIS** 10, **CHA** 14

FORT +3, **REF** +7, **WILL** +7

FEATS: Combat Reflexes, Improved Initiative, Improved Toughness, Lightning Reflexes

SKILLS: Balance +10, Listen +8, Spot +10

Blood Drain (Su): The long, slender claws of the ichorclaw are venous. When plunged into the body of a living victim (any time a target suffers damage from its claw attack), the ichorclaw can suck blood from them, causing the internal organs which dangle within it to pulse with fresh ichor. The target suffers 1 point of Constitution damage. Each time the ichorclaw inflicts 1 point of Constitution damage, it heals 5 points of damage.

Ichor Spray (Su): Swift Action – The ichorclaw inflicts 5 points of damage on itself and sprays blood from its dangling organs. As per the *grease spell* (Reflex DC 17), centered on the ichorclaw. The save DC is Charisma-based.

Sure-Footed (Ex): The ichorclaw is not affected by slippery terrain, including its own ichor spray.

The ichorclaw is a skeletal undead, but its chest cavity is filled with internal organs that still glisten with pulsing blood. Often too many internal organs, as it will frequently harvest organs from its victims. Its phalanges have been unnaturally lengthened, creating disturbingly gracile claws.

LAZULINE RAZOR: Areas 3 thru 7.

- Patrols constantly through these rooms.
- Will not move into Area 2-1, but may observe from hallways or southern end of pool. (It tried to harvest the Cold Throne and got itself tagged as an enemy by the black centurions in Area 2-10.)
- If he's having problems, he will try to lure the PCs to Area 2-3 (the jewel scarabs consider him an ally and will not attack).

LAZULINE RAZOR (CR 5) – CE Medium Construct

DETECTION – darkvision 60 ft., Listen +9, Spot +9; **Init** +6; **Aura** disorienting (5 ft.); **Languages** Ancient Common

DEFENSES – **AC** 18 (+2 Dex, +6 natural), touch 12, flat-footed 16; **hp** 53 (6d10+20); **DR** 3/--; **Immune** construct immunities (mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage, effects requiring Fort saves)

ACTIONS – **Spd** 30 ft.; **Melee** 2 slams +9 (1d6+4 plus 1 Wis); **Ranged** +6; **Space** 5 ft.; **Reach** 5 ft.; **Base Atk** +4; **Grapple** +8; **SA** razor's edge; **Combat Feats** Combat Reflexes, Dodge, Mobility

SQ darkvision 60 ft., construct traits

STR 18, **DEX** 14, **CON** –, **INT** 11, **WIS** 10, **CHA** 8

FORT +2, **REF** +6, **WILL** +2

FEATS: Combat Reflexes, Dodge, Mobility

SKILLS: Balance +6, Escape Artist +7, Listen +9, Spot +9, Stealth +11

Construct Traits (Ex):

- Cannot heal damage on their own.
- Not at risk of death from massive damage.
- Immediately destroyed at 0 hit points or less. Cannot be raised or resurrected.
- Does not eat, sleep, or breathe.

Disorienting Aura (Su): 5 ft. – Will save (DC 12) or *lesser confusion*.

Razor's Edge (Su): Swift Action – Once for every 10 points of damage the lazuline razor suffers, it can jettison its outer layers. These sharp metal plates explode outward, dealing 3d6 damage to all creatures within 20 feet (Reflex DC 14 for half damage). In addition, for each layer jettisoned the lazuline razor will pick up speed, which has the following effects:

- -1 natural AC
- +2 Dex (note that this keeps the razor's base AC unchanged)
- +1 to attack and damage rolls
- +10 feet speed

When the lazuline razor reaches half of its starting hit points, it is affected as per a *haste* spell.

The lazuline razor is a construct made up from interlocking plates of blue-tinted metal. Its head, studded with a single eye which glows like a sickly emerald, arches out with an almost prehensile neck. As it jettisons its outer mechanisms, it reveals biomechanical components at its core.

BLACK CENTURIONS: Area 2-10.

- Ordered to protect the Cold Throne at all costs. If the Cold Throne is touched, they move to attack in waves (2, then 2, then 4).
- Will also attack anyone passing through Area 2-10 who isn't authorized. (Which is essentially everyone at this point.)

BLACK CENTURION (CR 3) – N Medium Construct

DETECTION – darkvision 60 ft., low-light vision, Listen +7, Spot +7;

Init +2 (Dex); **Languages** Ancient Common

DEFENSES – **AC** 17 (+2 Dex, +5 natural), touch 13, flat-footed 15; **hp** 64 (8d10+20); construct immunities (mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage, effects requiring Fort saves); **Resist** cold 10, fire 10; **Weakness** vulnerable to sonic

ACTIONS – **Spd** 30 ft.; **Melee** +3 *longsword* +9 (1d8+3/17-20) or +3 *lance* +9 (1d8+3/19-20/x3); **Ranged** +3 *heavy crossbow* +8 (1d10/19-20);

Space 5 ft.; **Reach** 5 ft.; **Base Atk** +6; **Grapple** +9; **Atk Options** absorb properties; **SA** create weapon; **Combat Feats** Combat Reflexes, Dodge

SQ absorb properties, create weapon, construct traits, death vapors

STR 17, **DEX** 14, **CON** --, **INT** 12, **WIS** 11, **CHA** 10

FORT +2, **REF** +4, **WILL** +2

FEATS: Combat Reflexes, Dodge, Improved Critical (created weapon)

SKILLS: Balance +4, Escape Artist +4, Hide +5, Jump +7, Listen +7, Move Silently +6, Spot +7, Tumble +6

ADVANCEMENT: 9-15 HD (Medium); 16-24 HD (Large)

Absorb Properties (Ex): If a black centurion is successfully struck by a magic weapon, all that weapon's properties are absorbed by the black centurion for 1 hour. The weapon loses its properties during that time (or until the black centurion is slain). A black centurion can manifest any of these properties (up to a total +5 enhancement bonus) in its created weapon as a free action.

A black centurion cannot hold more more than a total of +10 enhancement bonus worth of properties. Additional properties are not absorbed. As an immediate action, a black centurion can choose to give up absorbed properties to absorb new properties.

The manifested properties must be applicable to the created weapon (for example, a mace cannot be imbued with the *keen* property). The total enhancement bonus on a created weapon cannot exceed +5.

Create Weapon (Ex): A black centurion can spontaneously create a single weapon from its flowing metal form as a swift action. Such weapons have a +3 enhancement bonus. Created weapons are part of the black centurion's form and cannot be used by other characters.

Construct Traits (Ex):

- Cannot heal damage on their own.
- Not at risk of death from massive damage.

- Immediately destroyed at 0 hit points or less. Cannot be raised or resurrected.
- Does not eat, sleep, or breathe.

Death Vapors (Ex): The black mercury from which black centurions is constructed is highly unstable. If they are prevented from returning to their chambers at least once every 12 hours, a black centurion will be losing cohesion (losing 1d6 hit points per hour).

In addition, when a black centurion is destroyed they immediately sublimate into a caustic black vapor. Everyone within 30 feet of the black centurion suffers 5d6 points of acid damage (Reflex save for half damage).

AREA 2-1 – THE COLD THRONE

GLOWGEMS: The vast chamber is filled with an eerie, silver, sepulchral light emanated from countless small glowgems in the ceiling.

- The glowgems magic is failing with age, but each would still be worth 5 gp. (There are a total of 600 such gems, although prying them out would be a major undertaking.)

POOL: Most of the room is filled with a large, but shallow pool of dark, silvery-grey liquid.

- **UNHOLY WATER:** The pool is *unholy water*. (Elestra and Dominic will suffer damage as if exposed to acid.)

AROUND THE POOL: A ten-foot-wide walkway circles the pool, with various hallways and doors leading out of it. A bluesteel door can be seen along a wall near a recessed edge of the pool.

PLATFORM: In the center of the pool there is a raised platform surrounding a large pit of some sort. Several large rods of iron with large brass balls at the end of them are positioned around this platform. An arch of stone rises over the pit and, at the apex of the arch, there is a huge throne wrought from intricately detailed and gothic steel.

- **BOTTOMLESS PIT:** The pit seems to be bottomless. Lights dropped down it seem to go on forever before finally passing beyond sight. (It's actually 10,000 feet deep, ending in an immense pit of chaos. Pits of chaos are described in *The Complex of Zombies*.)
- **PITONS IN THE PIT:** The goblins have driven pitons to climb up more than a hundred feet from a fissure below. This leads down to Area 2 of the *Goblin Caverns of the Ooze Lord*.

THRONE OF THE OVERSEER: The throne is kaostech. The metal is cold to the touch, but not harmfully so. A hidden panel (Search DC 25) can be recessed, revealing a long, spongy cable with a plug at one end of it (which could be plugged into a headclamp).

- If activated, 12 separate spheres emerge from the *throne of the overseer*. The operator of the throne can control these spheres to fly anywhere within this complex. The operator can see and hear through them and even manipulate objects through them with an effect similar to *telekinesis*.
- The throne is a fully tainted (not faintly tainted) object.

AREA 2-2 – LARDER OF GREEN SLIME

Various pieces of ancient and scarred wood lie scattered here and there, suggesting that this might have been a storeroom of some sort.

SPOT (DC 18): The green slime on the ceiling.

GREEN SLIME: Currently quiescent, but 1d4 rounds after someone enters the room, the presence of life rouses it and it drops from the ceiling.

- 5-foot square deals 1d6 Con per round or 2d6 damage vs. wood/metal (ignoring hardness). It does not harm stone.
- First round of contact, it can be scraped off. After that it requires cold damage, fire damage, sunlight, or *remove disease*. Can also be hacked off, but this causes at least 1d6 points of damage to the victim and requires 1d3 rounds.

GM Background: The preservation magicks on this larder wore out and the green slime got in. It devoured everything edible and then entered its quiescence.

AREA 2-3 – JEWEL SCARABS

The walls and floor of this chamber glitter. It takes a moment to realize that they are completely covered in the gleaming carapaces of large scarab beetles. Each carapace appears to be studded with large gemstones.

JEWEL SCARABS: There are 10 surviving jewel scarabs in this area – 3 ruby scarabs, 5 emerald scarabs, 2 opal scarabs.

- +15 racial bonus to their Hide checks from being able to scuttle through the “dead” shells covering the floor.
- *GM Note:* Jewel scarabs were a personal pet project of one of the researchers here. He used this area to display them, but the shelves they once occupied have long since rotten away.

JEWEL SCARAB (CR 2) – N Small Construct

DETECTION – tremorsense 30 ft., Listen +6, Spot +4

DEFENSES – AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15; **hp** 17 (2d10)

ACTIONS – **Spd** 30 ft., fly 40 ft. (average), burrow 15 ft., climb 10 ft.;

Melee bite +1 (1d4-1); **Ranged** +2; **Space** 5 ft.; **Reach** 5 ft.; **Base Atk** +1; **Grapple** -4; **SA** spell-like abilities

SQ –

STR 9, **DEX** 12, **CON** --, **INT** 1, **WIS** 15, **CHA** 10

FORT +6, **REF** +4, **WILL** +2

FEATS: Alertness

SKILLS: Climb +9, Hide +7 (+15 in sand), Listen +6, Spot +4

Spell-Like Abilities

Ruby scarab: 6/day – *flare* (DC 14)

Emerald scarab: 6/day – *acid splash* (+3 ranged touch, 1d3 acid)

Sapphire scarab: 6/day – *ray of frost* (+3 ranged touch, 1d3 cold)

TREASURE: There are 54 scarabs here. Each is a beautiful work of art. Although some of their gems have been destroyed or lost, they have an average value of 350 gp each. They weigh 10 pounds each. (Total Value: 18,900 gp. Total Weight: 540 lbs.)

CONSTRUCT LORE: Three successful Knowledge (arcana) checks (DC 25), each requiring eight hours of work, could reverse engineer the workings of a jewel scarab. An additional eight hour session for each of the other two jewel scarabs would discover their gem-type properties. Such techniques could probably fetch another 5,000 gp for each type of jewel scarab if explicated.

AREA 2-4 – LAB OF THE CONSTRUCTS

A large forge is built into one corner. Strange metal frames are built up here and there throughout the room. The middle of the room is dominated by a large stone worktable.

GM Background: This room was once used as a lab for building constructs.

TOOLS: The material here is badly damaged, but could still be of some use (2,000 gp). The transportable goods weigh 5,000 pounds.

AREA 2-5 – PARTS STORAGE

The walls of this room have been carved out with numerous cubbyholes, cabinets, shelves, and other storage areas. They are covered in a great, eclectic variety of materials.

KNOWLEDGE (ARCANA) (DC 15): Identifies the material as golem construction parts worth 5,000 gp. (Total Weight: 1,000 lbs.)

AREA 2-6 – RUINED CONSTRUCTS

Several large, rack-like structures run down the length of either side of the room. Most of them are empty, but two of them contain mechanical constructs.

CONSTRUCTS: These constructs have been opened up and have either been disassembled or were never complete to begin with.

- The lazuline razor that patrols this level was also built in this lab. The two constructs here clearly come from a similar school of design, but are quite distinct in form and (presumably) function.

AREA 2-7 – THE ADAMANTINE DRILL

A large drill (literally ten feet long and half as thick) is suspended from a scaffolding in the center of this room. It's flanked by two workbenches.

DRILL: The drill is clearly unfinished, but enough of its mechanisms are intact to show that it would be some sort of self-propelled drilling construct.

- **APPRAISE (DC 15):** The drill's cutting surfaces are edged with 9,000 gp worth of adamantine.

SEARCH (DC 15): Turns up a *stasis box* of cedar inlaid with Ghul's skull sigil in blackoak on its lid.

Within the *stasis box*:

- Half of the schematics for the drill (worth 500 gp). (The other half were left out have rotted away centuries ago.)
- The schematics are titled, in Orcish: DRILL OF THE BANEWARRENS.
- There are also several arcane notes, also in Orcish, that can be understood with a Knowledge (arcana) check (DC 18). These describe, in general terms, the properties of walls sealed with incredibly powerful spells and exotic materials far beyond mortal ken. Whoever was writing them seemed unsure of the exact characteristics, but the tensile strength of the drill seemed calculated to overcome them.
- *GM Background:* This drill was designed to penetrate the walls of the [Banewarrens](#) (a mega-adventure by Monte Cook).

AREA 2-8 – RESEARCH QUARTERS

These are similar to Area 1-10, but are under the effects of a preservation spell. The furniture is pristine, as is the floor of white tile with Ghul's skull sigil worked into it as a mosaic.

SEARCH (DC 12): In one of the bedside tables there is a key (which goes Area 2-17).

AREA 2-9 – GHUL'S TELEPORTAL

The walls of this chamber are carved from pitch-black stone. A strange spiral pattern has been carved into the floor. Orcish letters have been carved into the far wall (reading "LABORATORY OF THE BEAST").

TELEPORTAL: These teleportals appear throughout Ghul's Labyrinth. The teleportal network was powered through the Tourbillion (*Ptolus*, p. 453). After the *Signet of Shallamoth Kindred* was removed from the Tourbillion, the teleportal network was left unpowered and useless. (If the teleportal network were active, one could stand on this teleportal, say the name of any other teleportal, and appear there.)

AREA 2-10 – BLACK CENTURIONS

All eight of these areas hold a black centurion. They are suspended from metal machinery bolted to the wall.

MACHINES: These kaostech machines are powered by the pit of chaos beneath the complex (thus avoiding the dangers of chaotic failure). The black centurions are connected to the machines by headplugs.

ACTIVATION: When activated, the centurions simply drop to the floor and begin moving sinuously.

- If anyone disturbs the throne in Area 2-1 they will activate in waves: 2, then 2, then 4.
- If anyone passes through this area, one will automatically activate. If it meets with difficulties, the rest in the local area will activate. If two of them are destroyed, the four in the other area will activate.

AREA 2-11 – OFFICE

A large desk on the far side of the room has been smashed to pieces. The once-luxurious carpet is stained and soiled. Surprisingly, nothing here looks particularly rotten or aged – merely damaged.

SEARCH (DC 18): A concealed trapdoor in the floor hides a safe.

- **OPEN LOCK (DC 30):** The safe is empty except for a scroll – *Ghul's Commission*.

GM Background: This area is protected by a preservation spell, but the ichorclaw has inflicted damage in random bouts of rage over the years.

AREA 2-12 – GREAT HALL

A massive table of stone stands in the middle of this room. Massive, yet elegant, high-backed chairs stand around it. A large ambry of oak stands against the north wall.

AMBRY:

- 18 silver goblets (worth 25 gp each)
- 3 bottles of ancient orcish bloodwine (worth 250 gp each)

GM Background: The room is protected by a preservation spell.

AREA 2-13 – TORTURE CHAMBER

This room is filled with implements of torture, including a bloodstained rack, iron maiden, and manacled chair. (The room is protected by a preservation spell, so the blood is still fresh.)

AREA 2-14 – PRISON CELLS

The bars of each cell are activated by a switch on the wall opposite the doors.

SHATTERED CELL (A): This cell is empty and the bars have been broken and bent outward. (This is where the ichorclaw came from.)

SKELETON (B): An orc's skeleton lies in this chamber.

SKELETON (C): An elf's skeleton lies in this chamber.

AREA 2-15 – BATTERED BLUESTEEL

This bluesteel door has been battered from the outside, bending it hideously inward. However, it has lost none of its strength and remains equally impassable. No password is written nearby.

AREA 2-16 – SMASHED CENTURION CHAMBERS

The centurions are absent from these chambers, but the smashed remnants of their machinery is still present. (See Area 2-10.)

AREA 2-17 – EMPTY CHAMBER

This chamber appears empty.

SEARCH (DC 18): There is a keyhole in the center of the southern wall. Cleverly hidden. (The key for this secret door is located in Area 2-8.)

AREA 2-18 – VAULT SECURITY

Four iron rods, each topped by a ball of brass, stand in the corners of this room. The iron door in the far wall has no handle. Instead, a large impression in the shape of an orc's hand is in the center of the door.

IRON DOOR (3 in. thick): hardness 10, hp 90, break DC 30. The door will open if anyone holding *Ghul's Commission* (from Area 2-11) places their opposite hand in the depression.

- It can also be fooled with a Use Magic Device check (DC 30).
- Any other attempt to open the door will trigger the trap.

TRAP (CR 4): magic device, proximity trigger (alarm), automatic reset, spell effect (lightning bolt, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28, Disable Device DC 28. (Cost: 7,500 gp, 600 XP) A lightning bolt bursts from each of the four iron rods.

AREA 2-19 – THE RESEARCH VAULT

The walls of this iron-shod chamber are lined with numerous shelves both little and small. The shelves are covered with small, carefully crafted niches, each of which was clearly designed to hold some unique item. All of the niches are now empty.

GM Background: The vault was emptied when the complex was abandoned. It once held a variety of odd artifacts and the like, waiting to be analyzed by Ghul's researchers, but now nothing of value remains.

AREA 2-20 – BEAST KENNELS

These were once beast kennels. The wooden doors leading to them are almost entirely rotten away through sheer age.

The kennel rooms contain feeding troughs and watering troughs.

Large channels from each room lead out to a 6-inch-wide gap in the middle of the hall's floor. Beneath this gap is a 50-foot-deep pit down which charnel waste was washed. (There's nothing of interest down there.)

AREA 2-21 – THE ARENA

This bloodstained arena was once used to test the creations of the laboratory and instill a blood-thirst in the hounds. It is an open pit, with the upper level described in Area 1-19.

AREA 2-22 – WEAPONS STORAGE

Hanging from the walls and iron racks down the middle of this room are a great variety of weapons, all designed for beasts: Tines, serrated harnesses, and the like. All of them have been crafted to appear as vicious and merciless as possible.

There are also a selection of short iron spears, designed to enrage creatures.

The vast array is impressive, but a closer inspection reveals that most of them are unusable – either custom-crafted for unusual creatures; with important bits rotted away; or their metal rusting and fatigued from age.

AREA 2-23 – COLLAPSE

The ceiling of this room has been weakened by the fissure (which was created by an earthquake many years ago).

OPENING THE DOOR: Opening the door to requires a Strength check (DC 18), but also causes the ceiling to collapse.

- **TRAP (CR 6):** mechanical, location trigger, repair reset, ceiling falls down (8d6, crush), multiple targets (all targets in room), never miss; Search DC 20, Disable Device DC 16

FISSURE: The fissure leads down to Area 1 of *Goblin Caverns of the Ooze Lord*.

APPENDIX: ADAMANTINE SKELETON

“Adamantine Skeleton” is an acquired template that can be added to any skeleton.

CREATING AN ADAMANTINE SKELETON

An adamantine skeleton can be created through the use of an *animate dead* spell, just like a regular skeleton. In addition to the normal components of the *animate dead* spell, however, the creation of an adamantine skeleton requires adamantine as a material component. The amount of adamantine depends on the size of the creature being transformed.

Creature Size	Adamantine Cost
Tiny or smaller	250 gp
Small	500 gp
Medium	1,000 gp
Large	2,000 gp
Huge	4,000 gp
Gargantuan	8,000 gp
Colossal	16,000 gp

Attacks: The ultrahard metal of the adamantine skeleton’s claws give them the natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. They also gain a +1 enhancement bonus on their attack rolls.

Special Qualities: Adamantine skeletons gain the following special qualities:

Damage Reduction (Ex): An adamantine skeleton has damage reduction 5/--.

Challenge Rating: Increase by +1.

APPENDIX: TAINT



BECOMING TAINED

If a character remains exposed to a tainted place or object for more than 10 rounds, they must make a Fortitude check (DC 15) or immediately suffer 1 point of taint. In addition, if a character uses or wields a tainted object, they must make a Fortitude check (DC 15) or immediately suffer 1d3 points of taint.

For every 24 hours spent in a tainted place, or spent carrying a tainted object, a character must make a Fortitude saving throw. The base DC is 15 + 1 for every consecutive 24 hours of exposure. Multiple, simultaneous exposures (such as carrying a tainted weapon in a tainted place) increases the DC by +2 per additional source of exposure every 24 hours. If the character fails this saving throw, their taint increases by 1.

FAINT TAINT

Some objects and places are only faintly tainted. Characters exposed to such objects and places still risk becoming tainted themselves, but the risk is not as great.

A character who is exposed to a faintly tainted place or carries a faintly tainted object for more than 1 day must make a Fortitude save (DC 15) or immediately suffer 1 point of taint. In addition, the first time a character uses or wields a faintly tainted object, they must make a Fortitude save (DC 15) or immediately suffer 1 point of taint.

For every week spent in a faintly tainted place or carrying a faintly tinted object, a character must make a Fortitude save (DC 15) or suffer 1 point of taint. Unlike fully tainted objects and places, multiple or simultaneous exposure to faintly tainted objects or places do not increase the DCs of these checks.

TAINED PLACES

When a character casts an evil spell in a tainted area, the caster is considered at +1 caster level for spell effects that depend on level. When a character casts a good spell in a tainted area, the caster is considered at -1 caster level for spell effects that depend on level. (This has no effect on spells known, spells per day, or highest level of spell available.)

Faintly tainted places have no effect on the casting of such spells.

DETECTING TAIN

The use of a *detect evil* spell can detect taint. It reveals itself as an oozing, purple pulsation within the blackish aura which normally detects the presence of evil. The strength of the aura depends on the amount of taint present:

- 1 taint point = Faint aura
- 2-4 taint points = Moderate aura
- 5-10 taint points = Strong aura
- 11+ taint points = Overwhelming aura

EFFECTS OF TAIN

A character's taint score applies as a penalty to his Constitution and Wisdom scores. Thus, a character with a 16 Constitution and a 14 Wisdom who acquires a taint score of 4 has an effective Constitution of 12 and an effective Wisdom of 10. These penalties reflect the taint's impact on the character's physical and mental health. Characters who embrace taint (see below) and make use of it can ignore some of these penalties. These penalties are not treated as ability damage, ability drain, or any other penalty to an ability score that can be removed by magic.

The effects of the tainted character's Constitution and Wisdom penalties can be experienced in many ways, depending on the level of taint. A character who has lost 25% of their Constitution to taint is mildly tainted. A character who has lost 50% of their Constitution is moderately tainted. A character who has lost 75% of their Constitution is severely tainted.

Mild Taint Effects

Occasional nausea or vomiting
Pain in joints
Hair goes white
Mild paranoia
Disorientation
Increased aggressiveness
Mild hallucinations
Phlegmy, wracking cough
Eyelid swells, obscuring vision
Pale, grayish, dead complexion
Sunken eyes, cracked lips
Skin seeps greasy, yellowish "sweat"
Skin thickens, turns leathery

Moderate Taint Effects

Bones begin to warp, thicken
Black, lichen-like skin growth
Reddened, burn-like sores
Eye clouds or blood vessel break
Lips shrink back from gums
Gums swell, bleed, rot
Bleeding from orifices
Hair falls out
Uncontrollable seizures
Eruption of painful sores
Sores ooze blood, pus, ooze
Sores ooze spiders, insects, maggots
Hear the voices of evil spirits
Severe paranoia
Fits of disturbing laughter
Disregard of hygiene

Severe Taint Effects

Flesh of nose rots away
Mutated, deformed extremities
Spine twists, back hunches
Severe warping of skeleton
Skull enlarges and deforms
Great, swollen growths on the body
Lungs eaten away from the inside
Eye falls out, leaving gaping socket
Skin peels off in papery sloughs
Fingers or toes begin to web and fuse
Irresistible murderous rages
Reduced to primitive behavior
Eats inedible or still-living things



IGNORING TAIN

Only undead and creatures with the evil subtype are unaffected by taint.

DEATH FROM TAIN

If a character's Constitution score reaches 0 from the effects of taint, they die. 1d6 hours later, they rise as a hideous, evil creature under the control of the DM.

CLEANING TAIN

Taint can be removed in a number of ways, particularly through the use of spells.

- *Remove curse* and *remove disease* each reduce a taint score by 1 point, although they cannot reduce a taint score below 1.
- *Heal* reduces a character's taint score by 1 point per three caster levels, but it cannot reduce a taint score below 1.
- *Restoration* reduces a character's taint score by 1 point per four caster levels, but cannot reduce a taint score below 1.
- *Greater restoration* reduces taint by a number of points equal to the caster level of the cleric casting the *greater restoration*, it can also reduce a taint score to 0.
- *Miracle* or *wish* spells cannot remove taint except by duplicating the effects of other spells described here.

CLEANSING PLACES AND OBJECTS: Clerics may use *hallow* to remove the taint from an area, but it takes time. The spell must remain intact for a year and a day to remove the taint from an area. If, during that time, an opposing character casts *unhallow* on some or all of the area, the effort is lost and must be begun again.

Unintelligent items left in a *hallowed* area for a year and a day lose their taint. Items that have an intelligence score are cleansed as if they were characters.

TAIN-ABSORBING ITEMS: Some items can naturally absorb taint, either cleansing those affected by it (rare) or protecting those who carry them from taint (more common).



TAINED FEATS

Tainted feats require that a character have at least 1 point of taint (as specified in the feat's prerequisites).

CORRUPTED BODY [TAINT]

Prerequisites: 1 taint point

Benefit: You do not suffer any penalty to your Wisdom score as a result of the taint. However, you suffer twice the normal number of mutations.

Special: If you are ever completely cleansed of the taint, you may immediately choose another feat to replace Corrupted Body. A character with both the Corrupted Body and Twisted Mind feats suffers no penalties, mutations, or insanities from the taint.

MASTERY OF THE TAIN [TAINT]

Prerequisites: 5 taint points

Benefit: You have learned to use the taint within you to channel powerful magical energies. You cannot cast spells of the good and lawful types, but you cast chaos and evil spells at a +1 caster level. In a tainted area this bonus is doubled to a +2 caster level.

Special: This feat can be selected as one of the wizard's bonus feats.

MASTERY OF THE TAIN, GREATER [TAINT]

Prerequisites: Mastery of the Taint, 10 taint points

Benefit: Your mastery of the taint has grown, allowing you to cast chaos and evil spells at +2 caster level and all other spells at +1 caster level. In a tainted area these bonuses are increased by one (+3 caster level for chaos and evil spells, +2 caster level for all other spells).

Special: This feat can be selected as one of the wizard's bonus feats.

TAINED EMBRACE [TAINT]

Prerequisites: 5 taint points

Benefit: You gain *protection from good* and *protection from law* as supernatural abilities.

TAINED STRENGTH [TAINT]

Prerequisites: 4 taint points

Benefit: Your muscles and sinews have been infused with the taint, lending them unnatural strength even as your body rots from within. You gain a +2 bonus to Strength.

Special: Because your tainted strength requires the taint to corrupt your body, you cannot benefit from the Twisted Mind feat if you possess this feat.

TAINED STRENGTH, GREATER [TAINT]

Prerequisites: Tainted Strength, 6 taint points

Benefit: You gain an additional +2 bonus to Strength (for a total bonus of +4).

TWISTED MIND [TAINT]

Prerequisites: 1 taint point

Benefit: You do not suffer any penalty to your Constitution score as a result of the taint. However, you suffer twice the normal number of insanities.

Special: If you are ever completely cleansed of the taint, you may immediately choose another feat to replace Twisted Mind.
A character with both the Corrupted Body and Twisted Mind feats suffers no penalties, mutations, or insanities from the taint.

APPENDIX: KAOSTECH



Kaostech is one of the many forms of technomancy. Like the other technomantic arts, it is not truly technological or magical. It does not function according to the pure rules and logic of natural science nor the transmutative animism and sympathetic laws of alchemy. Its existence is no dependent upon the power of magic or the whim of the gods.

Kaostech is something different. It is a harnessing of primal chaos, but it is also an embodiment and an expression of that primal chaos. It is corruption and destruction given form. It is something that could not exist without a perversion of the natural order – and the creation of that perversion is at the very heart of the kaostech device's function.

Kaostech is also known as the technology of the taint. Its devices have been called chaos machines, demon devices, and artifacts of the taint.

FORMS OF KAOSTECH

Kaostech devices can be roughly divided into two categories: bones of steel and betrayals of the flesh.

BONES OF STEEL: These are mechanical devices designed to harness and use the powers of chaos. Although their intimate connection to chaos, and their manipulation of chaotic forces, often make the construction of bones of steel seem illogical or incomprehensible, they are fundamentally machines. They are built of metal and glass and cloth. Inside they maybe filled with a baffling array of wires and gears and tubes, but their function is still easily comprehended once it has been demonstrated.

BETRAYALS OF THE FLESH: Betrayals of the flesh, rather than being mechanical devices, are living organisms. They are grown in alchemical vats, harvested from corpses, or perverted from natural creatures. Some betrayals of the flesh are independent creatures of a sort – they eat and breathe and grow. A few of them are even capable of movement.

Other betrayals of the flesh, however, are designed to be used in a parasitic symbiosis with another creature: They are grafted on as replacement parts or created through the manipulation and surgical alteration of the host creature itself.

KAOSTECH SKILLS

CRAFT KAOSTECH (Intelligence + Special) (Trained Only)

Check: A character can make a Craft Kaotech check to build, repair, or modify a kaotech device. It can also be used to identify and activate newly encountered kaotech safely. The DC of the check depends on what the kaotechnician is attempting to accomplish.

Create Kaotech Device (Weekly Progress): The DC required to create a kaotech item is listed in the item's description. The DC of the check, the skill check result, and the item's price determine how long it takes to make a particular item.

1. Find the item's price in silver pieces (1 gp = 10 sp).
2. Find the DC listed with each kaotech item.
3. Pay one-third of the item's price for the cost of raw materials and expend a splash of raw chaos.
4. Make a Craft Kaotech check representing one week's work.
5. If the check succeeds, multiply the check result by the DC of the item. If the result is at least equal to the price of the item in silver pieces, then the kaotechnician has completed the item.
6. If the result doesn't equal the price, then it represents the progress the kaotechnician has made this week. Record the result and make a new Craft Kaotech check for the next week. Each week the kaotechnician makes more progress until their total reaches at least the price of the item.

If the check is failed by 4 points or less, the kaotechnician makes no progress. If the check is failed by 5 points or more, the kaotechnician ruins half the raw materials (and the cost of those materials must be paid again).

Create Kaotech Device (Daily Progress): Checks can be made by the day instead of by the week. In this case, evaluate the kaotechnician's progress (check result times DC) in copper pieces instead of silver pieces.

Determine Activation Method: A kaotechnician can identify the activation method of a kaotech device by make a Craft Kaotech check (DC 20).

Identify Kaotech Device: A kaotechnician can attempt to identify a kaotech device by making a Craft Kaotech check. The DC is equal to the item's original craft DC + 5.

Repair Kaotech Device: Generally, a kaotechnician can repair an item by making checks against the DC required to originally make the item. The cost of repairing an item is one-fifth its price. Due to the unstable nature of kaotech, if the repair check fails, the kaotechnician completely destroys the item; no further attempts are possible.

Repairing a kaotech item requires a splash of raw chaos.

Modifiers - Determining Activation & Identification: Craft Kaotech checks made to determine the activation method of a kaotech device or identifying a kaotech device are made easier or more difficult depending on the kaotechnician's familiarity with the item in question.

Extremely Chaotic: If the character is extremely chaotic or maybe even a little mad (a determination made at the DM's discretion) they gain a +2 bonus on their check.

Extremely Lawful: If the character is extremely lawful or logical (a determination made by the DM) they suffer a -2 penalty to their check.

Familiar with Similar Item: If the character has used or dealt with a kaotech item similar to the one currently being examined they gain a +4 bonus to their check.

Obvious Use: If the device's use is straightforward or obvious (goggles, for example) the character gains a +10 bonus on their check to determine the item's method of activation. (They do not, however, gain any bonus for identifying the item's function.)

Unfamiliar with Kaotech: If the character is unfamiliar with kaotech or believes the item to be magical, they suffer a -4 penalty to their check.

Try Again: No, except for creating a new kaotech device (although a failure by 5 or more points results in losing half the raw materials from the attempt).

Special: In addition to their Intelligence modifier, a kaotechnician's Wisdom modifier also applies to Craft Kaotech checks. However, you must invert the Wisdom modifier so that a bonus acts as a penalty and vice versa.

Example: A character with a -2 Wisdom penalty gains a +2 bonus on their Craft Kaotech checks. On the other hand, a character with a +3 Wisdom bonus suffers a -3 penalty on their Craft Kaotech checks.

To create, repair, or identify a kaotech device the kaotechnician must have the right tools. Outfitting a kaotech creation laboratory costs 10,000 gp. One suitable only for repairs and identification costs 1,000 gp.

Untrained: If you have no ranks in Craft Kaotech, you can make an Intelligence test modified by your inverted Wisdom modifier to determine the activation method of a kaotech device.

CHAOS SURGERY (Intelligence + Special) (Trained Only)

Check: A chaos surgeon can perform surgical procedures to implant intrinsic kaotech devices into the body of a living creature or replace portions of a living body with kaotech.



Attach Intrinsic Device: Each type of intrinsic device has its own Chaos Surgery DC and requires a specific amount of time to perform the procedure, as specified in the item's description.

If the Chaos Surgery test is successful, the intrinsic kaotech device has been successfully grafted, implanted, or otherwise attached. The subject must enter a recovery period, the length of which is specified in the item's description. During this time the subject requires complete bed rest. If the subject undertakes any strenuous activity or suffer any damage during the recovery period, they must make a Fortitude save with a DC equal to the original Chaos Surgery DC required to attach the device. If they fail the saving throw, the kaotech device fails and does not function.

If the Chaos Surgery test is failed, the intrinsic device automatically suffers chaotic failure (and has the standard 1 in 20 chance of suffering chaotic backlash or chaotic necrosis). In addition, the subject suffers

5d10 damage and 2d6 points of Constitution damage. The subject must still wait through the recovery period. If the subject undertakes any strenuous activity or suffers any damage during the recovery period, they must immediately make a Fortitude save (DC 15 + damage taken) or suffer 1d10 points of

damage and 1 point of Constitution damage. (They do not need to make a second save as a result of damage taken from this failed saving throw.)

A chaos surgeon cannot attach an intrinsic device to themselves.

Treat Chaotic Necrosis: A chaos surgeon can revitalize a betrayal of the flesh that has suffered chaotic necrosis. This treatment requires 10 minutes, a successful Chaos Surgery check (DC 25), and materials worth 1/10th the original creation cost of the device.

Modifiers:

Distractions: If the chaos surgeon is distracted (by loud noises or nearby combat, for example) while using the Chaos Surgery skill, they suffer a -2 penalty to their check.

Filth Environment: Making a Chaos Surgery check in a non-hygienic environment imposes a -2 penalty to the check. (A filthy area may also force the subject to make a Fortitude save to resist disease, as the DM's discretion.)

Try Again: Yes

Special: In addition to their Intelligence modifier, a chaos surgeon's Wisdom modifier also applies to Chaos Surgery checks. However, you must invert the Wisdom modifier so that a bonus acts as a penalty and vice versa.

To make a Chaos Surgery check, the chaos surgeon must have the proper tools (a scalpel, grips, cutters, forceps, rags to soak up the blood, and so forth). This surgical kit costs 1,000 gp.

Untrained: Chaos Surgery cannot be used untrained.



USING KAOSTECH

ACTIVATION: Using a kaostech device is rarely easy or straightforward: Strange switches, levers, dials, or even more obtuse mechanisms are involved. Sometimes one lever must be positioned in precisely the right orientation before another switch will function (or even appear). Or perhaps two switches must be activated at the same time. Or a dial turned only once the device has been oriented in a particular way. There is no internal logic to it, and even two devices with the same function might have different appearances and different means of activation.

Activating a Kaostech Device: Some kaostech devices, particularly those which are worn, are simply use-activated, but many require the use of a lever or switch. Using a lever to activate a kaostech device is a standard action. Using a switch is a free action.

Some kaostech devices must be controlled (or can be controlled) through the use of a *headclamp* (see item descriptions).

Determining Activation: In order to figure out how to use a particular kaostech device, a character must make a Craft Kaostech check (DC 20). Success means that the character can activate the item, although they may still not know what it does (unless its function is obvious).

Intrinsic Devices: An intrinsic kaostech device must be grafted or implanted into a host before it can be used. (A non-intrinsic device, on the other hand, can be used like any other piece of equipment.) Creatures without a Constitution score cannot use intrinsic kaostech items, although a *demonic converter* allows corporeal undead to use them. Incorporeal creatures and constructs can never use intrinsic kaostech.

ACTIVATION METHODS

Headclamp: Some kaostech devices can be controlled through the use of a *headclamp*.

Lever: A lever refers to an activation device that must be positioned precisely or is otherwise complex. For example, a metal handle with multiple positions; a cord that must be pulled to a specific length; or a liquid-filled bag that one must squeeze. Activating a device with a lever is a standard action.

Switches: A switch refers to an activation device with a simple on-off position or a similarly easy-to-use mechanism. For example, a glass panel that the user taps; a rotating ball that must be spun; or a cord that must be sharply pulled. Activating a device with a switch is a free action.

Use-Activated: Some kaostech items are activated simply by wearing them or wielding them. However, this may not always be obvious. For example, a pair of *clarity goggles* might initially have the appearance of a small metal box which must be twisted and turned in a specific sequence in order to unfold the goggles into a wearable form.

CHAOTIC FAILURE

CHAOTIC FAILURE: It is not necessary to keep track of uses or charges when using kaostech devices. The user simply waits until it fails. Such is the unpredictable nature of chaos.

Failure Check: When a character makes a check to use a kaostech device, a natural die roll of 1 indicates that the item is drained of power and can no longer be used, not matter how many uses it has been since it was last refueled.

If a device has no roll associated with its use, roll 1d20 when activating it. If it has no set activation, or if it goes for a long time between activations, make at least one check daily to determine whether the device fails when used.

Unused items require no checks. Some item descriptions specify how often checks should be made.

Backlash or Necrosis Check: If a device suffers a chaotic failure, immediately make another check by rolling 1d20. In the case of another roll of 1, a bone of steel has suffered chaotic backlash and a betrayal of the flesh has suffered chaos necrosis (see below).

Reactivation: If a device suffers chaotic failure but does not suffer chaotic backlash or chaotic necrosis, it can be reactivated. A bone of steel can be reactivated by infusing it with raw chaos (see below). A betrayal of the flesh can be reactivated by treating it with a dose of *nutrient solution* (see item descriptions).

CHAOTIC BACKLASH: When a bone of steel fails, make another check by rolling 1d20. In the case of another roll of 1, the device overloads, explodes, or melts down in a dramatic and dangerous way, inflicting 3d6 points of damage to anyone within 10 feet (Reflex saving throw, DC 18, for half; no saving throw allowed for characters touching the item). The device is utterly destroyed in the case of such a backlash.

CHAOTIC NECROSIS: When a betrayal of the flesh fails, make another check by rolling 1d20. In the case of another roll of 1, the device immediately begins dying and enters a state of chaotic necrosis. A device suffering from chaotic necrosis dies after 1 hour unless they have been successfully treated by a chaos surgeon. This treatment requires 10 minutes, a successful Chaos Surgery check (DC 25), and materials worth 1/10th the creation cost of the device.

If an intrinsic device dies for any reason, it becomes a rotting mass of cancerous flesh. Its host suffers 1 point of Constitution drain every day until the device is removed.

RAW CHAOS

Raw chaos is a viscous fluid that appears at once to be dull gray and a gleaming mass of every scintillating color that exists. Raw chaos is perhaps one of the most dangerous substances in the universe, destroying everything it touches if not handled properly.

USING RAW CHAOS: Raw chaos can only be safely stored in a *chaos storage cube*. These small gray boxes are about 3 feet to a side and perfectly featureless. A *chaos siphon* allows one to remove a splash of raw chaos from the *cube* (see item description).

A splash of raw chaos can be used to reactivate a kaostech device that has suffered chaotic failure. A splash of raw chaos is also required whenever a kaostech device is created.

EFFECTS AND DAMAGE: Raw chaos ignores hardness and damage reduction, treating all matter and flesh the same. A splash of raw chaos inflicts 10d6 damage on anything it touches — the matter simply burns away in a cloud of steamy vapor.

Puncturing or destroying a *chaos storage cube* (hardness 10, 50 hp, Break DC 30) releases the chaos in one burst, inflicting 20d6 points of damage in a 100-foot spread.

Immersion in raw chaos inflicts 20d6 points of damage per round.

Raw chaos spilled on the floor may eat through the floor. If it inflicts damage in excess of the floor's hit points, it continues down to the level below (if any) and burns whatever is there.

Exposed raw chaos consumes even the air given enough time. Left in a perfectly sealed 10-foot cubic chamber, a small bit of raw chaos would destroy all the air in the room in about five hours, leaving nothing but vacuum.

SUSTENANCE

Because they are organic devices, betrayals of the flesh are creatures unto themselves, at least from a limited perspective, and require sustenance.

PARASITE: When an intrinsic betrayal of the flesh becomes a part of a host, it lives like a parasite, gaining its nutrition and energy from the host. Every other day, the host suffers 1d2 points of Constitution damage. (However, a *nutrient salve* can be used to alleviate this damage.)

If an intrinsic device dies for any reason, it becomes a rotting mass of cancerous flesh. Its host suffers 1 point of Constitution drain every day until the device is removed.

NUTRIENT SOLUTION: When not attached to a host, betrayals of the flesh must be treated with a dose of *nutrient solution* once per week or they die, becoming useless. (Betrayals of the flesh which need to be stored for long periods of time are often immersed in baths of *nutrient solution*, allowing them to consume it slowly without the need for attendants.)

TAINT OF KAOSTECH

All kaostech items are at least faintly tainted (see *Appendix: Taint*), although some kaostech items suffer from full taint, as noted in their descriptions. An area which has been used to create more than 1d6 kaostech items becomes a faintly tainted place. A faintly tainted place that has been used to create an additional 10d10 items becomes a fully tainted place.

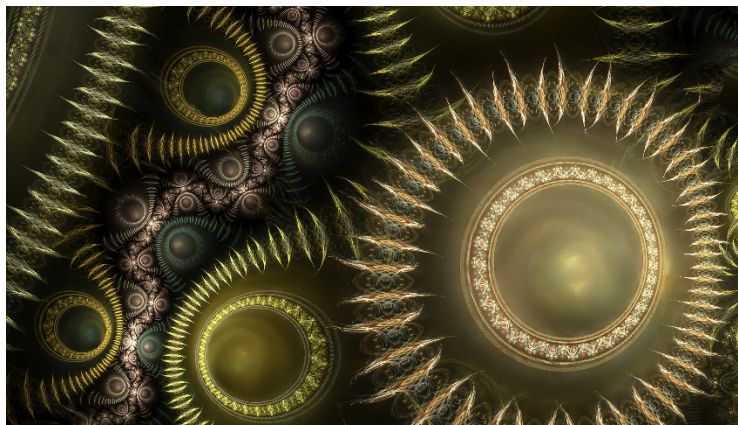
INTRINSIC DEVICES: Each intrinsic device the character has implanted or attached to their body increases the DC of the Fortitude save required to resist the taint by 1. If any of the intrinsic devices are fully tainted objects, this increased DC stacks with the normal increase for carrying multiple tainted objects.

IDEOLOGICAL CHANGE: When a character suffers a point of taint from kaostech they must immediately make a Will save (DC 20). Failure means that the character's alignment shifts one step towards chaos. Thus, if they are lawful, they become neutral. If they are neutral, they become chaotic. A chaotic neutral or chaotic evil creature is immune to ideological change, but a chaotic good character must continue making saving throws to avoid becoming chaotic neutral.

KAOSTECH AND MAGIC

In their use, many kaostech items may appear similar to magical items, but they are not. Kaostech items do not have caster levels, cannot be dispelled, and are not affected by areas of antimagic.

When a spell or ability is described as affecting spells or magic, it does not apply to kaostech. For example, a *nondetection* spell (which provides protection against divination spells) does not work against a *bonded tracer*. On the other hand, a *potion from protection from acid* would still provide protection against acid damage dealt by a kaostech device (since the potion does not specify protection only from *magical* acid) and a *ring of protection* still offers a bonus to AC against an attack made with a kaostech weapon.



CHAOS SPELLS

Although kaostech is not magical, some magical spells have been developed to help those who use or work with kaostech. There are also spells with interface directly with the same chaotic forces and primal laws that are tapped by kaostech.

ADVENT OF CHANGE

Transmutation [Chaotic]

Level: Clr 9

Components: V, S, M, DF

Casting Time: Standard action

Range: 10 miles/level

Area: One mile/two levels emanation

Duration: One day/level

Saving Throw: None

Spell Resistance: No

You alter the way reality works in the area, making things more random and the improbable more probable. Whenever someone makes an attack roll, saving throw, or other d20 check in the area, toss a d6 as well. On a roll of 2 on the d6, subtract 10 from the d20 roll. On a roll of 1, subtract 20 from the d20 roll. On a roll of 5, add 10 to the d20 roll. On a roll of 6, add 20.

For anything with a d% chance of taking place—such as spell failure, miss chances, random encounters, and so on—double the listed chance of the event's happening if the chance is less than 50 percent. When it is 50 percent or greater, cut the listed chance in half. These effects are accompanied by all manner of other changes: The sky becomes red, the moon turns dark, babies are born with strange appearances, outsiders appear, fresh milk turns sour, animals die, crops wither, or any other sorts of random events the DM wishes (the caster has no effect on these changes). Many people look upon these occurrences as the beginning of the end of the world.

Material Component: A lawfully-aligned artifact. However, this material component is not needed if the spell is cast within the area of a previously cast *advent of change* spell. If the material component is used *and* the spell is cast within the area of a previously cast *advent of change* spell, the emanation spreads another mile for every two levels and lasts as long as the duration of the more recently cast *advent of change* spell.

KAOSTECH ENSLAVEMENT

Enchantment (Compulsion) [Chaotic, Mind-Affecting]

Level: Clr 5

Components: V, S, F

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One humanoid with kaostech

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

You draw upon the energies within the kaostech wielded by the target to make the target a slave to the Gods of Chaos. You have no particular control over the target, but the Gods of Chaos become immediately aware of her (if they were not already) and can exert control over the target as though she were affected by a *dominate person* spell.

The target's actions are up to the discretion of the DM; any Gods of Chaos aware of the target can control her actions. If two Gods of Chaos attempt to control a single target for different purposes, the one with the most Hit Dice wins. (Should a tie occur, use opposed Charisma checks.) The spell can be ended prematurely if someone strips the target of all kaostech gear. However, the controlling God of Chaos will do whatever it can to prevent that from happening. The Gods of Chaos themselves frequently use this spell when they need a mortal to do something: They search for a kaostech user and cast this spell upon her. As long as no more powerful God of Chaos wrests control, the caster can exert influence from any distance thereafter, seeing and hearing everything the target does.

KAOSTECH ENSLAVEMENT, GREATER
Enchantment (Compulsion) [Chaotic, Mind-Affecting]

Level: Clr 8

Target: One creature with kaostech

As kaostech enslavement, except it affects any creature (not just humanoids).

DETECT KAOSTECH

Divination

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: 60 feet

Area of Effect: A quarter-circle, radius 60 feet, emanating from you

Duration: Concentration, up to one minute/level (D)

Saving Throw: None

Spell Resistance: No

You detect kaostech devices. The amount of information this spell reveals depends on how long you study a particular area or subject:

1st Round: Presence or absence of kaostech devices

2nd Round: Number of different kaostech auras and the strength of the strongest aura

3rd Round: The strength of each aura, indicating the power of the device

Note: From each round to another, a caster can turn to detect things in a new area. Detect spells can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or a yard of wood or dirt blocks them.

IDENTIFY DEVICE

Divination

Level: Brd 1, Clr 0, Sor/Wiz 1

Components: V, S, M

Casting Time: One hour

Range: Touch

Targets: Up to one object/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each nonmagical item, including but not limited to kaostech. This includes how to activate that function (if appropriate) and how many uses remain (if any). For example, a chain blade† would register as a

“weapon,” while a *long distance viewer* would register as a “device for seeing faraway things.”

If a device has different functions that are equally basic, *identify device* determines the lowest-level function. If these functions are also of equal level, decide randomly which is identified.

Material Component: A small metal spring

SIPHON CHAOS

Transmutation [Chaotic]

Level: Clr 2, Sor/Wis 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One chaos storage cube†

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transfer raw chaos within a chaos storage cube into a kaostech device, refueling and restoring it. You safely touch both the cube and the device when you cast the spell. After the casting, the device is fully charged. The cube has a 10 percent chance of being empty, at which point it collapses into a corrosive puddle (like a pool of acid). The collapse of a cube creates a 25 percent chance of summoning a chaos beast to the spot of collapse. The beast is predisposed to be neither hostile nor friendly.

ESSENTIAL KAOSTECH ITEMS

CHAOS SIPHON: One end of this black tube can be inserted into any kaostech device, with the other end fitting into a chaos storage cube in order to refuel the device. See the *siphon chaos* spell for more details. This item need never check for chaotic failure.

CHAOS STORAGE CUBE: This is the grey power battery for all kaostech devices. It has a hardness of 10, 50 hp, and Break DC 30.

(No activation; Craft DC 50; Price 20,000 gp; Weight 10 lbs.)

DEMONIC CONVERTER: This device looks like a flexible tube with a spike on one end. If a demon (or chaotically aligned undead or other extremely chaotic outsider) thrusts the spike into its flesh, inflicting 2d6 points of damage, it can connect the tube to any kaostech device. This effectively makes a non-intrinsic device into an intrinsic one. The demon’s own essence, rather than raw chaos, powers the device, so no chaotic failure can occur. However, each time the demon would have normally checked for chaotic failure with the device, it suffers 1 point of Constitution damage (or 2d6 points of damage in the case of undead). It also suffers 1d2 Constitution damage (or 2d6 points of damage in the case of undead) when it initially connects the device to the converter.

It requires a full-round action to hook up the converter to a kaostech device and thrust it into the demon’s flesh, and a full-round action to disconnect a device so that one might use it normally.

(Use activation; Craft DC 42; Price 15,000 gp; Weight 2 lbs.)

HEADCLAMP: A chaos surgeon inserts this small device in to the temple of a living creature, or otherwise near the brain. The living portions of the device instantly heal the surgical wound, then extend tiny filaments into the host’s brain while keeping a small circular opening available on the outside of the head. Numerous non-intrinsic kaostech devices have tubes or other extensions that attach to this opening

and clamp into place. This connection allows a device to receive mental commands or to transfer information directly into the host's brains.

The headclamp has no intrinsic abilities or benefits. A host can have no more than two headclamps.

Should someone attack a headclamp cord, it has AC 14 + the host's Dexterity bonus. The DM may also grant the cord any of the host's dodge, deflection, or other Armor Class modifiers, but not armor bonuses unless the headclamp is part of the armor. The cord has a hardness of 1 and 5 hit points. Headclamp cords are fairly easy to repair (Craft Kaostech, DC 18) but a device that requires the connection cannot function until the broken cord is repaired. One can pull a cord out of a headclamp with a Strength check (DC 8).

(Chaos Surgery DC 22; Procedure Time 1 hour; Recovery Period 1 day; Price 10,000 gp)

NUTRIENT SOLUTION/NUTRIENT SALVE: This thick liquid feeds intrinsic kaostech devices, so they do not feed off their host or so that they can survive without a host. To feed an external kaostech item, apply the salve to the item. To feed an implant or other internal item, the host must drink the solution. Once the kaostech device is satiated, a Medium creature can down another dose of this solution as a (distasteful) replacement for her own week's worth of food and water.

(Craft DC 40; Price 50 gp)

