

KET6-07

# The Good of All

A Two-Round D&D® LIVING GREYHAWK™

Regional Adventure set in Ket

Round 1

by Stephen Baker

Triad edit: Alan Brown

Circle Edit: Tim Sech

The nightmares begin and do not cease – a doorway is opened, or is it being closed? What was set in motion countless centuries earlier is now about to be settled. The final adventure in the Natural Evolution Series...one way or the other. A two-round adventure with an Extended Play Option set in Ket for character levels 1 to 15 (APLs 2-16).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## RPGA Sanctioned Play

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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## Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## Preparing for Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins

whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

## Time Units and Upkeep

This is a standard one round Regional adventure, set in Ket. PCs native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## Adventure Background

### Gate of the Pyramid

In the Bramblewood Forest many things have been kept hidden and safe that should not be used. One of these is the Gate of the Pyramid. It is buried deep beneath a glade within what is now a druid's Sacred Circle. It is a permanent Gate to another plane buried under the ground and guarded by a tribe of elves. This Gate was used by Tharizdun, the God of Eternal Darkness, in an age long past to summon to him allies for his fight to destroy this plane – allies such as the clockwork horrors. Thraizdun lost this war, and most of his army either escaped through the gate or was totally destroyed.

The Gate itself opens up travel to the Prime Material Plane but it also acts to restrict travel to and from the other plane – as a result, the victors chose to leave it intact and set a guard around it, rather than destroy it and have the restrictions on travel be likewise removed. Elves were chosen and set to guard the Gate of the Pyramid until, in the words of their deity, "they no longer walked the face of this world".

At the same time, warriors for the four Oeridian deities of the wind—Sotillon, Atroa, Wenta and Telchur—took up the mantle of responsibility. All agreed to protect the gate as well. Four keys were forged and all were required to open the final defenses to the Gate itself – but time and the passing of many of the original tribes in the area, both elven and human, has weakened that defense substantially. Sotillon's champion succumbed to madness and broke the key rather than see it lost – which ended the ability of any to enter the Gate complex since it controlled the entry to the tunnels themselves. Wenta's champion, suffering from the long time of the guardianship, gave her key away to a passing invalid and thereby lost it – this key governed the tunnels of the complex itself, opening them or closing them. Telchur's champion has yet to abandon the defense of the Gate but has not seen the light of day in centuries, and considers herself very much alone...in the bottom of the complex. Atroa's Champion fell in combat to PCs from Ket and gave them the heart-shaped key that was his charge – this is the AR Award heart key from **KET2-05 *Diamond in the Rough***. It controls the descent of the central shaft and room itself, allowing safe passage.

Into all of this came Istus, the Baklunish deity of Fate. The Lady of our Fates spun her webs around the Gate and the keys to keep them safe from harm, save at the direct wishes of their wielder (so that they could not be destroyed or otherwise compromised). Her involvement is the reason that dreams are being sent out – and why there is a web motif in the Gate complex. She also has opted to operate the various facets of the complex, rather than limit them to missing keys, in order that the PCs might actively combat the adamantine horror.

### **Clockwork Horror Evolution**

The clockwork horrors have shown a tendency to grow and adapt over time, having been exposed to the various powers and abilities of the PCs who have, on occasion, opposed them. This has allowed the horror army to diversify and expand their capabilities but it has also introduced the alien concept of “individuality” to the horrors. The adamantine horror has designed a new combat unit, the Cold Iron Horror, with greater safeguards against such changes, in order to keep the horrors on the right path.

### **The Clockwork Horrors**

Many years ago, the Silver Pick and Black Hammer clans of the Yatil Mountains discovered a very damaged adamantine horror, and repaired it so that it could assist in construction of a massive underground tunnel that was to connect the Yatil Mountains and Barrier Peaks. However, the adamantine horror attacked its dwarven masters, completely destroying the Silver Pick clan, and decimating the Black Hammers. The dwarves, as a last resort, flooded their tunnel project, disabling the adamantine horror and its minions.

Centuries later, history repeated itself when a gnomish inventor in Ket repaired a minor clockwork horror and was kidnapped by it to repair the more advanced versions underground, including the adamantine. Since that time, the horrors have been building an army for an unknown purpose, expanding in numbers and creating half-iron golem servants to do their bidding.

Now, for reasons known only to them, they have invaded Ket. The advance of the army is inexorable, shattering traditional defenses on the twin strengths of magic and military power. The army of Ket was caught offguard and retreated to a strong defensible position, hoping to trap the horror in a place of their choosing... and that hope has been dashed.

After an initial assault on the Bulwark of Molvar—a fortress built to specifically hold off the horrors north of the city of Molvar—the horrors have bypassed all other

defenses. Their progress is rapid and yet the loss of life and property has been minimal.

### **Weaknesses of the Horrors**

Anyone with this AR Award (from **KET6-01** *The Prize*) may sneak attack and score critical hits against any clockwork horror in this adventure – noting, of course, that it requires some very special circumstances for a sneak attack to actually work against the linked mind of the horrors. Given the circumstances, this information cannot be shared with other adventurers in a meaningful manner – the nightmares and emphasis on this distracts the PCs from the correct description within the limitations of this adventure.

### **Communication with the Clockwork Horrors**

There have been instances in the past where clockwork horrors have understood Common or Dwarven. This was because the minor horrors were mentally linked to the adamantine horror, which can speak Dwarven. Any clockwork horror removed from the Linked Mind can only communicate with the alien language it possesses. As a consequence of the sheer alien thought processes of the horrors, it is not possible to communicate *comprehend languages*, *tongues* or similar spells (which includes *telepathy*). In past modules of this series, magic could be used to overcome this barrier but the Adamantine Horror has now inserted protections against this into each clockwork horror it commands.

### **Ket or the Elves**

This particular adventure places the party in the position of choosing to accompany either the forces of Ket or the forces of the Bramblewood Elves for this final conflict. While it is possible to split the party, this would be unfortunate (since they would not be assigned together) and could be potentially lethal for the entire party. The DM should do everything to ensure that the party stays together.

Many of the Encounters have two (or more) descriptions depending on the army chosen and other choices the PCs make.

There is a remote possibility that the party will refuse to choose either side. In such cases, the DM must modify the box text accordingly and remove any potential assistance provided, as well as restricting information that is only provided by the forces.

### **Metaorg membership**

Members of any Ket Military metaorg or the Archons of Ket are provided with free Rich lifestyle for the duration of the module by the government of Ket. Once they

reach the army encampment, they are provided with a pair of maximized *cure moderate wound* potions and a single *protection from energy (electricity)* potion at no charge.

Members of the Puppeteers metaorg (the organization most responsible for communicating and dealing with the elves) or Runners of the Wind metaorg are provided with free Rich lifestyle for duration of the adventure by the Silvertip Elves. They are also provided with a pair of *cure serious wounds* potions and a single *resist energy (electricity)* potion, at no cost.

### Returning from the Dead

The PCs are with a large and well-equipped force (either the elves or the army of Ket) and they are therefore allowed to avail themselves of *raise dead* spells should the need arise. In game terms, the casting of the spell is free for the duration of the adventure so long as the death takes place within the context of the Encounters listed, but the PCs must still pay the material component costs involved. If a PC wishes to employ a favor, this favor must have no TU requirement to benefit from this free spell-casting.

### Season and Weather

It is early autumn and the average temperature is 11°C (approximately 52° F) in the heartland of Ket. The late days of fall produce cold winds and torrents of cold rain from the Yatils. Typical weather patterns are expected during the adventure and the skies are overcast night. It is a full moon(s) for the 14<sup>th</sup>, 15<sup>th</sup> and 16<sup>th</sup> day of the month. The adventure begins on the 2<sup>nd</sup> day of the month.

### Silent Strike

Silent Strike is a dagger of adamantite first discovered in **KET3-02 And Battles to be Won**. It contains within it the necessary activation sequence and magic to enable the Gate of the Pyramid to be either closed or opened – and it has even more within it (detailed later in this adventure). Anyone bearing Silent Strike can never be attacked by any clockwork horror save the adamantite horror. All other horrors view the bearer of the dagger as a protected person and refuse to attack or injure them.

## Adventure Summary

**Introduction – Nightmares:** The PCs find a common link when dreams they are having turn (predominantly) into nightmares. There is a very real need to solve the problem presented to them.

**Encounter One – Between Light and Darkness:** The PCs awake in the bodies of elite platinum horrors at the time of the great conflict with Tharizdun and the deities of Oerth. What they learn could assist them further later on as they experience part of that combat.

**Encounter Two – It Begins Again...:** Deep in a stronghold of the Archons, a creature from the Far Realms has agreed to question a captured gold horror with the PCs present. The information is to assist in the conflict with the clockwork horrors.

**Encounter Three – The Bramblewood:** The PCs enter the Bramblewood, either to assist the army of Ket or to help the Elves. PCs may choose only one side to assist but may approach both if desired.

**Encounter Four – A Knife's Edge:** Whether assisting the army of Ket or the Elves of the Bramblewood, there is a crisis of trust. The very little cooperation that has transpired between the two forces is now strained as to whether to help the other side, or proceed alone. The PCs, with all others having spoken, can sway the choice if they decide.

**Encounter Five – Setting the Stage:** The first portions of both armies move forward, in a probing action. The PCs participate, depending on their earlier choices, against the first foray from the clockwork horror army.

**Encounter Six – From the Skies:** Now that the land-based probe has been experienced, the first of the aerial forces comes forward from the clockwork horror army.

**Encounter Seven – Respite:** Despite the fact that the vast majority of both armies have not yet engaged, there is a lull in the action. For unknown reasons, the clockwork horror army does not press the advantage and there is a potential rest for the evening.

**Encounter Eight – False Dawn:** The clockwork horror army rolls into action, with mercenaries, at 2:30 am, well before dawn (and the presumed time for such things as new spells for divine casters and using such spells as *heroes feast*). The reason is quite simple and spurs the response from the forces of Ket and the elves – the electrical storm over the grove is gone. There is an almost immediate encounter with mercenaries of the clockwork horror army.

**Encounter Nine – A Line:** The wild elves of the Bramblewood, shamed by the stand taken by Ket and the Silvertip elves (and allies) finally act, moving forward via druidic magic. The wild elves want to string out ahead of both forces and engage the enemy – it is up to the PCs, as the only representatives present, to decide if this is how the wild elves should intervene (although there is a

default if the adventurers are unwilling to make such a decision).

**Encounter Ten – The Maze:** The glade becomes the centerpiece for the actions of both armies, amidst a maze of plants. Those in position are all alone and it is to them to hold the day. The guardians of the glade activate to repel all intruders.

**Encounter Eleven – Sudden Silence:** Time has passed again (anyone praying at dawn, midday or dusk may take the time to get spells as there is enough leeway, but not enough for a feast!) – It is now dusk and the shadows of night approach. The Gate of the Pyramid has defenses – and suddenly they are rendered useless (the adamantine horror has arrived).

**Encounter Twelve – The Guardian and Intruders:** At APL 2-8, the party meets the creatures that attacked the Sacred Circle's druid. At APL 10-12, the party meets the Justicator assigned by Telchur to guard the entrance to the Gate complex. The APL 10-12 party must convince the Justicator of the sincerity of their quest—a difficult task—or be forced to fight him.

**Encounter Thirteen – And so it ends:** The clockwork horror army smashes forward without regard for losses. The final fight transpires above and below where the forces of the adamantine horror attempt to reach and activate the Gate. The PCs must decide what to do in the face of this assault.

**Encounter Fourteen – Mop-up:** With the adamantine horror gone (one way or another...) the clockwork horror army disintegrates. Instead of the unified approach of the past, those with enough intelligence for independent action collect themselves and attempt to escape. The army of Ket and the elves of the Bramblewood attempt a clean-up operation – but they are ambushed by outside forces seeking to disrupt any potential alliance.

**Conclusion:** The horrors have left Ket – but have they done so as a retreat or simply to re-group? The actions of the PCs have determined that outcome and whether or not there is more or less trust between the people of Ket and elves of the Bramblewood.

## Introduction: Nightmares

### Before Box Text

Before box text is commenced, have everyone make a DC 22 Will save— no buffs or other protections are considered in place since it is late at night and the PC's are not on an active adventure at the start. This is against the effects of a nightmare sent to warn the PCs about the

dangers of the clockwork horrors and their current destination, the Gate in the Bramblewood Forest. The nightmare continues on and off for an 8-hour period and there are very few ways of effectively fighting it. The nightmare is a mind-affecting effect sent by a neutral deity. It is not a Compulsion, therefore no Protection spells or other magic will prevent it. The effect is the cumulative time in the dream/nightmare that derives the result.

Anyone who chooses to live off the Wild (not Standard Lifestyle or better) is subject to a -4 circumstance penalty for the lack of comfort and amenities in their living quarters. Anyone choosing Rich or better is accorded a +4 circumstance bonus to their save for similar reasons, but instead they are benefiting from being very comfortable.

In effect, making the Will save means that the character has a dream. Failing the Will save means that they have a nightmare.

It is possible to avoid or mitigate the effects by the following mechanics or AR Awards:

- 1) If the PC has the AR award *I had a dream* from **KET2-05 Diamonds in the Rough**: In such a case, the character is immune to the negative effects of the dream/nightmare;
- 2) If one has the AR Award *I Had a Nightmare* from **KET2-05 Diamonds in the Rough**: the character cannot avoid the nightmares in any fashion but has a +5 circumstance modifier to the Will saves to resist the effects;
- 3) If any character has the celestial or half-celestial template, they are immune to the effects of the dream/nightmare, both positive and negative;
- 4) Finally, anybody who cast divine spells granted by Istus, Sotillon, Wenta, Atroa and Telchur are subject only to dreams, not nightmares. This benefit specifically does not include other divine casters who happen to worship those gods.

All creatures associated with the character must likewise make this save, including animal companions, familiars and other creatures. Any animal that has the celestial template is immune to the effects of the dream/nightmare, both positive and negative.

Elves and anyone who has the ability to not/avoid sleep is still subject to these dreams/nightmares, but they are daydream reveries instead.

**Nightmare** (anyone not making the Will save noted above)

*It began weeks ago, a disquieting dream with little or no semblance of order or relevance. Slowly, over the days, the dream has taken on a darker tone, more malevolent. Finally, during this past evening, the full rush of a nightmare hit, shattering the peace of the night. A dark portal or doorway just out of reach, possibly about to be opened or closed, and a laughter so malevolent and uncaring – this is all that can be recalled.*

*When you awake, there is no respite. Instead of warm rays of sunshine, you are greeted by the cold sheen of sweat. It is early, before sunrise, but sleep is not for you any longer. Exhaustion may be the order of the day, but at least wakefulness brings some respite from the images.*

The PCs have experienced a nightmare and are exhausted when they awake. They likewise did not get the 8 hours of uninterrupted rest required to regain arcane spells, although since this is the beginning of the adventure it will not have an adverse impact – the PCs begin with their standard spell complement, it is simply that of the previous day. This does preclude modification of the spell list, however.

Exhaustion has the following issues:

- No running or charging.
- Character moves at half speed
- -6 Str, -6 Dex

It is quite feasible to undertake all the standard means of removing *exhaustion*. There is nothing supernatural or otherwise unusual about the exhaustion.

**Dream** (anyone making the Will save or having one of the AR Awards specified above or being a cleric of Istus, Atroa, Wentia, Sotilllon or Telchur)

*It began weeks ago, a disquieting dream with little or no semblance of order or relevance. Slowly, over the days, the dream has taken on a darker tone, more malevolent. Finally, during this past evening, the full rush of a nightmare hit, shattering the peace of the night, but barely driven back to just a dream. A dark portal or doorway just out of reach, possibly about to be opened or closed, and a laughter so malevolent and uncaring – this is all that can be recalled.*

*When you awake, you feel refreshed, although still disquieted. Instead of warm rays of sunshine, however, there is darkness. It is early, before sunrise,*

*but sleep is not for you any longer. The dream you experienced stands out and prevents further rest, but you find that the remnants of the dream echo in your thoughts.*

The PCs have been saved from the worst of the nightmare and do not have any negative effects for the night's experience. They remember bits and pieces of the dream but cannot really make out anything of significance (as with many dreams, the perception of the events and situations is too fast or blurry to be of much use).

**Celestial Protection** (anyone with Celestial or Half-Celestial Templates)

*It began weeks ago, a disquieting dream with little or no semblance of order or relevance. Slowly, over the days, the dream has taken on a darker tone, more malevolent. But then, as slowly as it came, it faded in a single evening. Your rest was welcome and deserved, with the thoughts of proper rewards making it all seem quite relaxing.*

**The Morning After: At an Inn**

The morning after the dream, the party gathers in the common room of an inn in Lopolla. Presumably the PCs will talk about the dreams/nightmares. There is very little that can be gleaned from the images. This is an opportunity for the PCs to introduce themselves and get to know one another. Only they have had these dreams or nightmares in the area in which they begin (which can be anywhere in Ket—if there is a distinct need for a single point of reference, presume they are in or near the Golden Scimitar Inn just outside the walls of Molvar in northern Ket.)

There really is very little that can be done beyond this discussion. No point of reference is provided. PCs may do whatever they see fit until the evening is upon them. Molvar is a large city in Ket and has standard items available for purchase.

The party members should realize they are having the same dream, although possibly it is having different impacts.

Anyone trying to remember specifics about the dream/nightmare must make a DC 24 Intelligence check, but only if they actually had a dream/nightmare. Unlike many such checks, this can be Assisted by other PCs. Success indicates that the dream comes into more concrete form and the following can be recalled:

- 1) There were faint markings upon the doorway. Although very hard to see (since the door was not close enough to be inspected closely) there

was something spider-like or web-like about them;

- 2) The laughter was an echo, with no actual origin. If anyone in the group has played **VTF5-01** *Bonds of Light and Darkness* or **VTF5-02** *Reaping the Darkness* they can make a further DC 22 Intelligence check to realize that the sounds were similar to those heard from the Horn of Darkness (the artifact that was sounded to recall the Mad God Tharizdun to Oerth – or the same noise that the Proxy of Tharizdun made when it attempted the same thing);
- 3) If the character has played in **COR5-17** *Time's Tide on Bright Sands* and has the *Favor of Shemaya* AR Award, they also recognize the uncomfortable feeling experienced just as the Scorpion's Crown was donned. It is a DC 15 Knowledge (local—VTF or Core) check to remember that this feeling was attributed to the presence of Tharizdun at the crowning, at least in spirit;
- 4) The darkness about the portal is not some trick of the light or coloration but an actual physical presence permeating the doorway itself. Anyone with a DC 20 Knowledge (Planes) can make a check to recognize the various parts of a Gate to another plane.

### The Dreams/Nightmares Continue

For three nights, the dreams/nightmares continue. Each night is a new save, but the DC increases by 2 for each subsequent night. PCs choosing innovative ways of avoiding the dreams/nightmares should be awarded with circumstance modifiers to their saving throws, or other benefits as the DM decides.

Although the PCs had the dreams first, now they are spreading throughout the country. It is possible to do Gather Information checks as the impact of the event spreads far and fast through Ket. By the third day, there is a distinct undertone of panic amidst the regular people of the land.

If the PCs do not attempt to Gather Information, the details in DC 5, DC 7 and DC 10 are provided at the end of the third day, since they cannot but help overhear this or garner it from their talks with most people in the country.

### Gather Information about the Nightmares

[DC 5] Yes, many people are having the same nightmare all over the place. The current rumors confirm only the major cities but that is also the largest population base so

it is to be expected. Only a very few people report experiencing anything other than a nightmare;

[DC 7] Archons all over Ket are reportedly working on a solution but nothing has been made public to date. The Brotherhood of Sorcery was initially blamed but nothing came of it.

[DC 10] A doorway and a cold laughter is all that most people can remember. A very few of these people remembering feeling a great weight upon them, as if they were being forced down, or perhaps they were being forced to crouch down, while they looked at this door. (If anyone looks further into this, a trio of clerics of Telchur had reported this fact);

[DC 15] Even elves are reputed to have had this nightmare, eliminating one popular theory about where it might have originated...although a solid percentage of the population is saying that this story is just a fabrication and it is a clear attack by the monsters of the Bramblewood (noting that the elves are the most talked about monsters of the Bramblewood);

[DC 20] Clerics of The Lady of Our Fate have not experienced the nightmares, although they know of the dreams. It also seems that a cleric of Wenta, in town to bless a new brewery, likewise has experienced only very mild symptoms of the nightmares, more of a dream for him. Other than being both clerics, there is no apparent connection between the two;

[DC 25] Diviners of the Archons who immediately went to work on finding a solution found themselves incapable of continuing their progress in subsequent days, since they were not able to memorize spells further. The government has immediately instituted restrictions on research into the problem and limited them to the most senior of Archons, whose strength of resolve is apparently sufficient to defeat the problems, at least to some extent;

[DC 30] The Diviners of the Archons did discover some immunity amongst the population. Only a very few of them were of use, the others were all too specific to the individual, but apparently the Beygraf and High Jurats all slept well last night...

### Development

The PCs likely decide upon a course of action of some type, even if it is to approach a temple or such for guidance. Before that is possible, however, the dreams begin again, this time in broad daylight without any warning. This particular Encounter transpires without warning. Move to **Encounter One: Between Light and Darkness**.



## Encounter One: Between Light and Darkness

**Time Limit:** This particular Encounter can run almost endlessly if the PCs are intent on truly arguing and debating the options available to them. Recognize this fact and impose a 25 minute limit on the Encounter if there are any time constraints on running the adventure.

Warn the PC's not to verbally react during or after this boxed text.

*Without warning, the world fades and dreams start again, this time in broad daylight. But now there is a difference.*

*Instead of jumbled images for a long time, everything fades. Then, an endless stream of light appears in a field of darkness. A female voice speaks, echoing, all around.*

*"You are called to witness. There is danger, but there is a reward. Do you accept?"*

*And then the voice goes silent, leaving only the stream of light. Your answer?*

Immediately have all the players write down their response without consultation with others. This is, after all, a dream sequence that impacts upon the players and there is no chance to discuss the possibilities.

It is not possible to identify the vision in the dream since it is merely a representation of what transpires in the realm of Istus, the Lady of our Fate (head of the Baklunish Pantheon). PCs may make a DC 10 Knowledge (Planes) check to realize it represents nowhere in the known planar existence. The voice itself does not provide enough of a clue to make any Knowledge check for identification.

For Elves and those that might be regularly immune to sleep this is a daydream-like reverie that results from the dreams and nightmares that have invaded their moments of rest, and there is no avoidance by this means.

Gather the written results. The player cannot change his/her mind once he/she has made a decision.

If the PC has refused to be a witness, read the following:

*In the blink of an eye the stream of light is gone and the horrific images of the last few weeks surface again. Time, which seemed to halt at the stream, flows again. And then, as quickly as it began, it is over and you are standing in the middle of wherever you were when this began.*

If the PC accepts the challenge, read the following:

In the blink of an eye the stream of light is gone and the world is once more solid and present. You sense that you are a spectator, and yet you feel that you are more than that. There are voices everywhere, at many different volumes, not striving to be heard but instead providing a constant stream of information that you are somehow able to sort and correlate. The world of beautiful subtle colors has been replaced by ugly and jarring shades of red, black, and some tones that are not as easy to identify. You have a strange sense of exact placement, as if you know the range to all nearby objects to within a fraction of an inch – but then a single branch on a tree sways and you find the details mirrored in your image of the clearing. Without looking around, you know that you are surrounded by dozens of platinum clockwork horrors—and that you and that you are and always have been one of them.

*You have just scouted important forward elements of an immense force opposing your side. As you attempt to assimilate that information, there is movement in front of you.*

*A gigantic creature of fire laced with dark lines of energy appears in the air. It points to the north (somehow you know it to be exactly north) and bellows words in a harsh tongue that are heard and translated by one of the quieter voices.*

*"To the temple, all are summoned. Our enemies gather. Return to the temple and reinforce those holding the Gate of the Pyramid!"*

The Fire Creature is an elemental monolith (Fire) and can be identified with a DC 34 Knowledge (Planes) check. The dark energy lines are of unknown origin and there is no facility for the PCs to identify this by regular means. Any PCs who have the AR Award *Chosen By Oblivion* from **VTF5-01 Bonds of Light and Darkness** recognizes a kindred spirit (even if they have since removed the AR award) – this creature is touched by Tharizdun (and likely favored).

The forces arrayed against the clockwork horrors and the other troops of Tharizdun are undetailed. If a PC asks, it cannot assimilate the information sufficiently to make an identification.

### What has happened

Istus, the Lady of Our Fates, has transferred the individual consciousnesses of the adventurers into the bodies of the elite guard of the adamantine clockwork horror when it first appeared on Oerth – or perhaps just a dream of that event. It is the time of the conflict between

the gods of Oerth and Tharizdun in an age long past. The normal abilities the PCs are entirely supplanted by those of the horror they occupy. Give each player who chose to be a witness one of the handouts. The distribution should be random and under no circumstances can the players choose their guard unit. Cohorts may be given a handout as well but cannot participate in the eventual decision.

The vision of the PCs is sufficient to identify color variation—although they are seeing in a higher part of the spectrum than they are used to, it is translated as “color” for their consciousness. The clockwork horrors also all have 60’ blindsense. They are also constantly in communication with all other horrors within a 10-mile radius and cannot be caught flat-footed unless all in a single group are flat-footed – a group is any collection of clockwork horrors that is within line of sight of one another.

It is important to note that, although each platinum horror has a personality and goal, the PCs are in charge and they make the decisions. While they probably should consider the personality in their decision, they are in no way governed by this and can freely choose their own path, diverging from that of the horror if they so decide.

The information in the background under the section **The Gate of the Pyramid** is available to the PCs if they request it, all as part of the group mind.

While the PCs may not be in their normal bodies, all of the typical RPGA guidelines for player vs. player conflict are still in force. Remind PCs of this fact should there be any indication of potential internal conflict over the choices that must be made (or are requested).

*It doesn't take long for you and your platinum companions to arrive at the Gate of the Pyramid. Named after the symbol of Tharizdun, the god who enabled this Gate to exist, it is a shimmering black disc of energy that connects this plane to your home plane. Horror reinforcements from your home plane continue to pour through the Gate, and are immediately assigned to squads as they emerge. The adamantine horror, your unquestioned ruler, comes before you, accompanied by two huge bodyguards of roiling earth. It receives your scouting report without comment, then “speaks” to all of you.*

*“My calculations show that I am unlikely to survive this day. You are my immediate subordinates; therefore after I am destroyed one of you must be promoted in order to carry on. I have implanted the details of everything that is our existence in each one of you. When the battle is over, those of you who survive may choose amongst yourselves which one*

*shall become the new adamantine leader. The new leader may then activate the knowledge.”*

*“In each one of you is a single blade of adamantine, included during construction. That blade can be used to open or close the Gate if I am destroyed.”*

*He turns from you and immediately tactical orders issue from him and pour through the hive mind. You acknowledge orders received for your squad and move them to the map coordinates indicated.*

*More and more horrors continue to pour forth from the open Gate until a sudden explosion in the near distance announces that the final battle has been joined. The adamantine horror makes a slight gesture, and the Gate shimmers briefly and then closes. Your access to the hive mind tells you that this is a strategic decision—closing the Gate prevents reinforcements from arriving, but it will also prevent your enemies from launching a direct assault against your home plane if you are defeated.*

The adamantine horror is conveying the absolute truth. The blade of adamantine within each of them cannot be accessed by normal means and only emerges if they are either destroyed or converted into a replacement adamantine clockwork horror. It later becomes Silent Strike (obtained as an AR Award in **KET3-02 And Battles to be Won**) – the adamantine horror previously wanted the blade prior to reaching the final scene of the original battle and being able to retrieve another similar blade from remnants of those left behind.

At this point, allow the PCs to reflect upon the horrors and what they know. They may review the details available to them from the handouts, which are limited to the key elements. Once they are ready, proceed as follows:

*The sheer alienness of the hive mind is frightening. Entire squads of clockwork horrors are being destroyed and their destruction is no more than streams of numbers and recalculations of battle tactics being relayed by a single voice, intermingled amongst all the rest. The personality of the adamantine horror is everywhere. There is no compassion, mercy, devotion; nothing but a strict adherence to duty and an overwhelming desire to complete any task assigned, no matter what the cost or the consequences.*

*Time passes and the numbers in the hive mind dwindle as the conflict rages all around. The Gate of the Pyramid is somewhere behind you but it is all a hazy mist as the flood of information threatens to overwhelm you.*

*Then it is all gone. You are suddenly alone. The others around you are intact but not communicating. The adamantine horror is dead, the presence of the Mad God has ended, and the link is disconnected.*

*You must now decide what to do with the Gate of the Pyramid and who is to become the new Adamantine Horror. Warriors arrayed against you approach even now, summoning Lawful creatures whose attacks are becoming hard to withstand. Who will take on the role of leader in order to continue the tasks laid out before you by the Mad God Tharizdun? And how to best achieve them...?*

Each member of the elite unit has been given a personality and goal as determined by their individual abilities. The PCs who are participating in this part of the adventure (if any) must now choose one of their horror counterparts to be promoted to adamantine horror. That horror's perspective and goal will define **Encounter Thirteen**, although you should not inform the players of this. (While APLs 2-8 will have no direct contact with the Adamantine Horror at the end of the adventure, the decision they make here will be helpful for the Critical Events Summary at the end.)

Only PCs may participate in this decision—no cohorts.

The fifth (Sequoia) and sixth (Muffin) clockwork horrors may not be represented based on table size, and the others may also not be present (if fewer PCs accepted the opportunity presented in this Encounter).

If no PCs choose to take part in this Encounter, or if they cannot come to a decision as to which horror will become the adamantine horror, then the default point of view and goal will be Sequoia, and Sequoia becomes the new adamantine horror.

Once a decision has been made, the souls of the PCs return back to their bodies wherever they are sleeping (or resting, in the case of Elves). No time has passed at all for them, whether they were standing or moving or undertaking other activities.

The Platinum Horrors are split as follows on their present goals (and recall that these goals can be altered by the PCs, who are in control for this period):

**Regroup and then Return to this plane:** Obsidian, Lava, and Serendipity

**Retreat to home plane and stay there:** Steel, Sequoia, Muffin.

## The Gate of the Pyramid Complex, Then and Now

The players cannot use knowledge gained from their time as a platinum horror to lead them straight to the Gate later in the adventure—the horrors were deactivated after the defeat of Tharizdun, THEN the Gate was buried under living rock. The players will have no clockwork horror memories that to help them locate the Gate.

### Development

*The return to your bodies is as jarring on the senses as the mental link of the clockwork horrors was for your minds.*

If the PCs were planning to approach the Archons, proceed to **Encounter Two**. It is likewise suggested that any party approaching temples for guidance is directed to the Archons (as the acknowledged experts on arcane mysteries).

Should the PCs have no idea or concept on how to proceed, they are eventually approached by Aziz, the Molvar scribe and father of Darrius al'Mullah from **KET 1-05 Thicker Than Water**. He indicates that all of them appeared in a vision, standing before a stone door with a complex symbol upon it. The past few weeks he has been researching the PCs (unless they participated in the above adventure, in which case he greets them warmly) to warn them of this vision. He was also surprised that he recognized the symbol – not what it was, but just the imagery itself. He had seen it in a book the Archons had him copy out. While he has nothing further to provide (his research revealed nothing more), he does suggest that the PCs should head to the Archons, with this being the only thing that he can suggest. If they take his advice, proceed to **Encounter Two**.

It is possible that PCs choose to simply head to the Bramblewood by means of high power scrying or just guessing. In such a case, proceed to **Encounter Three** but note that the text must be paraphrased to reflect this decision.

If the PCs choose to abandon the adventure, proceed to **Conclusion**.

PCs with **Knowledge of the Horrors** as an AR award can retain the sheets of the Platinum Horrors at this time for future reference. All other PCs must return them.

## Encounter Two: It Begins Again...

This boxed text may require paraphrasing depending on how or why the Archons were approached.

*Approaching the Archons for assistance is never an easy task. The wizards of Ket respond in such a way as to make it clear that they, and nobody else, are in charge. Even the True Faith of Al'Akbar, revered as it is in Ket, does not always hold sway in their strongholds.*

*It was a whirlwind of activity upon arrival at the Archon facility in the countryside. With much of the same news that you had already in their hands, your appearance was anticipated.*

*Slowly, the bureaucracy of the Archons (and Ket itself) bent and you and your companions were taken deeper and deeper into the stronghold, far below the ground and much further than any would have thought likely in this wizardly outpost.*

*The length of a final corridor and a single stone door with a Symbol upon it marks the end of that endeavor. Your guide, an Archon named Saroosh glances over and gestures for you to open the door.*

*With the portal open, a curious sight awaits - a room filled with a tar-like substance on the walls, roof and floor, although it is clearly solid. In the middle of the room, dominating it, a tall humanoid stands, dressed in the robes of a monk - and beside him, a clockwork horror, golden in appearance. They appear to be staring at a parchment lying on a small table, ignoring the noise at the doorway.*

The symbol upon the door is a non-functioning trap. It radiates powerful abjuration magic if detected - DC 15 Spellcraft check - but the actual spell cannot be ascertained, since it is not really a spell but rather a pre-prepared site for a magical trap to be activated by having a spell cast into it. It is a DC 10 Knowledge (arcana) or Craft (trapmaking) check to realize this fact. The Knowledge (arcana) check may only be attempted after *detect magic* or similar spell is used.

It is a DC 15 Knowledge (planes) check to identify the humanoid as a Kaorti, a race from the Far Realms. Anyone who has played **KET3-04 Sneers of the Mind** knows this information automatically. The Kaorti here (Shinre) is different from the one encountered then, since he is actually a willing visitor to our plane and a guest of the Archons. The monk robes are those of the

Xan Yae order - it is a DC 15 Knowledge (religion) check to recognize this fact. Use of *detect evil* or similar spells can confirm that the Kaorti is indeed evil. That he is wearing these robes is unusual - if somehow confirmed, he can also verify that he is also a worshipper of Xan Yae, distant though his connection to the Prime Material might be at this point.

The tar-like substance in the room is the resin that the Kaorti craft to make their existence in the Prime Material Plane possible - without it, they suffer damage just by mere contact to the Plane. It is a DC 20 Knowledge (planes) check to recognize this fact, with a +10 circumstance bonus to anyone who played **KET3-04 Sneers of the Mind**.

The gold horror is indeed a specimen of the clockwork horrors. It is quite intelligent and functional, although non-combative at this moment. The horror is cut-off from the linked mind of the brethren by virtue of this location and it has an independent streak no less. Indeed, although it is unable to communicate with anyone other than the Kaorti (as a result of its alien language) it deliberately sought out the Archons and surrendered to them, rather than fighting.

**\*\*\* Note \*\*\*** There have been instances in the past where clockwork horrors have understood Dwarven and Common (the latter only in an Interactive). This was only as a result of being in the Linked Mind and being able to share the knowledge of the Adamantine Horror, which can indeed do that. Any clockwork horror removed from the Linked Mind can only communicate using its own alien language. It is not possible to communicate using *comprehend languages*, *tongues* or similar spells (which includes *telepathy*) - the problem is not the language itself, but rather the thought processes behind that language which, although the words might be intelligible, make their context and application impossible to ascertain.

There is no other furniture in the room beyond the table and a single chair. If anyone notes this fact and makes a DC 22 Knowledge (Planes) check, they are advised that the Kaorti can frequently craft the resin in the room (the tar-like substance that is everywhere) into furniture as needed. This information is also readily available by simply asking the Kaorti about the situation.

There are four *scrying* sensors in the room, one in each corner at the ceiling, watching the whole room. Each PC entering the room is permitted the standard check to note the sensors providing their Intelligence is 12 or greater. If detected, the Archon simply raises one eyebrow and notes that it is typical security.

For the purposes of this adventure, if any of the *scrying* sensors are dispelled or somehow removed, the Encounter ends at that point as Archon forces show up to remove the PC's. Further participation in the Adventure is then at the discretion of the DM, should the PCs not have enough information to proceed.

*"The creature before you, the clockwork horror, surrendered to our forces north of the Bramblewood some months ago," begins the Archon. "We have been unable to communicate with it, save on a very basic level, until our contact Shinre here was approached for his assistance."*

*"Your presence here is remarkably convenient. Although I disapprove, you are to be allowed to participate in the first interrogation, at the instruction of my superiors. I cannot begin to advise why you are allowed this privilege but I remind you that whatever is said in this room is considered to be vital to the security of Ket. Anyone who tells of anything that goes on within this room – without strict permission – will be summarily convicted of High Treason, and immediately sentenced to the harshest penalty."*

*"There is one immediately permissible exception. The Wood Elves of the Bramblewood, represented by the Silvertip tribe, have officially requested our assistance further to the negotiations that were started last year. Therefore we wish to share the information gathered here. Should you wish to convey the details to them, in fact, the Archons approve and will provide you with confirmation papers."*

*"If you understand and agree with these terms, remain and participate. If you do not, you must leave – the terms are not negotiable."*

At this stage, the Archon allows the PCs time to contemplate the situation – but if they take any actions to communicate or otherwise interact with the clockwork horror or the Kaorti, they are deemed to have accepted the above stipulations. Anyone staying in the room for longer than a minute after this statement is also subject to the guidelines presented.

### Information for the Elves

It is possible to choose to take information to the Elves of the Bramblewood. This is all further to the negotiations begun after **KET5-01** *Choices of the Dragon*, which resulted in Ket wishing to open discussions with the Elves about an official status for the denizens of the Bramblewood (the wood elves, at least) that was greater than "monster". As with all such negotiations, things are going slowly but the government of Ket sees potential

benefit in staying friendly, especially when their own interests mirror those of the Elves.

The information gathered is identical to that gathered in this interrogation. The PCs may indeed review the details before the document sealed and stamped with the arcane mark of the Archons (atop the seal itself, which serves to act as a further protective item ensuring that it is not tampered with during transit).

### Diplomacy, Gunboat or Otherwise

It is now up to the PCs to determine the direction of the questioning. The clockwork horror actually wants to cooperate, so matters are easier than might otherwise be expected. Results are given for Diplomacy, Bluff or Intimidate, as the case may be – making a check provides all information up to that level. Only one check (of one of the three types) may be attempted per person – if a character wishes to assist another, this counts as a check. Any PC who participated in **KET3-04** *Sneers of the Mind* may either choose a second attempt, or a re-roll. The clockwork horror, with a tremendously rigid mind, cannot be persuaded to part with more information with the framework of the adventure:

### Diplomacy Check

[DC 5] The clockwork horror army is poised to make the final assault on the area containing the Gate of the Pyramid;

[DC 10] The defense of the Elves against this incursion has been fierce and unrelenting, but the only real halts in the advance have come from the desires of the clockwork horrors to remain cohesive and locate the gate;

[DC 15] None of the other potentially independent clockwork horrors have seen any chance of fighting the influence and power of the adamantine horror;

[DC 20] The goal of the adamantine horror is to open the Gate for two-way travel and to obtain a further army from the other plane;

[DC 25] The Plane on the other side of the gate is a sub-plane of Mechanus – if it assigned a name this clockwork horror does not know it. It is the home plane of the clockwork horrors;

[DC 30] As the adamantine horror has shifted with the advance of its troops, so too have its powers. Where it could once destroy magic at a whim, it now has the most diverse magical power available – Spellcraft [DC 24] to recognize a *limited wish* spell-like ability;

## Bluff Check

[DC 3] The clockwork horror army is poised to make the final assault on the area containing the Gate of the Pyramid;

[DC 9] Nothing has yet to stop the advance of the clockwork horror army, although it has been hampered by less than reliable allies created from half-iron golems;

[DC 13] The adamantine horror has crushed all opposition amongst the independent clockwork horrors and removed their free will – no assistance is forthcoming from that end;

[DC 16] The adamantine horror wants to conquer the entire Flanaess – but it does not have the forces available. It is seeking to open the Gate to get more;

[DC 20] The Plane on the other side of the Gate of the Pyramid the home plane of the clockwork horrors – only the adamantine horror has passed through that Gate of the existing clockwork horrors;

[DC 24] The adamantine horror has become more powerful and dangerous recently. It appears to have some new source of power and is creating items to supplement the advance of the clockwork horror army, although how it is doing so on the march is unknown;

[DC 28] An assortment of creatures have approached the adamantine horror. Any creatures who arrived promising favors were instantly killed, while those who arrived simply wishing to be mercenaries were hired, despite the hatred of the clockwork horrors for all such creatures. A trio of hags did impress the adamantine horror, but they left the army two days ago.

## Intimidate Check

[DC 7] The clockwork horror army is poised to make the final assault on the area containing the Gate of the Pyramid. There are at least 5,000 clockwork horrors in combat roles;

[DC 12] Nothing has stopped the advance of the clockwork horror army. The half-iron golems have been abandoned, being unable to keep up with the advance and being less than reliable;

[DC 16] No independent clockwork horror is going to oppose the adamantine horror at this time – it is simply too powerful;

[DC 19] The relative weakness of the forces arrayed against it has persuaded the adamantine horror to attempt to conquer the entire Flanaess;

[DC 23] The Plane on the other side of the Gate of the Pyramid the home plane of the clockwork horrors – it should be a source of a substantially bigger army to assist it;

[DC 27] Not since the Great Battle has the adamantine horror been as powerful as it is now. It can change the very fabric of reality and this has improved upon the design of the most recent batch of horrors;

[DC 30] The Great Battle was the conflict between powers greater than mortals. The adamantine horror was summoned to assist one side and stripped of the powers it possessed when that side lost.

When each PC has attempted either a check or an assist once (total), the Kaorti announces that the clockwork horror is unwilling to share further details without some stringent conditions – and that settling these could take weeks. The Archons take this as a sign to move onward, since the army of Ket is going to act well before then and the clockwork horrors are likewise going to reach the area of the Gate of the Pyramid.

## The Final Detail

After all questioning is finished, the gold clockwork horror has one more detail to provide. It is independent now and seeks to keep this status. As a result, it chooses to reveal a significant weakness in the Adamantine horror itself – but the cost to whoever chooses to implement it is steep.

The adamantine horror is the most advanced of the clockwork horrors. More than that, however, it can power an endless series of spell-like abilities, with far greater speed and accuracy than any others in the clockwork horror army. The source is a direct connection with Tharizdun, the Mad God. The power may or may not have been present earlier, but it was certainly enhanced during the conflict that took place so many years ago.

**APL10-16 only:** This power can be removed. At this point, an archon takes a coin-shaped object from his pocket and places it on the table. It is a dull but lustrous silver color, and has a design etched upon it. The gold horror tells you that this “coin” has been crafted from a very special amalgam of copper, electrum, gold and platinum. If a person attaches this to the underside of the adamantine horror and then invokes the name of Tharizdun, that person then takes the energy of the

adamantine horror into themselves all at once, removing it from the horror. The result is a huge explosion that permanently drains all of the spell-like abilities from the adamantine horror, as well as causing the loss of any current spells in effect, and the horror also suffers a substantial amount of physical damage. Whoever absorbs the energy more than likely dies—they are the focal point of the energies, so Evasion or Improved Evasion will not work. What the power of Tharizdun might do to such a soul is unknown, but countless others can be saved... The game mechanics for this particular course of action are provided in **Encounter Thirteen**. If any PC shows any interest in this, the Archons give the amalgam coin to the party. This can then be used in **Encounter Thirteen** for the above purpose.

Since APLs 2-8 do not encounter the Adamantine horror, they do not need to be told this information unless the DM wishes to pass it on for some reason.

### Information from the Dream/Nightmare

Information obtained in **Encounter One** can be shared with this Clockwork Horror as desired. It has never heard of implanting the information of the Adamantine horror in the Elite guard of the Platinum horrors – in fact, it is both shocked and upset that the Adamantine horror may not be the original after all. It can neither confirm nor deny any details gathered in the Dream/Nightmare, because it was not in existence at that time and the collective memory of the clockwork horrors contains no reference to it.

### Development

The PCs may choose to abandon the adventure here and proceed to the **Conclusion**. If not, proceed to **Encounter Three: The Bramblewood**.

## Interlude: The Bramblewood

The Bramblewood is an immense forest in the middle of Ket that remains a dangerous and treacherous area uncontrolled by Ket. The elves of the Ketite are almost entirely Chaotic, making them natural historical antagonists of the Lawful Ketites. Some elves are Chaotic Good defenders of the wilderness, some Chaotic Neutral xenophobes who shun outsiders—including other elves—and some are undoubtedly Chaotic Evil, seeking to spread the darkness and evil of their tribal enclave.

The creatures of the Bramblewood are tough and feral, frequently Dire creatures of various types.

The Bramblewood is divided into three zones by the Ket military:

- areas controlled by Ket: generally the outer five miles of the perimeter of the entire forest, as well as the Irafa Road
- Near Bramblewood: generally the band of forest lying within five to seven miles from the edge of the forest
- The Deep Bramblewood: generally anything beyond seven miles from the edge of the forest, as well as the forest immediately on either side of the Irafa Road. Note that in recent years, the Far Bramblewood has shown an alarming tendency to “take over” the Near Bramblewood in places, making even relatively short jaunts within the Forest dangerous.

Movement through the Near Bramblewood is medium forest (two squares of movement for every one on the map) unless along game trails or specific areas marked open. The tree that produces the yarpick nut is the primary vegetation type grown here, many having been planted over top of other vegetation that was eliminated for the express purpose of being replaced. The daggerthorn tree, as it is called, produces the yarpick nut, the staple of Ket diet and cuisine. It is ground down into flour for basic foods, used as a garnish and also fermented into bosq (a very potent alcoholic drink).

Movement into the Deep Bramblewood is dense forest (four squares of movement for every one in the area) unless otherwise noted. The vegetation here is old growth coniferous trees and dense woods. Some areas of the forest that were once Near Bramblewood have become Deep Bramblewood over time and the change is both dramatic and startling.

Mounts (and any Large or larger four-legged creatures) in the Bramblewood have not done well in the past). Areas of dense forest are always a squeeze for them, penalizing both their armor class and capabilities. Additionally, any creature of this type must make a DC 15 Reflex save every hour or suffer a broken leg or other impairment. This slows movement to  $\frac{1}{4}$  that of normal and causes 3d6 damage, to a maximum of  $\frac{1}{2}$  the hp of the creature. It may be splinted – a DC 15 Heal check – to return speed to  $\frac{1}{2}$ , but only a Heal or Regeneration (or similar type of spell, such as Healing Cocoon) can repair the damage to the leg. Other forms of magical healing can repair the hp loss but not the leg.

### Rapid Travel

It is possible to simply bull one's way through the forest. For each round a PC chooses to do so, they may move at full speed so long as they make no more than one change of direction and so long as they move at least 15 feet forward during that turn. In the process, they take 1d6

damage from the vines and sharp edges of the trees for each 10 feet of territory they cover. These are considered individual attacks that hit automatically but are subject to DR and hardness.

As with normal travel, any mount or any Large or larger four-legged animal must make a DC 15 Reflex save every hour or suffer a broken leg or other impairment. This slows movement to  $\frac{1}{4}$  that of normal and causes 3d6 damage, to a maximum of  $\frac{1}{2}$  the hp of the creature. It may be splinted – DC 15 Heal check – to return speed to  $\frac{1}{2}$ , but only a Heal or Regeneration (or similar type of spell, such as Healing Cocoon) can repair the damage to the leg. Other forms of magical healing can repair the hp loss but not the leg.

### **Mounts and Food**

Mounts and such creatures represent large quantities of meat on the hoof, so to speak. For every hour in the Bramblewood with one or more Large-sized or larger herbivores used as Mounts (except bonded companions and animal companions), it is a DC 15 Knowledge (nature) check to avoid making such obvious noises and moves in order to avoid having a natural creature choose to attack the mount. The check is made only once by the party per hour, regardless of the number, and that by the person with the lowest modifier. If the check fails, the creatures of **Encounter Five** attack again (or for the first time) without any xp to be gained. Centaurs, regardless of their size, qualify as mounts for the purpose of this roll unless they have at least one rank in Knowledge (nature).

## **Encounter Three: The Bramblewood**

*As the information imparted by the clockwork horror sinks in, the Archon steps forward again.*

*“You need to reach Fort Daris upon the Irafa Road as quickly as possible and convey this information to the Commander of the Fort there. We have no resources to spare – the army of Ket has demanded all that we can provide and we have, naturally, complied. We will, however, provide you with fast horses and supplies, as well as clearance for the military camps.*

*“If you are bearing the information for the Elves, the same horses will take you to a meeting spot with the Silvertip tribe just south of Fort Daris. Proceed there instead.*

*“I wish you luck and may the Restorer of Righteousness protect you.”*

***With those words, the Archon escorts everyone back to the exit to the complex.***

It is a DC 10 Knowledge (religion) check DC or automatic for all Citizens and Residents of Ket to know that the Restorer of Righteousness is the True Faith honorific of Al'Akbar, predominant deity in Ket.

It is a DC 10 Knowledge (local-VTF) check for non-Ketites to recognize the Irafa Road as the primary trade route through the Bramblewood, leading to the Bramblewood Gap and the Sheldomar Valley. This is automatic knowledge for anyone from Ket.

### **Compensation**

The Archons promise nothing but indicate that the army of Ket, to which they are being sent, or the Elves, should reward handsomely for those willing to stay and fight. There is no other cash reward being offered. If anyone finds this objectionable, they may simply end the adventure at this point.

### **Rest**

Once the PCs reach the Bramblewood, the nightmares and/or dreams fade to nothing and the adventurers regain their regular rested state.

### **To the Elves or to the Camp?**

The PCs have a choice in heading to the Ket military encampment or the Elven stronghold (although the elven stronghold must be first approached via a long game trail...). While some parties might have an opportunity to do both (depending on travel speed), the vast majority are likely to only choose one or the other. That is perfectly acceptable.

### **The Real Details**

In actual fact, the PCs are nothing more than a diversion. The real messengers are already underway with the confidential details. As long as the PCs believe they are doing the job, it is sufficient – which is why, quite frankly, even lower level PCs are being asked for this mission and why even strangers to Ket might be asked to partake. Should significant concerns be raised about this, the Archons are at pains to ensure that everything seems sensible – they take such precautions as sealing tubes with a message, trapping the tube and also indicating they will *send* ahead to clear the route. The Archon in question is excellent at Bluff [+28] and even penetrating this deception only reveals that the party is being told less than the full truth – none in the Archons can or will reveal the truth to the PCs since this is a matter of national security.



The PCs now have 5 days to reach the area of the Fort or the elven meeting place 2 miles south of the Fort. It is a distance of some 150 miles from the Archon facility (located in Lopolla province). The PCs must advise what method they are using (and any is acceptable). For any who desire, the Archons provide an elite light warhorse (capable of a light load of some 250 lbs), or an elite heavy warhorse (capable of a light load of 519 pds). These horses are loans only – they must be returned and cannot be purchased.

It is entirely possible to travel faster to the Fort than in less than eight days. *Teleportation* and other similar means of transportation will take the adventurers to a point on the Irafa Road that is only a 5- to 10-minute walk to the Fort. It is a DC 15 Knowledge (local – VTF) check or automatic for any members of the Archons or Brotherhood of Sorcery metaorgs to recall that the Forts have anti-teleportation magic in effect that prevents entry into the fortification in this manner – to attempt it requires a DC 30 Spellcraft check or spell fails.

The DM must simply determine how long the party takes to reach the area. This is one case where higher-level parties can and likely will accrue benefits for the adventure.

Once at the Irafa Road, it becomes immediately apparent that the army of Ket is there in force. Papers are checked on an hourly basis by patrols of 20 Kaman (light mounted cavalry archers). All forts are garrisoned with twice the usual complements (meaning 500 troops in each) and there is a further encampment of between 500-1000 troops outside each fort along the way (there are five forts if the PCs come from the north before reaching Fort Daris). At Fort Daris, it is obvious that this is the center of all activity. The standard kill zone around the fortress has been doubled in size and an encampment of roughly 5,000 troops is present.

At the fort, the PCs may ask for permission to meet with the Commander and are granted access almost immediately. For those with ranks in Profession (bureaucracy), Profession (soldier), Profession (guard) or anyone native to Ket (or another similarly bureaucratic nation) this is both odd and disturbing – the Commander should be much more difficult to meet at such a time as this.

If the PCs wish to proceed to visit the Elves, they may do so. The military considers Elves allies in this case (however repugnant that might be to various Ketites they are following their orders to the letter) and makes no attempt to stop or slow anyone desiring passage to the meeting place with the Elves.

## Meeting the Commander of the Ket Force

Commander Karyn al'Mullah is the person in charge of the military force while awaiting the arrival of the Black Arrow, the general in charge of the actual operation, who is *teleporting* in from Lopolla with his command staff two days prior to the start of everything. The PCs are shown to her office immediately. She takes any and all details first from the PCs, then pauses to contemplate. Anyone making a DC 25 Sense Motive check can discern that she is not surprised by the messages or even thinking on them much. Nevertheless, she does make a show of questioning the information and asking for the opinion of the PCs about the details – this is only a precaution in case there is any *scrying* being done. (There isn't.).

### Karyn al'Mullah

Karyn is an intense Baklunish woman in her mid-thirties, with black hair and black eyes. She is not married and is considered an up and coming military commander. She does not care for trivial conversation but holds herself rigidly polite at all times. Despite her presence as a military commander on the Irafa Road, she does not particularly have any hard feelings toward the elves, but she does not like them either.

Karyn may have been encountered previously in **VTF5-01** *Bonds of Light and Darkness* as the head of Fort Daris. Any PC she has met before she treats with respect and dignity, especially if the PC in question helped to rescue her.

## Meeting the Elves and their leader

The Silvertip tribe of Wood Elves has called in every favor and called upon ancient alliances. Their meeting place along the Irafa Road is guarded by a large number of elves, as a result – over 200 are visible along the road, all armed with composite longbows and obsidian longswords (these are very visible). Anyone presenting themselves to the Elves are treated politely (even half-orcs!) and taken to meet with the local leaders.

The meeting with the local leaders is quick (10 minutes wait at most) and simply undertaken to confirm the mission of the PCs. Upon being informed of the details from the Archons, the elves express satisfaction that the alliance is actually working to some degree, and indicate that the PCs are now to be taken to the Deep Bramblwood to meet with the leaders of the overall elven defense.

This particular meeting takes another 6 hours to complete. The PCs are taken down a twisting gametrail about 3 miles long (as the crow flies, much longer in

terms of how far is actually traveled). At the end of this trail, they meet with Ivar Manyclaws, head of the Wood Elf military response.

### Ivar Manyclaws

Ivar is a wood elf around 140 years old, with blonde hair and blue eyes. He is married but his mate is in Highfolk currently, attempting to obtain assistance for the coming struggle. He is polite and friendly to elves, polite to everyone else, and genuinely surprised that Ket is actually holding to their end of the alliance. He is very interested in the details provided (insofar as he has received the details earlier, much of what he wants to do is confirm that the information is identical and not being changed or altered).

### Benefits to arriving early

The standard travel time postulates 4 days to reach the forces. Anyone arriving before this time is considered “early”. Arriving early at the encampment or the elven stronghold allows the PCs the opportunity to familiarize themselves with the surroundings and forest. Only the PCs may obtain these benefits – they are not provided to animal companions, familiars, cohorts or the like. This provides the following benefits (they may choose one only):

- 1) +2 to Knowledge (nature), Spot, Survival and Listen checks while in the Bramblewood Forest on this mission;
- 2) +4 circumstance bonus to Hide checks while in the forest;
- 3) In tune with the surroundings to the extent that they cannot be surprised for one Encounter (as if the character played the Feign Surprise campaign card). Much like the campaign card, this is at the discretion of the player;
- 4) The benefit of a re-roll for one Reflex Save, before the result is known (and before it is known if it is a failure or not). The second roll must be kept, whether or not it is better than the first. After making this check, the character is prone in the square (since they have dived for cover);

### Development

The PCs may choose to take the time to go to the other part of this Encounter if they wish. The elves and Ketite force make no effort to stop communication between both camps, although the PCs can sense an underlying tension from many – a DC 5 Sense Motive check reveals that both sides are still uneasy about working with one

another but find the circumstances...convincing. The PCs should decide whether they wish to remain in the Ket camp or the Elven camp for the next encounter. They do indeed have to choose one, since simply hanging out in the general vicinity is not terribly appreciated by either military force. Proceed to **Encounter Four**, noting the decision of the PCs.

## Encounter Four: A Knife's Edge

**Time Passes:** It has been 6½ hours since the end of Encounter Three.

**Limit Discussion Time Here:** This Encounter can potentially take a long period of time to discuss and consider. Allow a maximum of 20 minutes if there are any time considerations to be taken into account. If a decision has not been made in this time, the default is Alliance.

*The lashing rain of the night slowed to a light drizzle with the coming of light, and now has completely dissipated. Nevertheless, it is a cold morning and the fires around the cooking areas barely seem to have an effect upon the pervasive damp chill.*

*A flurry of activity throughout the camp indicates that there is more happening this day than the past few. It is not long before you are summoned to a large tent in the middle of the encampment where the leaders of the force stand in the midst of a tense discussion.*

*As you stand waiting, you pick up snatches of murmured conversations. Apparently a holy glade is the target for the Clockwork Horror army. A location sacred to the Elves, the glade is now awash with electrical energy both day and night. The local druid charged with protecting it has not been seen in some time. Groups of elves and Ketites eye each other suspiciously and quiet but heated discussions break out about whether or not to assist the other side.*

The PCs are being brought before either the leaders of the Elves or the Ketite forces. Commander Karyn is no longer in charge of the Ketite force but she does greet the PCs politely. The Ketite force is instead led by the Black Arrow, brother of the Beygraf and leader of the invasion forces in Tusmit three years ago. Some may have met him in **Ket4-09/Tus4-08 All's Fair**. He is a middle-aged Baklunish man, very forthright and honest and a superb military tactician.

### The Electrical Discharges

The glade at the center of everything houses the Gate of the Pyramid and is bounded on two sides of a triangle by

a fast-moving river and on the third by treacherous hilly terrain. The entirety of this area is subject to a massive electrical storm currently, such that none of the elves or Ketites have been able to approach through various means. The druid in charge of the clearing, Liori of the Green, has not been seen in weeks. Her guardian creatures have apparently dispersed in the face of the electrical storm but the military expects these were not the only physical defenses of the locale. The above information can be conveyed at this time if the PCs ask, or it is conveyed to them at a later point (another Encounter).

It is a DC 25 Knowledge (Arcana) check to recognize the electrical storm as a permanent *call lightning storm* spell in effect. It is a further DC 25 Knowledge (local/VTF) check, with a +5 circumstance bonus for any PC who played **Ket2-03 Shockwave**, to recognize that the *eltarithsel* (shockwave) at the end could have eventually become this if nobody took up the position in the Glade. Specifically, the druid died a short time ago and there was nobody to take her place – as a last act, she coupled a *call lightning* spell with the power of the Sickles of the Sun and hoped it could protect the area.

Anyone with influence points with the elves, and in their encampment, is automatically informed of the fact that Liori is dead – for anyone else, it is merely speculation. The influence points are not expended for this information.

### **What is happening?**

Both military forces are in the midst of a crisis. The clockwork horror army has been finally spotted moving into action and the engagement is today. Now is the time that the real questions about trust and the alliance between the elves and Ket are being asked...do the forces coordinate their attack and defenses, or do they act on their own against the common foe?

The PCs can sway the decision at this time. There is so much arguing and evenness in the positions that even a single voice of persuasion could be enough – everything hangs in the balance for the actions of the PCs! Below are details that can be provided as needed which illustrate some of the various arguments both for and against. This is conceived as a role-playing encounter and the following arguments are merely starting points for a discussion.

### **Asking what benefits an Alliance might bring:**

*The proposed alliance here is of benefit to both Ket and the Wood Elves arrayed with the Silvertip elves. We can act in conjunction without having to worry about the potential reaction of the other, and we can*

*coordinate a joint military effort. The elves know the forest area best, but their limited numbers mean that the bulk of the army of Ket would provide much needed assistance to that knowledge.*

*The elves have nature magic and communications that can benefit the army of Ket. In return, the army of Ket has a large and powerful attached section of Archons and Mullahs to provide organized clerical and arcane might.*

*Alone, we must waste resources duplicating the specialty of the other, and not doing it as well. Together, we can concentrate on what we do best – and win the fight!*

### **Asking why not to join in an alliance:**

*Neither side can be trusted, quite frankly. There is a huge historical distrust between the two sides, and especially Ket has major problems. The elves have always disputed any involvement with the theft of the Cup and Talisman, despite clear evidence that elves were involved.*

*With this in mind, we have been in conflict for centuries. It is hard to trust and ally with those who were just last year doing their level best to kill you.*

*On top of that, it certainly would be a benefit to see the other side take a huge beating and soak up the majority of the casualties. No matter how much they might profess to help us and want to assist us, seeing them weakened is only a good thing for us in the long run. On top of that, it is clear that any deaths required should come from them.*

### **Results**

Once the PCs have spoken their piece, a decision must be made. Given the incredible split in both forces, if the PCs can unanimously decide upon a course of action, that decision is accepted by the Black Arrow and the Elves. If the PCs are split, however, the result must be generated by opposed Diplomacy checks between the PCs opposing one another (or other acceptable means).

Since the real discussion that is transpiring is between the PCs, no influence can be spent in this Encounter to modify results because the PCs are relatively immune from such outside concepts and can't spend Influence Points on each other. Once an actual decision is made, refer to the results below. If the PCs cannot or will not make a decision, the default is Alliance as noted in the first section of this Encounter.

The various boxed texts provided allow for two options each, depending on if the PCs are with the Elves or the

forces of Ket when the decision is made, and then if a choice is made for alliance or to act unilaterally.

## In Favor of an Alliance Between Ket and the Elves

### With Ket Forces

*The Black Arrow nods in satisfaction as a decision is made. A single black daggerthorn wood box is produced by an Archon and opened – ten wands are distributed to members of the Re'Lahd i'Shad and a further ten are provided to a representative from the Silvertip tribes in attendance. The wood elf looks mildly uncomfortable but provides a series of quick instructions to the Halflings in front of him holding the wands.*

*With that, the army of Ket assembles at the edge of the kill zone around Fort Daris, banners of the nation flying in the winds. The members of the Re'Lahd i'Shad step before the army, to the edge of the Bramblewood itself. The wands are produced and, mere seconds later, the forest retreats before them! Where once the solid brambles and undergrowth existed, there is now clear ground and few impediments. A swath almost 1000 feet across appears, and the army moves forward, to the aid of the elves.*

### With Elven Forces

*Ivar Manyclaws smiles a feral grin and nods toward the exit from the tent. A mullah of the True Faith smiles briefly and activates a ring, talking inaudibly for a few seconds afterward.*

*"Our allies will know of our decision now and begun to move forward by our guidance. We move to the flanks – Ket will take and hold the center. Today our ancient promises are to be made good."*

*The wood elves move out in a silent, swift wave. The camp is empty within minutes as you are guided down a gametrail toward conflict with the Clockwork Horrors.*

## Unilateral Action

### With Ket Forces

*The Black Arrow nods in satisfaction as a decision is made. A single black daggerthorn box is produced by an Archon and opened – ten wands are distributed to members of the Re'Lahd i'Shad and he then turns to the representative from the Silvertip tribes in*

*attendance. The wood elf looks upset but cannot speak any further – he is escorted out of the tent.*

*With that, the army of Ket assembles at the edge of the kill zone around Fort Daris, banners of the nation flying in the winds. The members of the Re'Lahd i'Shad step before the army, to the edge of the Bramblewood itself, although their hurried discussion indicates they are not entirely sure where to start. A few minutes later, the wands are produced and the forest retreats before them! Where once the solid brambles and undergrowth existed, there is now clear ground and few impediments. A swath almost 1000 feet across appears, and the army moves forward, to fight the clockwork horrors.*

### With Elven Forces

*Ivar Manyclaws smiles a feral grin and nods toward the exit from the tent. A mullah of the True Faith is escorted out of the tent at that command, frowning visibly.*

*"We move on our own, as we always have. Whether they fight not, I cannot know, but Ket is not our enemy today, it is the Horrors of the past. None shall survive this day and our ancient promises will be upheld."*

*The wood elves move out in a silent, swift wave. The camp is empty within minutes as you are guided down a gametrail toward conflict with the Clockwork Horrors.*

## Development:

PCs, at this point, are presumed to have chosen the force with which they act (either Ket or the Elves). Likewise, they have now either chosen or defaulted to either acting in Alliance or unilaterally. PCs are now approached by the commanders of either force (whichever they currently are in) to act and help in the attack that is now going to transpire. Compensation is not discussed but is promised, in an amount commensurate to their abilities. If the PCs have no desire to fight, proceed to **Conclusion**.

If the PCs choose to go with the forces of Ket should proceed to **Encounter Five A)** and then **Encounter Six A)** as required. PCs choosing to side with the Elves should proceed to **Encounter Five B)** and then **Encounter Six B)** as required.

## Interlude – The River and Terrain Beyond

To get to the glade, the river to be crossed is 15 feet deep and 70 feet wide. Normally, it is very fast-moving and treacherous (adding as much as +10 to any DC checks because of the unpredictability of it). The width of the river was the reason a tunnel was built a long time ago (detailed in **KET2-02 Shockwave** but the essential gist is that elves and dwarves cooperated to build it), although this tunnel has been recently collapsed. For the duration of this adventure, however, the river is entirely still. It is either a DC 0 Swim check to navigate (yes, people in heavy armor could still drown) or you can drop to the bottom and walk across. The magic that keeps the water still likewise extends to the mud below, and so walking through the water does not muddy things, although movement is still at ¼ pace. The bank on either side is steep, requiring a DC 15 Climb check to get out. Failure indicates the PC gets to the surface but cannot actually get up on land.

For anyone who has the means (likely spells) they can determine that the tunnel to the Glade was collapsed by means of a *disintegrate* spell. The spells (*disintegrate*) themselves were cast by gold clockwork horrors – imbued with the magic - who were scouting the area. The decision was taken by the Adamantine Horror to prevent easy access to the Glade by the elves. This took place four weeks prior to the start of the adventure, likely just over five weeks prior to this time period. There are no protective spells or other circumstances in place to prevent this information from being gathered.

The terrain of the glade is surprisingly tame for the Bramblewood. Although lush, movement is normal save when trees occupy entire squares. Animal life is normally quite abundant (but obviously not in this case) and tracks of all manner of creatures can be found.

The terrain on the flanks of the army, and inside the glade, is no longer as difficult to traverse as the Bramblewood noted earlier. Visibility is now out to 30 feet before foliage blocks further line of sight. Movement is not impeded in any manner (although running and charging is still not possible in most circumstances beyond 30 feet as a result of visibility). The thin vegetation and undergrowth have no impact on movement.

### Timing for the first combats

**Encounters Five** and **Six** take place at approximately 3:30 pm.

### Fly Spells on Combatants

The clockwork horrors have placed a *fly* spell, through various means, on number of their forces. These spells are not intended for height or other advantages, they are instead simply designed to enable the creature to move forward with little impediment and also to prevent being tripped (and the lack of movement that goes along with this). While the creatures are free to use the *fly* spell as they see fit, they generally attempt to remain in close proximity to the ground in case the spell is somehow dismissed or it ends in effectiveness.

## Encounter Five A: Setting the Stage (Ket)

*The final stages of the advance bring with it a rising tension. Solid ranks of pikes and crossbowmen, supported in the rear and flanks by the light cavalry archers of the Kaman, stand arrayed. To the right and left, the undergrowth is cleared away with more wands, leaving a large swath to either side for maneuvering. Directly ahead of the troops, you can see the fast moving river that is reported to represent one of the boundaries to the glade.*

*Just in front of the army, in the untouched Bramblewood beyond the river, a coruscate of electrical energy leaps about, clearly indicating the glade at the center of everything.*

*A messenger approaches and bids you attend near the command area.*

At this point, it is a DC 10 Spot check to realize that the stream is entirely still. There is no movement in the water whatsoever, although it is not rising or falling. A *detect magic* or similar at the side of the stream indicates strong transmutation magic but nothing else – if somehow discovered, this is the work of a *wish* from the adamantine clockwork horror, to assist the advance of his army.

The PCs are instructed to guard one of the flanks of the army by acting as skirmishers. The main body of the army is to remain intact but the PCs may fall back at any time if they feel overly threatened. Further details below are dependent on the decision made earlier in **Encounter Four**.

### Unilateral

The army has expended a significant amount of resources (more than desired) by advancing without the benefit of

the scouting and direction of the local wood elves. It places many more troops to the right and left, effectively supporting the PCs actions directly. The PCs may, once every ten rounds, call upon a squad of six crossbowmen to fire upon the creatures attacking their position. The attackers are all at +4 to hit (into the second range increment) and firing heavy crossbows (1d10 damage). For the purposes of cover, grant +4 but no penalty for shooting into combat.

At APL 10+, every PC may also request one *flamestrike* (10<sup>th</sup> level caster) and one *mass cure light wounds* (10<sup>th</sup> level caster).

Requesting benefits is a free action that can be done by a player on their initiative in a round that does not provoke an attack of opportunity.

The option to activate the spell benefits extends for the remainder of the entire adventure, except for **Encounter Fourteen** (the Extended Play Option), for which they are not available.

At the conclusion of every combat from now until the PCs enter the glade, the 10-round counter for combat assistance from the crossbowmen is reset to zero.

#### In Alliance

The wood elves take up strong and close positions to either side, freeing up the entire missile support of the Ket army for the center. Each PC may request one *lesser vigor*, *lesser restoration* or *cure light wounds* spell (5<sup>th</sup> level caster via Reach Spell feat and a rod of Rapid Spell). The spell may be cast on another at the discretion of the player, and each may only request one casting for the remainder of the adventure. At APL 10+, a single *mass cure moderate wounds* spell (14<sup>th</sup> level caster) can be cast, and one PC (and only one character) may also request a *heal* (11<sup>th</sup> level).

The option to use these spell benefits extends for the remainder of the adventure, except for **Encounter Fourteen** (the Extended Play Option), for which they are not available.

#### **Requesting Benefits**

Requesting benefits is a free action that can be done by a player on their initiative in a round that does not provoke an attack of opportunity.

#### **Timing**

The PCs, of course, have the opportunity to set themselves up as they desire. It is approximately 10 minutes to combat, +/- 3d6 minutes, if anyone needs or

wants to undertake activities on the flanks (such as constructing a pit or something like that).

*On the flanks, all is silent as the engagement with the enemy is contemplated. A wind blows down from the north, strong and cold, a bracing chill passing through the bones of all in the army. A ripple of readiness passes down the line, as if expecting something is about to occur.*

The first wave from the clockwork horror army is about to engage. The animals approach in the forest, to a distance of thirty feet when they spot the PCs. As the wind is from the north, the animals (attacking from the flank as they are) do not give off any particular scent at a range greater than normal, nor do they have any advantage. At a distance of 30 feet, opposed Listen checks from the PCs vs. the Move Silently of the creatures (modified for distance) should be used to determine surprise or not.

#### **Tactics**

The animals about to engage the PCs were trained and sent forward into combat after the horrors made significant efforts to get them excited and bloodthirsty. They are all hugely exuberant and looking to do damage. There is nothing subtle or crafty about the attack. In particular, the animals do not flank unless it is inadvertent and they do not recognize the use of feats against them unless almost blatantly obvious (so, for instance, a creature that is caused to overreach as a result of Elusive Target would do it again). It is just the first wave and they are considered expendable by the clockwork horrors.

It is also quite likely that certain parties can easily avoid or otherwise combat the creatures from the air. This is entirely reasonable and anticipated – sometimes, the PCs are just well-equipped for a change!

#### **Questioning the Animals**

The animals know little. They can tell of many, many clockwork horrors and some water to keep them going, but no food. Otherwise they were all born in the Bramblewood but remember nothing beyond the army.

#### **APL 2 (EL 2)**

**Dire Weasel**; Medium Animal; 19 hp; See Appendix One;

#### **APL 4 (EL 4)**

**Dire Weasels (2)**; Medium Animal; hp 19 each; See Appendix One;

#### APL 6 (EL 6)

**Advanced Dire Weasels** (2); Medium Animal; hp 45 each; See Appendix One;

#### APL 8 (EL 8)

**Very Advanced Dire Weasels** (2); Large Animal; hp 85 each; See Appendix One;

#### APL 10 (EL 10)

**Young Bramblewood Dire Bear**; Huge Animal; hp 225; See Appendix One;

#### APL 12 (EL 12)

**Bramblewood Dire Bear**; Huge Animal; hp 304; See Appendix One;

#### APL 14 (EL 14)

**Bramblewood Dire Bears** (2); Huge Animal; hp 304 each; See Appendix One;

#### APL 16 (EL 18)

**Bramblewood Dire Bears** (4); Huge Animal; hp 304 each; See Appendix One;

### Development

When the combat is over, it is 30 seconds (5 rounds) to the start of the next. Move to **Encounter Six A** at this time, or sooner if there is some reason.

## Encounter Five B: Setting the Stage (Elves)

*The forces of the Wood Elf tribes move forward silently, following the gametrails and twisting paths of the Bramblewood without discussion or commentary. A fast-moving courier passes twice, apparently one of the Runners of the Wind from the Silvertip tribe itself. Before long, the stream and the energy of the glade come into view, obscured by the Bramblewood but not blocked entirely.*

*Your guide points to a largish tree beside the river and motions up it. "This is where you hold. The clockwork horrors may arrive soon. Do what you can, as long as you can. Help is being sent even as we speak, but it takes time to arrive. I wish you well and must now get to my position."*

At this point, it is a DC 10 Spot check to realize that the river is entirely still. There is no movement in the water whatsoever, although it is not rising or falling. A detect magic or the like at the side of the stream indicates strong transmutation magic but nothing else – if somehow

discovered, this is the work of a *wish* from the adamantine clockwork horror, to assist the advance of his army.

The Wood Elves are holding the forest areas itself. The degree of support for the PCs and the type depends on the decisions made in **Encounter Four**.

When the PCs have been advised of their options as noted in the correct section for support, the animals attack. They are sweeping in from the left or right, depending on the flank chosen by the PCs.

### Unilateral

The wood elves have spread themselves thin without the benefit of the troop mass of Ket to support them. Although spread out, the communications is excellent (at least for this Encounter). The PCs may, once every ten rounds, call upon a trio of elf snipers to fire upon the creatures attacking their position. The attackers are all at +6/+6 to hit (into the second range increment) and firing composite (+2 Str) longbows (1d8+2 damage). For the purposes of cover, grant +4 but no penalty for shooting into combat.

At APL 10+, the PCs may also request an *arc of lightning* (10<sup>th</sup> level caster, presume one of the PCs is the focal point for distance calculations) and a *mass lesser vigor* (10<sup>th</sup> level caster) once every ten rounds.

The option to use spell benefits extends for the remainder of the adventure, except for **Encounter Fourteen** (the Extended Play Option), for which they are not available.

Requesting spell benefits is a free action that can be done by a player on their initiative in a round that does not provoke an attack of opportunity.

At the conclusion of every combat from now until the PCs enter the glade, the 10-round counter for combat assistance from the elvish archers is reset to zero.

### In Alliance

The army of Ket is solidly occupying the middle and the elves are likewise able to concentrate. Each character benefits from an *expeditious retreat* spell (CL 10) and may choose to have one of the following buff spells cast in addition (at the time of their choosing): *magic weapon*, *magic fang*, *bull's strength*, *bear's endurance*, *cat's grace*. Each character may request one *cure light wounds* spell be cast (5<sup>th</sup> level caster via Reach Spell feat), and they may choose the character to benefit from this spell. At APL 10+, the PCs are considered *hasted* just as this combat begins (CL 11) and have a *freedom of movement* each

(CL 11). In addition, a single *mass cure moderate wounds spell* (14<sup>th</sup> level caster) can be cast on the party.

The option to use benefits extends for the remainder of the adventure, except for **Encounter Fourteen** (the Extended Play Option), for which they are not available.

### Requesting Benefits

Requesting benefits is a free action that can be done by a player on their initiative in a round that does not provoke an attack of opportunity.

### Timing

The PCs, of course, have the opportunity to set themselves up as they desire. It is approximately 10 minutes to combat, +/-3d6 minutes, if anyone needs or wants to undertake activities on the flanks (such as constructing a pit or something like that).

*Amidst the trees, all is silent as the engagement with the enemy is contemplated. A wind blows down from the north, strong and cold, a bracing chill passing through the bones of all in the forces of the Elves. A ripple of readiness passes everywhere, as if expecting something is about to occur.*

The first wave from the clockwork horror army is about to engage. The animals approach in the forest, to a distance of thirty feet when they spot the PCs. As the wind is from the north, the animals (attacking from the flank as they are) do not give off any particular scent at a range greater than normal, nor do they have any advantage. At a distance of 30 feet, opposed Listen checks from the PCs vs. the Move Silently of the creatures (modified for distance) should be used to determine surprise or not.

### Tactics

The animals about to engage the PCs were trained and sent forward into combat after the horrors made significant efforts to get them excited and bloodthirsty. They are all hugely exuberant and looking to do damage. There is nothing subtle or crafty about the attack. In particular, the animals do not flank unless it is inadvertent and they do not recognize the use of feats against them unless almost blatantly obvious (so, for instance, a creature that is caused to overreach as a result of Elusive Target would do it again). It is just the first wave and they are considered expendable by the clockwork horrors.

It is also quite likely that certain parties can easily avoid or otherwise combat the creatures from the air. This is entirely reasonable and anticipated – sometimes, the PCs are just well-equipped for a change!

## Questioning the Animals

The animals know little. They can tell of many, many clockwork horrors and some water to keep them going, but no food. Otherwise they were all born in the Bramblewood but remember nothing beyond the army.

### Opponents

#### APL 2 (EL 2)

**Dire Weasel**; Medium Animal; hp 19; See Appendix One;

#### APL 4 (EL 4)

**Dire Weasels (2)**; Medium Animal; hp 19 each; See Appendix One;

#### APL 6 (EL 6)

**Advanced Dire Weasels (2)**; Medium Animal; hp 45 each; See Appendix One;

#### APL 8 (EL 8)

**Very Advanced Dire Weasels (2)**; Large Animal; hp 85 each; See Appendix One;

#### APL 10 (EL 10)

**Young Bramblewood Dire Bear**; Huge Animal; hp 225; See Appendix One;

#### APL 12 (EL 12)

**Bramblewood Dire Bear**; Huge Animal; hp 304; See Appendix One;

#### APL 14 (EL 14)

**Bramblewood Dire Bears (2)**; Huge Animal; hp 304 each; See Appendix One;

#### APL 16 (EL 18)

**Bramblewood Dire Bears (4)**; Huge Animal; hp 304 each; See Appendix One;

### Development

When the combat is over, it is 30 seconds (5 rounds) to the start of the next. Move to **Encounter Six B** at this time, or sooner if there is some reason. As a DM, this should also be a real time limitation to keep the adventure flowing, unless there is good reason to limit it.



## Encounter Six A: From the Skies (Ket)

### Animal Empathy in this Encounter

Animal empathy is possible in this combat with the magical beasts, but they are subject to the standard -4 penalty to the check for being magical beasts, as well as a -10 for already being in a combat situation or engaged. Moving the attitude toward friendly can end this combat if the correct request or order is given.

*Although the whipsnap of crackling energy from the glade is loud and intense, even it is overwhelmed by the thunder of thousands of wings. The army braces itself for a horrendous fight as hundreds of griffons and wyverns emerge from the treeline. Even as they dive toward the army, voices ring out.*

*"Illusions, most of them are illusions. Hold your ground for the glory of Ket."*

The attacking forces are indeed predominantly illusions but the regular troops are going to be hard-pressed to know the difference. It is a DC 24 Will save to recognize the mass of illusions for what they are (difficult because it is a *limited wish* spell being used to generate them). On the flanks, invisible and illusory creatures are indeed making an attack as well—in fact the point of this engagement is to eliminate those guarding the flanks of the army.

If a PC sees through the illusions, they can make a DC 20 Intelligence or Knowledge (nobility) check to realize that the attack on the main body is nothing more than a feint. The main thrust is coming to the flanks themselves. Anyone making this check benefits from a +2 Dodge bonus to AC for the duration of this Encounter with that tactic in mind.

### A Chance to be PCs

*Your small band is not immediately the focus of an attack, but as you scan the skies diligently, your attention is caught by nearby cries of fear, and you watch in horror as two huge wyverns swoop down on a nearby military unit.*

A nearby military unit is attacked, one that is also holding a forward position as a guardian of the flank. When the illusion arrives, the unit cries out in fear and the PCs can choose to intervene or not. What the PCs see, at a distance, is a pair of huge wyverns about to attack - this is actually a real creature hiding within an *illusion* of two wyverns. A DC 24 Will save sees through the *illusion* to the real wyvern/griffon (s) beneath. Anyone who has

already made the save earlier in this Encounter automatically sees through this illusion but those who failed do indeed get another try.

If the PCs intervene, there is no surprise round since they are well aware of the situation. They are in the starting position noted on the map and the combat is located in B, with the creature at B1. The troops facing this combat are ordered to pull out immediately (although they are grateful to the PCs immensely), and retreat to the main army (but not the PCs since they are "not official").

Anybody choosing to intervene in this manner has qualified for the AR Award **In Deep** by the grateful members of the military unit saved. A further requirement is later imposed in the adventure for this to actually be granted – refer to **Conclusion**.

### Not PCs

Should the PCs not choose to intervene, they are instead attacked by a similar creature (s) operating under the cover of a dose of *dust of disappearance*. The dust has 1 round remaining per 2 APLs (eg. 1 round at APL 2, 2 rounds at APL 4, etc.) when the combat takes place. In this case, combat is at area A on the map (the starting location for the PCs).

In this case, it is likely that a surprise round attack transpires unless there are effective measures being taken. The primary targets for any such attack are heavily armored fighters (because the Griffons and Wyverns like the tasty soft filling and hard outer shell...), followed by anyone really doing visible damage to the attackers.

The creatures attacking have been trained for this fight for a total of six months (the length of time the clockwork horror army has really spent in the Bramblewood slowly moving south). They do not break off the attack or retreat no matter what their health is like (since they always got healed up during training...). They do lethal damage only, with no regard for non-lethal alternatives. Given that these creatures have been trained to "ravage" their foes, they complete their full attack sequence on a single PC even if the PC drops.

### Opponents

#### APL 2 (EL 4)

**Griffon**; Large Magical Beast; hp 59; See Appendix One;

#### APL 4 (EL 6)

**Griffons (2)**; Large Magical Beast; hp 59 each; See Appendix One; See Appendix One;

#### APL 6 (EL 8)

**Advanced Griffons (2);** Large Magical Beast; hp 105 each; See Appendix One;

#### APL 8 (EL 10)

**Very Advanced Griffons (2);** Huge Magical Beast; hp 105 each; See Appendix One;

#### APL 10 (EL 12)

**Bramblewood Wyvern;** Huge Dragon; hp 202; See Appendix One;

#### APL 12 (EL 14)

**Bramblewood Wyverns (2);** Huge Dragon; hp 202 each; See Appendix One;

#### APL 14 (EL 16)

**Bramblewood Wyvern;** Ftr2; Huge Dragon; hp 310; See Appendix One;

#### APL 16 (EL 18)

**Bramblewood Wyverns (2);** Ftr2; Huge Dragon; hp 310 each; See Appendix One;

### Development

Once the encounter is complete, it is obvious to all that the remaining winged attackers retreat based on some signal (since they do so en masse). The forces of Ket, expecting more attacks. Proceed to **Encounter Seven**.

## Encounter Six B: From the Skies (Elves)

### Animal Empathy in this Encounter

Animal empathy is possible in this combat with the magical beasts, but they are subject to the standard -4 penalty to the check for being magical beasts, as well as a -10 for already being in a combat situation or engaged. Moving the attitude toward friendly can end this combat if the correct request or order is given.

*Although the whipsnap of crackling energy from the glade is loud and intense, even it is overwhelmed by the thunder of thousands of wings. The thin line of Elves in the forest braces itself for a horrendous fight as entire wings of creatures emerge above the treeline, numbering in the hundreds and composed of griffons and wyverns. A single Elven voice rings out from the trees behind you.*

*“Illusions, many of them are illusions. Hold your ground if you can but retreat if needed.”*

The attacking forces are indeed predominantly illusions but the main elf contingent is going to be hard-pressed to know the difference. It is a DC 24 Will save to recognize the mass of illusions for what they are (difficult because it is a wish spell being used to generate them). This attack is directed predominantly against the elves and there is no particular focus at this time.

If a PC sees through the illusions, they can make a DC 20 Intelligence or Knowledge (nobility) check to realize that this is a broad attack with no focus and no apparent reinforcements. Anyone making this check benefits from a +2 Dodge bonus to AC for the duration of this Encounter with that tactic in mind.

### A Chance to be PCs

*Your small band is not immediately the focus of an attack, but as you scan the skies diligently, your attention is caught by nearby cries of fear, and you watch in horror as two huge wyverns swoop down on a nearby pocket of lightly armored elves.*

A nearby pocket of elves, having two local spellcasters who are very vulnerable, is attacked. It is only threatened in the first round, as the creature approaches and gets into position. The elves cry out for assistance immediately.

What the PCs see, at a distance, is a pair of huge wyverns about to attack - this actually a real creature hiding within an *illusion* of two wyverns. A DC 24 Will save sees through the *illusion* to the real wyvern/griffon (s) beneath. Anyone who has already made the save earlier in this Encounter automatically sees through this illusion but those who failed do indeed get another try.

If the PCs intervene, there is no surprise round since they are well aware of the situation. They are in the starting position noted on the map and the combat is located in B, with the creature at B1. The elves facing this combat pull out immediately (although they are grateful to the PCs immensely), falling back as instructed in the face of these creatures. Note that the PCs may do so as well, at their discretion, but must remain here at least one round to give the elves time to escape.

Anybody choosing to intervene in this manner has qualified for the AR Award **In Deep** by the grateful members of the military unit saved. A further requirement is later imposed in the adventure for this to actually be granted – refer to **Conclusion**.

## Not PCs

Should the PCs not choose to intervene, they are instead attacked by a similar creature (s) operating under the cover of a dose of *dust of disappearance*. The dust has 1 round remaining per 2 APLs (eg. 1 round at APL 2, 2 rounds at APL 4, etc.) when the combat takes place. In this case, combat is at area A on the map (the starting location for the PCs).

In this case, it is likely that a surprise round attack transpires unless there are effective measures being taken. The primary targets for any such attack are heavily armored fighters (because the Griffons and Wyverns like the tasty soft filling and hard outer shell...), followed by anyone really doing visible damage to the attackers.

The creatures attacking have been trained for this fight for a total of six months. They do not break off the attack or retreat no matter their hp (since they always got healed up during training...). They do lethal damage only, with no regard for non-lethal. They do lethal damage only, with no regard for non-lethal alternatives. Given that these creatures have been trained to “ravage” their foes, they complete their full attack sequence on a single PC even if the PC drops.

## Opponents

### APL 2 (EL 4)

**Griffon**; Large Magical Beast; hp 59; See Appendix One;

### APL 4 (EL 6)

**Griffons (2)**; Large Magical Beast; hp 59 each; See Appendix One; See Appendix One;

### APL 6 (EL 8)

**Advanced Griffons (2)**; Large Magical Beast; hp 105 each; See Appendix One;

### APL 8 (EL 10)

**Very Advanced Griffons (2)**; Huge Magical Beast; hp 105 each; See Appendix One;

### APL 10 (EL 12)

**Bramblewood Wyvern**; Huge Dragon; hp 202; See Appendix One;

### APL 12 (EL 14)

**Bramblewood Wyverns (2)**; Huge Dragon; hp 202 each; See Appendix One;

### APL 14 (EL 16)

**Bramblewood Wyvern**; Huge Dragon Ftr2; hp 310; See Appendix One;

### APL 16 (EL 18)

**Bramblewood Wyverns (2)**; Huge Dragon Ftr2; hp 310 each; See Appendix One;

## Development

Once the encounter is complete, it is obvious to all that the remaining winged attackers retreat based on some signal (since they do so en masse). The forces of Ket or the elves then hold position, expecting more attacks. Proceed to **Encounter Seven**.

## Encounter Seven: Respite

*With the attacking army apparently pulled back for some reason, there is calm along the front, although the mad electrical storm over the trees on the other side of the river continues unabated.*

*Food and drink are brought around, and hushed discussions are the order of the day (or night!). Before long, watches are established, as everyone digs in for a long night.*

During the course of this respite from the attack, the forces with which the PCs have chosen to support (be it Ket or the Elves) provide what information they have been able to gather about the glade on the other side of the river. More information is available to those that chose allied operations, simply because it can be shared.

It is also possible for PCs to purchase potions and scrolls from the army of Ket or the elves at this point, although they are going to be expensive. The PCs are offered these but only at a surcharge of 100% (in other words, they cost double normal). The army or Elves have any standard access divine potions available up to a normal cost of 300 gp (so will cost 600 gp for the maximum) or standard access scrolls up to a normal cost of 150 gp. The offer is not made to any PCs whose actions have unduly offended the side for which they are acting – despite the cost, this is a goodwill gesture only and does not have to be included at all at the discretion of the DM.

Two representatives of the forces come to greet the PCs and provide these details. They are together if the PCs chose “For the Alliance” in **Encounter Four** or separate and only the relevant appears if the PCs chose “Unilateral Action”.

## Ket Representative

Siar ibn Ganta, a member of the Kaman, rides in on a light warhorse, with a *continual flame* cast on the bridle

of the horse to help light his way. He is 5'10" tall and a seasoned veteran of the army of Ket, having seen service in Bissel, the Thornward occupation, Tusmit, Vilayad and now here. The PCs are to be provided with information and he is here to provide it as fully as possible:

- 1) The glade at the center of the area over the river is some 2 miles from the actual banks of the river. There are varying reports about this distance, and it seems the river itself might move more than would be considered typical, but the information is as accurate as can be had currently;
- 2) Whatever defenders were present prior to the electrical storm outbreak have either fled, are immune to electricity or are dead. There is no evidence that the druid in charge of the grove still lives;
- 3) At the center of the glade is a solid rock outcropping. This is either the entrance to the Gate, or it is close to that area;
- 4) Divinations are being blocked on the area. Or, rather, they all result in a single sentence: "It ends here, as the strands of fate decreed". Members of the clergy of Istus have confirmed that the voice with this message is that of Istus, the Lady of Our Fates;

### Elf Representative

Morebrush Behirbane is the representative from the Silvertip Elves and a Runner of the Wild. If the character played **KET2-02 Shockwave**, she knows them and appreciates the fact they have returned. She is a wood elf who has been combating evil and the depredations of forest predators for a long time now. She provides the following information:

- 1) The glade at the center of the area never moves, but the local geography reacts to the mood of the druid in the area and can be a bit problematic. It is currently 2 miles from the banks of the river to the glade at the center of the area;
- 2) A tunnel built by dwarves in a time long past was destroyed by an unknown force 6 months ago and is no longer accessible. Liori, the druid of the Glade, blamed the Silvertip Elves for failing to protect their side of the river and refused to see them or allow them an audience after that point;
- 3) The center of the glade is no longer clear – Liori of the Green loves shaping plants and there is a

huge maze of plants now. There is a path to the center but it shifts almost daily, and even airborne creatures cannot make out the correct path since plants have grown over the top to provide a canopy;

- 4) No elf in living memory has seen the Gate or gotten close. The permission of the druid is necessary to even enter the Oak Circle and this has not been lightly given. It is possible the druids of the grove have seen the Gate, but they have never spoken of it nor what they had to endure to reach it.

### Development

Once the PCs have had time to mull over the answers and ask any further questions that are relevant (or can be answered), proceed to **Encounter Eight**. This next encounter begins approximately 10 ½ hours after the last combat, at 2 am. Anyone praying at dusk may have done so (regaining no spells from the first combats) while those praying at midnight have regained all of their spells. Those praying at dawn have no such opportunity to gain spells.

## Encounter Eight: False Dawn

*With an ominous last crackle of noise, the electrical storm that had become second nature ceases. No sparks fly over the glade on the other side of the river, and the silence is almost louder than the storm itself.*

*It is unsurprising that a runner arrives almost immediately, out of breath, with a message – get to the center of the grove and see what can be done to secure the Gate. Your allies are mustering and following as quickly as they can.*

The order is identical regardless of whether the PCs are with the Ketites or with the Elves. The PCs have been chosen because they are the closest small unit that can react swiftly. A number of other such teams are also being sent forward, but to the right and left of the glade to hold the area.

The clockwork horror army is having similar thoughts, but they are even more ambitious. They immediately arrange to gather together mercenaries working for them (for loot only, since this is about all that the clockwork horrors are willing to stomach) and *teleport* them to a point between the adventurers and the glade, expecting the mercenaries will keep the Ket army/Elves out of the glade, allowing them to get to the Gate unopposed. Prior to departing, depending on the differing degrees of value of the mercenaries, the clockwork horrors also arrange

for some spells (noted in the stat blocks) (This means the mercenaries get more spells as they go up in levels, or higher APL). The mercenaries then spread out and act as a forward screen, hopefully a very tough one for the clockwork horror army.

The PCs are therefore going to be engaged well before they reach the glade. On the other hand, this is the only force the clockwork horrors moved forward so quickly. If the PCs can defeat their foes, they can move on to the glade without further conflict and also severely blunt the advance of the horror army (since the clockwork horrors were expecting the mercenaries to hold the line).

### Interaction with the Mercenary

Although they are very greedy mercenaries (single mercenary at lower APLs), they are getting concerned about their employer. They are intelligent enough to realize that the sacrifice of the two waves of animals the day before was a simple act of attrition to wear down the Elvish/Ket armies; this does not bode well for these mercenaries, —there is no indication that the horrors have ever dealt with actual allies in the past as anything more than potential “recruits”.

This being the case, it is possible to deal diplomatically with the mercenaries and pay them off. It takes a rushed DC 10+APL Diplomacy check, getting harder as the age and reputation of the mercenaries becomes more important to have the mercenaries consider such a payment, which must be a minimum of 100 gp per APL (so 200 gp at APL 2, and so on). If the offer is less but close (within 25 gp), they insist upon their minimum. Less than that, and the creatures attack, reasoning that no real offer is going to be forthcoming.

The adventurers can actually be compensated for this bribe by the army of Ket or the Elves, but it requires some Influence to make it stick – the PCs must spend one Influence point with an official of Ket (for compensation from the Ket army) or one Influence point from the Silvertip Elves or other elves of the Bramblewood (for compensation from the Elves) for each person in the party, to a maximum of 5 Influence points. If the PCs chose “For the Alliance” in **Encounter Four**, they may freely add together both types of Influence noted above to reach the total necessary.

### Tactics

The mercenaries (or mercenary at lower APLs) plan to stand and wait for the adventurers to come to them. Accordingly they use their darkvision to stand amidst the trees and wait. Once they see the PCs (presuming they do), the mercenaries charge and attack, targeting heavily armored types first as ordered. They are cunning and

seek to survive but do a lot of damage as well – if switching targets would allow even more damage, they do so (for instance, if a target withdraws but there is another within a 5-foot step).

If any PCs have darkvision, the entire party is not surprised by this attack. Otherwise, determine if the PCs can see the mercenaries before they begin charging (50 feet for APL 2, 40 ft at all other APLs).

For the purposes of spell durations, the mercenaries have been spelled up 6 rounds prior to the combat.

If the mercenaries fall to 25% of their hit points or less, they either attempt to escape or surrender. If they do surrender, they know very little save that they do not trust the clockwork horrors and were never told what was going to take place in this combat (aside from the obvious fact that the mercenaries were being used as fodder).

### Trouble Shooting

It is possible with the use of spells that the PCs can entirely bypass or avoid the mercenaries. In such a case, the mercenaries turn and head toward the glade after 10 minutes; they then enter the Maze and could quite likely engage the PCs. Reference that Encounter for further details.

#### APL 2 (EL 3)

**Snooth:** Ogre; hp 29; See Appendix One;

#### APL 4 (EL 5)

**Snoothette:** Skullcrusher Ogre; hp 60; See Appendix One;

#### APL 6 (EL 7)

**Snoothette:** Skullcrusher Ogre Ftr2; hp 88; See Appendix One;

#### APL 8 (EL 9)

**Snoothette:** Skullcrusher Ogre Ftr4; hp 106; See Appendix One.

#### APL 10 (EL 11)

**Snoothette:** Skullcrusher Ogre Ftr6; hp 138; See Appendix One.

#### APL 12 (EL 13)

**Snoothette:** Skullcrusher Ogre Ftr8; hp 176; See Appendix One.

#### APL 14 (EL 15)

**Snoothette and Velour:** Skullcrusher Ogre Ftr8; hp 176 each; See Appendix One.

## APL 16 (EL 17)

**Dimple, Snoothette, Verdun, and Velour:**  
Skullcrusher Ogre Ftr8; hp 176 each; See Appendix One.

### Treasure (confiscated by the military)

None but compensation provided.

### Development

It is presumed the PCs continue with their mission after this point, heading directly to the Glade. If so, proceed to **Encounter Nine**. If not, for whatever reason, proceed to **Encounter Nine** but things may have to be paraphrased or altered significantly.

## Encounter Nine: A Line

*All around, suddenly, there is the impression of movement and danger. However, only a single humanoid appears before you, stepping out of a large daggerthorn tree.*

The humanoid is a Wild Elf, the most charismatic elf the gathered tribes (this is not actually saying much...) and he is here to advise the PCs that the Wild Elves are now going to assist.

Any character with the AR award *Terrain Striding* from **KET6-01 The Prize** (whether used or not, it simply has to have been awarded) is treated warmly and politely. All others are treated coolly but politely. The wild elf struggles with Common, as if not having used it for a very long time (which is true...). Although polite, he refuses to give a name because he believes that the person who knows his name has power over him.

*"We come. The tribes are acting. Ket and the allies of the Silvertips have shamed us. Not even the actions of the unwise and traitorous should stop this. Where do you wish us?"*

The Wild Elf is not here for conflict with the PCs. He is *tree striding* as a result of a favor provided by his druidic companions. If he is attacked by the PCs he retreats (although, strangely enough, the wild elves do not take offense, given the circumstances).

He is here to place the forces of the wild elves. Their preference is a screen force in front of both the Silvertip elves and the army of Ket, since this likely plays best to their strengths – and indeed, this is the default if the PCs cannot decide on a course of action or are split without agreement. Nevertheless, the Wild Elves are very much embarrassed by not acting sooner and willing to take risks that are significant. As a result, they do indeed take

any and all suggestions from the PCs as to how they should engage the clockwork horror army (and these suggestions could verge on the suicidal and still be accepted). This is a role-playing opportunity for the PCs.

There is no right or wrong answer here. What is being determined is the bent of the PCs for later consideration by the DM for the **In Deep** AR Award. Essentially, are the PCs intent upon throwing away the lives of the elves? Are they treating them as valuable allies? Do they have doubts about the elves' loyalty? All of these concepts and more are being tested.

The Wild Elf is very agreeable to anything and it is at the discretion of the PCs when this encounter ends. He has no opinion (or rather, none he voices) and simply advises that the Wild Elf force chooses to act voluntarily in this manner. If questioned about anything outside the concept of this coming battle, he refuses to answer and politely steers discussion back to the topic at hand.

Anyone with points of influence with the Wild Elves of the Bramblewood on ARs automatically has all of them expended at this point. In return they are granted the following spells or benefits from spellcasters or others from the Wild Elf contingent, at a rate of one Influence point per spell or benefit. (Another Wild Elf emerges from the trees to provide this). These spells or benefits do not have to be cast or used immediately—they may be called upon at anytime from this point until the conclusion of Encounter Thirteen, at the discretion of the PC:

- 1) *Barkskin* (any target);
- 2) *Greater magic weapon* (up to three weapons or ammunition types, weapons must belong to the PC with the influence);
- 3) *Greater mage armor* (any target but can be shared with a familiar) – from Spell Compendium, a +6 armor bonus instead of +4;
- 4) *Magic vestment* (only on the PC with the influence);
- 5) The immediate use of *pearls of power* or *memento magica*. One spell level may be recalled per 2 APL – so at APL 2, a 1<sup>st</sup> level spell may be recalled. The combination is at the discretion of the player, to a maximum of a 5<sup>th</sup> level spell being recalled. *Memento magica* are detailed in Races of the Dragon but are essentially *pearls of power* for spontaneous casters (allowing a spell slot to be retrieved, not a specific spell). The recall may only be made by the PC with the influence;

- 6) *Overland flight* (any target);
- 7) *Resist energy* (any target);

For all spells, they are Caster Level 16 and Extended.

## Development

After this encounter, whatever the results, it is presumed the PCs continue on to the Maze in **Encounter Ten**. There is no real time restriction now, as the Wild Elf appearance serves to hinder the forward movement of the clockwork horror army and that gives a lot more time. The distance to the glade is approximately 800 feet at this point, to allow for calculations on how soon the glade can be reached by the DM.

## Encounter Ten: The Maze

*Almost surprisingly, the trip to the clearing at the center of the Grove is without incident. Nothing bars your path or makes any attempt to prevent you from reaching the glade...which itself is very strange given the circumstances at this point.*

*You step from the forest into what obviously should be a clearing. But now the entire glade—120 feet across—is completely filled with a huge tangled mass of vines and thorns rising up twenty-five feet. In front of you, a single entrance into the snarled growth is visible he leaves move in the wind and it is only with a careful look around that you that there is no breeze—they are moving on their own...*

The maze of vegetation was built by the druidess Liori of the Green when she assumed control of the glade. The liberal use of *plant growth* spells and other higher-level druidic magic has created a very thick and resilient protective canopy of plants.

The correct path to the center of the maze, as with any maze which does not include moving walls or other tricks, can be easily (albeit slowly) found by either following the right or left wall. While in the maze itself, there is no external light, since the canopy is extremely dense.

The maze is the equivalent of a Standing Stone for many purposes – if there is a druid or ranger able to cast divine spells of 2<sup>nd</sup> level or higher present, they may attempt a DC 25 Knowledge (nature) check to recognize this fact. The vegetation itself is partially aware (but not for the purposes of this adventure if communication is desired). As a result of the type of area this is (and what is contained herein), the maze has electricity immunity and fire resistance 10. Given the wild and ongoing magical effects on the maze, it also heals damage very quickly – it

is considered to have fast healing 20 (although some of this has nothing to do with healing but rather the vegetation just moving and thinning out to cover off gaps).

Hardness for the vegetation is standard at 5. Each 5-foot square requires 800 hp of damage to create a large enough hole for a Medium creature (half that for a small creature) to fit through. The “walls” of the maze are 10 feet thick and 15 feet high – they provide total concealment for anyone on the other side of a wall, as well as blocking blindsight and blindsense as a result of the random movements of the leaves. At the top of the walls, covering everything, is a 10-foot thick layer of vegetation (that is, from the top of the 15-foot walls, making the maze appear to be 25 feet tall from the outside.

The guardians of the Maze are Topiary Guardians. While in the confines of the maze, they all have electricity immunity and fire resistance 10.

## Topiary Guardians and the Walls of the Maze

As a full round action, the topiary guardians may merge with a given section of wall of their size or one smaller (if they choose a smaller section, they are considered squeezing). At their discretion they can then exit on the same side or the other side as a free action at a later time. This ability only works in the maze but enables them to travel through it easily. A topiary guardian can only move from one side of a wall to the other—it cannot move along the length of the walls while inside the walls (but it can retreat further into the wall for safety, not considered a move but taking full cover).

The medium and large topiary guardians can easily freeze and merge with the walls, as noted above, gaining a +4 circumstance modifier to their Freeze DC. The huge topiary guardians can do the same, but they have to squeeze into the space to fit. Not only does this affect their to hit values and AC, as normal for squeezing, it also has an impact on Freezing (since they look out of place) – they take a -4 on the DC as a result.

For the purposes of combat, topiary guardians can fight from inside the walls (after they have spent the full round action to enter it), but they receive no cover if they can actually attack (they need to be at the edge to actually attack since they cannot see through the walls while deeper inside them). If they choose to back up away from the edge of the all, they cannot be attacked and effectively have 100% cover.

## Tactics

Despite the ability of the topiary guardians with regard to the walls as noted above, they are only as smart as their

programming. In this case, the medium and large topiary guardians are instructed to defend the glade from all strangers (anyone Liori does not confirm as acceptable) and hide in the walls if the strangers use big balls of energy and similar against them, striking out when they can (that is, they will retreat against *fireballs* and similar spells, but they have no other means of determining damaging spells that do not resemble this and would not retreat before them). The huge guardians have no instructions to retreat at all.

The Topiary Guardians are mindless and attack the nearest opponent, giving priority to those that attacked them. They make no attempt to get into flanks, or escape them, unless inadvertently. Topiary guardians do not learn from experience, unless it is included in their instructions, and they continue to attack PCs with their skills and abilities even if obviously outmatched or actually damaging them.

Topiary Guardians drop or otherwise ignore unconscious foes but they can tell, via their tremorsense, if someone is alive and awake but faking it (providing the PC is touching the ground or part of the maze). They do not, however, change their attack priority sequence even if they see through such a ruse.

Because they were created by druids to defend against hostile forces, the Topiary Guardians have no instructions to use their non-lethal attack options and do not do so against the PCs.

#### APL 2 (EL 3)

**Topiary Dire Badger**; Medium Plant; hp 32; See Appendix One;

#### APL 4 (EL 5)

**Topiary Dire Badgers (2)**; Medium Plant; hp 32 each; See Appendix One;

#### APL 6 (EL 7)

**Topiary Dire Ape**; Large Plant; hp 85; See Appendix One;

#### APL 8 (EL 9)

**Topiary Dire Apes (2)**; Large Plant; hp 85 each; See Appendix One;

#### APL 10 (EL 11)

**Topiary Dire Apes (4)**; Large Plant; hp 85 each; See Appendix One;

#### APL 12 (EL 13)

**Topiary Dire Bear**; Huge Plant; hp 210; See Appendix One.

**Topiary Dire Apes (3)**; Large Plant; hp 85 each; See Appendix One;

#### APL 14 (EL 15)

**Topiary Dire Bears (3)**; Huge Plant; hp 210 each; See Appendix One.

#### APL 16 (EL 17)

**Topiary Dire Bears (6)**; Huge Plant; hp 210 each; See Appendix One.

### Development

The combat with the Topiary Guardians is the last one for a substantial period of time. At the center of the maze, the two entrances underground can be found. Proceed to **Encounter Eleven** unless the PCs wish to abandon the adventure, in which case proceed to **Encounter Fourteen** or **Conclusion**, as appropriate.

## Encounter Eleven: Sudden Silence

*The entrances in the middle of the maze are just small tunnels, no more than a dozen feet long. The dirt beyond is heavily packed but should be possible to dig through.*

*Reasoning that this is the way to the Gate, you use every means at your disposal to dig further down. However, fifteen feet further down, you encounter solid rock—solid living granite that instantly repairs any chips or scrapes done to it.*

*Without any real indication of what to do, there now appears to be nothing to do but wait, or perhaps choose some other course of action.*

Both forces are now held in position, awaiting the clockwork horror army to move forward or act. Since the protections of the glade have gone down, however, the clockwork horrors have only sent forward the mercenaries and nothing else. All indications to both Ket and the combined elven forces (now) are that they are waiting for something, but the tacticians and wizards conferring are not sure what that actually might be at this point.

The PCs can take this time to rest and wait. The “launch tubes” are available to be investigated but they are nothing more than animal dens and hiding spots now. The last creature to use them, with a DC 15 Survival check with the Track feat was a wolf and pups. The webs of the next encounter have not been created (but the PCs



can find spiders – regular size ones – in the area if they choose to look) – they are generated by the powers of Istus and she has no reason to have them form at this point.

It takes until dusk for the next event to take place (this should be at least 12 hours). During this time, messengers from the elves and/or Ket forces visit the PCs and advise of the lull in the conflict (again). There is no real information as to what is taking place, but the army of Ket and the elven tribes have moved up behind the glade to take strong defensive positions. Neither force is willing to move to encompass the glade entirely, since they are worried about the electrical storm possibly starting again and want to have a clear retreat path.

PCs may rest and recover spells at the appropriate times if they so desire, remembering that spells cast within the last 8 hours cannot be rememorized or the slot used.

Two good meals and drink (from whatever force the party joined) are brought by for all to eat and rest. A third good meal is in the process of being delivered for consumption when the next Encounter begins.

### Investigating the Stone

The stone around the complex was made tougher and more resilient by the power of the creatures initially constructing the Gate of the Pyramid. It has hardness 10 and fast healing 5 (in actual fact, repair 5). The stone does not expand at all beyond the confines of the basic complex, but it is very difficult to create enough of a hole to get through. The stone is very heat resistant and cannot be simply bored or burrowed through by thoquaa or the like, although it can be accessed by such abilities as earth glide (but not a burrow rate of any type).

To create a hole for a medium creature requires 600 points of damage for each 5-foot square – and there is a solid sheath of 25 feet of stone until the small-sized tunnels to the complex are reached (note that all of this is increased in size or later withdrawn to permit access – in **Encounter Twelve**). Note that the rock continues to repair itself and breaching one square does not stop this healing/repairing. Somebody breaching the area with earth glide or similar abilities may certainly enter all parts of the complex.

People investigating this can use Stonecunning or Knowledge (architecture and engineering) to determine the following:

[DC 5] The rock is very resilient and clearly heat resistant beyond the norm. The original basis for the rock was solid granite, native to the area.

[DC 10] There are no indications that the rock has been breached or otherwise opened at any point in the past.

[DC 15] Although it appears entirely solid, there is a very slight difference between the stone in a tunnel shaped hole, perhaps the size of a small dog (eg. Small-sized).

### Development

Once dusk arrives, move to **Encounter Twelve**. The adamantine horror, which is burrowing 500 feet beneath the surface, has gotten to within 1000 feet of the complex. It is not aware of the fact but the mere presence of this particular horror is enough to open up all the tunnels as it triggers the intervention of Istus.

If the PCs enter the tunnels before this (and they might), the trigger for the next Encounter takes place immediately and the Encounter must be appropriately modified.

If the PCs wish to leave at this point, proceed to **Encounter Fourteen** or **Conclusion** as appropriate.

## Encounter Twelve: The Guardian and Intruders

Out in the open above, the PCs find webs upon the so-called “launch tubes” in the middle of the maze. The “launch tubes” were so named because the companions for the druids of the glade frequently used them to hide and attack from cover whenever there were intruders. The webs upon the entrances to the complex are the only ones in the clearing itself. It is a DC 15 Spot or Search check to notice them, or an automatic check if the PC is undertaking a search and passes within 5 feet of any of the entrances – which should normally take place, but PCs could be flying and higher than 5 feet.

There is a 10' x 10' area of clean stone in the middle of the maze (as per the map for dimensions with respect to the remainder of the glade – the area is that marked A and B on the map and the adjoining square for each). It has been used by the druids of the grove over the centuries as the center-piece and a place without vegetation (so as to render it invulnerable to *entangle* and similar spells). At this point, the proximity of the Adamantine Horror causes formerly hidden markings to appear on the surface of the stone. The markings are writings in Old Oeridian. They repeat over the entirety of the rock surface, in small faint writing – “Four as one, the Winds encircle us, protecting us. Four shall fall and become Guardians, never failing. No Dark God shall walk free while we yet last.”

Anyone who attempts to read the writing (and succeeds) can also make a DC 15 Intelligence check or Profession (Fortune-telling) to notice that the pattern of the writings is very deliberate. It appears as a web, with the writing being the strands. There is nothing further to be gained from this information.

Skill checks can reveal the following (Bardic lore at +5 difficulty on all of them):

- 1) DC10 Knowledge (religion) to recognize the web motif as that of Istus (but only provide this check if the PCs notice the pattern);
- 2) DC 12 Knowledge (religion) to recognize the Winds as Atroa, Wenta, Sotillon and Telchur;
- 3) DC 15 Knowledge (religion) check to recognize the Dark God as Tharizdun;
- 4) DC 30 Knowledge (history) check to recognize an obscure reference here to a quartet of holy warriors for the gods Wenta, Sotillon, Atroa and Telchur (from the Oeridian Pantheon collectively known as the Four Winds) who fell in conflict with Tharizdun when the Dark God was imprisoned a very long time ago;

In all of the above cases, Knowledge checks are automatic for religion if the PC in question worships the deity noted.

The writings are a bit misleading. The Four who came did not actually become the Guardians, rather they summoned the Guardians themselves. The Four were worried about the length of time that might pass and chose Guardians who were essentially immortal instead.

## APL 2-8 Intruders

***“The weavings of Istus guide your path – prevent any who would breach the web from passing any further, including yourselves. The task is yours – protect this glade.”***

***These words suddenly echo in your mind, perhaps from the dream only a few days ago...forgotten until now, but obviously important.***

This is intended to advise the PCs to stay on the surface and fight. If they do head down, use the APL 10 version of combats and remember to assign the higher xp that is gained. However remember to halve the xp for anyone who is 3 or more levels below that APL, but only for these fights. Because the combats are taking place simultaneously, it is not possible to fight below and then head up to the surface for that engagement.

Any PC standing upon or beside the entrances (and the stone and the writings) invoking one of the four deities

in question is provided with the benefit of a maximized *aid* spell (CL 10). This takes a standard action and is provided only once.

Any divine caster worshipping Sotillon, Wenta, Atroa or Telchur standing on the rock automatically benefits from maximized spells at no level increase. In game terms, this means the five foot section that represents a single entrance, any area within five feet of that entrance. This benefit ceases if they leave contact with the rock (so, for instance, if they cast a healing spell and cure someone, it is maximized. If they cast the same spell and have to move off the rock to touch the person, the maximize aspect is lost). The rock is an immovable focus for this benefit. Taking a piece of it does not transfer the benefit— that only comes from the rock and physical location itself.

Any divine caster of Istus standing upon the rock receives the benefit of a *sanctuary* spell while in contact with the stone. The DC to break the spell effect is 22. Likewise, while in contact with the rock in the manner noted above, any divine caster of Istus automatically receives the benefit of the Extend Spell feat on all cast spells.

Before too long, however, the Shadow Mastiffs attack. Given the dim lighting inside the glade and the maze, they benefit from concealment with their abilities. It is very likely, under the circumstances, that the Shadow Mastiffs gain surprise in their attack. Keep this in mind when starting the combat portion of the encounter.

## Tactics

The first tactic of the Shadow Mastiffs is to bay outside the maze, directly opposite the exit. Their next action is to double move to the entrance and lay in wait, readying on anyone exiting. They hope to drive a few PCs out in this manner – given that the PCs cannot flee directly away from the Shadow Mastiffs in the maze, the Shadow Mastiffs hope that the random movements of the PCs through the maze actually results in the PCs fleeing back toward the Shadow Mastiffs. If that fails, the Shadow Mastiffs enter the maze to attack

The Shadow Mastiffs seek to damage the PCs as much as possible, approaching the tunnels but not actually entering them. They attack until a PC falls but do not follow up on downed foes unless they move or attack (in other words, a PC playing dead automatically succeeds without a Bluff check, under these circumstances).

## The Maze in Combat

Since the maze must be drawn out, and keeping parts of it covered is irritating and time-consuming, place it fully

drawn on the map. The PCs should be told not to assume that the entrances and turns listed are actually valid, however. Once combat begins, if the PCs are panicked and at a turn, roll a d6. On a 1-3, the PC turns right. On a 4-6, the PC turns left. This is intended to simulate a lack of precise thinking during panic.

#### APL 10-16 The Guardian

*"The weavings of Istus guide your path – breach the web and pass unto the realm of the Guardians, for they cannot hold against the horror that is to come."*

*These words suddenly echo in your mind, perhaps from the dream only a few days ago...forgotten until now, but obviously important. As suddenly as the words came unbidden, the tunnels in the ground merge together and form a single larger tunnel heading down.*

These words are intended to advise the PCs to descend into the complex. If they do not, use the APL 8 combats provided and remember to assign the lower xp that is gained. Also remember to halve the xp for anyone who is 3 or more levels beyond that APL in the combat, but only for these fights. Since the combats above and below ground are taking place simultaneously, it is not possible to fight on the surface and then choose to head down.

PCs of this level are intended to go down into the Gate complex. They can gather the information noted above in APL 2-8 as desired but cannot benefit from the blessings noted. (The divine focus involved can differentiate between the two missions).

The entrances to the Gate of the Pyramid complex were two tunnels leading down into the ground. They have now merged together to form a single large tunnel (10 feet wide). The entrance slopes downward at a moderate angle. Analysis of the rock indicates that it is hardened granite – it also has a magical aura that can be detected as normal. The magic upon it is moderate conjuration magic and moderate abjuration magic. The Caster level is 30 and separate spells are cast on each 5 by 5 square. The rock is infused with a repair rate of 5 hp per round (the conjuration magic) and energy immunity (fire) (the abjuration). The rock cannot be penetrated by creatures such as thoquaa or the like, but it may be burrowed through (although it will gradually cover itself over as it repairs). Areas totally denuded of rock (such as from a *disintegrate* spell) eventually repair from neighboring squares.

After 400 feet of descent (roughly 80 feet beneath the surface itself), the tunnel levels out and opens up into a

10-foot wide corridor. It goes another 100 feet, opening into a room. The room is 10 feet in height.

#### The Shaft Room

The Shaft Room is a 40 by 40 area, with a series of four symbols carved into the opposite wall – a beer mug (Wenta), a heart with an air glyph (Atroa), a winged tiger (Sotillon) and a leafless tree (Telchur). It is an individual Knowledge (religion) check [DC 12] to identify any of the symbols – any cleric of any of the four deities mentioned automatically knows all four of them. Each symbol has a small opening beneath it. There is another archway on the opposite wall, beside the symbols, but it is filled with solid rock.

**Shaft Room Trap**, mechanical trigger (10 by 10 pressure plate, pressure plate on all four symbols), automatic reset (return to current position in 10 minutes), never-miss (1 round delay), Search check DC 35, Disable Device 35.

The Shaft Room itself is a trap, although it is also a means of reaching the Gate of the Pyramid. For those with the keys, they can ascend and descend safely – for all others, it is intended that they descend quickly and be engaged by the final guardian. It is a DC 35 Search check to find the mechanical trigger (pressure plate at the doorway and a pressure plate on all four symbols). If any of these are triggered, the PCs have one round to insert a key into one or more of the four openings in the wall, or the room begins to descend very quickly. During the first round, grinding noises are heard all around (as the area prepares for movement) – no movement takes place in this round. If the key is inserted or trap disabled, the grinding noises cease and the room begins to descend with soft music playing. In this fashion, it takes two rounds to reach the bottom and causes no movement penalties or checks. If the PC disabling the trap beats the check by 5 or more, they can control the ascent or descent of the room. Alternatively, the room returns to the up position in 10 minutes time unless being actively controlled.

If a PC has the Heart Key from **KET2-05 Diamond in the Rough**, they are considered to have successfully disabled the trap. Alternatively, a rogue may successfully disable the device with a DC 35 Disable Device check to descend once in a controlled manner, or beat the check by 5 and be able to control the descent and ascent with movements near the pressure plate.

Should the key not be inserted or the item disabled, the room descends 200 feet in a rapid fashion (one round), causing all those in the room at the time to have to make a DC 20 Balance check to remain standing. Failure means the character is prone when it reaches the bottom. The entire area above the room that descended is a column of

solid rock and subject to the same protections as noted earlier. Those who did not enter the room before it began to descend may have difficulty in reaching this combat...

### The Descent and those left behind.

The top of the Shaft Room is capped by a 20-foot high column of solid stone. Any PC who is not in the room when it begins to descend will see this 20' column sliding downwards past the end of the tunnel after the Shaft Room moves out of sight. Once this 20' column has passed by the tunnel entrance, PCs who were left in the corridor may jump onto the "roof" of the Shaft Room immediately (DC 15 Reflex Save, – failure means 1d6 damage from falling). Once the room stops at the bottom, the PC on the roof will be standing on top of the 20-foot column, which is the roof of the elevator. How the PC bypasses the solid stone in order to enter the lower level is their choice. (If the adventurer attempts to dig or otherwise damage the stone cap on the Shaft Room, the column stone self-heals similar to all the rock of this complex.) If a PC is on the top of the room when it starts to ascend, the PC must make a DC 15 Reflex Save to safely dive through the entrance to the tunnel as it passes by. Failure has a simple result – immediate death as the PC is crushed into the roof of the elevator shaft, although the body can be recovered.

### The Bottom

As the room reaches the bottom of the shaft, two exits in opposite directions are uncovered. One leads into the 20' x 20' room housing the Justicator. The other exit reveals a 20'x20' room that holds the Gate.

### The Support Shaft

The Support Shaft is a 10' by 10' column of solid stone that moves up and down as directed by the magical controls in the complex (usually driven by the keys). It self-heals in the manner of the other stone in the complex but could be destroyed with a concerted effort.

### The Bottom without the Shaft Room

Should the PCs reach the bottom and the Shaft Room is still above them, (or if the adventurers use the Shaft Room to reach the bottom, then wait more than 10 minutes and the Shaft Room automatically re-ascends to the top of the shaft) then the description of the empty area normally occupied by the Shaft Room changes. Instead of the smooth walls of the Shaft Room, the rock in this 40'x40' area is roughly textured but not terribly jagged (a DC 20 Climb check to ascend, if necessary). The roof (i.e. the floor of the Shaft Room) is 175 feet above if the Shaft Room is back at the top of the shaft—amend the description as the situation demands. Most

importantly, it is a 5'-foot drop from the two adjacent rooms, housing the Gate of the Pyramid and Justicator respectively - to the bottom of the Shaft—this is the space that is normally occupied by the 5-foot thick floor of the Shaft Room. . The 10-foot thick Shaft Column occupies the middle of the area and is a solid hard-corner object in that space. The Justicator still moves forward to engage at this point, but mobility in the room (or, rather, getting out of it) may prove an issue.

Because the Shaft Column occupies the direct middle of the room, and the doorways are 10 feet wide, it is not possible to see from the Justicator room into the Gate of the Pyramid room or vice versa with regular forms of vision.

### The Justicator

The Justicator is awaiting the arrival of foes, and attacks immediately.

The Justicator has been here for a long time and is bored, but still attends faithfully to his duty. He was assigned by Telchur to this task and will never abandon his post. For a time at the beginning, new druids assigned to the Grove sent in creatures to determine the situation with the Gate, but these were never seen again...

The Justicator is not without a sense of honor and fair play, however. He listens to any attempts at Diplomacy (but not Bluff) while fighting. Since he is a guardian of a very important area, he has no desire to wait for the conversation to be finished and attacks immediately. Those attempting Diplomacy with him should apply the following modifiers:

- 10 Rushed
- 5 if they are non-lawful in alignment
- 5 if they do not worship a deity (at the discretion of the DM)
- +2 for any worshipper of Istus
- +2 if an elf of any type (not half-elf)
- +4 for any worshipper of Sotillon, Wenta or Atroa
- +8 for a worshipper of Telchur, or someone with a favor from Telchur
- +2 if they are lawful
- +5 if they are the bearer of the heart key **KET2-05** *Diamond in the Rough*
- 5 if they are the bearer of Silent Strike (AR Award **KET3-02** *And Battles to be Won*)

The Diplomacy is more difficult than normal—DC 35—since the Justicator has a higher sense of purpose. Failure indicates the Justicator continues to attack until the PCs defeat it or leave. Success indicates the Justicator ceases to attack the PCs and converses with them.

### Tactics for Combat

The Justicator is uninterested in seeing anyone return from the dead to continue to attack. Therefore it targets obvious clerics and divine casters first, concentrating upon them until they are significantly into negative hit points – this means an extra attack whenever they are down to make sure. After this, it goes for spellcasters and finally front-line fighters. Where possible, it uses the Quickened Spell-like abilities it has (note this is an amended creature from *Monster Manual III*) to slow down or harm opponents each round.

The Justicator is intimately familiar with the entirety of this room and complex. As a result, it suffers no negatives to movement if blinded or otherwise unable to see—it does not have to feel around or move with fear of hitting things. It still suffers all regular penalties to hit and otherwise, as well as mischance's.

### Information from the Justicator

It was summoned a very, very long time ago by a quartet of warriors representing the four deities of the Winds, (Atroa, Wenta, Sotillon and Telchur). They proposed binding four different keys to various places to safeguard the existence of this Gate and prevent it from ever being used again. When the Justicator inquired as to why they did not simply destroy the Gate, it was told this particular Plane can only have one functional Gate at a time, therefore it would be better to seal this Gate than to destroy it and have another one built without their knowledge.

The Justicator does not know the specific plane to which it travels but it appears to be a sub-plane of Mechanus (and the Justicator is very familiar with Mechanus). Tied as it is to this duty, it has not been able to explore.

On three occasions, the most recent being a few years ago, an Aspect of Istus (a representation of the deity on Oerth) has appeared. On each of two occasions, the Aspect handed the Justicator the keys for Sotillon and Wenta, their guardians having failed or been destroyed in unrelated incidents. The Justicator subsequently destroyed the keys shortly after each gifting to prevent them from being used inappropriately or lost by it. Istus apparently has an interest in this particular event for reasons unrevealed to the Justicator. When she last appeared, the Aspect had no key with her and indicated that others had taken this as compensation from the

Guardian for Atroa. The Aspect warned the Justicator that the original servants of Tharizdun may well awake at this return of the key to outside use and make an attempt to reach the Gate once more.

Talking to the Justicator in this manner releases the blessing of one of the four deities noted below (the PCs must all choose before the benefits are known) – the PCs may indeed turn down this blessing if they so desire.

**Sotillon's blessing:** *protection from law, 10' circle, barkskin* (CL 20)

**Atroa's blessing:** *barkskin, fly* (CL 20)

**Wenta's blessing:** *protection from evil, 10' circle, barkskin* (CL 20)

**Telchur's blessing:** *fly, bull's strength* (CL 20)

Upon the neck of the Justicator is a pendant of a leafless tree on a field of snow (symbol of Telchur). It can be used to control the room's ascent or decent by inserting it beneath the symbol for Telchur. Alternatively, successful disabling of the trap can also do that – the Heart shaped key is needed to have the room descend.

The Justicator was advised that it could expect a replacement in time. It has reasoned that any who could defeat it are “replacements”. This particular mindset has been put in place for such a long period of time, it will not change its mind to remain and fight the clockwork horrors – should an effort be made to bypass this restriction (such as a *dominate* spell or the like) the Justicator crumbles to dust immediately.

Once all Diplomacy is concluded, the Justicator reasons that it has found heroic replacements for the task it has held for so many years. It therefore crumbles to dust before the eyes of the PCs, presumably dead. The logic of this can be debated as needed, and even the reasoning, but the result is that the Justicator is dead. Should the Justicator simply be knocked out, continue with the concept that the Guardian has been killed.

### If the Guardian is killed or Diplomacy is concluded with the Guardian

In the former case (killing), a female voice speaks as follows (in Common):

*“Do any step forward to take the place of he that is fallen? The dangers of the past approach even now and a Guardian must be present to halt them.”*

*“Be warned, mortals, that your life as you now know it is at an end if you accept, but all creatures of light and darkness will be in your debt. You will be forever remembered for this.”*

In the case of talking with the Guardian, it offers to relinquish the post to a PC if desired. It makes very clear beforehand that this is a permanent post (and in RPGA terms, the PC is out of the Living Greyhawk campaign) but it would be extremely grateful to them.

### Position of Guardian

A PC choosing to take on the role of Guardian will be permanently removed from play at the end of this adventure. The PC is granted the position of Guardian by the Justicator (who can certainly see a benefit to a high-level PC taking the spot), who then uses a *plane shift* to return home at the conclusion of any discussion that results in a PC taking the position. The PC immediately gains the half-celestial template and may choose to select all feats once more, from the core or limited list as desired (they are granted access for the purpose of this change only). They gain the benefit of the Luck domain granted power (if they already have the Luck domain, they gain the benefit of the Strength Domain granted power – with an effective cleric level equal to their own). Should they have both domains already, they gain no additional powers. One weapon they own becomes *construct bane* (their choice of weapon) in addition to any other powers it might have, and their armor is upgraded to have the *death ward* feature from *Complete Arcane*. If there is any doubt about a feature (eg. A PC does not have the *Complete Arcane*) that benefit does not function. Only one PC may choose to be guardian – if more than one PC is interested in this role, they must decide amongst themselves or the Justicator chooses none of them.

There is no means to remove the status of Guardian once accepted. It is permanent. The PC will be gone from the campaign irrevocably at the end of the adventure. That information **\*must\*** be conveyed to the player before he or she makes any decision at all, but the player must also know that the PC can continue and finish this adventure.

### APL 2 (EL 5)

**Shadow Mastiff**; Medium Outsider (extraplanar); hp 34; See Appendix One;

### APL 4 (EL 7)

**Shadow Mastiffs (2)**; Medium Outsider (extraplanar); hp 34 each; See Appendix One;

### APL 6 (EL 9)

**Advanced Shadow Mastiff**; Large Outsider (extraplanar); hp 105; See Appendix One;

### APL 8 (EL 11)

**Advanced Shadow Mastiffs (2)**; Large Outsider (extraplanar); hp 105 each; See Appendix One;

### APL 10 (EL 13)

**Justicator**; Large Outsider; hp 110; See Appendix One;

### APL 12 (EL 15)

**Justicator**; Large Outsider; hp 132; See Appendix One.

### APL 14 (EL 17)

**Elite Justicator**; Large Outsider; hp 195; See Appendix One.

### APL 16 (EL 19)

**Elite Huge Justicator**; Huge Outsider; hp 262; See Appendix One.

### Treasure

All APLs: None (the equipment disappears if the Justicator is killed or imprisoned forcibly against his will, and he does not provide it to anyone if he talks with them – as he crumbles away at the conclusion)

### Development (APL 2-8)

The oncoming horror troops are intended to take control of the surface and ensure the easy passage of the adamantine horror, as well as providing a means for the reinforcements below to get to the surface – and the army of clockwork horrors is operating under the presumption that reinforcements are coming, no matter the actual goal of the adamantine horror. The Justicator moves to an area close to the surface and telepathically warns all members of the party of this. This gives the party one minute of preparation (10 rounds) to get ready. The Justicator advises that if they stop the reinforcements, the goals of the Adamantine Horror may actually be thwarted.

Anyone choosing to flee at this point can move to **Encounter Fourteen** or **Conclusion**, otherwise proceed to **Encounter Thirteen**.

### Development (APL 10-16)

The Justicator (if still alive or on the plane) plans to warn the PCs of the approach of the adamantine horror. Anyone who has chosen to become a Guardian automatically knows when it is within a minute and the PCs can prepare accordingly.

Should this option not be possible (Justicator dead, no one took his place), then Istus intervenes to warn them. Each PC must make a Will save. The lowest result at the table is considered to be the person who failed (regardless

of the result, unless it is a 20 in which case move on to the next person). If there are multiple people tied, choose the lowest Charisma. Failing that, roll off and low roll is chosen.

Whoever fails is taken over by the Spirit of Istus. It takes one full round to acclimatize, during which the entire body of the “recipient” shakes and quivers. After that, the PC speaks a warning about the oncoming adamantine horror, allowing 8 rounds of prep. During the course of this preparation, the affected recipient cannot benefit from any spells (the Spirit of Istus refuses them). As combat begins (eg. Initiative is rolled) it leaves the body and the character is back in complete control. Proceed to **Encounter Thirteen** at this point.

If the PCs wish to flee, they can do so. Proceed to **Conclusion**.

## Encounter Thirteen: And so it ends

### APL 2-8

*All around, all of a sudden, there is no sound at all. Then movement in the maze catches your eye and combat is joined!*

The scouting forces of the horror army recognize that this is the last push. They have been put into motion by the adamantine horror while it simultaneously attacks the Gate below (see APL 10-16 for further reference). If these horror army forces can secure the surface, they can send in reinforcements below and potentially tip the battle against the Justicator (or other PCs) below.

### Tactics

The advancing clockwork horrors begin at the entrance to the maze, or in the treeline a few feet away if the PCs have a guard at the entrance.

The clockwork horrors advance with the purpose of eliminating opponents. They seek to employ any advantages they have and are merciless. They attack their opponents and seek to kill them, not merely drop them unconscious. Their primary targets are the weaker-appearing foes (such as unarmed spellcasters and the like). In their drive to succeed, they do give up Attacks of Opportunity and the like, counting on their AC to save them, if they can see a chance to kill or down a wounded opponent.

All of the opponents begin with their buff spells and prep spells pre-cast and ready to go.

The PCs do have the advantage of a defensible location (the maze) but this also precludes some options and is not considered an EL modifier.

### APL 10-16

*The disappearance of the ceiling in one spot is so serene and quiet, it is hard to think that the final conflict is about to begin.*

The adamantine horror either wants to escape this plane permanently, or simply retreat to build up forces with the knowledge it has acquired. The final decision for its goals are known to the PCs because they decided this already in **Encounter One**. Note that there is a default decision (leave the plane permanently) but that this is easily changed by the PCs. Recall what they decided and implement the tactics accordingly.

### Off-Kilter Decisions – Troubleshooting

PCs being PCs, they may have made a very strange series of decisions in **Encounter One**. There are too many to consider at this point, but simply attempt to use the most sensible course of action. Realize that the adamantine horror is a very intelligent opponent, with a strong survival instinct and entirely ruthless. If all else fails, it will attack to kill – this does tend to be the default of the horrors when pressed to make a decision in any event.

### The Final Detail (The Removal of the Adamantine Horror powers)

It is possible for a PC to use the amalgam coin provided in Encounter Two to disable many parts of the adamantine horror, possibly destroying it. Warn again that this is probably a one-way choice, with life eternal unlikely to be the result...

If the PC (or more than one PC) wishes to proceed and use the amalgam coin, the PC must make a DC 25 Balance check to reach the correct side of the adamantine horror. Should the PC fail the Balance check, the horror gets an Attack of Opportunity but the PC can still proceed.

It is then a standard action to affix the metal symbol to the horror and invoke the name of Tharizdun (and this must be said out loud). Affixing the symbol automatically succeeds, since the adamantine horror has been instructed to accept this symbol if ever presented – no touch attack is needed.

The result is spectacular – a blast of negative and alien energy unlike any ever seen. The blast does 240 points of damage to all within 10 feet, regardless of intervening walls, stone, force effects, etc – this is the equivalent of a maximized *disintegrate* in damage terms. Affected PCs,

items and the adamantine horror can attempt a DC 26 Will save (for partial damage) to reduce this to 50 points of damage. (yes, Will save – this is an effect on the soul, not physical damage that might otherwise be expected). The adamantine horror is allowed the saving throw as well, but even if it survives or succeeds on the saving throw, it may not employ any spell-like abilities it has for a period of 24 hours from this point, it has no SR for that period of time either, and any spells in effect upon it are automatically dispelled. The SR of the adamantine horror does not work against this effect.

### Activating the Gate

The adamantine horror can activate the Gate with a standard action any time it is within 30 feet of it. Any PC with the AR Award *Silent Strike* from **KET3-02 And Battles to Be Won** may do likewise – the player should be so advised if the PC moves within 30 feet of it once the combat has begun.

### Tactics of the Adamantine Horror

The tactics of the Adamantine Horror are derived from the decisions implemented by the PCs earlier in the adventure in Encounter One. They are provided below as the two essential outcomes that were decided.

The adamantine horror can choose anywhere to arrive, at the discretion of the DM. If there is no particularly advantageous position (and recall it cannot see into the room from below so it would not normally be able to take advantage of this kind of information) it arrives in the dead middle of the rooms below, or to the north or south of the Shaft Column if that is in place (eg. if the Shaft Room is not at the bottom).

The following options were those that were central to the personalities of the clockwork horrors. It is likely that one of them was chosen, and their personality was acknowledged. Use the tactics that best matches their desired result – if a result that was not anticipated was chosen, choose the best possible.

**Regroup and Return (whether to this or another plane): Obsidian, Lava, and Serendipity**

**Retreat and Rebuild, with no further plans for this Plane: Steel, Sequioa, Muffin.**

**Motive #1: Retreat for More Troops and then Return (Obsidian, Lava, Serendipity)**

The adamantine horror sees a real chance to conquer the Flanaess, for any number of reasons. As a result, it has little but contempt for the denizens of the Oerth, seeing them as a convenient springboard for another collective of clockwork horrors. The adamantine horror takes time

before leaving, attempting to kill or drive off any PCs in the area. It uses the abilities it has at its disposal (the spell-like ones) as much as it can, defaulting to direct combat only when presented with no other choice. At the end of 10 rounds, no matter what has taken place, the horror chooses to move to the Gate and activate it, leaving on the next round.

**Motive #2: Retreat permanently from the Plane (Steel, Sequioa, Muffin)**

If the adamantine horror is seeking to retreat permanently, it has no desire to really fight on this plane. It moves to activate the Gate as soon as possible. It then remains for the following time, to send out last-second communications (and effectively fight) – APL 10, 4 rounds; APL 12, 3 rounds; APL 14, 2 rounds; APL 16, 1 round. During that time it attempts to eliminate any arcane or divine casters it can identify, because it views them as the only types that can follow it.

### Additional Troops

The additional troops beyond the adamantine horror, if there are any, are disposable. They attack at the discretion of the adamantine horror and fight to the death. They do not, under any normal circumstances, go through the Gate. Note that the huge creatures have to squeeze out from the tunnel being created by the adamantine horror to enter combat (since it can only create a 10' by 10' cube each turn with *disintegrate*).

### Entering the Gate

The Gate is 10 feet wide and 10 feet tall, a rough archway that appears as a shimmering wall of bubbling black ooze. PCs could form up ranks in front of this and prevent the horror from reaching it in that manner (although it can tumble, and would do so to escape if it can).

#### APL 2 (EL 6)

**Electrum Horror Scout**; small construct Sor2/Ftr1; hp 44; See Appendix One;

#### APL 4 (EL 8)

**Electrum Horror Scout**; small construct Sor4/Ftr2; hp 55 (65 with *false life*); See Appendix One;

#### APL 6 (EL 10)

**Electrum Horror Scout**; small construct Sor6/Ftr2; hp 61 (73 with *false life*); See Appendix One;

#### APL 8 (EL 12)

**Electrum Horror Scout**; small construct Sor8/Ftr2; hp 67 (80 with *false life*); See Appendix One;



#### APL 10 (EL 14)

**Adamantine Clockwork Horror**; small construct  
Mnk 4; hp 138 (154 with *false life*); See Appendix One;

#### APL 12 (EL 16)

**Adamantine Clockwork Horror**; small construct  
Mnk 4; hp 138 (154 with *false life*); See Appendix One;

**Platinum Horror Close Combats (2)**; small construct  
Sor 12; hp 108 (124 with *false life*); See Appendix One;

#### APL 14 (EL 18)

**Adamantine Clockwork Horror**; small construct  
Mnk 4; hp 138 (154 with *false life*); See Appendix One;

**Platinum Horror Close Combats (2)**; small construct  
Sor 12; hp 108 (124 with *false life*); See Appendix One;

**Truly Horrid Umber Hulks (2)**; Huge Aberration;  
290 hp; See Appendix One;

#### APL 16 (EL 20)

**Adamantine Clockwork Horror**; small construct  
Mnk 4; hp 138 (154 with *false life*); See Appendix One;

**Platinum Horror Close Combats (2)**; small construct  
Sor 12; hp 108 (124 with *false life*); See Appendix One;

**Truly Horrid Umber Hulks (2)**; Huge Aberration;  
290 hp; See Appendix One;

**Nightwalkers (2)**; Huge Undead (Extraplanar); 178  
hp; See Appendix One.

#### Development

With the departure of the Adamantine Horror or the destruction of the creature, or the destruction/defeat of the forces of the Horror army on the surface, the struggle appears to be over. The clockwork horror army ceases to operate as a cohesive whole and the forces arrayed against it find their tasks much simpler. The PCs now have a simple choice – accept that their job is done, or assist the army further. Stress that further help requires time and effort (eg. that it is an extended play option) but that they are not expected or required to do so, however no assistance is being turned away.

As a very important note – only a party with a minimum of four PCs may proceed to the Extended Play Option (EPO). If there are less than four PCs wishing to play the EPO, the Encounter may not be played. This is an absolute requirement.

Anyone wishing to participate in the Extended Play Option should proceed to **Encounter Fourteen** if they have a legal party. All others should proceed to **Conclusion**.

## Encounter Fourteen – Mop up (Extended Play Option)

The Extended Play Option represented by this Encounter is the final mop-up required after the combat is concluded. Pockets of clockwork horrors, either abandoned by the destruction of the adamantine horror, or just left in the face of the closing of the gate, are to be cleaned up by the combined forces of Ket and the elves of the Bramblewood. For the purposes of this Encounter only, the forces are considered allied (although they may also been that way during the adventure) as the common goal of eliminating all possibility of a future threat unites the untrusting sides (or further cements their trust).

*The military forces of both Ket and the Elves of the Bramblewood, having survived the engagement against the horrors and actually having turned it back for the most part, are now taking full advantage of the confusion and lack of coordination in their construct enemy. Sweeping out into the Bramblewood, the engagements are sporadic and fierce but invariably end in favor of the Ketites or Elves.*

*Amidst all of this, your party has moved forward seeking to find the clockwork horror remnants. All of a sudden, there is a cry from just out of sight, down the game trail before you.*

The mop-up that takes place transpires whether or not it was unilateral or alliance in the Encounters before.

The cry that came from in front is in elven and is simply a cry of pain mixed with a muttered curse to Sehanine Moonbow

Anyone who both speaks elven and has at least 5 ranks of Knowledge (nature) can make a DC 30 Listen check to realize there is something just a bit off about the cry that arose. Anyone making this check, other than being paranoid, is automatically not surprised for this Encounter. Those not making the check, even if informed, have the typical chances for surprise as noted. This is the mimicking ability of the hags being used.

In a small clearing 80 feet in front of the PCs is a wounded elf and a dead elf. They are both wearing garb typical to the area. Deeply embedded in both of them are a number of crossbow bolts. The wounded one gives her name as Greenflight and is a wood elf from a neighboring Blackmane tribe assisting the Silvertips.

The wounded elf is actually a *mirage* image over a *disguise self* of a green hag [DCs 18 to APL 6, then DC 20]. She and the rest of her coven have viewed this time as an opportunity to destroy any possible cooperation

between Ket and the elves, and possibly open up the chance for them to take over the Glade of the Pyramid (although they do not know that it contains a Gate or the remnants of a Gate). The green hag is also using *pass without trace* to disguise her scent, but leaves no tracks as a result – anyone with 5 or more ranks of Survival and the Tracking feat looking into the surrounding area is permitted a DC 15 Wisdom check to recognize that her movements do not match up to the two sets of footprints discovered and that she cannot be one of the two elves attacked here.

Hidden in the underbrush, with five feet of foliage between themselves and the edge of the clearing (and thus 100% concealment and cover) are the other two members of the coven. At APL 2, they depart the area, convinced their sister can handle the problem – they exit along a small game trail and make no noise. At APL 4, one departs to ensure that the elf they captured (and whom the one is emulating now) is placed at another convenient spot to be discovered. At APL 6+, all three remain for the engagement.

The hags want to do their best to sow distrust and hatred. The disguised one blames a contingent of crossbowmen from Ket, who left her to die (she is apparently in negatives and only just regained consciousness). Her companion is dead and she is both furious and scared.

It is a DC 26 Sense Motive to realize that the elf in question (really the hag) has no particular feelings toward the dead elf itself, and that she is not actually scared but rather anxious (anticipating a combat, actually). This should be strange and possibly arouse suspicions – or it might not!

If at any time, PCs move to cast spells or otherwise engage or test the elf, she attacks to prevent her ruse from immediately being discovered. She calls them “clockwork horror sympathizers” and makes an effort to appear to have lost control of her faculties. It is a DC 31 Sense Motive to realize this is a Bluff attempt and that she has not lost it but is doing this deliberately. This attack should be a surprise round. Any hags in the underbrush use that time to move through it and into position for the next round, preferably invisible (if there are enough in the coven to achieve this). It is an Opposed Hide Silently check vs. Listen for the PCs to hear them coming.

The hags seek to eliminate the PCs (entirely) and remove their lower jawbones (so they cannot be questioned via *speak with dead*). They do want the bodies recovered, however, and they want it to appear an ambush, so the PCs may indeed revivify as normal with the above

restrictions noted (no lower jawbone...). If the hags win, it is automatic that the alliance is brought into question

### Tactics

The hags set off this ambush with spells ready, as dictated by the level and availability of coven spells. These are not included in the stat blocks but should be considered by the DM – there are occasions when time delays and the like means that some wear off and it is easier to add them rather than subtract them at that point...

They seek to attack heavily armed and armored fighters first, then spellcasters and finally everyone else. They fight as much as required to complete their mission – if PCs have obviously escaped, however, they make no attempts to track them down and instead flee the area, convinced their plan has come to naught.

At APL 16, two Skullcrusher bodyguards are also present. It is recommended that they are hidden in a nearby *ropetrick*, watching things and ready to come down when combat breaks out. They follow the same tactics as the hags.

### The Coven and *Gems of Fortification*

The Coven has had *gems of fortification* implanted in them. These allow them moderate fortification (75% chance of negating a critical hit or sneak attack) and are unslotted. They are able to be used in any form, even when polymorphed, as a result of the unslotted aspect of the item. Defeating the coven gains access to the AR Award **Gems of Fortification**.

### Tactics and Spells as a Coven

At all APLs, the coven is already formed. Nevertheless, unless the opponents are deemed to be worthwhile, the coven does not employ their additional spells and capabilities save as follows:

APL 2-6 – no spells employed in excess of those already noted

APL 8 – both green hags *polymorph* into Annis hags. No additional spells beyond those noted employed.

APL 10 – Both green hags *polymorph* into Annis hags. *Bestow curse* on strongest fighter

APL 12 – Both green hags *polymorph* into Annis hags. *Force cage* the toughest fighter, *bestow curse* on next fighter

APL 14 – Both green hags *polymorph* into Annis hags. *Force cage* the toughest fighter, *bestow curse* on next two fighters.

APL 16 – Both green hags *polymorph* into Annis hags. *Force cage* the toughest fighter and best-equipped cleric type (separate), *bestow curse* on next best looking fighter.

### Aftermath

Searching the hags in any fashion reveals that all three of them (or one or two depending on the APL) have tattoos of the Old One on their right inner wrists. The Old One is Iuz and it is a DC 10 Knowledge (religion) check to recognize the symbol, automatic to anyone from the Iuz Border States. The symbol is a black skull on a field of red. Further investigation (if any is done) can reveal that the ink of the tattoo is generated from a plant located in the region of Furyondy – spells can reveal this fact (divination spells of the appropriate level) or a DC 20 Knowledge (nature) check. There is nothing else relevant about these tattoos.

In the aftermath, the PCs again have an opportunity to make an argument for an alliance or for a return to the previous status quo with the elves. Two units arrive within five minutes of the fight, one from the army of Ket and one from the Silvertip elves. Although obviously wary, they ask the PCs what happened and why. They are eager to blame the other side, the Ketites for an obvious ploy to put the blame on them, the Elves for the deaths of their troops at the hands of the forces of Ket.

The PCs may choose to intervene at this point or not. Essentially it is a role-playing opportunity to act as mediators and sooth the waters. If the PCs in question just want to try Diplomacy, it is an opposed check vs. a skill of +24 (including heavy modifications for the circumstances). Using a point of Influence with either authorities in Ket or the Silvertip elves provides a cumulative +5 circumstance bonus on the check (to a maximum of +20 circumstance bonus). On the other hand, any good effort and reasoned argument is can win the day without such a check – this is at the sole discretion of the DM.

Realistically, there are only two major options being considered – that the other side (whoever it might be) did indeed cause this situation, or that it is a ploy to drive a wedge between both parties. One (the ploy) is considered to be for an Alliance, the other option (that the attack did take place as indicated) for returning to the previous status quo of distrust and no contact.

### For an Alliance

If the PCs argue or successfully diplomacize for an Alliance, this either reaffirms a decision made earlier or allows for the same thing to take place. Ket and the elves of the Bramblewood (the wood elves) continue the truce in this area until the Ket army can safely withdraw, with

good feelings on both sides. The PCs are then provided with the treasure noted by the combined forces and allowed to leave the area, as the mop-up has now been concluded.

*Your reasoned words sway angry minds and before long both sides are nodding and looking embarrassed. Words of wisdom are spoken and apologies proffered, bravery in battle by both sides is recognized, and the dead mourned. The elves offer to help the Ketite army withdraw from the Bramblewood with no further loss of life. Perhaps even more can be done in the future to help both sides understand and appreciate the other.*

### For Status Quo

If the PCs argue or successfully diplomacize for the status quo, this either reaffirms a decision made earlier or allows for the same thing to take place. Ket and the elves of the Bramblewood (the wood elves) break off discussions and it seems evident that earlier announcements about a warming of relations were premature and incorrect. The PCs are then provided with the half treasure noted (since it only comes from one side) and allowed to leave the area, as the mop-up has now been concluded.

*Your words hold extreme weight as the impact of what you have said sinks home on all sides. The bravery in battle by both sides is coolly recognized, and perfunctory handshakes offered amongst the commanders. Without further words, the surviving wood elves melt into the forest, and the Ketite army makes ready to fight its way back out of the forest to the safety of the nearest fort.*

### APL 2 (EL 5)

**Sheera;** Green Hag; Medium Monstrous Humanoid; hp 49; See Appendix One;

### APL 4 (EL 7)

**Sheera and Vaneetha;** Green Hag; Medium Monstrous Humanoid; hp 49 each; See Appendix One;

### APL 6 (EL 9)

**Sheera and Vaneetha;** Green Hag; Medium Monstrous Humanoid; hp 49 each; See Appendix One;

**Hidea;** Annis Large Monstrous Humanoid Ftr1; 69 hp; See Appendix One;

### APL 8 (EL 11)

**Sheera;** Green Hag Medium Monstrous Humanoid Wiz4; hp 91; See Appendix One;

**Vaneetha**; Green Hag Medium Monstrous Humanoid Sor4; hp 91; See Appendix One;

**Hidea**; Annis Large Monstrous Humanoid Bbn1/Ftr2; hp 90; See Appendix One;

#### APL 10 (EL 13)

**Sheera**; Green Hag Medium Monstrous Humanoid Wiz8; hp 115; See Appendix One;

**Vaneetha**; Green Hag Medium Monstrous Humanoid Sor8; hp 115; See Appendix One;

**Hidea**; Annis Large Monstrous Humanoid Bbn3/Ftr2; hp 112; See Appendix One;

#### APL 12 (EL 15)

**Sheera**; Green Hag Medium Monstrous Humanoid Wiz11; hp 133; See Appendix One;

**Vaneetha**; Green Hag Medium Monstrous Humanoid Sor10/Mnk1; hp 135; See Appendix One;

**Hidea**; Annis Large Monstrous Humanoid Bbn5/Ftr2; hp 148; See Appendix One;

#### APL 14 (EL 17)

**Sheera**; Green Hag Medium Monstrous Humanoid Wiz13; hp 145; See Appendix One;

**Vaneetha**; Green Hag Medium Monstrous Humanoid Sor11/Mnk2; hp 149; See Appendix One;

**Hidea**; Annis Large Monstrous Humanoid Bbn7/Ftr2; hp 172; See Appendix One;

#### APL 16 (EL 19)

**Sheera**; Green Hag Medium Monstrous Humanoid Wiz13; hp 145; See Appendix One;

**Vaneetha**; Green Hag Medium Monstrous Humanoid Sor11/Mnk2; hp 149; See Appendix One;

**Hidea**; Annis Large Monstrous Humanoid Bbn7/Ftr2; hp 172; See Appendix One;

**Dig and Lark**; Ftr6/Mnk2/ExoticWeapons Master2; Skullcrusher Ogre; Large Giant; hp 207 each; See Appendix One.

#### Treasure

None – it is all confiscated by the authorities. Compensation for this is provided in the **Conclusion**.

## Conclusion

### If party fought with the elves alone

*As you leave the Bramblewood, you are appalled by the waste of life. Too many lightly armored wood elves sacrificed themselves in defense of their beloved forest, and their bodies lie strewn among the leaves on the forest floor.*

### If party fought with an alliance of Ketites and elves

*As you leave the Bramblewood, you are appalled by the waste of life. Bodies lie strewn through the forest. Many Ketites sacrificed their lives, yes, but the lightly-armored wood elves clearly took the brunt of the attack, and their forces have been decimated.*

### If party fought with Ketites only

*As you leave the Bramblewood, you are appalled by the waste of life. Bodies lie strewn through the forest. Most of the bodies are of Ketites warriors who bravely sacrificed their lives against the invaders. But you also come across the occasional body of a wood elf, and you wonder how the lightly fortified wood elf villages that lay in the path of the horror army fared.*

There are a number of possible conclusions. It may be necessary to paraphrase the following or modify the awards based on outcomes. Use the following as guidelines for such awards.

#### **Failure (being defeated in Encounter Thirteen or never reaching it)**

If the party failed in Encounter Thirteen or never fought it, they are not provided the AR Award **Blessings of Wenta, Sotillon, Telchur and Atroa**.

#### **Success (defending the surface or defeating the adamantine horror in Encounter Thirteen)**

If the party is successful at **Encounter Thirteen**, they are provided with the AR Award **Blessings of Wenta, Sotillon, Telchur and Atroa**. This blessing may be refused by anyone.

#### **In Deep**

If the PCs are potential recipients of this award (from Encounter Six), consider if they requested the aid of the Wild Elves in an appropriate manner. Sacrificing the Wild Elves, asking them for an unattainable result or other similar directives are not appropriate. If the PCs did give generally useful and reasonable directions, provide the AR Award **In Deep**.

## Alliance or Unilateral

The choice made has a definite impact on the AR award provided.

Anyone with a party choosing Alliance is provided with the Alliance AR Award – this may be refused if desired but no other option is provided.

Anyone with a party choosing Unilateral is provided the Unilateral AR Award – this may be refused but no other option is provided.

Any party that did not choose either option is provided with the default AR award. It is not possible, under any circumstances, to get both awards for a single PC.

## Metaorg or Influence Benefits

Any PC who was a member of a Ket metaorg (including the Runners of the Wind metaorg) prior to this adventure may change any one Item Access item to Regional Access. This choice is denoted by circling the item and must be chosen prior to the AR being completed.

Any PC with an Influence point in Ket may also choose to expend a single point to gain an additional item access changed in the above method (if they were a member of a metaorg) or just gain the item access change noted above if they were not.

In both cases, a maximum of one item may be changed for Access purposes for each option. For instance, a member of a Ket metaorg may choose one item only to circle, regardless of how many metaorgs they may belong to at this time. In addition, no matter how many Influence points in Ket they have, they may only expend one for an Item Access change.

## Item Access in the Adventure

Item access is granted in full to any PC who stayed until the end of **Encounter 6 A) or B)**. Up to that point the PC was still considered a useful addition but not worthy of note by the army – after that point, the commanders of the army (Elven or Ketite) are willing to provide access to a worthy ally.

Item access in this adventure is granted by the decisions that were made by the PCs when presented with the option of Alliance or Unilateral. Any party choosing Alliance receives all benefits listed. Any party choosing Unilateral for Ket does not receive any benefits listed with an “E”. Any party choosing Unilateral for the Elves does not receive any benefits listed with a “K”. Any party successfully concluding the adventure receives the other benefits.

## Extended Play Option AR Award

Any PC successfully completing the combat in the Extended Play Option (Encounter Fourteen) receives the AR Award **Gems of Fortification**.

## Compensation

All payments listed below are the same. Each payment amount listed is totaled for a final amount from this section.

**Payment One (1):** The army of Ket or the Elves recognize good service when they see it. Any PC delivering information to them and participating in the decision as to whether or not to act in Alliance or Unilaterally receives payment.

**Payment Two (2):** Any PC fighting alongside the army until the end of **Encounter Six** (A or B) at least receives the second payment.

**Payment Three (3):** Any PC participating in the defeat of **Encounter Eight** receives a third payment.

**Payment Four (4):** Any PC fighting until the end of **Encounter Thirteen** receives the fourth payment.

**Payment Five (5) (Extended Play Option Payment):** Any PC participating in **Encounter Fourteen**, regardless of success or failure, receives the fifth payment.

## Overcap

There is no overcap provided in this adventure but the army of Ket or the Elves do place a number of resources at the disposal of the PCs. One *raise dead* spell is cast without charge (either casting cost or material components) for the PCs if they need it. Likewise, up to six *restoration* spells are cast without cost (either spellcasting or material components) for the PCs. If there are arguments about who should benefit from these, they first go to members of any Ket Metaorgs. If this does not resolve the dispute, it is at the discretion of the DM.

These particular benefits are only provided to PCs who remain fighting until the end of **Encounter Thirteen**.

## Treasure – Payment 1

APL 2 – L: 0 gp, C: 200 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 400 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 600 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 800 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1200 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 1400 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 1600 gp, M: 0 gp.

#### **Treasure – Payments 2 and 3 (each)**

APL 2 – L: 0 gp, C: 200 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 250 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 300 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 400 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1500 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 3000 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 4500 gp, M: 0 gp.

#### **Treasure – Payment 4**

APL 2 – L: 0 gp, C: 300 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 400 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 600 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1600 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 2400 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 5800 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 15800 gp, M: 0 gp.

#### **Treasure – Payment 5**

APL 2 – L: 0 gp, C: 225 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 325 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 450 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 675 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1150 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1650 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 3300 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 6600 gp, M: 0 gp.

### **The End**

## **Experience Point Summary**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### **Encounter Three**

Accepting the mission to deliver information to the forces of Ket or the Elves (or both) – and then actually doing that!

APL 2 30 xp

APL 4 30 xp

APL 6 60 xp

APL 8 60 xp

APL 10 90 xp

APL 12 90 xp

APL 14 120 xp

APL 16 120 xp

### **Encounter Five**

Defeating or driving off the animals

APL 2 60 xp

APL 4 120 xp

APL 6 180 xp

APL 8 240 xp

APL 10 300 xp

APL 12 360 xp

APL 14 420 xp

APL 16 480 xp

### **Encounter Six**

Defeating or driving off the griffons or wyverns

APL 2 120 xp

APL 4 180 xp

APL 6 240 xp

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

APL 14 480 xp

APL 16 540 xp

### **Encounter Eight**

Defeating or bypassing through diplomacy the Ogre(s)

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

APL 8 270 xp

APL 10 330 xp

APL 12 390 xp

APL 14 450 xp

APL 16 510 xp

### Encounter Ten

Defeating the Topiary Guardians

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

APL 8 270 xp

APL 10 330 xp

APL 12 390 xp

APL 14 450 xp

APL 16 510 xp

### Encounter Twelve

Defeating the Outsiders or Diplomacizing the Justicator  
(latter is only available at APL 10+)

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

APL 14 510 xp

APL 16 570 xp

### Encounter Thirteen

Defeating or destroying the clockwork horror(s) and  
allies (if present)

APL 2 180 xp

APL 4 240 xp

APL 6 300 xp

APL 8 360 xp

APL 10 420 xp

APL 12 480 xp

APL 14 540 xp

APL 16 600 xp

### Encounter Fourteen (Extended Play Option)

Defeating the Hags

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

APL 14 510 xp

APL 16 570 xp

### Story Award

Accepting the opportunity in Encounter to bear witness  
and then making a decision on the plans of the  
Adamantine horror.

APL 2 30 xp

APL 4 60 xp

APL 6 90 xp

APL 8 120 xp

APL 10 150 xp

APL 12 180 xp

APL 14 210 xp

APL 16 240 xp

### Story Award

Making a character-based decision about either allying  
with the Elves or Ket, rather than just going with the  
default position.

APL 2 15 xp

APL 4 15 xp

APL 6 30 xp

APL 8 30 xp

APL 10 45 xp

APL 12 45 xp

APL 14 60 xp

APL 16 60 xp

## Story Award

Choosing to use the Wild Elf help wisely in **Encounter Nine**.

APL 2 15 xp

APL 4 15 xp

APL 6 30 xp

APL 8 30 xp

APL 10 45 xp

APL 12 45 xp

APL 14 60 xp

APL 16 60 xp

## Discretionary roleplaying award

APL 2 120 xp

APL 4 180 xp

APL 6 240 xp

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

APL 14 480 xp

APL 16 540 xp

## Total possible experience (regular/epo):

APL 2 900 xp / 150 xp

APL 4 1350 xp / 210 xp

APL 6 1800 xp / 270 xp

APL 8 2250 xp / 330 xp

APL 10 2700 xp / 390 xp

APL 12 3150 xp / 450 xp

APL 14 3600 xp / 510 xp

APL 16 4050 xp / 570 xp

## Treasure Summary

During an adventure, PCs encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), PCs may return to retrieve loot. If the PCs do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

## Conclusion (5 payments, each is below):

### Treasure – Payment 1

APL 2 – L: 0 gp, C: 200 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 400 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 600 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 800 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1200 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 1400 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 1600 gp, M: 0 gp.

### Treasure – Payments 2 and 3 (each)

APL 2 – L: 0 gp, C: 200 gp, M: 0 gp.



APL 4 – L: 0 gp, C: 250 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 300 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 400 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1500 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 3000 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 3500 gp, M: 0 gp.

**APL 14: L: 0 gp; C: 13200/3300 gp; M: 0 gp - Total: 16500 gp**

**APL 12: L: 0 gp; C: 19800/4950 gp; M: 0 gp - Total: 24750 gp**

#### **Treasure – Payment 4**

APL 2 – L: 0 gp, C: 300 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 400 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 600 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1600 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 2400 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 5800 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 11200 gp, M: 0 gp.

#### **Treasure – Payment 5**

APL 2 – L: 0 gp, C: 225 gp, M: 0 gp.

APL 4 – L: 0 gp, C: 325 gp, M: 0 gp.

APL 6 – L: 0 gp, C: 450 gp, M: 0 gp.

APL 8 – L: 0 gp, C: 675 gp, M: 0 gp.

APL 10 – L: 0 gp, C: 1150 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1650 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 3300 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 4950 gp, M: 0 gp.

#### **Total Possible Treasure (Regular/EPO)**

**APL 2: L: 0 gp; C: 900/225 gp; M: 0 gp - Total: 1125 gp**

**APL 4: L: 0 gp; C: 1300/325 gp; M: 0 gp - Total: 1625 gp**

**APL 6: L: 0 gp; C: 1800/450 gp; M: 0 gp - Total: 2250 gp**

**APL 8: L: 0 gp; C: 2600/675 gp; M: 0 gp - Total: 3275 gp**

**APL 10: L: 0 gp; C: 4600/1150 gp; M: 0 gp - Total: 5750 gp**

**APL 12: L: 0 gp; C: 6600/1650 gp; M: 0 gp - Total: 8250 gp**

## Appendix One – APL 2

### Encounter Five

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**Dire Weasel;** Medium Animal; CR 2; HD 3d8+6; hp 19; Init +4; Move 40 ft; AC 20, touch 14, flat-footed 16 (+4 *mage armor*, +4 dexterity, +2 natural); Base Atk +2; Grp +4; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); Space/Reach: 5 ft./ 5 ft.; SA: Attach, blood drain; SQ low-light vision, scent; AL: N; SV Fort +4, Ref +7, Will +4; Str 14, Dex 19, Con 12, Int 2, Wis 12, Cha 11.

*Skills and Feats:* Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse<sup>b</sup>.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12 (16 in this case).

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

**Spell in Effect:** *Mage armor*(CL 3).

### Encounter Six

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**Griffon;** Large Magical Beast; CR 4; HD 7d10+21; hp 59; Init +3; Move 30 ft, 80 ft fly (average); AC 22, touch 12, flat-footed 19 (+4 *mage armor*, +3 dexterity, -1 size, +6 natural); Base Atk +7; Grp +15; Atk +11 melee (2d6+4, bite); Full Atk +11 melee (2d6+4, bite) and +8 melee (1d4+2, 2 claws); Space/Reach: 10 ft./ 5 ft.; SA: Pounce, rake 1d6+2; SQ: dark vision 60 ft, low-light vision, scent; AL: N; SV Fort +8, Ref +8, Will +5; Str 18, Dex 16, Con 16, Int 5, Wis 13, Cha 8.

*Skills and Feats:* Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus Bite.

**Pounce (Ex):** If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +8 melee, damage 1d6+2.

**Spell in Effect:** *Mage armor*(CL3).

### Encounter Eight

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**Snooth;** Ogre Large Giant; CR 3; HD 4d8+11; hp 29; Init -1; Move 30 ft.; AC 20, touch 8, flat-footed 20 (+7 spiked half-plate, +5 natural armor, -1 size, -1 dexterity); Base Atk +3; Grp +13; Atk +9 melee (2d6+9, masterwork spiked chain) or +1 ranged (1d8+5, javelin); Full Atk +9 melee (2d6+9, masterwork spiked chain) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./ 10 ft (20 ft. with spiked chain); SQ darkvision 60', low-light vision; AL: CE; SV Fort +6 Ref +0 Will +1; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +2; Heavy Armor Proficiency, Exotic Weapon Proficiency (Spiked Chain).

*Languages:* Common, Giant.

*Possessions:* Large javelins (6), masterwork large spiked chain, large cold iron spiked chain, large greatsword, large spiked half-plate.

### Encounter Ten

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**Topiary Dire Badger;** Medium Plant; CR 3; HD 5d8+10; hp 32; Init +3; Move 30 ft.; AC 16, touch 13, flat-footed 13 (+3 dexterity, +3 natural); Base Atk +3; Grp +6; Atk +6 melee (1d4+3, claw); Full Atk +6 melee (1d4+3, 2 claws) and +1 melee (1d6+1, bite); Space/Reach 5 ft./ 5 ft.; SA Rage, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL: N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +11.

**Rage (Ex):** A dire badger that takes damage in combat (or in this case a topiary dire badger) flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. The creature cannot end its rage voluntarily. Given the circumstances, the topiary guardian cannot use non-lethal damage when in a rage.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the

topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Shadow Mastiff;** CR 5; Medium Outsider (extraplanar); HD 4d8+16; hp 34; Init +1; Move 50 ft; AC 19, touch 11, Flat-footed 18 (+1 dexterity, +4 natural, +4 *mage armor*); Base Atk +4; Grp +8; Atk +8 melee (1d6+6, bite); Full Atk +8 melee (1d6+6, bite); Space/Reach 5 ft./ 5 ft.; SA Bay, trip; SQ Darkvision 60 ft, shadow blend, scent; AL: NE; SV Fort +8, Ref +5, Will +5; Str 18, Dex 13, Con 18, Int 4, Wis 12, Cha 13.

**Skills and Feats:** Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8 (+12 when tracking by scent); Dodge, Mobility, Track<sup>b</sup>.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300 foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+4 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow blend (Su):** In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Spells In Effect:** *mage armor* (CL3).

## Encounter Thirteen

**Electrum Horror Scout;** Sor2/Ftr1; CR 6; small construct; HD4d10+10+2d4+1d10; hp 44; Init +3; Spd 30 ft.; AC 25 (+1 size, +3 Dex, +7 natural, +4 *mage armor*) touch 14, flat-footed 22; Base Atk +5; Grp +4; Atk melee +9 (1d8+4, razor saw) or ranged +10 (2d4+3, pressure darts); Full Atk melee +9 (1d8+4, razor saw) or ranged +10 or +8/+8 (2d4+3, pressure darts);

Space/Reach 5 ft/5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 20; AL LE; SV Fort +3, Ref +4, Will +6; Str 16, Dex 17, Con -, Int 7, Wis 14, Cha 11.

**Skills and Feats:** Concentration +2, Jump +4, Listen +11, Spot +11; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (pressure darts).

**Spells** (6/5; DC = 10+spell level); 0 – *acid splash*, *detect magic*, *disrupt undead*, *ray of frost*; 1<sup>st</sup> – *mage armor*, *magic missile*.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** spell component pouch.

**Spells in Effect:** *mage armor* (CL2), *bull's strength* (CL5).

## Encounter Fourteen

**Sheera;** Green Hag; CR 5; Medium Monstrous Humanoid; HD 9d8+9; hp 49; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk +13 melee (1d4+4, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ: Darkvision 90 ft, spell resistance 18; AL: LE; SV Fort +4, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 14.

**Skills and Feats:** Concentration +7, Knowledge (local – VTF) +8, Hide +9, Jump +15, Listen +11, Spot

+11, Swim +12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting.

**Languages** – Common, Baklunish, Elven.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

## Encounter Five

**Dire Weasels (2);** Medium Animal; CR 2; HD 3d8+6; hp 19; Init +4; Move 40 ft; AC 20, touch 14, flat-footed 16 (+4 *mage armor*, +4 dexterity, +2 natural); Base Atk +2; Grp +4; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); Space/Reach 5 ft./ 5 ft.; SA Attach, blood drain; SQ: low-light vision, scent; AL: N; SV Fort +4, Ref +7, Will +4; Str 14, Dex 19, Con 12, Int 2, Wis 12, Cha 11.

*Skills and Feats:* Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse<sup>b</sup>.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12 (16 in this case).

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

**Spell in Effect:** *Mage armor*(CL 3).

## Encounter Six

**Griffons (2);** Large Magical Beast; CR 4; HD 7d10+21; hp 59; Init +3; Move 30 ft, 80 ft fly (average); AC 22, touch 12, flat-footed 19 (+4 *mage armor*, +3 dexterity, -1 size, +6 natural); Base Atk +7; Grp +15; Atk +11 melee (2d6+4, bite); Full Atk +11 melee (2d6+4, bite) and +8 melee (1d4+2, 2 claws); Space/Reach 10 ft./ 5 ft.; SA Pounce, rake 1d6+2; SQ dark vision 60 ft, low-light vision, scent; AL: N; SV Fort +8, Ref +8, Will +5; Str 18, Dex 16, Con 16, Int 5, Wis 13, Cha 8.

*Skills and Feats:* Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus Bite.

**Pounce (Ex):** If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +8 melee, damage 1d6+2.

**Spell in Effect:** *Mage armor*(CL 3).

## Encounter Eight

**Snoothette;** Skullcrusher Ogre; Large Giant; CR 5; HD 8d8+24; hp 60; Init +0; Move 30 ft.; AC 20, touch 9, flat-footed 20 (+7 spiked half-plate, +2 natural armor, -1 size, +2 spiked heavy shield); Base Atk +6; Grp +21; Atk +12 melee (2d6+7, morningstar) or +12 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Full Atk +8/+3 melee (2d6+7, morningstar) and +8 melee (1d8+3, shield spike) or +6 ranged (2d6+7, rock); Space/Reach 10 ft./ 10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; SV Fort +9 Ref +2 Will +2; Str 25, Dex 11, Con 17, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Craft (weaponsmith) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Search +0 (+2 for secret doors); Improved Grapple, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* Large spiked half-plate, spiked heavy steel shield, large morningstar, large cold iron morningstar, large daggers (2), large light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

**Spells in Effect:** *Fly*(CL 7).

## Encounter Ten

**Topiary Dire Badgers (2);** Medium Plant; CR 3; HD 5d8+10; hp 32; Init +3; Move 30 ft.; AC 16, touch 13, flat-footed 13 (+3 dexterity, +3 natural); Base Atk +3; Grp +6; Atk +6 melee (1d4+3, claw); Full Atk +6 melee (1d4+3, 2 claws) and +1 melee (1d6+1, bite); Space/Reach 5 ft./ 5 ft.; SA Rage, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL: N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int –, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +11.

**Rage (Ex):** A dire badger that takes damage in combat (or in this case a topiary dire badger) flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. The creature cannot end its rage voluntarily. Given the circumstances, the topiary guardian cannot use non-lethal damage when in a rage.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Shadow Mastiffs (2);** CR 5; Medium Outsider (extraplanar); HD 4d8+16; 34 hp; Init +1; Move 50 ft; AC 19, touch 11, Flat-footed 18 (+1 dexterity, +4 natural, +4 *mage armor*); Base Atk +4; Grp +8; Atk +8 melee (1d6+6, bite); Full Atk +8 melee (1d6+6, bite); Space/Reach 5 ft./ 5 ft.; SA Bay, trip; SQ Darkvision 60 ft, shadow blend, scent; AL: NE; SV Fort +8, Ref +5, Will +5; Str 18, Dex 13, Con 18, Int 4, Wis 12, Cha 13.

*Skills and Feats:* Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8 (+12 when tracking by scent); Dodge, Mobility, Track<sup>b</sup>.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300 foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+4 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow blend (Su):** In any condition of illumination other than full daylight, a shadow mastiff

can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Spells In Effect:** *mage armor* (CL 3).

## Encounter Thirteen

**Electrum Horror Scout;** Sor4/Ftr2; CR 8; small construct; HD4d10+10+4d4+2d10; hp 55 (65 with *false life*); Init +3; Spd 30 ft; AC 25 (+1 size, +3 Dex, +7 natural, +4 *mage armor*, +2 *deflection* – *protection from law*, not calculated in) touch 14, flat-footed 22; Base Atk +7; Grp +6; Attack melee +11 (1d8+4, razor saw) or ranged +12 (2d4+3, pressure darts); Full Attack melee +11/+6 (1d8+4, razor saw) or ranged +12 or +10/+10/+5 (2d4+3, pressure darts); Space/Reach 5 ft/5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 23; AL LE; SV Fort +5, Ref +5, Will +7; Str 16, Dex 17, Con -, Int 7, Wis 14, Cha 12.

*Skills and Feats:* Concentration +4, Jump +5, Listen +11, Spot +11; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (pressure darts).

**Spells** (6/6/3; DC = -11+spell level); 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *light*, *ray of frost*; 1<sup>st</sup> – *grease*, *mage armor*, *protection from law*; 2<sup>nd</sup> – *false life*.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

*Possessions:* spell component pouch.

**Spells in Effect:** *mage armor* (CL4), *bull's strength* (CL5), *false life* (CL4), *protection from law* (CL4).

### Encounter Fourteen

**Sheera;** Green Hag; CR 5; Medium Monstrous Humanoid; HD 9d8+9; hp 49; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk +13 melee (1d4+4, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 18; AL: LE; SV Fort +4, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 14.

**Skills and Feats:** Concentration +7, Knowledge (local – VTF) +8, Hide +9, Jump +15, Listen +11, Spot +11, Swim +12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting.

**Languages** – Common, Baklunish, Elven.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

**Vaneetha;** Green Hag; CR 5; Medium Monstrous Humanoid; HD 9d8+9; hp 49; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk two +13 melee (1d4+4, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 18; AL: LE; SV Fort +4, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 15.

**Skills and Feats:** Concentration +7, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spot +11, Swim

+12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting.

**Languages** – Common, Baklunish, Elven.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

### Encounter Five

**Advanced Dire Weasels (2);** Medium Animal; CR 4; HD 6d8+18; hp 45; Init +6; Move 40 ft; AC 23, touch 17, flat-footed 16 (+4 *mage armor*, +7 dexterity, +2 natural); Base Atk +4; Grp +7; Atk +11 melee (1d6+4, bite); Full Atk +11 melee (1d6+4, bite); Space/Reach 5 ft./ 5 ft.; SA Attach, blood drain; SQ low-light vision, scent; AL: N; SV Fort +7, Ref +11, Will +6; Str 16, Dex 24, Con 16, Int 2, Wis 14, Cha 9.

*Skills and Feats:* Hide +11, Listen +4, Move Silently +11, Spot +9; Alertness, Dodge, Mobility, Stealthy, Weapon Finesse<sup>b</sup>.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12 (16 in this case).

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

**Spell in Effect:** *Mage armor*(CL5).

### Encounter Six

**Advanced Griffons (2);** Large Magical Beast; CR 6; HD 10d10+50; hp 105; Init +4; Move 30 ft, 80 ft fly (average); AC 23, touch 13, flat-footed 19 (+4 *mage armor*, +4 dexterity, -1 size, +6 natural); Base Atk +10; Grp +20; Atk +16 melee (3d6+6, bite); Full Atk +16 melee (3d6+6, bite) and +13 melee (1d4+3, 2 claws); Space/Reach 10 ft./ 5 ft.; SA Pounce, rake 1d6+3; SQ dark vision 60 ft, low-light vision, scent; AL: N; SV Fort +11, Ref +10, Will +8; Str 22, Dex 18, Con 20, Int 5, Wis 16, Cha 6.

*Skills and Feats:* Jump +11, Listen +8, Spot +15; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

**Pounce (Ex):** If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +13 melee, damage 1d6+3.

**Spell in Effect:** *Mage armor*(CL7).

### Encounter Eight

**Snoothette;** Skullcrusher Ogre Ftr2; Large Giant; CR 7; HD 8d8+32+2d10+8; hp 88; Init +1; Move 30 ft.; AC 22, touch 10, flat-footed 21 (+8 spiked full plate, +1 dexterity, -1 size, +2 natural armor, +2 spiked heavy shield); Base Atk +8; Grp +25; Atk +17 melee (2d6+9, masterwork morningstar) or +16 melee (1d8+4, shield spike) or +9 ranged (2d6+9, rock); Full Atk +15/+10 melee (2d6+9, masterwork morningstar) and +14 melee (1d8+4, shield spike) or +9 ranged (2d6+9, rock); Space/Reach 10 ft./ 10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; SV Fort +13, Ref +3, Will +2; Str 29, Dex 13, Con 19, Int 14, Wis 10, Cha 7.

*Skills and Feats:* Craft (weaponsmith) +7, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +9, Search +0 (+2 for secret doors); Combat Expertise, Combat Reflexes, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting\*, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* Large spiked full plate, spiked heavy steel shield, masterwork large morningstar, large cold iron morningstar, large daggers (2), large light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

\* See Appendix Two: New Rules Items

**Spells in Effect:** *fly* (CL7), *protection from good* (CL7).

### Encounter Ten

**Topiary Dire Ape;** Large Plant; CR 7; HD 10d8+40; hp 85; Init +2; Move 30 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 dexterity, +4 natural); Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite);



Space/Reach 10 ft./ 10 ft.; SA Rend 2d6+10, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL: N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int –, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +10.

**Rend (Ex):** A dire ape that hits with both claws (or in this case a topiary dire ape) latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+10 points of damage.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Advanced Shadow Mastiff;** CR 9; Large Outsider (extraplanar); HD 10d8+60; 105 hp; Init +1; Move 50 ft; AC 21, touch 10, Flat-footed 20 (+1 dexterity, -1 size, +7 natural, +4 *mage armor*); Base Atk +10; Grp +22; Atk +17 melee (1d8+12, bite); Full Atk +17 melee (1d8+12, bite); Space/Reach 10 ft./ 5 ft.; SA Bay, trip; SQ Darkvision 60 ft, shadow blend, scent; AL: NE; SV Fort +13, Ref +8, Will +8; Str 26, Dex 13, Con 22, Int 4, Wis 12, Cha 13.

*Skills and Feats:* Hide +9, Listen +13, Move Silently +13, Spot +13, Survival +13 (+17 when tracking by scent); Dodge, Elusive Target\*, Mobility, Spring Attack, Track<sup>b</sup>.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300 foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+12 check modifier) without making a touch attack or

provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow blend (Su):** In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Spells In Effect:** *fly* (CL 7), *mage armor* (CL 7).

\* New Rule – See Appendix Two.

## Encounter Thirteen

**Electrum Horror Scout;** Sor6/Ftr2; CR 10; small construct; HD 4d10+10+6d4+2d10; hp 61 (73 with *false life*); Init +3; Spd 30 ft.; AC 30 (+1 size, +4 Dex, +7 natural, +4 *mage armor*, +4 *shield*, +2 *deflection – protection from law*, not calculated in) touch 15, flat-footed 26; Base Atk +8; Grp +7; Atk melee +12 (1d8+4, razor saw) or ranged +14 (2d4+3, pressure darts); Full Atk melee +12/+7 (1d8+4, razor saw) or ranged +14 or +12/+12/+7 (2d4+3, pressure darts); Space/Reach 5 ft/5 ft; SA spells SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 25; AL LE; SV Fort +6, Ref +6, Will +8; Str 16, Dex 18, Con –, Int 7, Wis 14, Cha 14.

*Skills and Feats:* Concentration +6, Jump +3, Listen +11, Spot +11; Combat Casting, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (pressure darts).

**Spells** (6/6/6/4; DC = 12+spell level); 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *light*, *ray of frost*; 1<sup>st</sup> – *grease*, *mage armor*, *protection from law*, *shield*; 2<sup>nd</sup> – *false life*, *glitterdust*; 3<sup>rd</sup> – *fireball*.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered

flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** spell component pouch.

**Spells In Effect:** *false life* (CL 6), *mage armor* (CL 6), *bull's strength* (CL 6), *protection from law* (CL 6), *shield* (CL 6).

## Encounter Fourteen

**Sheera;** Green Hag; CR 5; Medium Monstrous Humanoid; HD 9d8+9; hp 49; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk +13 melee (1d4+4, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 18; AL: LE; SV Fort +4, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 14.

**Skills and Feats:** Concentration +7, Knowledge (local – VTF) +8, Hide +9, Jump +15, Listen +11, Spot +11, Swim +12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting.

**Languages** – Common, Baklunish, Elven.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

**Vaneetha;** Green Hag; CR 5; Medium Monstrous Humanoid; HD 9d8+9; hp 49; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk two +13 melee (1d4+4, 2 claws);

Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 18; AL: LE; SV Fort +4, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 15.

**Skills and Feats:** Concentration +7, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spot +11, Swim +12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting.

**Languages** – Common, Baklunish, Elven.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

**Hidea;** Annis Ftr1; CR 7; Large Monstrous Humanoid; HD 7d8+28+1d10+4; 69 hp; Init +1; Move 40 ft; AC 25, touch 11, Flat-footed 23 (-1 size, +4 chain shirt, +2 dexterity, +10 natural); Base Atk +8; Grp +22; Atk +17 melee (1d6+10, claw); Full Atk +17 melee (1d6+10, 2 claws); Space/Reach 10 ft./ 10 ft.; SA: Improved grab, rake 1d6+10, rend 2d6+15, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft, spell resistance 20; AL: CE; SV Fort +8, Ref +7, Will +7; Str 30, Dex 14, Con 18, Int 13, Wis 15, Cha 8.

**Skills and Feats:** Bluff +7, Climb +11, Diplomacy +1, Disguise -1 (+1 acting), Hide +4, Intimidate +1, Listen +11, Spot +11; Alertness, Blind-Fight, Combat Reflexes, Close Quarters Fighting\*.

**Languages** – Common, Baklunish.

**Spell-like Abilities (Sp):** 3/day – *disguise self*, *fog cloud*. Caster Level 8<sup>th</sup>

**Rake (Ex):** Attack bonus +17, damage 1d6+10. An annis can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+15 points of damage.

**Improved Grab (Ex):** To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

*Possessions:* chain shirt.

\*See Appendix Two – New Rules Items

### Encounter Five

**Very Advanced Dire Weasels (2);** Large Animal; CR 6; HD 9d8+45; hp 85; Init +6; Move 40 ft; AC 24, touch 15, flat-footed 18 (+4 *mage armor*, -1 size, +6 dexterity, +5 natural); Base Atk +6; Grp +17; Atk +12 melee (1d8+10, bite); Full Atk +12 melee (1d8+10, bite); Space/Reach 5 ft./ 5 ft.; SA Attach, blood drain; SQ low-light vision, scent; AL N; SV Fort +11, Ref +12, Will +8; Str 24, Dex 22, Con 20, Int 2, Wis 14, Cha 9.

*Skills and Feats:* Hide +6, Listen +4, Move Silently +6, Spot +12; Alertness, Dodge, Mobility, Spring Attack, Stealthy, Weapon Finesse<sup>b</sup>.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 14 (18 in this case).

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d6 points of Constitution damage each round it remains attached.

**Spell in Effect:** *Mage armor*(CL7).

### Encounter Six

**Very Advanced Griffons (2);** Huge Magical Beast; CR 8; HD 13d10+50; hp 105; Init +4; Move 30 ft, 80 ft fly (average); AC 24, touch 11, flat-footed 21 (+4 *mage armor*, +3 dexterity, -2 size, +9 natural); Base Atk +13; Grp +31; Atk +22 melee (4d6+10, bite); Full Atk +22 melee (4d6+10, bite) and +19 melee (1d8+5, 2 claws); Space/Reach 15 ft./ 10 ft.; SA Pounce, rake 1d8+5; SQ dark vision 60 ft, low-light vision, scent; AL: N; SV Fort +15, Ref +11, Will +9; Str 30, Dex 16, Con 24, Int 5, Wis 16, Cha 6.

*Skills and Feats:* Jump +15, Listen +8, Spot +18; Improved Natural Attack (bite), Improved Natural Attack (claws), Iron Will, Multiattack, Weapon Focus (bite).

**Pounce (Ex):** If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +19 melee, damage 1d8+5.

**Spell in Effect:** *Mage armor*(CL7).

### Encounter Eight

**Snoothette;** Skullcrusher Ogre Ftr4; Large Giant; CR 9; HD 8d8+32+4d10+16; hp 106; Init +1; Move 30 ft.; AC 24, touch 10, flat-footed 23 (+9 for +1 spiked full plate, +1 dexterity, -1 size, +2 natural armor, +3 for +1 *spiked heavy shield*); Base Atk +10; Grp +28; Atk +20 melee (2d6+10, masterwork morningstar) or +19 melee (1d8+5, shield spike) or +11 ranged (2d6+10, rock); Full Atk +18/+13 melee (2d6+10, masterwork morningstar) and +17 melee (1d8+5, shield spike) or +11 ranged (2d6+9, rock); Space/Reach 10 ft./ 10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; SV Fort +15, Ref +5, Will +4; Str 30, Dex 13, Con 19, Int 14, Wis 10, Cha 7.

*Skills and Feats:* Craft (weaponsmith) +9, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +11, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting\*, Combat Reflexes, Improved Combat Expertise\*, Improved Grapple, Improved Shield Bash, Mounted Combat, Over-Sized Two Weapon Fighting\*, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* +1 Large *spiked full plate*, +1 large *spiked heavy steel shield*, +1 *cloak of resistance*, masterwork large morningstar, large cold iron morningstar, large daggers (2), large light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

\* See Appendix Two: New Rules Items

**Spells in Effect:** *fly*(CL 9), *protection from good*(CL 9), *resist energy 20 (cold)*(CL 9).

## Encounter Ten

**Topiary Dire Apes (2);** Large Plant; CR 7; HD 10d8+40; 85 hp; Init +2; Move 30 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 dexterity, +4 natural); Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10 ft./ 10 ft.; SA Rend 2d6+10, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL: N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +10.

**Rend (Ex):** A dire ape that hits with both claws (or in this case a topiary dire ape) latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+10 points of damage.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Advanced Shadow Mastiffs (2);** CR 9; Large Outsider (extraplanar); HD 10d8+60; hp 105; Init +1; Move 50 ft.; AC 21, touch 10, Flat-footed 20 (+1 dexterity, -1 size, +7 natural, +4 *mage armor*); Base Atk +10; Grp +22; Atk +17 melee (1d8+12, bite); Full Atk +17 melee (1d8+12, bite); Space/Reach 10 ft./ 5 ft.; SA Bay, trip; SQ Darkvision 60 ft, shadow blend, scent; AL: NE; SV Fort +13, Ref +8, Will +8; Str 26, Dex 13, Con 22, Int 4, Wis 12, Cha 13.

*Skills and Feats:* Hide +9, Listen +13, Move Silently +13, Spot +13, Survival +13 (+17 when tracking by scent); Dodge, Elusive Target\*, Mobility, Spring Attack, Track<sup>b</sup>.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300 foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting

fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+12 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow blend (Su):** In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Spells In Effect:** *fly* (CL7), *mage armor* (CL7).

\* See Appendix Two: New Rules Items

## Encounter Thirteen

**Electrum Horror Scout;** Sor8/Ftr2; CR 12; small construct; HD4d10+10+8d4+2d10; hp 67 (80 with *false life*); Init +3; Spd 30 ft.; AC 31 (+1 *haste*, +1 size, +4 dexterity, +7 natural, +4 *mage armor*, +4 *shield*, +2 *deflection* – *protection from law*, not calculated in) touch 16, flat-footed 26; Base Atk +9; Grp +8; Attack melee +13 (1d8+4, razor saw) or ranged +15 (2d4+3, pressure darts); Full Attack melee +13/+8 (1d8+4, razor saw) or ranged +15 or +13/+13/+8 (2d4+3, pressure darts); Space/Reach 5 ft/5 ft; SA spells SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 27; AL LE; SV Fort +6, Ref +6, Will +9; Str 16, Dex 18, Con -, Int 7, Wis 14, Cha 16.

*Skills and Feats:* Concentration +8, Jump +3, Listen +11, Spot +11; Combat Casting, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (pressure darts).

**Spells** (6/6/6/6/4; DC = 13+spell level); 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *light*, *ray of frost*; 1<sup>st</sup> – *grease*, *mage armor*, *protection from law*, *shield*; 2<sup>nd</sup> – *bull's strength*, *false life*, *glitterdust*; 3<sup>rd</sup> – *fireball*, *haste*; 4<sup>th</sup> – *invisibility* (*greater*).

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or

resurrected. A clockwork horror has darkvision (60' range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

*Possessions:* spell component pouch.

**Spells In Effect:** *false life* (CL 8), *mage armor* (CL 8), *bull's strength* (CL 8), *protection from law* (CL 8), *shield* (CL 8), *haste* (CL 8).

## Encounter Fourteen

**Sheera;** Green Hag Wiz4; CR 7; Medium Monstrous Humanoid; HD 9d8+27+4d4+12; 91 hp; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +11; Grp +17; Atk +17 melee (1d6+6, claw); Full Atk +17 melee (1d6+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 22; AL: LE; SV Fort +7, Ref +8, Will +12; Str 22, Dex 12, Con 16, Int 18, Wis 15, Cha 12.

*Skills and Feats:* Concentration +19, Hide +9, Jump +15, Knowledge (local – VTF) +20, Listen +11, Spellcraft +8, Spot +11, Swim +12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Improved Natural Attack (claws), Scribe Scroll<sup>b</sup>.

**Languages** – Common, Baklunish, Elven, Dwarven, Orcish.

**Spells** (4+1/4+1/3+1; DC = 14+Spell Level; Transmuter, no abjuration/enchantment; transmutation bonus spells are noted in **bold**) 0 – *detect magic* (\*4), **mage hand**, 1<sup>st</sup> – **expeditious retreat**, *grease* (\*2), *magic missile* (\*2), 2<sup>nd</sup> – **bear's endurance**, *bull's strength*, *false life*, *scorching ray*. Caster Level 4<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Caster level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must

succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

**Vaneetha;** Green Hag Sor4; CR 7; Medium Monstrous Humanoid; HD 9d8+27+4d4+12; hp 91; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +11; Grp +16; Atk +16 melee (1d4+5, claw); Full Atk +16 melee (1d4+5, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 22; AL: LE; SV Fort +7, Ref +8, Will +12; Str 21, Dex 12, Con 16, Int 12, Wis 15, Cha 20.

*Skills and Feats:* Concentration +19, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spellcraft +3, Spot +11, Swim +12; Alertness, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Practiced Spellcaster\*.

**Languages** – Common, Baklunish.

**Spell Known** (6/8/4; DC = 15+Spell Level) 0 – *acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *ray of frost*, *read magic*, 1<sup>st</sup> – *grease*, *mage armor*, *ray of enfeeblement*, 2<sup>nd</sup> – *glitterdust*. Caster Level 8<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 15), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 21 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*See Appendix Two – New Rules Items

**Hidea;** Annis Bbn1/Ftr2; CR 9; Large Monstrous Humanoid; HD 7d8+28+2d10 +8+1d12+4; 90 hp; Init +1; Move 50 ft; AC 26, touch 11, Flat-footed 24 (-1 size, +5 for +1 *chain shirt*, +2 dexterity, +10 natural); Base Atk +10; Grp +25; Atk +20 melee (1d6+11, claw); Full Atk two +20 melee (1d6+11, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Improved grab, rake 1d6+11, rend 2d6+16, spell-like abilities, rage 1/day; SQ Damage reduction 2/bludgeoning, darkvision 60 ft, spell resistance 22; AL: CE; SV Fort +12, Ref +8, Will +8; Str 32, Dex 14, Con 18, Int 13, Wis 15, Cha 8.

*Skills and Feats:* Bluff +7, Climb +21, Diplomacy +1, Disguise -1 (+1 acting), Hide +4, Intimidate +1, Listen +11, Spot +11; Alertness, Blind-Fight, Cleave, Combat Reflexes, Close Quarters Fighting\*, Power Attack.

**Raging (9 rounds):** hp 110; AC 24, touch 9, Flat-footed 22 (-1 size, -2 raging, +5 for +1 *chain shirt*, +2 dexterity, +10 natural); Grp +27; Atk +22 melee (1d6+13, claw); Full Atk two +22 melee (1d6+13, 2 claws); SA: rake 1d6+13, rend 2d6+19; SV Fort +14, Will +10; Str 36, Con 22.

**Languages** – Common, Baklunish.

**Spell-like Abilities (Sp):** 3/day – *disguise self*, *fog cloud*. Caster Level 8<sup>th</sup>

**Rake (Ex):** Attack bonus +20, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+16 points of damage.

**Improved Grab (Ex):** To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

*Possessions:* +1 *chain shirt*, *gloves of ogre power*, *cloak of resistance* +1.

\*See Appendix Two – New Rules Items

### Encounter Five

**Young Bramblewood Dire Bear;** Huge Animal; CR 10; HD 18d8+126+18; hp 225; Init +0; Move 40 ft; AC 22, touch 8, flat-footed 22 (+4 *mage armor*, -2 size, +10 natural); Base Atk +13; Grp +35; Atk +26 melee (2d6+14, 19-20, \*2, claw); Full Atk +26 melee (2d6+14, 19-20, \*2, 2 claws) and +20 melee (3d8+7, bite); Space/Reach: 15 ft./ 10 ft.; SA Improved grab; SQ low-light vision, scent; AL N; SV Fort +18, Ref +11, Will +12; Str 39, Dex 11, Con 24, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Listen +10, Spot +16, Swim +17; Alertness, Die-Hard, Endurance, Improved Critical (claw), Improved Toughness\*, Run, Weapon Focus (claw).

**Improved Grab (Ex):** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Spell in Effect:** *Mage armor* (CL 9).

\* See Appendix Two: New Rules Items

### Encounter Six

**Bramblewood Wyvern;** CR 12; Huge Dragon; HD 15d12+105; hp 202; Init +2; Move 20 ft, fly 60 ft (poor); AC 24, touch 9, Flat-footed 23 (+4 *mage armor*, -2 size, +1 dexterity, +11 natural); Base Atk +15; Grp +34; Atk +25 melee (2d8+11, sting) or +22 melee (3d8+5, talon) or +22 melee (3d8+5, bite); Full Atk +25 melee (2d8+11, sting) and two +22 melee (3d8+5, 2 talons) and +22 melee (3d8+5, bite) and +22 melee (2d8+5, wings); Space/Reach 15 ft./ 10 ft.; SA Poison, improved grab; SQ darkvision 60', immunity to *sleep* and paralysis, low-light vision, scent; AL N; SV Fort +16, Ref +10, Will +11; Str 32, Dex 12, Con 24, Int 6, Wis 14, Cha 7.

*Skills and Feats:* Hide +3, Listen +14, Move Silently +11, Spot +25; Ability Focus (poison), Alertness, Flyby Attack, Hover, Improved Natural Attack (sting), Multiattack<sup>b</sup>, Weapon focus (sting).

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack.

**Languages** – Common, Draconic.

**Improved Grab (Ex):** To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

**Poison (Ex):** Injury, Fortitude DC 26, initial and secondary damage 2d6 Con. The save DC is Constitution based.

**Spell in Effect:** *Mage armor* (CL 9).

### Encounter Eight

**Snoothette;** Skullcrusher Ogre Ftr6; Large Giant; CR 11; HD 8d8+32+6d10+24+14; hp 138; Init +1; Move 30 ft.; AC 26, touch 11, flat-footed 25 (+9 for +1 *spiked full plate*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 dexterity, -1 size, +2 natural armor, +3 for +1 *spiked heavy shield*); Base Atk +12; Grp +30; Atk +22 melee (2d6+10, masterwork morningstar) or +21 melee (1d8+5, shield spike) or +13 ranged (2d6+10, rock); Full Atk +20/+15/+10 melee (2d6+10, masterwork morningstar) and +19 melee (1d8+5, shield spike) or +13 ranged (2d6+9, rock); Space/Reach 10 ft./ 10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; SV Fort +16, Ref +6, Will +5; Str 30, Dex 13, Con 19, Int 14, Wis 10, Cha 7.

*Skills and Feats:* Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +13, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting\*, Combat Reflexes, Improved Combat Expertise\*, Improved Grapple, Improved Shield Bash, Improved Toughness\*, Mounted Combat, Over-Sized Two Weapon Fighting\*, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* +1 *Large spiked full plate*, +1 *large spiked heavy steel shield*, +1 *cloak of resistance*, +1 *ring of protection*, +1 *amulet of natural armor*, masterwork large morningstar, large cold iron morningstar, large



daggers (2), large light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

\* See Appendix Two: New Rules Items

**Spells in Effect:** *fly* (CL 11), *protection from good* (CL 11), *resist energy 30 (acid)* (CL 11), *resist energy 30 (cold)* (CL 11).

## Encounter Ten

**Topiary Dire Apes (4):** Large Plant; CR 7; HD 10d8+40; 85 hp; Init +2; Move 30 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 dexterity, +4 natural); Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+10, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +10.

**Rend (Ex):** A dire ape that hits with both claws (or in this case a topiary dire ape) latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+10 points of damage.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Justicator:** CR 13; Large Outsider; HD 17d8+34; hp 110; Init +3; Spd 30 ft, fly 60 ft (good); AC 28, touch 13, flat-footed 25 (-1 size, +3 dexterity, +10 for +2 *mithral full plate*, +5 natural, +1 *ring of protection*); Base Atk +17 Grp: +27; Atk +24 melee (3d6+10, 17-20 crit, +1 *large greatsword*); Full Atk +24/+19/+14/+9 melee (3d6+10, 17-20 crit, +1 *large greatsword*); Space/Reach 10 ft./10 ft.; SA Smite chaos, spell-like abilities; SQ Darkvision 60 ft., damage reduction 10/chaotic,

immunity to paralysis outsider traits, spell resistance 24; AL LN; SV Fort +12, Ref +13, Will +14; Str 22, Dex 17, Con 14, Int 13, Wis 18, Cha 12.

*Skills and Feats:* Concentration +22, Diplomacy +3, Heal +24, Intimidate +21, Knowledge (the planes) +21, Knowledge (religion) +21, Listen +24, Sense Motive +24, Spellcraft +21, Spot +24, Survival +4 (+6 on other planes); Dodge, Mobility, Elusive Target\*, Hover, Improved Critical (Greatsword), Weapon Focus (Greatsword).

**Languages** – Common, Celestial.

**Weaponry:** A justicator's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

**Smite Chaos (Su):** Four times per day, a justicator can attempt to smite chaos with one normal melee attack. It gains +1 on the attack roll and +17 on the damage roll. If a justicator accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

**Spell-like Abilities (Sp):** At will – *bless*, *detect chaos*, 3/day *cure serious wounds*, *dimensional anchor*, *invisibility purge*, *silence* (DC 13), 1/day – *dispel chaos* (DC 16), *greater command* (DC 16), *plane shift*. Caster Level 10<sup>th</sup>.

**Spells in effect:** *bless*, *invisibility purge*, *silence* (all CL 10).

*Possessions:* +1 *greatsword*, +2 *mithral plate mail*, +1 *ring of protection*, masterwork *greatsword*, *greatsword*, daggers (4), spiked gauntlet.

\*See Appendix Two - New Rules Items

## Encounter Thirteen

**Adamantine Clockwork Horror;** Mnk4; CR 14; small construct; HD 16d10+10+4d8+20; hp 138 (154 with *false life*); Init +10; Spd 60 ft.; AC 36 (+1 size, +6 dex, +13 natural, +6 wisdom) touch 23, flat-footed 30; Base Atk +15; Grp +20; Attack melee +23 (2d10+10, +1 *razor saw*); Full Attack melee +23/+18/+13 (2d10+10, +1 *razor saw*); Space/Reach 5 ft / 5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 26, improved unarmed strike, flurry of blows, fast movement, evasion, still mind, *ki* strike (magic), slow fall 20 ft.; AL LE; SV Fort +9, Ref +15, Will +15; Str 22, Dex 23, Con -, Int 21, Wis 22, Cha 23.

*Skills and Feats:* Balance +28, Climb +15, Jump +27, Hide +30, Knowledge (the planes) +24, Spellcraft +24,

Spot +29, Tumble +19; Cleave, Deflect Arrows, Great Cleave, Improved Grapple, Improved Initiative, Improved Toughness\*, Power Attack, Sunder.

**Languages** – Abyssal, Common, Baklunish, Dwarven, Infernal, Giant.

**Spell-Like Abilities (Sp):** At will – *implosion* (DC 25), *limited wish* (DC 23), *disintegrate* (DC 22) CL 20<sup>th</sup>; save DC is Charisma-based. *Limited wish* has a severely limited spell list available, based on experience of the horror:

It may cast any allowable spell that a PC casts and it identifies (with Spellcraft), or any of the following (and no others):

1<sup>st</sup> *expeditious retreat*, *feather fall*, *grease*, *magic missile*, *protection from chaos*

2nd *glitterdust*, *false life*, *invisibility*, *scorching ray*

3rd *dispel magic*, *fly*, *lightning bolt*, *slow*

4th *confusion*, *fireshield*, *stoneskin*, *repair critical wounds* (the effect in this case is to cure damage on the horror, otherwise as per *cure critical wounds*)

5<sup>th</sup> *cone of cold*, *teleport*

6th *chain lightning*, *greater dispel magic*

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a gold horror acts as a +4 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

\*See Appendix Two - New Rules Items

## Encounter Fourteen

**Sheera;** Green Hag Wiz8; CR 9; Medium Monstrous Humanoid; HD 9d8+27+8d4+24; 115 hp; Init +1; Move 30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +11; Grp +17; Atk +17 melee (1d6+6, claw); Full Atk +17 melee (1d6+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 26; AL LE; SV Fort +9, Ref +10, Will +15; Str 22, Dex 12, Con 16, Int 20, Wis 16, Cha 12.

**Skills and Feats:** Concentration +23, Hide +9, Jump +15, Knowledge (arcana) +10, Knowledge (local – VTF) +20, Listen +11, Spellcraft +27, Spot +11, Swim +12; Alertness, Arcane Strike\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Extend Spell, Improved Natural Attack (claws), Scribe Scroll<sup>b</sup>.

**Languages** – Common, Baklunish, Dwarven, Elven, Orcish.

**Spells** (4+1/6+1/4+1/4+1/3+1; DC = 15+Spell Level; Transmuter, no abjuration/enchantment; transmutation bonus spells are noted in **bold**) 0 – *detect magic* (\*4), **mage hand**; 1<sup>st</sup> – **expeditious retreat**, *grease* (\*3), *magic missile* (\*3); 2<sup>nd</sup> – **bear's endurance**, *bull's strength*, *false life*, *scorching ray* (2); 3<sup>rd</sup> – *extended false life*, *fly* (2), *haste*, **slow**; 4<sup>th</sup> – *dimension door* (2), *extended fly*, **extended haste**. Caster Level 8<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Caster level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +2 Headband of intellect, +1 cloak of resistance.

\*See Appendix Two – New Rules Items

**Vaneetha;** Green Hag Sor8; CR 9; Medium Monstrous Humanoid; HD 9d8+27+8d4+24; 115 hp; Init +1; Move

30 ft, swim 30 ft; AC 22, touch 11, Flat-footed 21 (+1 dexterity, +11 natural); Base Atk +11; Grp +16; Atk +16 melee (1d4+5, claw); Full Atk +16 melee (1d4+5, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 26; AL LE; SV Fort +9, Ref +10, Will +15; Str 21, Dex 12, Con 16, Int 12, Wis 15, Cha 23.

**Skills and Feats:** Concentration +23, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spellcraft +11, Spot +11, Swim +12; Alertness, Arcane Strike\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Practiced Spellcaster\*.

**Languages** – Common, Baklunish.

**Spell Known** (6/8/7/6/4; DC = 16+Spell Level) 0 – *acid splash, detect magic, disrupt undead, mage hand, ray of frost, read magic*; 1<sup>st</sup> – *expeditious retreat, grease, mage armor, ray of enfeeblement, shield*; 2<sup>nd</sup> – *bear's endurance, false life, glitterdust*; 3<sup>rd</sup> – *fly, haste*; 4<sup>th</sup> – *dimension door*. Caster Level 12<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights, disguise self, ghost sound (DC 15), invisibility, pass without trace, tongue, water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 24 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +2 Cloak of Charisma, +1 vest of resistance.

\*See Appendix Two – New Rules Items

**Hidea;** Annis Bbn3/Ftr2; CR 11; Large Monstrous Humanoid; HD 7d8+28+2d10+8+3d12+12; 112 hp; Init +1; Move 50 ft; AC 28, touch 12, Flat-footed 26 (-1 size, +1 ring of protection, +5 for +1 chain shirt, +2 dexterity, +11 natural); Base Atk +12; Grp +27; Atk +22 melee (1d8+11, claw); Full Atk +22 melee (1d8+11, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Improved grab, rake 1d6+11, rend 2d6+16, spell-like abilities, rage 1/day; SQ Damage reduction 2/bludgeoning, darkvision 60 ft, spell resistance 24, uncanny dodge,

trap sense +1; AL CE; SV Fort +13, Ref +9, Will +9; Str 33, Dex 14, Con 18, Int 13, Wis 15, Cha 8.

**Skills and Feats:** Bluff +7, Climb +25, Diplomacy +1, Disguise -1 (+1 acting), Hide +4, Intimidate +1, Listen +11, Spot +11, Survival +8; Alertness, Blind-Fight, Cleave, Combat Reflexes, Close Quarters Fighting\*, Improved Natural Attack (claws), Power Attack.

**Languages** – Common, Baklunish.

**Raging (9 rounds):** 136 hp; AC 26, touch 10, Flat-footed 24 (-1 size, -2 raging, +1 ring of protection, +5 for +1 chain shirt, +2 dexterity, +11 natural); Grp +29; Atk +24 melee (1d8+13, claw); Full Atk two +24 melee (1d8+13, 2 claws); SA: rake 1d6+13, rend 2d6+19; SV Fort +15, Will +11; Str 37, Con 22.

**Spell-like Abilities (Sp):** 3/day – *disguise self, fog cloud*. Caster Level 8<sup>th</sup>

**Rake (Ex):** Attack bonus +22, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+16 points of damage.

**Improved Grab (Ex):** To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Possessions:** +1 chain shirt, gloves of ogre power, +1 ring of protection, +1 amulet of natural armor, +1 cloak of resistance.

\*See Appendix Two – New Rules Items

### Encounter Five

**Bramblewood Dire Bear;** Huge Animal; CR 12; HD 21d8+189+21; hp 304; Init +0; Move 40 ft; AC 22, touch 8, flat-footed 22 (+4 *mage armor*, -2 size, +10 natural); Base Atk +15; Grp +39; Atk +30 melee (3d6+17, 19-20, \*2, claw); Full Atk +30 melee (3d6+17, 19-20, \*2, 2 claws) and +24 melee (3d8+8, bite); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ low-light vision, scent; AL N; SV Fort +21, Ref +13, Will +14; Str 44, Dex 13, Con 28, Int 2, Wis 14, Cha 8.

*Skills and Feats:* Listen +11, Spot +20, Swim +19; Alertness, Die-Hard, Endurance, Improved Critical (claw), Improved Natural Attack (claws), Improved Toughness\*, Run, Weapon Focus (claw).

**Improved Grab (Ex):** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Spell in Effect:** *Mage armor*(CL 11).

\* See Appendix Two: New Rules Item

### Encounter Six

**Bramblewood Wyverns (2);** CR 12; Huge Dragon; HD 15d12+105; hp 202; Init +2; Move 20 ft, fly 60 ft (poor); AC 24, touch 9, Flat-footed 23 (+4 *mage armor*, -2 size, +1 dexterity, +11 natural); Base Atk +15; Grp +34; Atk +25 melee (2d8+11, sting) or +22 melee (3d8+5, talon) or +22 melee (3d8+5, bite); Full Atk +25 melee (2d8+11, sting) and two +22 melee (3d8+5, 2 talons) and +22 melee (3d8+5, bite) and +22 melee (2d8+5, wings); Space/Reach 15 ft./10 ft.; SA Poison, improved grab; SQ darkvision 60', immunity to *sleep* and paralysis, low-light vision, scent; AL N; SV Fort +16, Ref +10, Will +11; Str 32, Dex 12, Con 24, Int 6, Wis 14, Cha 7.

*Skills and Feats:* Hide +3, Listen +14, Move Silently +11, Spot +25; Ability Focus (poison), Alertness, Flyby Attack, Hover, Improved Natural Attack (sting), Multiattack<sup>b</sup>, Weapon focus (sting).

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If using the wings to hover, it cannot use them to also attack.

**Languages** – Common, Draconic.

**Improved Grab (Ex):** To use this ability, a wyvern must hit with its talons (either of them). It can then

attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

**Poison (Ex):** Injury, Fortitude DC 26, initial and secondary damage 2d6 Con. The save DC is Constitution based.

**Spell in Effect:** *Mage armor*(CL 11).

### Encounter Eight

**Snoothette;** Skullcrusher Ogre Ftr8; Large Giant; CR 13; HD 8d8+40+8d10+40+16; hp 176; Init +1; Move 30 ft.; AC 28, touch 11, flat-footed 27 (+10 for +2 *spiked full plate*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 dexterity, -1 size, +2 natural armor, +4 for +2 *spiked heavy shield*); Base Atk +14; Grp +32; Atk +24 melee (2d6+11, +1 *morningstar*) or +23 melee (1d8+5, shield spike) or +15 ranged (2d6+10, rock); Full Atk +22/+17/+12 melee (2d6+11, +1 *morningstar*) and +19 melee (1d8+5, shield spike) or +13 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; SV Fort +17, Ref +6, Will +5; Str 30, Dex 13, Con 20, Int 14, Wis 10, Cha 7.

*Skills and Feats:* Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +13, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting\*, Combat Reflexes, Hold the Line\*, Improved Combat Expertise\*, Improved Grapple, Improved Shield Bash, Improved Toughness\*, Improved Trip, Mounted Combat, Over-Sized Two Weapon Fighting\*, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* +2 *Large spiked full plate*, +2 *large spiked heavy steel shield*, +1 *cloak of resistance*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 *large morningstar*, large cold iron morningstar, large daggers (2), large light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

\* See Appendix Two: New Rules Items

**Spells in Effect:** *displacement* (CL 13) (*contingency* trigger just before combat), *fly* (CL 13), *protection from good* (CL 13), *resist energy 30 (acid)* (CL 13), *resist energy 30 (cold)* (CL 13).

## Encounter Ten

**Topiary Dire Bear;** Huge Plant; CR 12; HD 20d8+120; hp 210; Init +1; Move 40 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 dexterity, +7 natural); Base Atk +15; Grp +34; Atk +24 melee (2d6+11, claw); Full Atk +24 melee (2d6+11 2 claws) and +19 melee (3d8+5, bite); Space/Reach 15 ft./10 ft.; SA Improved grab, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL N; SV Fort +18, Ref +7, Will +6; Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +9.

**Improved Grab (Ex):** To use this ability, a dire bear (or in this case a topiary dire bear) must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

**Topiary Dire Apes (3);** Large Plant; CR 7; HD 10d8+40; hp 85; Init +2; Move 30 ft.; AC 15, touch 11, flat-footed 13 (-1 size, +2 dexterity, +4 natural); Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+10, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL N; SV Fort +11, Ref +5, Will +3; Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +10.

**Rend (Ex):** A dire ape that hits with both claws (or in this case a topiary dire ape) latches onto the

opponent's body and tears the flesh. This attack automatically deals 2d6+10 points of damage.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Justicator;** CR 15; Large Outsider; HD 21d8+42; hp 132; Init +3; Spd 30 ft, fly 60 ft (good); AC 30, touch 14, flat-footed 27 (-1 size, +3 dexterity, +11 for +3 *mithral full plate*, +5 natural, +2 *ring of protection*); Base Atk +21; Grp: +31; Atk +28 melee (3d6+10, 17-20 crit, +1 *large greatsword*); Full Atk +28/+23/+18/+13 melee (3d6+10, 17-20 crit, +1 *large greatsword*); Space/Reach 10 ft./10 ft.; SA Smite chaos, spell-like abilities; SQ Darkvision 60 ft., damage reduction 10/chaotic, immunity to paralysis outsider traits, spell resistance 27; AL LN; SV Fort +14, Ref +15, Will +16; Str 22, Dex 17, Con 15, Int 13, Wis 18, Cha 12.

*Skills and Feats:* Concentration +26, Diplomacy +3, Heal +28, Intimidate +25, Knowledge (the planes) +25, Knowledge (religion) +25, Listen +28, Sense Motive +28, Spellcraft +25, Spot +28, Survival +4 (+6 on other planes); Combat Expertise, Dodge, Elusive Target\*, Hover, Improved Critical (Greatsword), Mobility, Weapon Focus (Greatsword), Spring Attack.

**Languages** – Common, Celestial.

**Weaponry:** A justicator's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

**Smite Chaos (Su):** Five times per day, a justicator can attempt to smite chaos with one normal melee attack. It gains +1 on the attack roll and +21 on the damage roll. If a justicator accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

**Spell-like Abilities (Sp):** At will – *bless*, *detect chaos*, 3/day *cure serious wounds*, *dimensional anchor*,

*invisibility purge, silence (DC 13), 1/day – dispel chaos (DC 16), greater command (DC 16), plane shift. Caster Level 10<sup>th</sup>.*

**Spells in effect:** *bless, invisibility purge, silence* (all 10<sup>th</sup> level).

**Possessions:** *+1 greatsword, +3 mithral plate mail, +2 ring of protection, masterwork greatsword, greatsword, daggers (4), spiked gauntlet.*

\*See Appendix Two - New Rules Items

## Encounter Thirteen

**Adamantine Clockwork Horror;** Mnk4; CR 14; small construct; HD 16d10+10+4d8+20; hp 138 (154 with *false life*); Init +10; Spd 60 ft.; AC 36 (+1 size, +6 dex, +13 natural, +6 wisdom) touch 23, flat-footed 30; Base Atk +15; Grp +20; Attack melee +23 (2d10+10, *+1 razor saw*); Full Attack melee +23/+18/+13 (2d10+10, *+1 razor saw*); Space/Reach 5 ft / 5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 26, improved unarmed strike, flurry of blows, fast movement, evasion, still mind, *ki* strike (magic), slow fall 20 ft.; AL LE; SV Fort +9, Ref +15, Will +15; Str 22, Dex 23, Con -, Int 21, Wis 22, Cha 23.

**Skills and Feats:** Balance +28, Climb +15, Jump +27, Hide +30, Knowledge (the planes) +24, Spellcraft +24, Spot +29, Tumble +19; Cleave, Deflect Arrows, Great Cleave, Improved Grapple, Improved Initiative, Improved Toughness\*, Power Attack, Sunder.

**Languages** – Abyssal, Common, Baklunish, Dwarven, Infernal, Giant.

**Spell-Like Abilities (Sp):** At will – *implosion (DC 25), limited wish (DC 23), disintegrate (DC 22)* CL 20<sup>th</sup>; save DC is Charisma-based. *Limited wish* has a severely limited spell list available, based on experience of the horror:

It may cast any allowable spell that a PC casts and it identifies (with Spellcraft), or any of the following (and no others):

1<sup>st</sup> *expeditious retreat, feather fall, grease, magic missile, protection from chaos*

2nd *glitterdust, false life, invisibility, scorching ray*

3rd *dispel magic, fly, lightning bolt, slow*

4th *confusion, fireshield, stoneskin, repair critical wounds* (the effect in this case is to cure damage on the horror, otherwise as per *cure critical wounds*)

5<sup>th</sup> *cone of cold, teleport*

6th *chain lightning, greater dispel magic*

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a gold horror acts as a +4 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

\*See Appendix Two - New Rules Items

**Platinum Horror Close Combat (2);** Sor12; CR 12; small construct; HD 12d10+10+12d4; hp 108 (124 with *false life*); Init +5; Spd 60 ft. (with *expeditious retreat*); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 17, flat-footed 30; Base Atk +15; Grp +16; Attack melee +22 (1d12+8, *+1 razor saw*); Full Attack melee +22/+17/+12 (1d12+8, *+1 razor saw*); Space/Reach 5 ft / 5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 24, lightning bolt; AL LE; SV Fort +10, Ref +15, Will +16; Str 20, Dex 22, Con -, Int 15, Wis 20, Cha 20.

**Skills and Feats:** Concentration +30, Knowledge (the planes) +26, Listen +20, Spellcraft +29, Spot +20; Cleave, Empower Spell, Eschew Materials, Maximize Spell, Mobile Spellcasting\*, Power Attack, Practiced Spellcaster\*, Still Spell, Skill Focus: Concentration.

**Spells** (6/8/7/7/7/6/3; DC = 15+Spell Level). O – *daze, detect magic, mage hand, ray of frost*, - 1<sup>st</sup> *expeditious retreat, grease, mage armor, magic missile, shield*; 2<sup>nd</sup> – *cat's grace, false life, glitterdust, scorching ray, touch of idiocy*. 3<sup>rd</sup> – *dispel magic, displacement, fireball, fly*; 4<sup>th</sup> – *enervation, fire shield, improved invisibility*; 5<sup>th</sup> – *cone of cold, teleport*; 6<sup>th</sup> – *symbol of fear*. CL 16.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 27) halves the damage. The attack can generate either electrical or sonic damage and the close combat horror can choose to make the damage non-lethal at the time of the discharge. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is charisma-based.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** ~~Potion of magic weapon, potion of fly, potion of protection from law, potion of protection from chaos, potion of protection from good.~~ All potions at CL 10. A save bonus has been applied in the stat blocks but no deflection bonus for the protections.

\*See Appendix Two - New Rules Items

## Encounter Fourteen

**Sheera;** Green Hag Wiz11; CR 11; Medium Monstrous Humanoid; HD 9d8+27+11d4+33; hp 133; Init +1; Move 30 ft, swim 30 ft; AC 24, touch 13, Flat-footed 23 (+1 dexterity, +2 *ring of protection*, +11 natural); Base Atk +12; Grp +18; Atk +18 melee (1d6+6, claw); Full Atk +18 melee (1d6+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 29; AL LE; SV Fort

+10, Ref +11, Will +16; Str 22, Dex 12, Con 16, Int 22, Wis 16, Cha 12.

**Skills and Feats:** Concentration +26, Hide +9, Jump +15, Knowledge (arcana) +25, Knowledge (local – VTF) +21, Listen +11, Spellcraft +31, Spot +11, Swim +12; Alertness, Arcane Strike\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Extend Spell, Improved Natural Attack (claws), Power Attack, Quicken Spell, Scribe Scroll<sup>b</sup>.

**Languages** – Common, Baklunish, Dwarven, Elven, Orcish.

**Spells** (4+1/6+1/6+1/5+1/4+1/3+1/2+1; DC = 16+Spell Level; Transmuter, no abjuration/enchantment; transmutation bonus spells are noted in **bold**) 0 – *detect magic* (\*4), **mage hand**, 1<sup>st</sup> – **expeditious retreat**, *grease* (\*3), *magic missile* (\*3), 2<sup>nd</sup> – **bear's endurance**, *bull's strength*, *false life* (2), *scorching ray* (3); 3<sup>rd</sup> – *extended false life*, *fly* (2), *haste* (2), **slow**; 4<sup>th</sup> – *dimension door* (2), *extended fly*, **extended haste**, *invisibility*, *greater*; 5<sup>th</sup> – *quicken true strike* (2) *teleport*, **transmute rock to mud**; 6<sup>th</sup> – **cat's grace**, **mass**, *quicken false life*, *true seeing*. Caster Level 11<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Caster level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 21 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +2 *Headband of intellect*, +2 *ring of protection*, +1 *cloak of resistance*.

\*See Appendix Two – New Rules Items

**Vaneetha:** Green Hag Mnk1/Sor10; CR 11; Medium Monstrous Humanoid; HD 10d8+30+10d4+30; 135 hp; Init +1; Move 30 ft, swim 30 ft; AC 32, touch 21, Flat-footed 31 (+2 *ring of protection*, +1 dexterity, +2 Monk, +6 Charisma, +11 natural); Base Atk +12; Grp +22; Atk +18 melee (1d4+6, claw); Full Atk +18 melee (1d4+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities,

weakness, mimicry; SQ Darkvision 90 ft, spell resistance 29, flurry of blows, unarmed strike; AL LE; SV Fort +12, Ref +13, Will +18; Str 22, Dex 12, Con 16, Int 12, Wis 15, Cha 23.

**Skills and Feats:** Concentration +25, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spellcraft +15, Spot +11, Swim +12, Tumble +6; Alertness, Arcane Strike\*, Aesthetic Mage\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Improved Grapple, Practiced Spellcaster\*.

**Languages** – Common, Baklunish.

**Spell Known** (6/8/8/7/6/4; DC = 16+Spell Level)  
0 – *acid splash, arcane mark, detect magic, disrupt undead, mage hand, message, open/close, ray of frost, read magic*; 1<sup>st</sup> – *expeditious retreat, grease, mage armor, ray of enfeeblement, shield*; 2<sup>nd</sup> – *bear's endurance, bull's strength, false life, glitterdust*; 3<sup>rd</sup> – *dispel magic, fly, haste*; 4<sup>th</sup> – *dimension door, invisibility (greater)*; 5<sup>th</sup> – *teleport*. Caster Level 14<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights, disguise self, ghost sound (DC 15), invisibility, pass without trace, tongue, water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 26 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +2 *Cloak of charisma*, +1 *vest of resistance*, +2 *ring of protection*.

\*See Appendix Two – New Rules Items

**Hidea;** Annis Bbn5/Ftr2; CR 13; Large Monstrous Humanoid; HD 7d8+35+2d10 +10+5d12+25; hp 148; Init +1; Move 50 ft; AC 28, touch 12, Flat-footed 26 (-1 size, +1 *ring of protection*, +5 for +1 *chain shirt*, +2 dexterity, +11 natural); Base Atk +14; Grp +29; Atk +24 melee (1d8+11, claw); Full Atk +24 melee (1d8+11, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Improved grab, rake 1d6+11, rend 2d6+16, spell-like abilities, rage 2/day; SQ Damage reduction 2/bludgeoning, darkvision 60 ft, spell resistance 24, uncanny dodge, trap sense +1, improved uncanny dodge; AL: CE; SV

Fort +16, Ref +10, Will +10; Str 33, Dex 14, Con 20, Int 13, Wis 15, Cha 8.

**Skills and Feats:** Bluff +7, Climb +25, Diplomacy +1, Disguise -1 (+1 acting), Hide +4, Intimidate +1, Listen +11, Spot +11, Survival +18; Alertness, Blind-Fight, Cleave, Combat Reflexes, Close Quarters Fighting\*, Improved Natural Attack (claws), Power Attack.

**Languages** – Common, Baklunish.

**Raging (10 rounds):** hp 176; AC 26, touch 10, Flat-footed 24 (-1 size, -2 raging, +1 *ring of protection*, +5 for +1 *chain shirt*, +2 dexterity, +11 natural); Grp +31; Atk +26 melee (1d8+13, claw); Full Atk two +26 melee (1d8+13, 2 claws); SA: rake 1d6+13, rend 2d6+19; SV Fort +18, Will +12; Str 37, Con 24.

**Spell-like Abilities (Sp):** 3/day – *disguise self, fog cloud*. Caster Level 8<sup>th</sup>

**Rake (Ex):** Attack bonus +24, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+16 points of damage.

**Improved Grab (Ex):** To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Possessions:** +1 *Chain shirt, gloves of ogre power, +1 ring of protection, +1 amulet of natural armor, +2 cloak of resistance, +2 amulet of health*.

\*See Appendix Two – New Rules Items



## Encounter Five

**Bramblewood Dire Bears (2);** Huge Animal; CR 12; HD 21d8+189+21; hp 304; Init +0; Move 40 ft; AC 22, touch 8, flat-footed 22 (+4 *mage armor*, -2 size, +10 natural); Base Atk +15; Grp +39; Atk +30 melee (3d6+17, 19-20, \*2, claw); Full Atk +30 melee (3d6+17, 19-20, \*2, 2 claws) and +24 melee (3d8+8, bite); Space/Reach 15 ft./ 10 ft.; SA Improved grab; SQ low-light vision, scent; AL: N; SV Fort +21, Ref +13, Will +14; Str 44, Dex 13, Con 28, Int 2, Wis 14, Cha 8.

*Skills and Feats:* Listen +11, Spot +20, Swim +19; Alertness, Die-Hard, Endurance, Improved Critical (claw), Improved Natural Attack (claws), Improved Toughness\*, Run, Weapon Focus (claw).

**Improved Grab (Ex):** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Spell in Effect:** *Mage armor*(CL11).

\* See Appendix Two: New Rules Items

## Encounter Six

**Bramblewood Wyvern;** Ftr2; CR 16; Huge Dragon; HD 21d12+147+2d10+14; hp 310; Init +2; Move 20 ft, fly 60 ft (poor); AC 25, touch 10, flat-footed 24 (+4 *mage armor*, -2 size, +2 dexterity, +11 natural); Base Atk +23; Grp +42; Atk +33 melee (2d8+11, sting) or +30 melee (4d8+5, talon) or +30 melee (3d8+5, bite); Full Atk +33 melee (2d8+11, sting) and +30 melee (4d8+5, 2 talons) and +30 melee (3d8+5, bite) and two +30 melee (2d8+5, wings); Space/Reach 15 ft./ 10 ft.; SA Poison, improved grab; SQ darkvision 60', immunity to *sleep* and paralysis, low-light vision, scent; AL N; SV Fort +22, Ref +13, Will +14; Str 32, Dex 14, Con 24, Int 6, Wis 14, Cha 7.

*Skills and Feats:* Hide +3, Jump +13, Listen +14, Move Silently +11, Spot +31; Ability Focus (poison), Alertness, Dodge, Elusive Target\*, Flyby Attack, Hover, Improved Natural Attack (sting), Improved Natural Attack (talon), Mobility, Multiattack<sup>b</sup>, Weapon focus (sting).

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If

using the wings to hover, it cannot use them to also attack.

**Languages** – Common, Draconic.

**Improved Grab (Ex):** To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

**Poison (Ex):** Injury, Fortitude DC 30, initial and secondary damage 2d6 Con. The save DC is Constitution based.

**Spells in effect:** *Mage armor*(CL 11)

\* See Appendix Two: New Rules Items

## Encounter Eight

**Snoothette and Velour; Ftr8;** Skullcrusher Ogre; Large Giant; CR 13; HD 8d8+40+8d10+40+16; 176 hp; Init +1; Move 30 ft.; AC 28, touch 11, flat-footed 27 (+10 *for +2 spiked full plate*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 dexterity, -1 size, +2 natural armor, +4 *for +2 spiked heavy shield*); Base Atk +14; Grp +32; Atk +24 melee (2d6+11, +1 *morningstar*) or +23 melee (1d8+5, shield spike) or +15 ranged (2d6+10, rock); Full Atk +22/+17/+12 melee (2d6+11, +1 *morningstar*) and +19 melee (1d8+5, shield spike) or +13 ranged (2d6+9, rock); Space/Reach 10 ft./ 10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL NE; SV Fort +17, Ref +6, Will +5; Str 30, Dex 13, Con 20, Int 14, Wis 10, Cha 7.

*Skills and Feats:* Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +13, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting\*, Combat Reflexes, Hold the Line\*, Improved Combat Expertise\*, Improved Grapple, Improved Shield Bash, Improved Toughness\*, Improved Trip, Mounted Combat, Over-Sized Two Weapon Fighting\*, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range

increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* +2 *Large spiked full plate*, +2 *large spiked heavy steel shield*, +1 *cloak of resistance*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 *large morningstar*, large cold iron morningstar, large daggers (2), large light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

\* See Appendix Two: New Rules

**Spells in Effect:** *displacement* (CL15) (*contingency* trigger just before combat), *fly* (CL15), *protection from good* (CL15), *freedom of movement* (CL15), *resist energy 30 (acid)* (CL15), *resist energy 30 (cold)* (CL15).

## Encounter Ten

**Topiary Dire Bears (3):** Huge Plant; CR 12; HD 20d8+120; 210 hp; Init +1; Move 40 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 dexterity, +7 natural); Base Atk +15; Grp +34; Atk +24 melee (2d6+11, claw); Full Atk two +24 melee (2d6+11 2 claws) and +19 melee (3d8+5, bite); Space/Reach: 15 ft./ 10 ft.; SA: Improved grab, merciful; SQ: damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL: N; SV Fort +18, Ref +7, Will +6; Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +9.

**Improved Grab (Ex):** To use this ability, a dire bear (or in this case a topiary dire bear) must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Elite Justicator;** CR 17; Large Outsider; HD 23d8+92; hp 195; Init +3; Spd 30 ft, fly 60 ft (good); AC 32, touch 14, flat-footed 29 (-1 size, +3 dexterity, +11 for +3 *mithral full plate*, +7 natural, +2 *ring of protection*); Base Atk +23; Grp: +35; Atk +32 melee (3d6+13, 17-20 crit, +1 *large greatsword*); Full Atk +32/+27/+22/+17 melee (3d6+13, 17-20 crit, +1 *large greatsword*); Space/Reach: 10 ft./10 ft.; SA: Smite chaos, spell-like abilities; SQ Darkvision 60 ft., damage reduction 10/chaotic, immunity to paralysis outsider traits, spell resistance 30; AL LN; SV Fort +19, Ref +18, Will +21; Str 26, Dex 16, Con 19, Int 15, Wis 22, Cha 12.

*Skills and Feats:* Concentration +30, Diplomacy +3, Heal +32, Intimidate +27, Knowledge (the planes) +27, Knowledge (religion) +27, Listen +32, Sense Motive +32, Spellcraft +27, Spot +32, Survival +6 (+8 on other planes); Combat Expertise, Dodge, Elusive Target\*, Hover, Improved Critical (Greatsword), Mobility, Weapon Focus (Greatsword), Spring Attack.

**Languages** – Common, Celestial.

**Weaponry:** A justicator's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

**Smite Chaos (Su):** Five times per day, a justicator can attempt to smite chaos with one normal melee attack. It gains +1 on the attack roll and +23 on the damage roll. If a justicator accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

**Spell-like Abilities (Sp):** At will – *bless*, *detect chaos*; 3/day *cure serious wounds*, *dimensional anchor*, *invisibility purge*, *silence* (DC 13); 1/day – *dispel chaos* (DC 16), *greater command* (DC 16), *plane shift*. Caster Level 10<sup>th</sup>.

**Spells in effect:** *bless*, *invisibility purge*, *silence* (all 10<sup>th</sup> level).

*Possessions:* +1 *greatsword*, +3 *mithral plate mail*, +2 *ring of protection*, +2 *amulet of natural armor*, +2 *vest of resistance*, masterwork greatsword, greatsword, daggers (4), spiked gauntlet.

\*See Appendix Two - New Rules Items

## Encounter Thirteen

**Adamantine Clockwork Horror;** Mnk4; CR 14; small construct; HD 16d10+10+4d8+20; hp 138 (154 with *false life*); Init +10; Spd 60 ft.; AC 36 (+1 size, +6 dex, +13 natural, +6 wisdom) touch 23, flat-footed 30; Base

Atk +15; Grp +20; Attack melee +23 (2d10+10, *+1 razor saw*); Full Attack melee +23/+18/+13 (2d10+10, *+1 razor saw*); Space/Reach 5 ft / 5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 26, improved unarmed strike, flurry of blows, fast movement, evasion, still mind, *ki* strike (magic), slow fall 20 ft.; AL LE; SV Fort +9, Ref +15, Will +15; Str 22, Dex 23, Con -, Int 21, Wis 22, Cha 23.

**Skills and Feats:** Balance +28, Climb +15, Jump +27, Hide +30, Knowledge (the planes) +24, Spellcraft +24, Spot +29, Tumble +19; Cleave, Deflect Arrows, Great Cleave, Improved Grapple, Improved Initiative, Improved Toughness\*, Power Attack, Sunder.

**Languages** – Abyssal, Common, Baklunish, Dwarven, Infernal, Giant.

**Spell-Like Abilities (Sp):** At will – *implosion* (DC 25), *limited wish* (DC 23), *disintegrate* (DC 22) CL 20<sup>th</sup>; save DC is Charisma-based. *Limited wish* has a severely limited spell list available, based on experience of the horror:

It may cast any allowable spell that a PC casts and it identifies (with Spellcraft), or any of the following (and no others):

1<sup>st</sup> *expeditious retreat*, *feather fall*, *grease*, *magic missile*, *protection from chaos*

2nd *glitterdust*, *false life*, *invisibility*, *scorching ray*

3rd *dispel magic*, *fly*, *lightning bolt*, *slow*

4th *confusion*, *fireshield*, *stoneskin*, *repair critical wounds* (the effect in this case is to cure damage on the horror, otherwise as per *cure critical wounds*)

5<sup>th</sup> *cone of cold*, *teleport*

6th *chain lightning*, *greater dispel magic*

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a gold horror acts as a *+4* weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a

particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

\*See Appendix Two - New Rules Items

**Platinum Horror Close Combats (2);** Sor12; CR 12; small construct; HD 12d10+10+12d4; hp 108 (124 with *false life*); Init +5; Spd 60 ft. (with expeditious retreat); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 17, flat-footed 30; Base Atk +15; Grp +16; Attack melee +22 (1d12+8, *+1 razor saw*); Full Attack melee +22/+17/+12 (1d12+8, *+1 razor saw*); Space/Reach 5 ft / 5 ft; SA: spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 24, lightning bolt ; AL LE; SV Fort +10, Ref +15, Will +16; Str 20, Dex 22, Con -, Int 15, Wis 20, Cha 20.

**Skills and Feats:** Concentration +30, Knowledge (the planes) +26, Listen +20, Spellcraft +29, Spot +20; Cleave, Empower Spell, Eschew Materials, Maximize Spell, Mobile Spellcasting\*, Power Attack, Practiced Spellcaster\*, Still Spell, Skill Focus: Concentration.

**Spells** (6/8/7/7/7/6/3; DC = 15+Spell Level). O – *daze*, *detect magic*, *mage hand*, *ray of frost*, - 1<sup>st</sup> *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *shield*; 2<sup>nd</sup> – *cat's grace*, *false life*, *glitterdust*, *scorching ray*, *touch of idiocy*. 3<sup>rd</sup> – *dispel magic*, *displacement*, *fireball*, *fly*; 4<sup>th</sup> – *enervation*, *fire shield*, *improved invisibility*; 5<sup>th</sup> – *cone of cold*, *teleport*; 6<sup>th</sup> – *symbol of fear*. CL 16.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 27) halves the damage. The attack can generate either electrical or sonic damage and the close combat horror can choose to make the damage non-lethal at the time of the discharge. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is charisma-based.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death

from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** ~~Potion of magic weapon, potion of fly, potion of protection from law, potion of protection from chaos, potion of protection from good.~~ All potions at CL 10. A save bonus has been applied in the stat blocks but no deflection bonus for the protections.

\*See Appendix Two - New Rules Items

**Truly Horrid UMBER Hulks (2);** Huge Aberration; CR 14; HD 20d8+200; hp 290; Init +4; Move 20 ft, burrow 20 ft; AC 22, touch 8, flat-footed 24 (-2 size, +14 natural); Base Atk +15; Grp +36; Atk +26 melee (3d6+13, claw); Full Atk two +26 melee (3d6+13 2 claws) and +24 melee (4d6+6, bite); Space/Reach 15 ft./15 ft.; SA Confusing gaze; SQ darkvision 60', tremorsense 60 ft; AL LE; SV Fort +16, Ref +6, Will +15; Str 36, Dex 10, Con 30, Int 10, Wis 13, Cha 15.

**Skills and Feats:** Climb +23, Jump +15, Listen +21, Sense Motive +5; Improved Initiative, Improved Natural Attack (claw), Improved Natural Armor (x3), Iron Will, Multiattack.

**Confusing Gaze (Su):** *Confusion* as the spell, 30 feet, caster 20<sup>th</sup>, Will DC 22 negates. The save DC is Charisma-based.

## Encounter Fourteen

**Sheera;** Green Hag Wiz13; CR 13; Medium Monstrous Humanoid; HD 9d8+27+13d4+39; 145 hp; Init +1; Move 30 ft, swim 30 ft; AC 24, touch 13, Flat-footed 23 (+1 dexterity, +2 *ring of protection*, +11 natural); Base Atk +12; Grp +18; Atk +18 melee (1d6+6, claw); Full Atk +18 melee (1d6+6, 2 claws); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, weakness, mimicry; SQ: Darkvision 90 ft, spell resistance 31; AL: LE; SV Fort

+12, Ref +13, Will +18; Str 22, Dex 12, Con 16, Int 24, Wis 16, Cha 12.

**Skills and Feats:** Concentration +29, Hide +9, Jump +15, Knowledge (arcana) +25, Knowledge (local – VTF) +21, Listen +11, Spellcraft +31, Spot +11, Swim +12; Alertness, Arcane Strike\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Extend Spell, Improved Natural Attack (claws), Power Attack, Quicken Spell, Scribe Scroll<sup>b</sup>, Skill Focus: Concentration.

**Languages** – Common, Baklunish, Dwarven, Elven, Orcish.

**Spells** (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; DC = 17+Spell Level; Transmuter, no abjuration/enchantment; transmutation bonus spells are noted in **bold**) 0 – *detect magic* (\*4), **mage hand**, 1<sup>st</sup> – **expeditious retreat**, *grease* (\*3), *magic missile* (\*3), 2<sup>nd</sup> – **bear's endurance**, *bull's strength*, *false life* (2), *scorching ray* (2); 3<sup>rd</sup> – *extended false life*, *fly* (2), *haste* (3), **slow**; 4<sup>th</sup> – *dimension door* (2), *extended fly*, **extended haste**, *invisibility*, *greater* (2); 5<sup>th</sup> – *quicken true strike* (3) *teleport*, **transmute rock to mud**; 6<sup>th</sup> – **cat's grace**, **mass**, *quicken false life* (2), *true seeing*; 7<sup>th</sup> – *reverse gravity*, **quicken slow**, *teleport*, *greater*. Caster Level 13<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Caster level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 22 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +4 *Headband of intellect*, +2 *ring of protection*, +2 *cloak of resistance*.

\*See Appendix Two – New Rules Items

**Vaneetha;** Green Hag Mnk2/Sor11; CR 13; Medium Monstrous Humanoid; HD 11d8+33+11d4+33; hp 149; Init +1; Move 30 ft, swim 30 ft; AC 33, touch 22, Flat-footed 32 (+2 *ring of protection*, +1 dexterity, +2 Monk, +7 Charisma, +11 natural); Base Atk +13; Grp +23; Atk

+19 melee (1d6+6, claw); Full Atk +19 melee (1d6+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ: Darkvision 90 ft, spell resistance 31, flurry of blows, unarmed strike, evasion; AL LE; SV Fort +13, Ref +14, Will +19; Str 22, Dex 12, Con 16, Int 12, Wis 15, Cha 25.

**Skills and Feats:** Concentration +26, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spellcraft +17, Spot +11, Swim +12, Tumble +11; Alertness, Arcane Strike\*, Aesthetic Mage\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Combat Reflexes, Improved Grapple, Improved Natural Attack (claws), Practiced Spellcaster\*.

**Languages** – Common, Baklunish.

**Spell Known** (6/8/8/7/7/5; DC = 17+Spell Level)  
0 – *acid splash, arcane mark, detect magic, disrupt undead, mage hand, message, open/close, ray of frost, read magic*; 1<sup>st</sup> – *expeditious retreat, grease, mage armor, ray of enfeeblement, shield*; 2<sup>nd</sup> – *bear's endurance, bull's strength, false life, glitterdust, rope trick*; 3<sup>rd</sup> – *dispel magic, fly, haste, magic weapon, greater*; 4<sup>th</sup> – *confusion, dimension door, invisibility (greater)*; 5<sup>th</sup> – *cone of cold, teleport*. Caster Level 15<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights, disguise self, ghost sound (DC 15), invisibility, pass without trace, tongue, water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 28 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +4 *Cloak of charisma*, +1 *vest of resistance*, +2 *ring of protection*.

\*See Appendix Two – New Rules Items

**Hidea;** Annis Bbn7/Ftr2; CR 15; Large Monstrous Humanoid; HD 7d8+35+2d10 +10+7d12+35; hp 172; Init +1; Move 50 ft; AC 29, touch 12, Flat-footed 27 (-1 size, +1 *ring of protection*, +6 for +2 *chain shirt*, +2 dexterity, +11 natural); Base Atk +16; Grp +32; Atk +27 melee (1d8+12, claw); Full Atk +27 melee (1d8+12, 2 claws); Space/Reach 10 ft./ 10 ft.; SA Improved grab,

rake 1d6+12, rend 2d6+18 spell-like abilities, rage 2/day; SQ Damage reduction 2/bludgeoning, darkvision 60 ft, spell resistance 26, uncanny dodge, trap sense +2, improved uncanny dodge, damage reduction 1/-; AL: CE; SV Fort +17, Ref +11, Will +11; Str 34, Dex 14, Con 20, Int 13, Wis 15, Cha 8.

**Skills and Feats:** Bluff +7, Climb +30, Diplomacy +1, Disguise -1 (+1 acting), Handle Animal +2, Hide +4, Intimidate +1, Listen +11, Spot +11, Survival +21; Alertness, Blind-Fight, Cleave, Combat Reflexes, Close Quarters Fighting\*, Dodge, Improved Natural Attack (claws), Power Attack.

**Raging (10 rounds):** hp 204; AC 27, touch 10, Flat-footed 25 (-1 size, -2 raging, +1 *ring of protection*, +6 for +2 *chain shirt*, +2 dexterity, +11 natural); Grp +34; Atk +29 melee (1d8+14, claw); Full Atk two +29 melee (1d8+14, 2 claws); SA: rake 1d6+14, rend 2d6+21; SV Fort +19, Will +13; Str 38, Con 24.

**Spell-like Abilities (Sp):** 3/day – *disguise self, fog cloud*. Caster Level 8<sup>th</sup>

**Rake (Ex):** Attack bonus +27, damage 1d6+12. An annis can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+16 points of damage.

**Improved Grab (Ex):** To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Possessions:** +2 *chain shirt, gloves of ogre power*, +1 *ring of protection*, +1 *amulet of natural armor*, +2 *cloak of resistance*, +4 *amulet of health*.

\*See Appendix Two – New Rules Items

### Encounter Five

**Bramblewood Dire Bears (4);** Huge Animal; CR 12; HD 21d8+189+21; hp 304; Init +0; Move 40 ft; AC 22, touch 8, flat-footed 22 (+4 *mage armor*, -2 size, +10 natural); Base Atk +15; Grp +39; Atk +30 melee (3d6+17, 19-20, \*2, claw); Full Atk +30 melee (3d6+17, 19-20, \*2, 2 claws) and +24 melee (3d8+8, bite); Space/Reach 15 ft./ 10 ft.; SA Improved grab; SQ low-light vision, scent; AL N; SV Fort +21, Ref +13, Will +14; Str 44, Dex 13, Con 28, Int 2, Wis 14, Cha 8.

*Skills and Feats:* Listen +11, Spot +20, Swim +19; Alertness, Die-Hard, Endurance, Improved Critical (claw), Improved Natural Attack (claws), Improved Toughness\*, Run, Weapon Focus (claw).

**Improved Grab (Ex):** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Spell in Effect:** *Mage armor* (CL 11).

\* See Appendix Two: New Rules Items

### Encounter Six

**Bramblewood Wyverns (2);** Ftr2; CR 16; Huge Dragon; HD 21d12+147+2d10+14; hp 310; Init +2; Move 20 ft, fly 60 ft (poor); AC 25, touch 10, flat-footed 24 (+4 *mage armor*, -2 size, +2 dexterity, +11 natural); Base Atk +23; Grp +42; Atk +33 melee (2d8+11, sting) or +30 melee (4d8+5, talon) or +30 melee (3d8+5, bite); Full Atk +33 melee (2d8+11, sting) and +30 melee (4d8+5, 2 talons) and +30 melee (3d8+5, bite) and two +30 melee (2d8+5, wings); Space/Reach 15 ft./ 10 ft.; SA Poison, improved grab; SQ darkvision 60', immunity to *sleep* and paralysis, low-light vision, scent; AL: N; SV Fort +22, Ref +13, Will +14; Str 32, Dex 14, Con 24, Int 6, Wis 14, Cha 7.

*Skills and Feats:* Hide +3, Jump +13, Listen +14, Move Silently +11, Spot +31; Ability Focus (poison), Alertness, Dodge, Elusive Target\*, Flyby Attack, Hover, Improved Natural Attack (sting), Improved Natural Attack (talon), Mobility, Multiattack<sup>b</sup>, Weapon focus (sting).

Note: A wyvern cannot attack with its talons if it is on the ground and can only use them in mid-flight. If

using the wings to hover, it cannot use them to also attack.

**Languages** – Common, Draconic.

**Improved Grab (Ex):** To use this ability, a wyvern must hit with its talons (either of them). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

**Poison (Ex):** Injury, Fortitude DC 26, initial and secondary damage 2d6 Con. The save DC is Constitution based.

**Spells in effect:** *Mage armor* (CL 11)

\* See Appendix Two: New Rules Items

### Encounter Eight

**Dimple, Snoothette, Verdun, and Velour;** Skullcrusher Ogre Ftr8; Large Giant; CR 13; HD 8d8+40+8d10+40+16; hp 176; Init +1; Move 30 ft.; AC 28, touch 11, flat-footed 27 (+10 for +2 *spiked full plate*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 dexterity, -1 size, +2 natural armor, +4 for +2 *spiked heavy shield*); Base Atk +14; Grp +32; Atk +24 melee (2d6+11, +1 *morningstar*) or +23 melee (1d8+5, shield spike) or +15 ranged (2d6+10, rock); Full Atk +22/+17/+12 melee (2d6+11, +1 *morningstar*) and +19 melee (1d8+5, shield spike) or +13 ranged (2d6+9, rock); Space/Reach 10 ft./ 10 ft.; SA rock throwing; SQ darkvision 60', low-light vision; AL: NE; SV Fort +17, Ref +6, Will +5; Str 30, Dex 13, Con 20, Int 14, Wis 10, Cha 7.

*Skills and Feats:* Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +13, Search +0 (+2 for secret doors); Combat Expertise, Close Quarters Fighting\*, Combat Reflexes, Hold the Line\*, Improved Combat Expertise\*, Improved Grapple, Improved Shield Bash, Improved Toughness\*, Improved Trip, Mounted Combat, Over-Sized Two Weapon Fighting\*, Power Attack, Two-Weapon Fighting.

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range

increment for a skullcrusher ogre's rock throwing is 100 feet.

*Possessions:* +2 *Spiked full plate*, +2 *spiked heavy steel shield*, +1 *cloak of resistance*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 *large morningstar*, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

\* See Appendix Two: New Rules Items

**Spells in Effect:** *displacement* (CL 16) (*contingency* trigger just before combat), *fly* (CL 16), *protection from good* (CL 16), *freedom of movement* (CL 16), *resist energy 30 (acid)* (CL 16), *resist energy 30 (cold)* (CL 16), *spell immunity (arc of lightning, enervation, fireball, orb of force)* (CL 16).

## Encounter Ten

**Topiary Dire Bears (6):** Huge Plant; CR 12; HD 20d8+120; hp 210; Init +1; Move 40 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 dexterity, +7 natural); Base Atk +15; Grp +34; Atk +24 melee (2d6+11, claw); Full Atk +24 melee (2d6+11 2 claws) and +19 melee (3d8+5, bite); Space/Reach 15 ft./ 10 ft.; SA Improved grab, merciful; SQ damage reduction 10/slashing, freeze, tremorsense, vulnerability to fire, low-light vision, scent; AL N; SV Fort +18, Ref +7, Will +6; Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1.

*Skills and Feats:* Move Silently +9.

**Improved Grab (Ex):** To use this ability, a dire bear (or in this case a topiary dire bear) must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

## Encounter Twelve

**Elite Huge Justicator;** CR 19; Huge Outsider; HD 25d8+150; hp 262; Init +3; Spd 30 ft, fly 60 ft (good); AC 34, touch 12, flat-footed 32 (-2 size, +2 dexterity, +12 for +4 *mithral full plate*, +10 natural, +2 *ring of protection*); Base Atk +25; Grp: +45; Atk +37 melee (4d6+19, 17-20 crit, +1 *huge greatsword*); Full Atk +37/+32/+27/+22 melee (4d6+19, 17-20 crit, +1 *large greatsword*); Space/Reach 15 ft./15 ft.; SA Smite chaos, spell-like abilities; SQ Darkvision 60 ft., damage reduction 10/chaotic, immunity to paralysis outsider traits, spell resistance 32; AL LN; SV Fort +23, Ref +19, Will +25; Str 34, Dex 14, Con 23, Int 15, Wis 22, Cha 12.

*Skills and Feats:* Concentration +34, Diplomacy +3, Heal +34, Intimidate +29, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +34, Sense Motive +34, Spellcraft +29, Spot +32, Survival +6 (+8 on other planes); Combat Expertise, Dodge, Elusive Target\*, Hover, Improved Critical (Greatsword), Mobility, Weapon Focus (Greatsword), Spring Attack, Whirlwind Attack.

**Languages** – Common, Celestial.

**Weaponry:** A justicator's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

**Smite Chaos (Su):** Five times per day, a justicator can attempt to smite chaos with one normal melee attack. It gains +1 on the attack roll and +25 on the damage roll. If a justicator accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

**Spell-like Abilities (Sp):** At will – *bless*, *detect chaos*, 3/day *cure serious wounds*, *dimensional anchor*, *invisibility purge*, *silence* (DC 13), 1/day – *dispel chaos* (DC 16), *greater command* (DC 16), *plane shift*. Caster Level 10<sup>th</sup>.

**Spells in effect:** *bless*, *invisibility purge*, *silence* (all 10<sup>th</sup> level).

*Possessions:* +1 *greatsword*, +4 *mithral plate mail*, +2 *ring of protection*, +2 *amulet of natural armor*, +3 *vest of resistance*, masterwork greatsword, greatsword, daggers (4), spiked gauntlet.

\*See Appendix Two - New Rules Items

## Encounter Thirteen

**Adamantine Clockwork Horror;** Mnk4; CR 14; small construct; HD 16d10+10+4d8+20; hp 138 (154 with *false life*); Init +10; Spd 60 ft.; AC 36 (+1 size, +6 dex,

+13 natural, +6 wisdom) touch 23, flat-footed 30; Base Atk +15; Grp +20; Attack melee +23 (2d10+10, *+1 razor saw*); Full Attack melee +23/+18/+13 (2d10+10, *+1 razor saw*); Space/Reach 5 ft / 5 ft; SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 26, improved unarmed strike, flurry of blows, fast movement, evasion, still mind, *ki* strike (magic), slow fall 20 ft.; AL LE; SV Fort +9, Ref +15, Will +15; Str 22, Dex 23, Con -, Int 21, Wis 22, Cha 23.

**Skills and Feats:** Balance +28, Climb +15, Jump +27, Hide +30, Knowledge (the planes) +24, Spellcraft +24, Spot +29, Tumble +19; Cleave, Deflect Arrows, Great Cleave, Improved Grapple, Improved Initiative, Improved Toughness\*, Power Attack, Sunder.

**Languages** – Abyssal, Common, Baklunish, Dwarven, Infernal, Giant.

**Spell-Like Abilities (Sp):** At will – *implosion* (DC 25), *limited wish* (DC 23), *disintegrate* (DC 22) CL 20<sup>th</sup>; save DC is Charisma-based. *Limited wish* has a severely limited spell list available, based on experience of the horror:

It may cast any allowable spell that a PC casts and it identifies (with Spellcraft), or any of the following (and no others):

1<sup>st</sup> *expeditious retreat*, *feather fall*, *grease*, *magic missile*, *protection from chaos*

2nd *glitterdust*, *false life*, *invisibility*, *scorching ray*

3rd *dispel magic*, *fly*, *lightning bolt*, *slow*

4th *confusion*, *fireshield*, *stoneskin*, *repair critical wounds* (the effect in this case is to cure damage on the horror, otherwise as per *cure critical wounds*)

5<sup>th</sup> *cone of cold*, *teleport*

6th *chain lightning*, *greater dispel magic*

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a gold horror acts as a +4 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are

in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

\*See Appendix Two - New Rules

**Platinum Horror Close Combats (2);** Sor12; CR 12; small construct; HD 12d10+10+12d4; hp 108 (124 with *false life*); Init +5; Spd 60 ft. (with expeditious retreat); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 17, flat-footed 30; Base Atk +15; Grp +16; Attack melee +22 (1d12+8, *+1 razor saw*); Full Attack melee +22/+17/+12 (1d12+8, *+1 razor saw*); Space/Reach 5 ft / 5 ft; SA spells SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 24, lightning bolt ; AL LE; SV Fort +10, Ref +15, Will +16; Str 20, Dex 22, Con -, Int 15, Wis 20, Cha 20.

**Skills and Feats:** Concentration +30, Knowledge (the planes) +26, Listen +20, Spellcraft +29, Spot +20; Cleave, Empower Spell, Eschew Materials, Maximize Spell, Mobile Spellcasting\*, Power Attack, Practiced Spellcaster\*, Still Spell, Skill Focus: Concentration.

**Spells** (6/8/7/7/7/6/3; DC = 15+Spell Level). O – *daze*, *detect magic*, *mage hand*, *ray of frost*, - 1<sup>st</sup> *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *shield*; 2<sup>nd</sup> – *cat's grace*, *false life*, *glitterdust*, *scorching ray*, *touch of idiocy*. 3<sup>rd</sup> – *dispel magic*, *displacement*, *fireball*, *fly*; 4<sup>th</sup> – *enervation*, *fire shield*, *improved invisibility*; 5<sup>th</sup> – *cone of cold*, *teleport*; 6<sup>th</sup> – *symbol of fear*. CL 16.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 27) halves the damage. The attack can generate either electrical or sonic damage and the close combat horror can choose to make the damage non-lethal at the time of the discharge. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is charisma-based.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to



critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** ~~Potion of magic weapon, potion of fly, potion of protection from law, potion of protection from chaos, potion of protection from good.~~ All potions at CL 10. A save bonus has been applied in the stat blocks but no deflection bonus for the protections.

\*See Appendix Two - New Rules Items

**Truly Horrid UMBER Hulks (2);** Huge Aberration; CR 14; HD 20d8+200; hp 290; Init +4; Move 20 ft., burrow 20 ft; AC 22, touch 8, flat-footed 24 (-2 size, +14 natural); Base Atk +15; Grp +36; Atk +26 melee (3d6+13, claw); Full Atk +26 melee (3d6+13 2 claws) and +24 melee (4d6+6, bite); Space/Reach 15 ft./ 15 ft.; SA Confusing gaze; SQ darkvision 60', tremorsense 60 ft; AL LE; SV Fort +16, Ref +6, Will +15; Str 36, Dex 10, Con 30, Int 10, Wis 13, Cha 15.

**Skills and Feats:** Climb +23, Jump +15, Listen +21, Sense Motive +5; Improved Initiative, Improved Natural Attack (claw), Improved Natural Armor (x3), Iron Will, Multiattack.

**Confusing Gaze (Su):** *Confusion* as the spell, 30 feet, caster 20<sup>th</sup>, Will DC 22 negates. The save DC is Charisma-based.

**Nightwalkers (2);** Huge Undead (Extraplanar); CR 16; HD 21d8+42; hp 178; Init +6; Move 40 ft., fly 20 ft (poor); AC 36, touch 10, flat-footed 34 (-2 size, +4 *mage armor*, +2 dexterity, +22 natural); Base Atk +10; Grp +34; Atk +24 melee (2d6+16, slam); Full Atk +24 melee (2d6+16 2 slams); Space/Reach 15 ft./ 15 ft.; SA Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead; SQ aversion to daylight, damage reduction 15/silver and magic, darkvision 60', immunity to cold, spell resistance 29, telepathy 100 ft.,

undead traits; AL CE; SV Fort +11, Ref +11, Will +19; Str 38, Dex 14, Con -, Int 20, Wis 20, Cha 20.

**Skills and Feats:** Concentration +28, Diplomacy +6, Hide +18 (+26 in dark areas), Knowledge (arcane) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-like Ability (*unholy blight*).

**Languages** – Abyssal, Common, Infernal, Ignan, Terran, Aquan.

**Crush Item (Su):** A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

**Evil Gaze (Su):** Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 25 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Spell-like Abilities (Sp):** At will – *contagion* (DC 19), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, *unholy blight* (DC 19), *3/day confusion* (DC 19), *hold monster* (DC 20), *invisibility*, 1/day – *cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22). Caster Level 21<sup>st</sup>. The save DCs are Charisma-based.

**Summon Undead (Su):** A nightwalker can summon undead creatures once per night: 7-12 shadows, 2-5 greater shadows or 1-2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

**Spells in effect:** *Mage armor* (CL 16)

## Encounter Fourteen

**Sheera;** Green Hag Wiz13; CR 13; Medium Monstrous Humanoid; HD 9d8+27+13d4+39; hp 145; Init +1; Move 30 ft, swim 30 ft; AC 24, touch 13, Flat-footed 23 (+1 dexterity, +2 *ring of protection*, +11 natural); Base Atk +12; Grp +18; Atk +18 melee (1d6+6, claw); Full Atk +18 melee (1d6+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ

Darkvision 90 ft, spell resistance 31; AL LE; SV Fort +12, Ref +13, Will +18; Str 22, Dex 12, Con 16, Int 24, Wis 16, Cha 12.

**Skills and Feats:** Concentration +29, Hide +9, Jump +15, Knowledge (arcana) +25, Knowledge (local – VTF) +21, Listen +11, Spellcraft +31, Spot +11, Swim +12; Alertness, Arcane Strike\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Extend Spell, Improved Natural Attack (claws), Power Attack, Quicken Spell, Scribe Scroll<sup>b</sup>, Skill Focus: Concentration.

**Languages** – Common, Baklunish, Dwarven, Elven, Orcish.

**Spells** (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; DC = 17+Spell Level; Transmuter, no abjuration/enchantment; transmutation bonus spells are noted in **bold**) 0 – *detect magic* (\*4), **mage hand**, 1<sup>st</sup> – **expeditious retreat**, *grease* (\*3), *magic missile* (\*3), 2<sup>nd</sup> – **bear's endurance**, *bull's strength*, *false life* (2), *scorching ray* (2); 3<sup>rd</sup> – *extended false life*, *fly* (2), *haste* (3), **slow**; 4<sup>th</sup> – *dimension door* (2), *extended fly*, **extended haste**, *invisibility*, *greater* (2); 5<sup>th</sup> – *quickened true strike* (3) *teleport*, **transmute rock to mud**; 6<sup>th</sup> – **cat's grace**, **mass**, *quickened false life* (2), *true seeing*; 7<sup>th</sup> – *reverse gravity*, **quickened slow**, *teleport*, *greater*. Caster Level 13<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Caster level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 22 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +4 *Headband of intellect*, +2 *ring of protection*, +2 *cloak of resistance*.

\*See Appendix Two – New Rules Items

**Vaneetha;** Green Hag Mnk2/Sor11; CR 13; Medium Monstrous Humanoid; HD 11d8+33+11d4+33; hp 149; Init +1; Move 30 ft, swim 30 ft; AC 33, touch 22, Flat-footed 32 (+2 *ring of protection*, +1 dexterity, +2 Monk,

+7 Charisma, +11 natural); Base Atk +13; Grp +23; Atk +19 melee (1d6+6, claw); Full Atk +19 melee (1d6+6, 2 claws); Space/Reach 5 ft./ 5 ft.; SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft, spell resistance 31, flurry of blows, unarmed strike, evasion; AL: LE; SV Fort +13, Ref +14, Will +19; Str 22, Dex 12, Con 16, Int 12, Wis 15, Cha 25.

**Skills and Feats:** Concentration +26, Knowledge (local – VTF) +7, Hide +9, Listen +11, Spellcraft +17, Spot +11, Swim +12, Tumble +11; Alertness, Arcane Strike\*, Aesthetic Mage\*, Blind-Fight, Close Quarters Fighting\*, Combat Casting, Combat Reflexes, Improved Grapple, Improved Natural Attack (claws), Practiced Spellcaster\*.

**Languages** – Common, Baklunish.

**Spell Known** (6/8/8/5/5/5; DC = 17+Spell Level) 0 – *acid splash*, *arcane mark*, *detect magic*, *disrupt undead*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*; 1<sup>st</sup> – *expeditious retreat*, *grease*, *mage armor*, *ray of enfeeblement*, *shield*; 2<sup>nd</sup> – *bear's endurance*, *bull's strength*, *false life*, *glitterdust*, *rope trick*; 3<sup>rd</sup> – *dispel magic*, *fly*, *haste*, *magic weapon*, *greater*; 4<sup>th</sup> – *confusion*, *dimension door*, *invisibility* (*greater*); 5<sup>th</sup> – *cone of cold*, *teleport*. Caster Level 15<sup>th</sup>.

**Spell-like Abilities (Sp):** At will – *dancing lights*, *disguise self*, *ghost sound* (DC 15), *invisibility*, *pass without trace*, *tongue*, *water breathing*. Cast level 9<sup>th</sup>. The save DC is Charisma-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 28 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

**Mimicry (Su):** A green hag can imitate the sounds of almost any animal found near its lair.

**Skills:** A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Possessions:** +4 *Cloak of charisma*, +1 *vest of resistance*, +2 *ring of protection*.

\*See Appendix Two – New Rules Items

**Hidea;** Annis Bbn7/Ftr2; CR 15; Large Monstrous Humanoid; HD 7d8+35+2d10 +10+7d12+35; 172 hp; Init +1; Move 50 ft; AC 29, touch 12, Flat-footed 27 (-1 size, +1 *ring of protection*, +6 for +2 *chain shirt*, +2 dexterity, +11 natural); Base Atk +16; Grp +32; Atk +27 melee (1d8+12, claw); Full Atk +27 melee (1d8+12, 2

claws); Space/Reach 10 ft./ 10 ft.; SA Improved grab, rake 1d6+12, rend 2d6+18 spell-like abilities, rage 2/day; SQ Damage reduction 2/bludgeoning, darkvision 60 ft, spell resistance 26, uncanny dodge, trap sense +2, improved uncanny dodge, damage reduction 1/-; AL: CE; SV Fort +17, Ref +11, Will +11; Str 34, Dex 14, Con 20, Int 13, Wis 15, Cha 8.

**Skills and Feats:** Bluff +7, Climb +30, Diplomacy +1, Disguise -1 (+1 acting), Handle Animal +2, Hide +4, Intimidate +1, Listen +11, Spot +11, Survival +21; Alertness, Blind-Fight, Cleave, Combat Reflexes, Close Quarters Fighting\*, Dodge, Improved Natural Attack (claws), Power Attack.

**Raging (10 rounds):** hp 204; AC 27, touch 10, Flat-footed 25 (-1 size, -2 raging, +1 *ring of protection*, +6 for +2 *chain shirt*, +2 dexterity, +11 natural); Grp +34; Atk +29 melee (1d8+14, claw); Full Atk two +29 melee (1d8+14, 2 claws); SA: rake 1d6+14, rend 2d6+21; SV Fort +19, Will +13; Str 38, Con 24.

**Languages** – Common, Baklunish.

**Spell-like Abilities (Sp):** 3/day – *disguise self*, *fog cloud*. Caster Level 8<sup>th</sup>

**Rake (Ex):** Attack bonus +27, damage 1d6+12. An annis can attack a grappled foe with both claws at no penalty.

**Rend (Ex):** An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+16 points of damage.

**Improved Grab (Ex):** To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Possessions:** +2 *chain shirt*, *gloves of ogre power*, +1 *ring of protection*, +1 *amulet of natural armor*, +2 *cloak of resistance*, +4 *amulet of health*.

\*See Appendix Two – New Rules Items

**Dig and Lark;** Skullcrusher Ogre Ftr6/Mnk2/ExoticWeapons Master2; Large Giant; CR 15; HD 10d8+50+8d10+40+36; hp 207; Init +4; Move 40 ft.; AC 30, touch 15, flat-footed 26 (+3 for +1 *animated shield*, +8 for +3 *spiked mithral breastplate*, +2 *ring of protection*, +2 *amulet of natural armor*, +4 dexterity, -1 size, +2 natural armor); Base Atk +15; Grp +33; Atk +26 melee (2d6+18, +1 *fiery burst spiked chain*) or +24 melee (1d8+10, unarmed) or +18 ranged (2d6+10, rock); Full Atk +26/+21/+16 or +24/+24/+19/+14 melee (2d6+18, +1 *fiery burst spiked chain*) or +24/+19/+14 melee (1d8+10, unarmed) or +18 ranged (2d6+10, rock);

Space/Reach 10 ft./ 10 ft. (20 ft with spiked chain); SA rock throwing; SQ darkvision 60', low-light vision, exotic reach, flurry of blows, flurry of strikes, improved unarmed strike, evasion; AL NE; SV Fort +24, Ref +14, Will +11; Str 30, Dex 18, Con 20, Int 14, Wis 10, Cha 7.

**Skills and Feats:** Craft (weaponsmith) +11, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +13, Search +0 (+2 for secret doors), Tumble +19; Close Quarters Fighting\*, Combat Expertise, Combat Reflexes<sup>b</sup>, Dodge, Elusive Target\*, Exotic Weapon Proficiency (Spiked Chain), Improved Grapple<sup>b</sup>, Improved Toughness\*, Iron Will, Mobility, Power Attack, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

**Languages** – Common, Giant.

**Rockthrowing (Ex):** Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (small objects) up to five range increments. The range increment for a skullcrusher ogre's rock throwing is 100 feet.

**Flurry of Strikes (Ex):** When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Exotic Reach (Ex):** A weaponsmaster may take an attack of opportunity even if the target has cover (only with an exotic reach weapon)

**Possessions:** +3 *Spiked mithral breast plate*, +3 *cloak of resistance*, +2 *gloves of dexterity*, +2 *ring of protection*, +2 *amulet of natural armor*, +1 *animated heavy steel shield*, masterwork large morningstar, large cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, waterskin, 5 rocks.

Spells in Effect: *invisibility (greater)* (CL 15), *fly* (CL 15), *haste* (CL 15).

\* See Appendix Two: New Rules Items

## Appendix Two – New Rules Items

### Arcane Strike [General] as presented in *Complete Warrior*

You can channel arcane energy into your melee attacks.

**Prerequisites:** Ability to cast 3rd level spells, base attack bonus +4.

**Benefit:** When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells of the day (of 1<sup>st</sup> level or higher) to do this, but you gain a bonus on all your attack rolls for one round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

### Ascetic Mage [General] as presented in *Complete Adventurer*

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

**Prerequisites:** Improved Unarmed Strike, ability to spontaneously cast 2<sup>nd</sup>-level arcane spells.

**Benefit:** As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4<sup>th</sup> level sorcerer/1<sup>st</sup>-level monk would have a +1 bonus to AC as if she were a 5<sup>th</sup> level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for an unarmored, unencumbered monk), you can instead add your Charisma (if any) to your AC.

In addition you can multiclass freely between the monk and sorcerer classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

### Energy Substitution [Metamagic] as presented in *Complete Arcane*

You can modify an energy-based spell to use another type of energy instead.

**Prerequisites:** Knowledge (Arcana) 5 ranks, any metamagic feat

**Benefit:** Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time.

### Close-Quarters Fighting [General] as presented in *Complete Warrior*

You are skilled at fighting at close range and resisting grapple attempts.

**Prerequisites:** Base attack bonus +3.

**Benefit:** You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. he takes an attack of opportunity, hits and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

**Normal:** Creatures with Improved Grapple, improved grab, or similar feats or special abilities do

not provoke attacks of opportunity when they attempt to start a grapple.

**Special:** A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

#### **Elusive Target [Tactical] as presented in Complete Warrior**

Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +6.

**Benefit:** The Elusive Target feat enables the use of three tactical maneuvers.

*Negate Power Attack:* To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

*Diverting Defense:* To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

*Cause Overreach:* To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

#### **Hold the Line [General] as presented in Complete Warrior**

You are trained in defensive techniques against charging opponents.

**Prerequisites:** Combat Reflexes, base attack bonus +2.

**Benefit:** You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

**Normal:** You only get an attack of opportunity against a character that exits a square you threaten.

#### **Improved Combat Expertise [General] as presented in Complete Warrior**

You have mastered the art of defense in combat.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

**Normal:** With Combat Expertise, the number can be no greater than +5.

**Special:** A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

#### **Improved Toughness [General] as presented in Complete Warrior**

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

#### **Karmic Strike [General] as presented in Complete Warrior**

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

**Prerequisites:** Dex 13, Combat Expertise, Dodge.

**Benefit:** You can make an attack of opportunity against an opponent that hits you in melee you're your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

#### **Mobile Spellcasting[General] as presented in Complete Adventurer**

Your focused concentration allows you to move while casting a spell.

**Prerequisites:** Concentration 8 ranks.

**Benefit:** You can make a special Concentration check (DC20+spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast). If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively. You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25+spell level.

#### **Oversized Two-Weapon Fighting [General] as presented in *Complete Adventurer***

You are adept at wielding larger than normal weapons in your off hand.

**Prerequisites:** Str 13, Two-Weapon Fighting.

**Benefit:** When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*)

**Special:** A fighter may select Over-Sized Two-Weapon Fighting as one of his fighter bonus feats.

#### **Practiced Spellcaster [General] as presented in *Complete Divine***

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisites:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD). This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

#### **Staggering Strike [General] as presented in *Complete Adventurer***

You can deliver a wound that hampers an opponent's movement.

**Prerequisites:** Base Attack bonus +6, sneak attack.

**Benefit:** If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

#### **Weakening Touch [General] as presented in *Complete Warrior***

You can temporarily weaken an opponent with your unarmed strike.

**Prerequisites:** Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus a missed attack rolls ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

**Special:** A fighter may select Weakening Touch as one of his fighter bonus feats.

#### **Changes to the Horrors**

Clockwork horrors have modified themselves since their initial appearance in Ket.

Their natural weapons now count as both natural and manufactured, which means that they derive the full

benefit of their BAB for iterative attacks (similar, in that respect, to monks).

Their reliance upon electrical damage has been lessened in that many now possess the ability to alter this for sonic based damage, although it still uses the lightning bolt entry noted for gold and platinum clockwork horrors. These abilities are considered separate spell-like abilities for the purposes of spell immunity and the like.

The Horrors have likewise gained the ability to shift their lightning bolt attacks (of whatever energy type) to non-lethal, so that they may capture and potentially use any opponents. This has proven less useful than initially anticipated but the ability yet remains.

### **Electrum Horror from *Monster Manual II***

#### Small Construct

Hit Dice:	4d10+10 (32 hp)
Initiative:	+2
Speed:	30 Ft.
AC:	19 (+1 size, +1 Dex, +7 Natural), touch 12, flat-footed 18
BAB/Grp:	+3/+0
Attacks:	Razor Saw +5 melee(1d8+1), or pressure dart +5 ranged (2d4+1)
Space/Reach:	5 ft / 5ft
Special Attacks:	-
Special Qualities:	Construct Traits, electricity immunity, linked mind, spell vulnerability, SR 17
Saves:	Fort +1, Ref +2, Will +3
Abilities:	Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5
Skills:	Climb +8
Feats:	Point Blank Shot, Precise Shot
Climate/Terrain:	Any land or underground
Organization:	Pair or component (3-8)
Challenge Rating:	4
Treasure: (gems only)	50% coins, 50% goods

Alignment: Always lawful evil

Advancement: -

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60'range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are.

**Spell Vulnerability:** A clockwork horror is susceptible to the shatter spell, which blinds it for 1d4+1 rounds.

Clockwork horrors are intelligent, arachnidlike constructs that live as a hierarchical collective. They exist solely to strip entire worlds of worked and raw metals, which they use to produce more horrors. These activities take clockwork horrors into areas where metal can be found, from underground mines to civilized areas where processed metal is often readily available. Clockwork horrors ignore non-mechanical creatures unless such beings pose a threat or obviously possess metal. The horrors' searches are methodical and efficient, resulting in the destruction of nearly everything in their path. An army of horrors can devastate an entire nation in a matter of weeks.

A clockwork horror appears as a four-legged, mechanical arachnid with a body about 2 feet in diameter. It is made of a base metal (such as iron) overlaid with a thin patina of precious or semiprecious metal. A large gem is embedded in the creature's brow. A single razor saw is situated near the front of its head where a mouth would normally be located. The more powerful clockwork horrors are more fantastically designed and decorated than the lesser ones. Servant clockwork horrors with overlays of less precious metals are known to exist, but these serve the hierarchy primarily as laborers.

Clockwork horrors communicate in their own language of mechanical sounds. The linked mind that they share allows for instant communication among individual horrors within 10 miles of each other.

Logic indicates that since the horrors are mechanical beings, someone or something must have created them. What happened to that being is unknown. Some sages theorize that the adamantine horror rebelled against and slew its creator, then devised the other types of clockwork horrors to serve as its armies.

## Electrum Horrors

Electrum horrors are the shock troops of the clockwork horror collective. They are sent in to scout out areas, assess potential resistance and overcome any opposition.

## Combat

Electrum horrors advance into combat in precise battle lines, with the individual horrors spaced about 10 feet apart. They open fire with volleys of pressure darts. Upon closing with the enemy, some continue firing darts at perceived spellcasters or opponents using ranged weapons, while others slice away at nearby foes with their razor-sharp saws. After a battle, additional electrum horrors scavenge the area, retrieving fallen companions and any abandoned weapons for smelting down and making new horrors.

## Platinum Horror from *Monster Manual II* (Modified)

Small Construct

Hit Dice:	12d10+10 (76 hp)
Initiative:	+3
Speed:	40 Ft.
AC:	25 (+1 size, +3 Dex, +11 Natural), touch 14, flat-footed 22
BAB/Grp:	+9/+8
Attacks:	Razor Saw +13 melee (1d12+4)
Space/Reach:	5 ft / 5ft
Special Attacks:	lightning bolt
Special Qualities:	Construct Traits, electricity immunity, linked mind, spell vulnerability, SR 20
Saves:	Fort +4, Ref +7, Will +9
Abilities:	Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15

Skills:	Climb +18, Hide +22, Move Silently +18
Feats:	Cleave (B), Great Cleave (B), Power Attack (B), Sunder (B)
Climate/Terrain:	Any land or underground
Organization:	Series (1 plus 1-2 gold horrors and 4-16 electrum horrors)
Challenge Rating:	8
Treasure:	50% coins, 50% goods (gems only)
Alignment:	Always lawful evil
Advancement:	-

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are.

**Spell Vulnerability:** A clockwork horror is susceptible to the shatter spell, which blinds it for 1d4+1 rounds.

Clockwork horrors are intelligent, arachnid-like constructs that live as a hierarchical collective. They exist solely to strip entire worlds of worked and raw metals, which they use to produce more horrors. These activities take clockwork horrors into areas where metal can be found, from underground mines to civilized areas where processed metal is often readily available. Clockwork horrors ignore non-mechanical creatures unless such beings pose a threat or obviously possess metal. The horrors' searches are methodical and efficient, resulting in the destruction of nearly everything in their path. An army of horrors can devastate an entire nation in a matter of weeks.

A clockwork horror appears as a four-legged, mechanical arachnid with a body about 2 feet in



diameter. It is made of a base metal (such as iron) overlaid with a thin patina of precious or semiprecious metal. A large gem is embedded in the creature's brow. A single razor saw is situated near the front of its head where a mouth would normally be located. The more powerful clockwork horrors are more fantastically designed and decorated than the lesser ones. Servant clockwork horrors with overlays of less precious metals are known to exist, but these serve the hierarchy primarily as laborers.

Clockwork horrors communicate in their own language of mechanical sounds. The linked mind that they share allows for instant communication among individual horrors within 10 miles of each other.

Logic indicates that since the horrors are mechanical beings, someone or something must have created them. What happened to that being is unknown. Some sages theorize that the adamantine horror rebelled against and slew its creator, then devised the other types of clockwork horrors to serve as its armies.

### Platinum Horrors

Platinum horrors are the generals and governors of all the lesser clockwork horrors. It is they who identify targets, devise strategies, and decide how best to deploy other horrors to achieve their goals.

### Combat

In combat, Platinum horrors fire lightning bolts at opponents before closing with them. In melee, they use their razor saws to sunder the weapons and armor of their enemies. Against magic weapons and items, a platinum horror's razor saw functions as a +3 weapon.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a lightning bolt 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC16) halves the damage. The save is Con-based. The modified horrors represented in this module can alter the damage between sonic and electrical, as well as make the damage non-lethal in nature. In the case of a sonic bolt the characteristics simply change to sonic damage but the spell-like ability is different for the purposes of spell immunity and the like.

### Adamantine Horror from *Monster Manual II (Modified)*

Small Construct

Hit Dice: 16d10+10 (98 hp)

Initiative:	+8
Speed:	50 Ft.
AC:	28 (+1 size, +4 Dex, +13 Natural), touch 15, flat-footed 24
BAB/Grp:	+12/+13
Attacks:	Razor Saw +18 melee (2d10+7)
Space/Reach:	5 ft / 5ft
Special Attacks:	spell-like abilities
Special Qualities:	Construct Traits, electricity immunity, linked mind, spell vulnerability, SR 22
Saves:	Fort +5, Ref +9, Will +12
Abilities:	Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15
Skills:	Balance +23, Climb +24, Jump +24, Hide +27, Move Silently +23
Feats:	Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Power Attack,
Climate/Terrain:	Any land or underground
Organization:	Assembly (1 plus 1-2 platinum horrors, 3-4 gold horrors and 5-20 electrum horrors)
Challenge Rating:	10
Treasure:	50% coins, 50% goods (gems only)
Alignment:	Always lawful evil
Advancement:	-

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a

particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are.

**Spell Vulnerability:** A clockwork horror is susceptible to the shatter spell, which blinds it for 1d4+1 rounds.

Clockwork horrors are intelligent, arachnid-like constructs that live as a hierarchical collective. They exist solely to strip entire worlds of worked and raw metals, which they use to produce more horrors. These activities take clockwork horrors into areas where metal can be found, from underground mines to civilized areas where processed metal is often readily available. Clockwork horrors ignore non-mechanical creatures unless such beings pose a threat or obviously possess metal. The horrors' searches are methodical and efficient, resulting in the destruction of nearly everything in their path. An army of horrors can devastate an entire nation in a matter of weeks.

A clockwork horror appears as a four-legged, mechanical arachnid with a body about 2 feet in diameter. It is made of a base metal (such as iron) overlaid with a thin patina of precious or semiprecious metal. A large gem is embedded in the creature's brow. A single razor saw is situated near the front of its head where a mouth would normally be located. The more powerful clockwork horrors are more fantastically designed and decorated than the lesser ones. Servant clockwork horrors with overlays of less precious metals are known to exist, but these serve the hierarchy primarily as laborers.

Clockwork horrors communicate in their own language of mechanical sounds. The linked mind that they share allows for instant communication among individual horrors within 10 miles of each other.

Logic indicates that since the horrors are mechanical beings, someone or something must have created them. What happened to that being is unknown. Some sages theorize that the adamantine horror rebelled against and slew its creator, then devised the other types of clockwork horrors to serve as its armies.

## Adamantine Horror

An adamantine horror is the supreme leader of the entire clockwork horror collective. Only one is believed to exist.

The adamantine horror directs the harvesting of metal and the creation of new horrors. It alone decides

which new horrors to make; thus it controls the composition of the collective. The adamantine horror holds the secret of animating a newly built horror body.

The adamantine horror's motives in its aggressive campaign to grow the collective are unknown. Some sages speculate that it strives to destroy rival cultures; others claim it has acquired a living thing's drive to reproduce. Whatever its motives, the creature is a master at destroying other civilizations.

## Combat

An adamantine horror devastates foes with its spell-like abilities from afar. In melee, it slashes through its enemies with its razor saw. Against magical weapon and items, an adamantine horror's razor saw functions as a +5 weapon.

**Spell-Like Abilities (Sp)** \*Note that these are changed in the adventure\*: At will – *disintegrate*, *implosion*, *Mordenkainen's disjunction*. Caster Level 14<sup>th</sup>; save DC 15+Spell Level.

## Justicator from *Monster Manual III*

Large Outsider (Lawful)

Hit Dice:	17d8+34 (110 hp)
Initiative:	+7
Speed:	30 Ft. (in full plate), 60 ft fly (good) (in full plate), base speed 40 ft, fly 90 ft (good)
AC:	26 (-1 size, +3 Dex, +5 Natural, +9 for <i>+1 mithral full plate</i> ), touch 12, flat-footed 23
BAB/Grp:	+17/+26
Attack:	<i>+1 greatsword</i> +23 melee (3d6+8, 17-20)
Full Attack:	<i>+1 greatsword</i> +23/+18/+13/+8 melee (3d6+8, 17-20)
Space/Reach:	10 ft / 10 ft
Special Attacks:	Smite chaos, spell-like abilities
Special Qualities:	Darkvision 60 ft, damage reduction 10/chaotic, immunity to paralysis,

	outsider traits, spell resistance 24
Saves:	Fort +12, Ref +13, Will +16
Abilities:	Str 21, Dex 17, Con 14, Int 13, Wis 18, Cha 12
Skills:	Concentration +22, Diplomacy +3, Heal +24, Intimidate +21, Knowledge (the planes) +21, Knowledge (religion) +21, Listen +24, Sense Motive +24, Spellcraft +21, Spot +24, Survival +4 (+6 on other planes)
Feats:	Greater Spell Penetration, Improved Critical (greatsword), Improved Initiative, Iron Will, Spell Penetration, Weapon Focus (greatsword)
Climate/Terrain:	Infernal Battlefield of Acheron
Organization:	Solitary, pair or justice (3-7)
Challenge Rating:	13
Treasure:	Standard plus +1 <i>greatsword</i> and +1 <i>mithral full plate</i>
Alignment:	Always lawful neutral
Advancement:	18-23 HD (Large); 24-34 HD (Huge)
Level Advancement:	-

**Smite Chaos (Su):** Four times per day, a justicator can attempt to smite chaos with one normal melee attack. It gains a +1 on the attack roll and +17 on the damage roll. If a justicator accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

**Spell-Like Abilities (Sp):** At will – *bless*, *detect chaos*, 3/day – *cure serious wounds*, *dimensional anchor*, *invisibility purge*, *silence* (DC 13); 1/day *dispel chaos* (DC 16), *greater command* (DC 16), *plane shift*. Caster Level 10<sup>th</sup>.

## Justicator

*An imposing man dressed in gold-inlaid mithral full plate stands composed with a serious manner. Magnificent black-and-white feathered wings sprout*

*from his back. His eyes glow gold under thick brows, and he wields a silvery greatsword.*

Single-minded forces for law, justicators travel the multi-verse to punish chaos. In doing so, they accord equal respect to archons and devils and equal hatred to demons and eladrins. Their goals often coincide with those of inevitables, and these two species sometimes work together.

A justicator stands 9 feet tall and weighs 500 pounds. Its eyes and weapons include all manner of metallic hues, ranging from electric metallic blue to antique copper.

Justicators speak Abyssal, Celestial, Common and Infernal.

## Combat

A justicator focuses on killing creatures it knows are chaotic and tries to avoid harming creatures it knows are lawful, but will do so in self-defense.

A justicator's natural weapons, as well as any weapon it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

## Topiary Guardians from *Monster Manual III*

Creating a Topiary Guardian that mimics a different animal (of Medium, Large or Huge size) is possible. Start with the base creature's normal statistics and make the following changes.

**Size and Type:** The creature's type changes to plant. Recalculate base attack bonus, saves and skill points based on the topiary guardian's Hit Dice (see below). Size is unchanged.

**Hit Dice:** Topiary Guardians have Hit Dice according to their size. Medium topiary guardians have 5 HD, Large topiary guardians 10 HD, and Huge topiary guardians 20 HD.

**Speed:** Land speed same as base creature. A topiary guardian does not gain any burrow, climb, fly or swim speed of the creature on which it is based.

**Special Attacks:** A topiary guardian gains the following special attack.

**Merciful (Ex):** A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Order to capture or subdue enemies cause the

topiary guardian to use nonlethal attacks; any other attack order causes the creature to deal lethal damage

**Special Qualities:**

**Damage Reduction (Ex):** A topiary guardian has damage reduction 10/slashing.

**Freeze (Ex):** A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

**Tremorsense (Ex):** A topiary guardian has tremorsense out to 90 feet.

**Vulnerability to Fire:** Topiary guardians are vulnerable to fire.

**Abilities:** A topiary guardian has a specific set of ability scores based on its size, as given below.

*Medium:* Str 17, Ex 16, Con 14, Int -, Wis 10, Cha 1.

*Large:* Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1.

*Huge:* Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1.

**Skills:** A topiary guardian has a +8 racial bonus on Move Silently checks.

**Environment:** Any.

**Organization:** Solitary or garden (2-8).

**Challenge Rating:** As base creature +1 or by size (Medium 3, Large 7, Huge 12), whichever is higher.

**Treasure:** None.

**Alignment:** Always neutral.

**Advancement:** -.

**Level Adjustment:** -.

## Appendix Four – Player Handouts

**Obsidian;** platinum clockwork horror (augmented); Sor12; CR 14; small construct; HD 12d10+10+12d4; hp 112 (128 with false life currently in effect); Init +7; Spd 30 ft.; AC 33 (+1 size, +7 Dex, +11 natural, +4 *mage armor*) touch 18, flat-footed 26; Base Atk +15; Grp +16; Attack melee +25 (1d12+11, +4 *razor saw*); Full Attack melee +25/+20/+15 (1d12+8, +4 *razor saw*); Space/Reach 5 ft / 5 ft; SA: spells and spell-like abilities SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 27, blindsense 60' (*wish*); AL LE; SV Fort +8, Ref +15, Will +14; Str 20, Dex 21/25 (with *cat's grace*), Con -, Int 15, Wis 20, Cha 21.

**Skills and Feats:** Concentration +33, Listen +27, Spot +28; Arcane Strike\*, Cleave, Combat Casting, Eschew Materials, Greater Spell Penetration, Power Attack, Practiced Spellcaster\*, Skill Focus: Concentration, Spell Penetration.

Spells (6/6/6/6/6/6/3; DC is 15+Spell Level). O – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1<sup>st</sup> *expeditious retreat*, *feather fall*, *grease*, *mage armor*, *shield*; 2<sup>nd</sup> – *bladeweave*\*, *cat's grace*, *false life*, *glitterdust*, *see invisibility*; 3<sup>rd</sup> – *dispel magic*, *displacement*, *haste*, *greater magic weapon*; 4<sup>th</sup> – *stoneskin*, *dimension door*, *invisibility (greater)*; 5<sup>th</sup> – *teleport*, *overland flight*; 6<sup>th</sup> – *true seeing*. CL 16

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 27) halves the damage. The attack can generate either electrical or sonic damage. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is Charisma-based. CL 24.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw

of a platinum horror acts as a +3 weapon (+4 in this case with *Greater Magic Weapon*).

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Melee Weapons (Ex):** The weapons of a clockwork horror count as both natural and manufactured weapons.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

Current Spells Active: 1<sup>st</sup> *mage armor*; 2<sup>nd</sup> *cat's grace*, *false life*; 3<sup>rd</sup> – *greater magic weapon*; 4<sup>th</sup> – *stoneskin*; 6<sup>th</sup> – *true seeing*.

\*See Appendix Two - New Rules

**Personality and Goals:** You are the leader of the remaining Elite Guard of the Adamantine Horror, and speak forcefully within the collective voice that is the Clockwork horror existence. You have found an affinity for magic in this world, with the skill coming incredibly fast. If you want anything, it is to protect the Gate and the further potential to travel to places in the Planes your mind could previously only hear about, not visit. Retreating from this plane is a good idea since it is clear that the forces arrayed against the deity calling itself Tharizdun are substantial and you gain nothing by sacrificing yourselves – regroup beyond and build up magical power without worry about destruction, before advancing again.

**Steel;** platinum clockwork horror (augmented); Sor10/Mnk1; CR 14; small construct; HD 12d10+10+10d4+1d8; hp 111 (127 with false life currently in effect); Init +7; Spd 30 ft.; AC 35 (+1 size, +7 Dex, +11 natural, +4 *mage armor*, +2 Monk) touch 20, flat-footed 28; Base Atk +14; Grp +19; Attack melee +23 (1d12+10, +3 *razor saw*); Full Attack melee +23/+18/+13 (1d12+10, +3 *razor saw*); Space/Reach 5 ft / 5 ft; SA: improved unarmed strike, spells and spell-like abilities SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 26, blindsense 60' (*wish*), flurry of blows; AL LE; SV Fort +9, Ref +16, Will +15; Str 20, Dex 21/25 (with *cat's grace*), Con -, Int 15, Wis 20, Cha 21.

**Skills and Feats:** Concentration +23, Listen +27, Spot +28, Tumble +11; Aesthetic Mage\*, Arcane Strike\*, Cleave, Combat Casting, Eschew Materials, Improved Grapple, Power Attack, Practiced Spellcaster\*, Spell Penetration.

Spells (6/6/6/4/6/6/3; DC is 15+Spell Level). O – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *read magic*; - 1<sup>st</sup> *benign transposition*\*, *expeditious retreat*, *feather fall*, *mage armor*, *shield*; 2<sup>nd</sup> – *cat's grace*, *death armor*\*, *false life*, *resist energy*; 3<sup>rd</sup> – *displacement*, *fly*, *greater magic weapon*; 4<sup>th</sup> – *stoneskin*, *invisibility (greater)*; 5<sup>th</sup> – *telekinesis*. CL 14

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 26) halves the damage. The attack can generate either electrical or sonic damage. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is Charisma-based. CL 23.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular

group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Melee Weapons (Ex):** The weapons of a clockwork horror count as both natural and manufactured weapons.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** 100 +3 arrows (damage 1d8+3, all *Greater Magic Weapons*)

Current Spells Active: 1<sup>st</sup> *mage armor*, 2<sup>nd</sup> *cat's grace*, *false life* 3<sup>rd</sup> – *greater magic weapon (3)*, 4<sup>th</sup> – *stoneskin*.

\*See Appendix Two - New Rules

**Personality and Goals:** You are the second in command of the remaining Elite Guard of the Adamantine Horror, and rarely speak within the collective voice that is the Clockwork horror existence. You have found an affinity for magic in this world but it is mixed with an appreciation for direct combat. If you want anything, it is to leave this place and this Gate and perfect your skills. Although the Dark God Tharizdun seems very powerful, it has a coalition of extreme power arrayed against it. You would prefer to face such forces at a time and place of your own choosing, not forced into combat on what appears to be a suicide mission.

**Lava;** platinum clockwork horror (augmented); Sor12; CR 14; small construct; HD 12d10+10+12d4; hp 112 (128 with false life currently in effect); Init +7; Spd 30 ft.; AC 33 (+1 size, +7 Dex, +11 natural, +4 *mage armor*) touch 18, flat-footed 26; Base Atk +15; Grp +16; Attack melee +24 (1d12+10, +3 *razor saw*); Full Attack melee +24/+19/+14 (1d12+10, +3 *razor saw*); Space/Reach 5 ft / 5 ft; SA: spells and spell-like abilities SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 27, blindsense 60' (*wish*); AL LE; SV Fort +8, Ref +15, Will +14; Str 20, Dex 21/25 (with *cat's grace*), Con -, Int 15, Wis 20, Cha 25 (*wish*).

**Skills and Feats:** Concentration +23, Knowledge (arcane) +7, Listen +22, Spot +23, Tumble +11; Arcane Preparation\*, Arcane Strike\*, Chain Spell\*, Combat Casting, Empower Spell, Energy Substitution (Acid)\*, Eschew Materials, Practiced Spellcaster\*, Quicken Spell.

Spells (6/7/6/6/5/3/1; DC is 17+Spell Level). O – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *read magic*; - 1<sup>st</sup> *benign transposition\**, *feather fall*, *grease*, *mage armor*, *shield*; 2<sup>nd</sup> – *cat's grace*, *combust\**, *false life*, *resist energy*, *scorching ray*; 3<sup>rd</sup> – *chain of missiles\**, *contagious fog\**, *displacement*, *fly*, *giant's wrath\**; 4<sup>th</sup> – *blast of flame\**, *fireshield*, *prismatic ray\**, *invisibility (greater)*; 5<sup>th</sup> – *contingent energy resistance\**, *telekinesis*; 6<sup>th</sup> – *fires of purity\**. CL 16

**Prepared spells:**

4<sup>th</sup> – *empowered scorching (acid) ray*, *chain grease*

5<sup>th</sup> – *quicken benign transposition (2)*, *empowered chain of missiles*

6<sup>th</sup> – *chain dispel magic*, *quicken scorching (acid) ray (2)*.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 29) halves the damage. The attack can generate either electrical or sonic damage. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is Charisma-based. CL 24

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be

healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Melee Weapons (Ex):** The weapons of a clockwork horror count as both natural and manufactured weapons.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** 100 +3 arrows (damage 1d8+3, all *Greater Magic Weapons*)

Current Spells Active: 1<sup>st</sup> *mage armor*; 2<sup>nd</sup> *cat's grace*, *false life*.

\*See Appendix Two - New Rules

**Personality and Goals:** You are the mass damage expert the remaining Elite Guard of the Adamantine Horror. You prefer action and explosions and your newfound affinity for magic has allowed this to become obvious. The dangers of this world are merely one part of that magic. You would prefer to retreat through the Gate and choose another plane to attack – one with less magical defenses that can be employed against you...

**Serendipity;** platinum clockwork horror (augmented); Ftr6; CR 14; small construct; HD 12d10+10+6d10; hp 112; Init +7; Spd 30 ft.; AC 36 (+1 size, +6 Dex, +11 natural, +8 for +4 *mithral chain shirt*) touch 17, flat-footed 30; Base Atk +15; Grp +18; Attack melee +28 (1d12+16, +4 *razor saw*); Full Attack melee +28/+23/+18 (1d12+16, +4 *razor saw*); Space/Reach 5 ft / 5 ft; SA: spell-like abilities SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 21, blindsense 60' (*wish*); AL LE; SV Fort +8, Ref +15, Will +14; Str 24, Dex 22, Con -, Int 15, Wis 20, Cha 17.

**Skills and Feats:** Listen +21, Spot +22, Tumble +11; Close Quarters Fighting\*, Combat Expertise, Combat Reflexes, Dodge, Elusive Target\*, Karmic Strike\*,

Mobility, Power Attack, Quicken Spell-like Ability (Lightning bolt 3/day), Weapon Focus (Razor Saw), Weapon Specialization (Razor Saw).

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 22) halves the damage. The attack can generate either electrical or sonic damage. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is Charisma-based. CL 18.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Melee Weapons (Ex):** The weapons of a clockwork horror count as both natural and manufactured weapons.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

Current Spells Active: 3<sup>rd</sup> *greater magic weapon* (+4), *magic vestment* (+4). CL 16

\*See Appendix Two - New Rules

**Personality and Goals:** You are the real expert in hand-to-hand combat amidst the remaining Elite Guard of the Adamantine Horror. You prefer things up close and personal and if the plan is not going that way, you are not interested. The Gate is an interesting strategic question but it remains to be seen if it can be held for any length of time by those that oppose the Dark God Tharizdun. A retreat to your home plane and more preparation and practice is the only reasonable

course of action as far as you are concerned, before returning to this Plane.



**Sequoia;** platinum clockwork horror (augmented); Mnk6; CR 14; small construct; HD 12d10+10+6d8; hp 104; Init +7; Spd 50 ft.; AC 39 (+1 size, +4 for *magical vestments*, +7 Dex, +11 natural, +5 Wisdom, +1 Monk) touch 23, flat-footed 32; Base Atk +13; Grp +18; Attack melee +23 (1d12+11, +4 *razor saw*); Full Attack melee +23/+18/+13 or +22/+22/+17/+12 (1d12+11, +4 *razor saw*); Space/Reach 5 ft / 5 ft; SA: spell-like abilities SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 21, blindsense 60' (*wish*), flurry of blows, improved unarmed strike, evasion, still mind, slow fall 30 ft, purity of body, ; AL LE; SV Fort +8, Ref +15, Will +14; Str 20, Dex 25, Con -, Int 15, Wis 20, Cha 17.

**Skills and Feats:** Balance +14, Escape Artist +12, Jump +20, Listen +21, Spot +22, Tumble +30; Combat Reflexes, Deflect Arrows, Dodge, Elusive Target\*, Improved Grapple, Improved Trip, Mobility, Power Attack, Stunning Blow, Weakening Touch\*.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 22) halves the damage. The attack can generate either electrical or sonic damage. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is Charisma-based. CL 18.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Melee Weapons (Ex):** The weapons of a clockwork horror count as both natural and manufactured weapons.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

**Possessions:** 100 +3 arrows (damage 1d8+3, all *Greater Magic Weapons*)

Current Spells Active: 3<sup>rd</sup> *greater magic weapon* (+4), *magic vestment* (+4). CL 16

\*See Appendix Two - New Rules

**Personality and Goals:** You are possibly the ultimate extension of order in the remaining Elite Guard of the Adamantine Horror. Your experiences here in this plane have ordered your mind even more so than it has been before and logic is your only deity. The Dark God Tharizdun has power but is unfocussed and the battle here has been lost before it began. Returning to your plane is sensible, as is abandoning any loyalty to Tharizdun. Once home again, you could teach what you know as a means of developing an even greater adherence to law. Unless you have something to add to a discussion, you remain silent, contemplating what is being said and why.

**Muffin;** platinum clockwork horror (augmented); Rog12; CR 14; small construct; HD 12d10+10+12d6+24; hp 148; Init +12; Spd 30 ft.; AC 34 (+1 size, +8 Dex, +11 natural, +4 for *mage armor*) touch 19, flat-footed 26; Base Atk +18; Grp +19; Attack melee +29 (1d12+11, 19-20 crit, +4 *razor saw*); Full Attack melee +29/+24/+19/+14 (1d12+11, 19-20 crit, +4 *razor saw*); Space/Reach 5 ft / 5 ft; SA: spell-like abilities SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 27, blindsense 60' (*wish*), sneak attack +6d6, evasion, trap finding, trap sense +4, uncanny dodge, improved uncanny dodge, crippling strike; AL LE; SV Fort +8, Ref +20, Will +14; Str 20, Dex 26, Con -, Int 15, Wis 20, Cha 18.

**Skills and Feats:** Balance +15, Escape Artist +23, Hide +39, Jump +20, Listen +32, Move Silently +24, Spot +32, Tumble +37; Combat Reflexes, Dodge, Elusive Target\*, Improved Critical (razor saw), Improved Initiative, Improved Toughness\*, Mobility, Power Attack, Staggering Strike\*.

**Lightning Bolt (Sp):** Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 26) halves the damage. The attack can generate either electrical or sonic damage. Each different energy type makes a different type of spell-like discharge (for the purposes of spell immunity and the like). The save DC is Charisma-based. CL 18.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor or in the event of a sunder attempt, the razor saw of a platinum horror acts as a +3 weapon.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are. A group is any number of clockwork horrors within line of sight of one another.

**Melee Weapons (Ex):** The weapons of a clockwork horror count as both natural and manufactured weapons.

**Vulnerabilities:** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

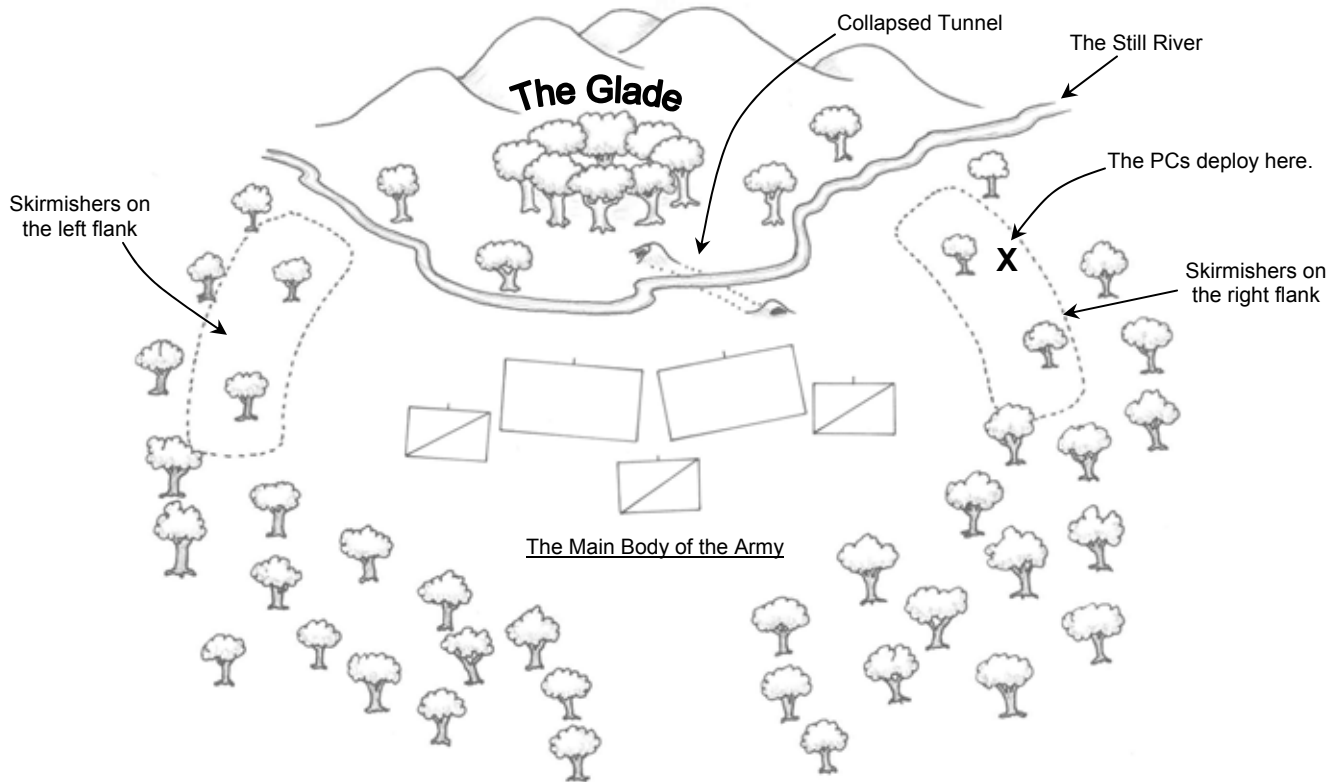
Current Spells Active: 3<sup>rd</sup> *greater magic weapon* (+4), *mage armor*: CL 16

\*See Appendix Two - New Rules

**Personality and Goals:** Direct physical specimens find your skills require too much precision to be used in mass combat, but you are the acknowledged stealth expert in the remaining Elite Guard of the Adamantine Horror. The fight before you is unappealing – it is sprawling, vast and makes little or no use of your particular skills. Retreating through Gate appeals, to bide your time and train more such as you. Returning to this Plane here holds no particular interest. You are smooth and succinct in your comments and your actions.

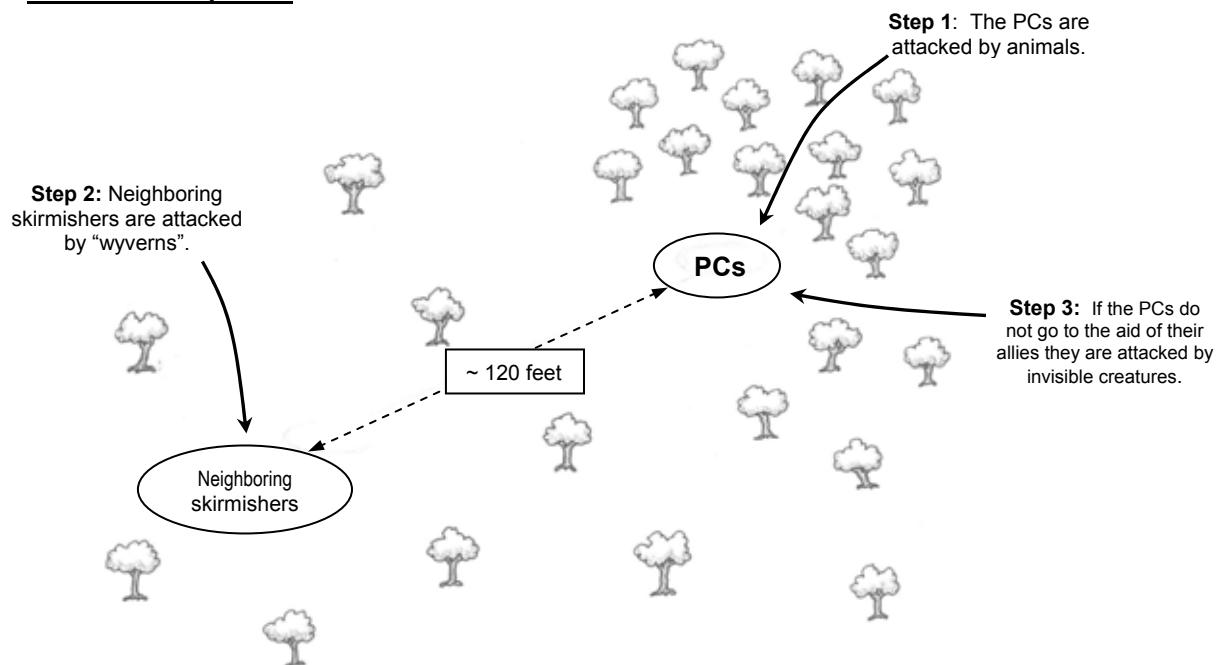
## MAP #1: Initial Engagements

### Army Deployment

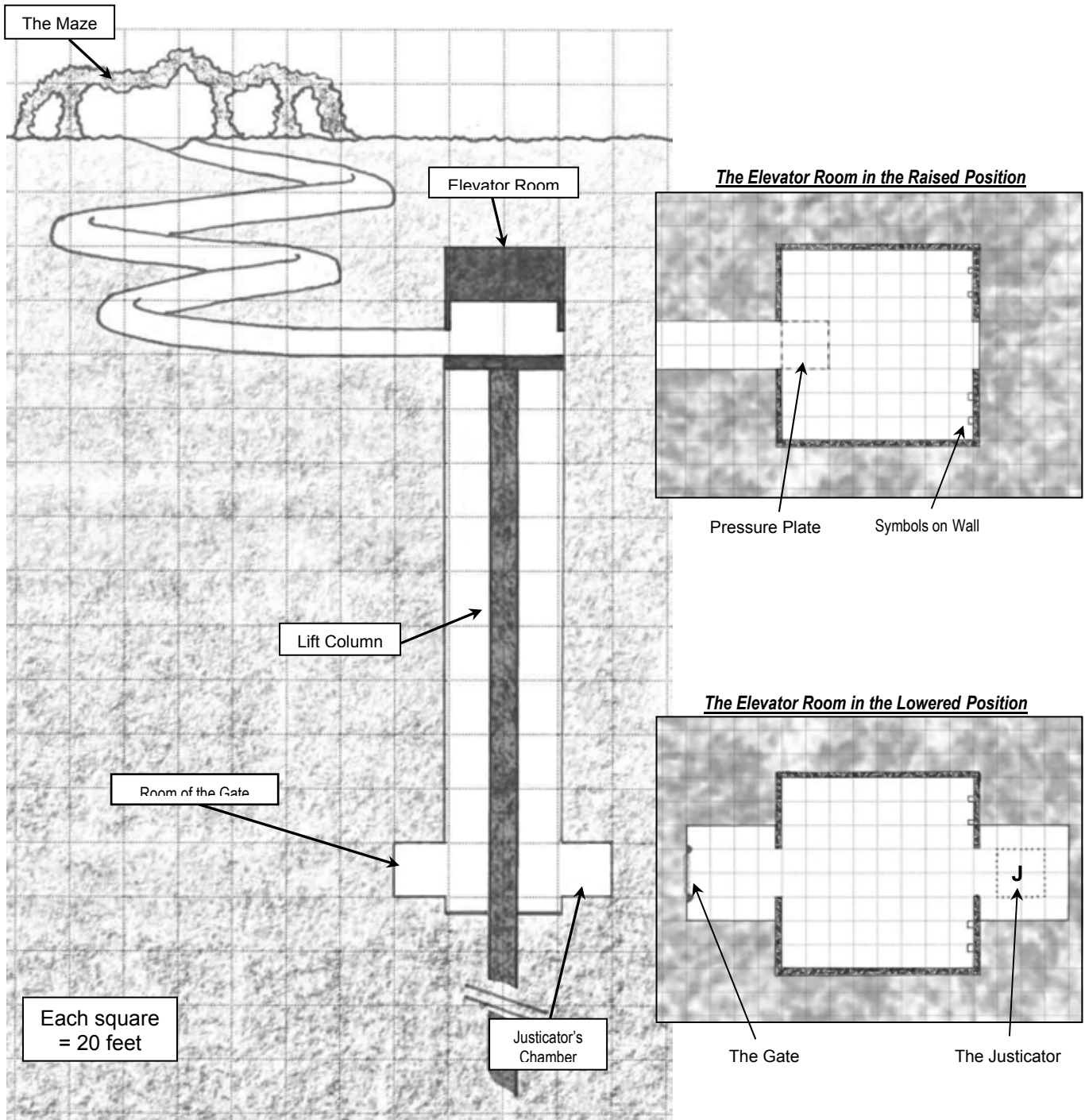


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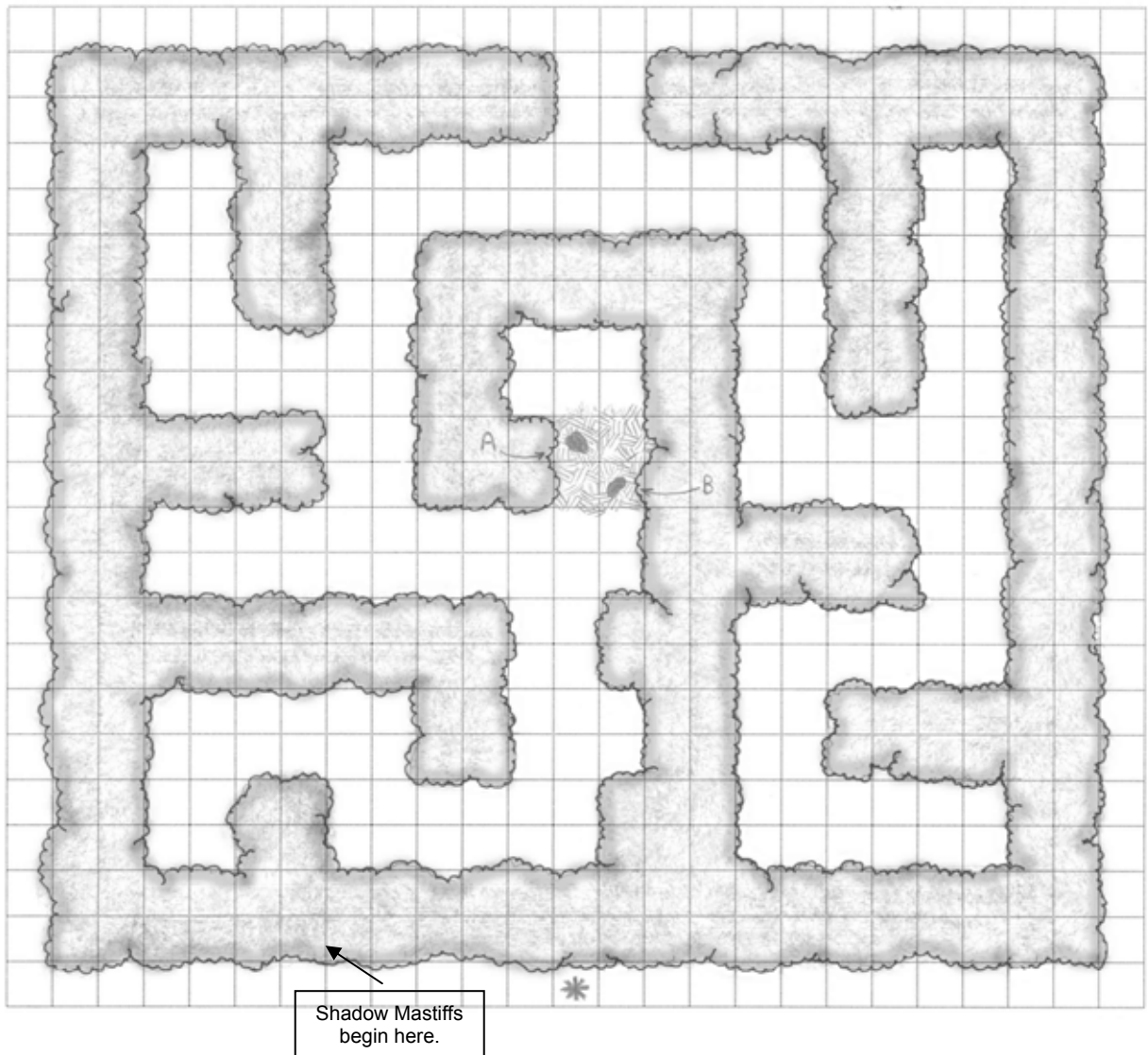
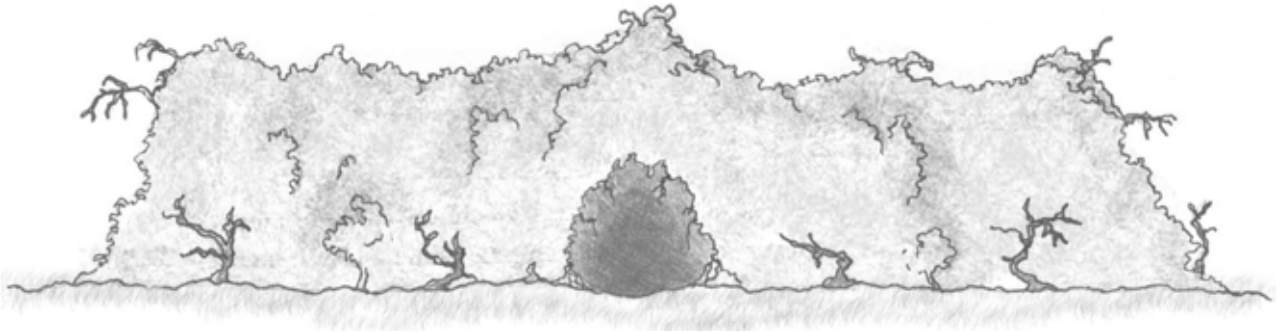
### Encounter Sequence



## MAP #2: The Underground Complex



MAP #3: The Maze of Liori of the Green



## Critical Events Checklist

Please fill out the following checklist at the end of the adventure,

**1. Which platinum horror choice did the players agree upon?**

- ☐ a. Regroup and return: Obsidian, Lava, Serendipity
- ☐ b. Retreat and never return: Steel, Sequioa, Muffin.

**2. Which army did the players choose?**

- ☐ a. Ketites
- ☐ b. Elves
- ☐ c. Neither

**3. Did the players choose an alliance of Ketites and elves?**

- ☐ a. Yes
- ☐ b. No
- ☐ c. They defaulted to an alliance

**4. How did they use the wild elves' offer of help?**

- ☐ a. Used the wild elves wisely and considerately
- ☐ b. Used the wild elves recklessly and sacrificed their lives

**5. Did they defeat the horror at the gate (APL 10-12) or the horrors in the grove (APL 2-8)?**

- ☐ a. Yes
- ☐ b. No

**6. Did the armies part amicably after the hags' battle?**

- ☐ a. Yes, successfully diplomacized for continued negotiations.
- ☐ b. No, either successfully diplomacized for status quo, or unsuccessfully diplomacized for further negotiations, or were defeated by the hags or did not do the Extended Play Option.

Please transmit the results (e.g. 1a, 2b, 3a, etc) to [ketcoc@yahoo.com](mailto:ketcoc@yahoo.com)