

KET6-01

The Prize

A One-Round D&D® LIVING GREYHAWK™ Regional Adventure set in Ket

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From the Yatil Mountains comes the horror army. Undeterred by the forces arrayed before them, the army bypasses all defenses and is headed directly into the Bramblewood itself. Can it be stopped? Should it be stopped? The dangers of the forest wait, possibly more so than they have ever been before. The penultimate adventure in the Natural Evolution Series. An adventure for character levels 1 to 14. (APLs 2-12).

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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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.

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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 1st-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.

Adventure Background

Archons and Spellcasting in the Adventure

The Archons are in a military situation in this adventure. They do not cast spells for the PCs beyond those required by the adventure to assist movement. If a character has a pearl of power of the appropriate level, however, or a scroll, the Archons are capable of casting a spell for the character from their list and do so at no charge. They do not offer this service, but do so if questioned. At no point do they cast other spells, even if payment is offered (all spells are allocated to the military effort for the day).

Beygraf Zoltan and the aftermath of the Greyhawk Wars

Beygraf Zoltan was the ruler of Ket who allied with Iuz during the Greyhawk Wars and conquered Bissel. This lightning campaign was met with virtually no opposition from the Bisselites (who, to be fair, had mustered most of their forces to oppose Iuz and were not in position) and established a jaundiced view of the country and its capabilities in Ket. When the leader of Bissel committed suicide rather than surrender to the occupying forces, a number of growing concerns about the government and the direction of the Beygraf came to a head. The eventual result was the assassination of Zoltan and the installation of a new, more moderate leader (chosen from the army in Bissel). Beygraf Naidad assumed power at that point, with the support of the True Faith hierarchy who declared that he was the true "Shield of the Faith" and that Zoltan had been corrupted and therefore was unworthy of the position.

Unlike many other changes in rulership, whether at the Beygraf level or below, this one did not involve the wholesale destruction of the pre-existing noble family as well. Aside from the obvious distaste for the act in the strict LN society of Ket, only Zoltan was declared corrupt and so his family was under no sentence nor had committed any crimes. They were stripped of their lands by Naidad (to support his own family and to solidify his hold on power) but retained some ancestral lands between the Banner Hills and the Bramblewood that was the lands of his first wife through marriage, not from his position as Beygraf.

When Zoltan was assassinated (and no *raise* or the like was permitted), his family withdrew to these lands and dropped out of active politics, content to stay hidden from view and simply as a local Bey (noble) for their area.

Divination

Divination in this adventure works as well as intended. Indeed, much of the information obtained comes from the Archons of Ket themselves (the organized wizardry of Ket) who have finally managed to put together enough information to be of use. The Archons themselves ordered the military to withdraw to defensive positions and has yet to decide whether a defense of the Bramblewood is actually warranted.

The Gate

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 a permanent Gate to another dimension buried under the ground and guarded

by a tribe of elves. This Gate was used by Tharizdun in an age long past to summon to him allies for his fight to destroy this plane – allies such as the clockwork horrors.

Grigor al'Mullah

Grigor al'Mullah is a member of the Fervent Faction, a distinct fundamental organization within Ket that seeks a return to the extreme law and order days of the near past. Predominantly composed of mullahs and those within the governing structure of Ket, they generally oppose the liberalization of the laws such as has occurred in the past few years. A recent victory for them has been the imposition of the laws of Lopolla (relating to arms and armor) in all walled cities and towns of the country – this particular oversight always bothered them and the enforcement is something they rejoice in at this time.

Gregor was assigned to the court of the Bey Sylvana when it was realized that she might have political aspirations to the position of her father (the former Beygraf). He is a representative of the government provided so as to advise the Bey, with a distinct emphasis on ensuring that she does not succumb to the corruption of her father. As a result of their rather fiery personalities, neither Gregor nor Sylvana get along with one another, but they adhere to strict protocol and ensure that this does not interfere with their daily activities.

Gregor is tall for a Bakluni at 6'0" but skinny and of pale complexion. He dresses in the robes of a Mullah at all times (he even has a set of nighttime robes that are patterned on the daily garb of a priest). He is quite a strict adherent of the True Faith and is very much in favor of the Fervent Faction making public their views – to that end he practices no deception about them, their names, or their goals.

Horror Evolution

The clockwork horrors have shown a distinct tendency to grow and adapt themselves over time, being exposed to the varying powers and abilities of the PCs that 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 Horrors

The history of the clockwork horrors goes back to the time of the Silver Pick and Black Hammer clans of the Yatil Mountains discovering a damaged adamantine horror and repairing it to assist in construction of a

massive underground tunnel that was to connect the Yatil Mountains and Barrier Peaks. The eventual result was the destruction of the Silver Pick clan itself and the flooding of the tunnel that had been built to that point, isolating and destroying the horrors that had been created to that point.

Centuries later, a similar mistake is made by a gnomish inventor in Ket, who repairs a smaller clockwork horror and is kidnapped by it to repair the more elaborate 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 is caught off guard and has retreated to strong defensible positions, hoping to trap the horrors in a singular field of battle...and that hope has been dashed.

The horrors have bypassed all defenses save the initial assault on the Bulwark of Molvar (a fortress built to specifically hold off the horrors north of the city of Molvar). Their progress is rapid and yet the loss of life and property has been minimal.

Knowledge of the Horrors

Anyone with this AR Award (from **Ket5-02 Recruitment Drive**) may sneak attack and score critical hits against any horror in this adventure. They may impart this information to other PCs if they desire at a rate of one person per positive point of charisma (eg. A person with a Charisma of 12 can impart this knowledge to one other person). Only those with the actual award may impart the knowledge.

Season and Weather

It is late spring and the average temperature has reached 20 degrees in the heartland of Ket. The early rains of spring have subsided and the average day is dry, with winds coming from the North and West. There are no large weather patterns expected in the next week (the duration of this adventure) and the skies are clear, both during the day and at night. It is a full moon(s) for the 2nd, 3rd and 4th day of the week.

Sylvana ibn Zoltan and Cirquor the New Rider

Sylvana is the daughter of the former Beygraf of Ket (Zoltan, assassinated during the Greyhawk Wars for betraying the social foundations of Ket). She is 5'6" tall, with straight black hair she wears down to her waist, black eyes and a tanned complexion. She dresses in

military garb frequently, preferring the robes of the Paynim riders to the most austere conservative dress of women in the countryside of Ket. She was spirited away before any wholesale destruction of her family that took place after her father was killed but has now returned to the mainstream of Ket and is eager to establish her position. She has a significant claim to the rule of the land if the current Beygraf dies childless and may be looking for support in that endeavor. Regardless of her motivations, she is ably assisted by Cirquor the New Rider.

Cirquor is the young man from **Ket4-06 At the Feet of the Dragon** who tended Rary's garden when the tower was removed and who looked toward a future during that particular adventure. He was adopted by the Paynim tribes as a whole in the aftermath of that adventure and has worked diligently to establish himself as a worthy successor to Rary (thus his new chosen title, the New Rider). Whether or not he has any relation to the former Archmage of Ket remain a matter of quite considerable debate and a question to which he does not yet have an answer. At this juncture there is no known or rumored liaison between him and Sylvana and he is noted for his strictly business relationship with all around him.

Sylvana and the Balance Trust

Grigor is a member of a faction within the government and True Faith religious structure called the "Fervent Faction". These are conservative ideologues who want a return to the rigidly lawful and purely defined laws and social norms that were established during the rise of the first Beygraf. Opposing them, for a variety of reasons, is an organized "faction" (in quotes only because it does not consider itself a political animal as of yet) calling itself the Balance Trust. The Trust is attempting to continue the liberalization of the laws that has transpired in recent years and the shift of power from the True Faith authorities to the Beys.

Although Sylvana would appear to be a natural fit for the Balance Trust, she is suspect because of her connections to her father, the previous Beygraf of Ket and has not yet been approached by their agents. She does, however, know of them through her own connections and can give minimal information (essentially that above). It may or may not have an impact in discussions with either Sylvana or Grigor but in heated moments she accuses him of being nothing more than a lap-dog for his masters in the Fervent Faction and he accuses her of callously throwing away the traditions that made Ket great.

Wild Elves of the Bramblewood Forest

Unlike the Wood Elves of the Bramblewood, the Wild Elves are unrelentingly xenophobic toward any who are not elves. They go about their lives in solitude, although it is a major struggle in the Deep Bramblewood. Unlike many Wood Elves, whose generally good nature makes them fire warning shots to trespassers, Wild Elves in the Bramblewood shoot to kill. They see anyone outside their tribes as enemies or potential threats – only the tremendous threat posed by the Clockwork Army itself is making them even contemplate partial cooperation in this adventure.

Adventure Summary

Introduction – Summons: The PCs are summoned by the Archons of Ket. The actual specifics of the assignment are kept from them but the general gist is conveyed.

Encounter One – Starting Point: The PCs are brought to the staging point for the Vay Raste who are keeping an eye out on the horrors. They are given their assignments (which vary based on APL) and compensation, as available, is discussed.

Encounter Two – Trees: The PCs are transported to their starting points in the Bramblewood and can begin to make their way on their respective tasks.

Encounter Three – Driven: Animals of the Bramblewood, driven out by the approaching army, attack the PCs as a territorial impulse.

Encounter Four – Skirmish Line: The horrors reach the Bramblewood and begin to enter, sparking a conflict with an elven defensive force to the west of the PCs. Possible interaction and conflict on all sides.

Encounter Five – Independence: A human-led force drives into the horror army and emerges near the PCs. It is time for decisions about what to do!

Encounter Six – A Line in the Trees: The advancing horror army approaches and the PCs must decide if to fight and then for how long.

Conclusion: The horror army occupies a small chunk of the Bramblewood and again prepares to move forward. The relative involvement of all sides is measured against the dangers that it entails...and political factions vie for influence on the Ket side.

Introduction: Summons

The plot hook in this adventure is typical of Ket. It is a summons and demand for assistance by the government itself. There is no thought of anyone turning down the Archons, but there is also the typical willingness to pay for services rendered.

For any party predominantly composed of those from outside the region of Ket, the Archons are less sanguine about their motivations and possible trustworthiness (they are not entirely sure of those inside the region but they reason they can keep a closer eye on them). As a result, proceed to **"The Likes of You"**.

For all other parties, proceed to **"Your Task..."**

The Likes of You

It is with some surprise but almost resignation that everyone turns as a tall man in a turban appears in the middle of the road. He glances around and orients himself, striding forward. Upon his chest the scimitar and book symbol worn by some Archons is prominently displayed.

"Greetings. My name is Nazib ibn'Mullar, Vay Raste. I come to you with a request for assistance. First though, who are you and what affiliation do you have with Ket?"

The Archon (for that is what he is) is asking what metaorganizations the PCs belong to – and, effectively, if they admit to same. It is important to note if any organizations are claimed as this has an impact on final rewards in this adventure.

After listening patiently to their introduction (and it is a good time for the PCs to do likewise), he continues:

"We have recently obtained information that the goal of the horrors is a portal in the Bramblewood itself. To that end we must thank the actions of a small group of devoted Ket loyalists, including amongst them Cosima ibn Said and Omar of the Puppeteers. With the knowledge they gained at the battle of the Bulwark [Ket Interactive 5-04 In Harm's Way] we have made great strides in understanding our uncommunicative foe."

"The horrors, if you do not know, are smallish metal creatures whose existence appears to have little in the way of a beneficial outcome for Ket. They have invaded us, with an army composed of their own kind and half iron-golems."

"To be quite frank, we have lost every engagement with them. Their numbers and sheer determination as well as magical capabilities have defeated us to this point. As a result, we are actually quite relieved to discover they want nothing with our nation, but rather with the Bramblewood."

"This brings us to your participation. We need to ensure that this incursion does not come back to haunt Ket in the future. We must be sure that whatever it is that the horrors seek in the forest, they keep in the forest and that it does not affect us. We have recently been able to scry upon the army for the first time and we must use this advantage at once. If you agree, come with me and I will transport us to a closer place."

There is little room for negotiation at this point. If the PCs press the point, Nazib concedes that further discussions are needed when they reach their waypoint. He does not want to discuss anything further here for fear of other types of scrying and lost opportunity. If they refuse his request to go with him, the adventure is over and you can proceed to **Conclusion**.

If the PCs, or some of them, accept the offer, Nazib teleports them to the staging grounds. He is a 12th level caster and has memorized a total of 5 teleports for the day. One was used to get here and he is willing to use the other four to make the trip twice – which should be enough for everyone and their animal companions. If it is insufficient, he can call in one additional Archon with another teleport at 12th level. If that is not sufficient, some must either be left behind or the party must turn down his request. Should some still proceed (or all) move to **Encounter 1 – Starting Point**.

Your Task...

It is with some surprise but almost resignation that everyone turns as a tall man in a turban appears in the middle of the road. He glances around and orients himself, striding forward. Upon his chest is a symbol of a scimitar and a book.

"Greetings. My name is Nazib ibn'Mullar. I come to you with a request for assistance. First, however, who are you?"

The symbol upon his chest is that of the Archons (not a specific branch) and it is a Knowledge (local –vtf) or (nobility) check [DC 15] to realize this fact. The Archons are the organized wizards of Ket and the Vay Raste are the Air Wizards (the Archons being divided into the 4 Western elements of Fire, Earth, Water and Air, each with a distinct specialty such as spying, combat and so on).

Once PCs have introduced themselves and explained their existence to Nazib, he continues:

"We have recently obtained information that the goal of the horrors is a portal in the Bramblewood itself. To that end we must thank the actions of a small group of devoted Ket loyalists, including amongst them Cosima ibn Said and Omar of the Puppeteers. With the knowledge they gained at the battle of the Bulwark [Ket Interactive 5-04 In Harm's Way] we have made great strides in understanding our uncommunicative foe."

"The horrors, if you do not know, are smallish metal creatures whose existence appears to have little in the way of a beneficial outcome for Ket. They have invaded us from the north, out of the Yatil Mountains, with an army composed of their own kind and half iron-golems."

"To be quite frank, we have lost every engagement with them. Their numbers and sheer determination as well as magical capabilities have defeated us to this point. As a result, we are actually quite relieved to discover they want nothing with our nation, but rather with the Bramblewood."

"This brings us to your task. We need to ensure that this incursion does not come back to haunt Ket in the future. We must be sure that whatever it is that the horrors seek in the forest, they keep in the forest and that it does not affect us. We have recently been able to scry upon the army for the first time and we must use this advantage at once. Your presence here is fortuitous. Yes, we consider you expendable but the rewards may be worth it. If you agree to assist us, come with me and I will transport us to a closer place."

There is little room for negotiation at this point. If the PCs press the point, Nazib concedes that further discussions are needed when they reach their waypoint. He does not want to discuss anything further here for fear of other types of scrying and lost opportunity. If they refuse his request to go with him, the adventure is over and you can proceed to the **Conclusion**.

Development

If the PCs, or some of them, accept the offer, Nazib teleports them to the staging grounds. If Nazib does not have sufficient spells to bring in the party with his spellload, he uses Pearls of Power from the camp to replenish and cast them again. Essentially, he has enough spells eventually. Should some still proceed (or all) move to **Encounter 1 – Starting Point**.

All APLs

☛ **Nazib:** Human (mixed human) Wizard; 56 hp; See Appendix One.

Encounter One: Starting Point

The tent in which you appear is a large affair, tall enough to accommodate horseback riders entering through the main flaps. Guards and wizards in attendance lower weapons at the sight of you, dropping back into a less hostile but wary stance.

Nazib steps forward and addresses a man in dark blue robes.

"These are the ones you indicated would..." and he is interrupted before he can say anything further.

"Just once," the other man barks, grimacing, "can you return here without setting off every alarm? Very well, I have some idea who these are. Take them to the Mirror tent. We have a mock-up created in there of what we face.

Inside the tent to which the PCs are led is a large mirror, beautifully decorated with gold and silver filigree. Any spellcaster recognizes it as a focus for arcane scrying. There are also six sets of cushions strewn about the tent and some sweetmeats and a pot of hot tea upon a small table in the centre. Nazib requests that the PCs make themselves comfortable while he summons another to give them instructions.

After a period of a few minutes, a short man of mixed Baklunish/Oerdian descent enters the tent and bows low before everyone.

"My name is Silthar. I understand you are here to assist in our information gathering. Please, remain seated or wherever you find comfortable and I will endeavor to answer your questions."

"First of all, we are currently about one hour's hard ride from the Irafa Road as it emerges from the Bramblewood. For those of you who do not know, this is the primary trade route down to the Sheldomar Valley and beyond. The horror army is between us and that entrance, though they do not threaten the road in any manner at this point.

"You are not in any of our towns or cities. As you may or may not be aware, the High Jurats have recently issued a proclamation, supported by the Beygraf, reinstating the laws of Lopolla throughout the land.

All walled towns and cities must now comply with the standard restrictions on arms and armor – quite frankly, it was always a mystery to me how that little bit of legalese never got enacted before. Suffice it to say, we need you armed and ready and so we are not within the walls of any such places in Ket.”

“Make no mistake, though. Whether we appreciate your services or not, or if you are an honored member of our various affiliates here in Ket, your presence here is to assist us not cause a drain on our resources. Once you are sent on your mission, you are on your own. You can expect no support from us save during your extraction from the Bramblewood. Do not be under the mistaken belief that we will somehow drop our other plans to suddenly rescue you or do something similar if things go wrong.”

“Your task is to do the following”:

“[APL 2-4] We wish for you to scout into the Near Bramblewood where the horror army obviously intends to enter and verify that the lay of the land has not changed. Once that is done, capture a horror of any type and return with it to the extraction point – it does not still have to be functional. We have mapping equipment for you here to utilize.”

“[APL 6-8]. Using information obtained earlier, travel to the far reaches of the Near Bramblewood and determine if there are any natural or other impediments to the progress of the horror army there. Bury these rods on the ground in the area, according to the pattern we provide, and then return to the extraction point immediately.”

“[APL 10-12]. Teleport directly to the far reaches of the Near Bramblewood, to a prepared location. Observe the approach of the horror army and engage some scouting forces to determine the strength of the forward screen of the army.”

“Now, do you have any questions?”

Silthar and the Missions

Silthar genuinely wants the PCs to succeed but is also very much aware of their status as expendable resources. If asked, it is to be made clear that the government of Ket considers adventurers a useful tool but one that cannot be adequately controlled. As a result, they are viewed with a high degree of suspicion, as they frequently allow personal opinions and concerns to override the orders they may or may not have been given.

Silthar nevertheless wants them to be as well informed as possible and makes no attempts to keep any of the following information secret. He does not reveal any

details about planned military operations of Ket against the Horrors, for reasons of national security (such as where the troops might be that were to have opposed the advance of the horror army – pulled back into defensive positions on either side of the advance itself).

The following are his answers to questions as they arise. As the case may be, paraphrasing or drawing together of answers from varying sources may be required:

Compensation

The PCs are to keep nothing they find on the horrors. If they find anything else, they can keep it after the Archons have reviewed it to ensure it is not relevant. All items handed over the Archons are compensated at fair market value.

In return for just going on the mission, the Archons also offer either government resources (especially valuable to those from metaorganizations) or just cash – and the players may only make one choice or the other. Cash compensation equals 100 gp per APL at which the adventure is played (so 800 gp at APL 8). The degree of compensation varies based on the success of the party and is further explained in the Conclusion.

How are the Horrors armed or equipped

The Horrors are all small sized constructs with an apparent linked mind whose range is currently unknown. They all have spell resistance, which grows stronger with the more advanced units. Unlike most constructs, they have neither DR nor hardness, although they do have an electrical immunity. Their natural armor ratings are very high and they have taken to wearing armor to supplement this.

Standard equipment on horrors includes pressure darts and razor saws for ranged and melee combat respectively. They are now known to have begun to train in advanced combat tactics and have also acquired an affinity for magic, with sorcerers being more common than wizard types.

The more advanced horrors, the golds and platinums, can fire blasts of electrical energy every 2 rounds, and they have recently modified these to include both a sonic variant and a stunning variant (non-lethal damage). All horrors are immune to electrical damage.

There are rumors that came out of the recent conflict that a large sized horror is now in existence, with far greater close combat capabilities. Be wary for this creature, although our initial scrying does not show any of them with the army now.

What of the Bramblewood Inhabitants?

No inhabitants of the Bramblewood are citizens of Ket. While we claim the territory, we are under no illusions about control save in the areas of the Near Bramblewood.

For those of you who do not know, the Near Bramblewood consists of those areas within 2-3 kilometers of the edge of the forest. Anything beyond that is the Deep Bramblewood. Areas of specific control, like the Irafa Rd and the forts along it, are considered Ket territory.

All that said and done, we have no vested interest in protecting the inhabitants of the Bramblewood. There are...negotiations that have taken place with some of the Elves, but they are slow and there is no directive or law requiring their current protection. If you see some military or tactical reason to protect them, by all means do so – but we are not including them in our plans for defense.

What are these Rods?

They draw a certain type of magic to them. We use them in Ket to anchor some of our permanent teleport platforms, so as to minimize the risk of error and disaster. They are magical and can be detected as such (school is divination).

Note for *teleports* and the like – the circle of rods is located both in the forest and at the camp at APL 6-12 (at least, it is there once the players put it in place at APL 6-8). This circle ensures that *teleports* are automatically successful to and from the two locations, providing the rods are included as part of the physical description. The Archons convey this information to the party if they ask any questions about the rods at all and directly to all parties at APL 10-12.

If the Horrors are not threatening the Irafa Rd or invading Ket, what are they doing?

This is less of a mystery now than it was. They are advancing on the Bramblewood and allowing nothing to distract them. Our army lost when it first engaged the horrors but it does appear to have had the beneficial effect of making them reluctant to engage us further, no doubt because they are husbanding resources for their final objective.

We believe that objective to be a Gate in the Bramblewood. At least one Gate has been identified by a high-ranking member of the Archons, one Rekah Granitefist, and this means that there could be more.

For two days now, our scrying has worked upon the horrors. This is both helpful and concerning. Whatever

was blocking it before has ceased to function. Some members of the Vay Raste indicate this is the perfect setting for a trap – the rest indicate that it is but another means of information and cannot be overlooked.

How do we get back from the Forest?

You may choose to either make your own way out or return to the spot where you were transported in. That spot is what we call the extraction point. 24 hours after we take you there, we will re-appear and take out anyone who is there. This is the one time we shall return to assist you. Do not miss that time or you are walking out of the Bramblewood on your own, or perhaps not at all.

Are there any maps?

We have rudimentary maps of the area, sufficient for a logger to find his way around. These will have to do – a more detailed effort is underway but not available yet. One is to be provided to you upon your arrival at your starting point.

Development

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

All APLs

☛ **Silthar**: Human (mixed human) WIZ11; 56 hp; See Appendix One.

Interlude – The Bramblewood

The Bramblewood is an immense forest in the middle of Ket that remains a dangerous and treacherous area outside that controlled by Ket itself. The elves of the Bramblewood are historical antagonists and range from good-aligned defenders of a wilderness to chaotic-aligned xenophobes with few redeeming features. The creatures of the Bramblewood are tough and feral, frequently Dire creatures of all varying types.

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 Yarpik tree is the primary tree type grown here, many having been planted over top of other vegetation that was eliminated for the express purpose of being replaced. The daggerthorn, as it is otherwise known, produces the yarpik 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 do not do well historically. 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 Reflex save [DC 15] 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 – Heal check [DC 15] – 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 character chooses to do so, they may move at full speed so long as they make no more than one turn 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 which hit automatically but are subject to DR and hardness. This form of progress does not save one from the possibility of damage to mounts above on an hourly basis.

Mounts and Food

Mounts and such creatures represent large quantities of meat on the hoof, so to speak. Every hour in the Bramblewood with one or more Large sized creatures used as Mounts (except bonded companions and animal companions specifically); it is a Knowledge (nature) check [DC 15] to avoid making such obvious noises and moves as to not have 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 Three: Driven** attack again (or for the first time) without any xp to be gained. Centaurs qualify as mounts for the purpose of this roll unless they have at least one rank in Knowledge (nature).

Map of the Bramblewood (General)

A map has been provided in **Appendix Three. Map # 1** is a rough representation of the area, and the various distances and terrain involved. The PCs may view this if they make a Knowledge (geography) check [DC 15] or if they ask the Archons for a map...

Encounter Two: Trees

Your mission explained, at least to an extent, Nazib once more asks you to follow him. He leads you to a small rise overlooking the Archon encampment, where a female Baklunish woman stands with her hands on her hips, watching your approach.

"My name is Naila. I am about to teleport you to your destination. Any further questions before we depart?"

Naila is hoping to be a Wayfarer Guide (see the Prestige Class in the *Complete Arcane* as needed) in the service of the Archons. She is unfailing polite to all who ask her questions but has no greater knowledge than listed in **Encounter One** (reference this for answers). Her planned arrival spot varies based on APL and she can describe the foliage and density of the forest around that spot (see **Interlude – The Bramblewood** for more details). If there are any mounts with the PCs, Naila attempts to dissuade them to be brought along – she is not adamant, however, merely pointing out that they are at a significant disadvantage in many parts of the forest.

APLs 2-8

The sudden appearance of trees all around is the first indication that the teleport has been successful. Naila glances around and nods, seemingly satisfied. She points down a 10 foot wide game trail into the woods.

"That way, from what I have been told, lies your mission. In one day's time I shall return to this spot and anyone here may leave with me. Good luck and may the Restorer of Righteousness Protect you."

If the party is APLs 2-4, proceed to "Scouting". If the party is APLs 6-8, proceed to "Rods". Should the party wish to abandon the adventure at this point, they have expended the TU and gp on their lifestyle and proceed to the **Conclusion**.

Checks in APLs 2-8

There are a series of checks required in order to either Scout properly or place the Rods properly. These checks

are singular in nature, in other words the party does but one for the entirety. In all cases only a single person may be nominated to make the roll and may not be assisted – the other PCs are deemed to already be providing assistance merely by allowing the check to be attempted. It is quite possible to take 10 on the check but a take 20 is not feasible (the time frame does not allow for this). While standard means of assisting are generally not acceptable (for instance, a spell to provide a +1 skill check must last hours or it cannot be considered), a specific comment is necessary; bard songs and music are both loud and omnipresent if sung for the entirety of the time period. If this is the case, modify **Encounter Three: Driven** to allow for a surprise round as the Wolves approach.

Scouting

Ascertaining the threat level of the horror advance and mapping the area are two elements to this mission. The scouting of the area can comprise either a deliberate mapping for the Archons of Ket or a more haphazard attempt to simply verify that the overall layout of the Bramblewood in the area is unchanged. To that end, Naila provides a map and the PCs can undertake either or both options.

Option One, being a new mapping, is a more complex process. Actual mapping techniques and equipment are likely beyond the capabilities of most PCs or in their equipment. They can, however, make a rough map of the area, and supplement that which is already provided. This involves Knowledge (geography), Intelligence and/or Survival checks [DC 15] to establish a proper distance measuring technique and appreciation for the surroundings. Each successful check (one of each type can be made per hour, but success at both does not increase the chances) results in 25% of the area being mapped appropriately. After 100% is complete, the mission can be deemed a success.

Option Two, being verification, is a simple if time-consuming process. It is actually longer than the mapping technique, at least in this case, because it involves verifying a lot of different things. This takes a Search check, Wisdom check or Knowledge (nature) check [DC 15] every hour. Each check (and one of each type may be attempted each hour, but success at more than one does not increase the chances).

PCs can, of course, abandon this element of their task early and move on if they desire. If so, proceed to **Encounter Three: Driven**. Otherwise, they may complete the task when they reach 100% on their chosen option (yes, both may be combined for better chances) and be provided with the following information:

- 1) During mapping, it is very evident that the map provided by Ket, though a bit rough, is essentially accurate;
- 2) There are signs that something, presumably a horror advance unit from the looks of the electrical marks and razor saw impacts on trees and brush, was in the area as little as two nights ago. It is no longer there;
- 3) None of the half-iron golem monstrosities that have accompanied the horrors in the past have made any appearance, both in terms of simple evidence of their passing (as they are much heavier than normal for their kind) nor evidence that they may already be there (no flying half-iron golem griffons, for instance)

Rods

The party is expected to implant the rods in rough circle just under the surface, as close to running water as possible. If asked, the Archons admit that the running water in the Bramblewood is frequently used to mark limits and territory and they are ensuring that they get as far as they can in the Near Bramblewood by this method, and not get immediately assaulted.

The implanting of a rod into the ground is a full round action, and then another full round action to replace the soil and ensure everything is well placed. The PCs must make a series of checks before being sure that they are in the correct area. It is a Knowledge (geography), Knowledge (arcana) or Wisdom check [DC 20] to isolate the potential areas down to a single best choice. The check may be attempted every half hour and credit should be provided in the way of circumstance bonuses for good ideas during the course of these tries.

APLs 10-12

Your mission explained, at least to an extent, Nazib once more asks you to follow him. He leads you to a small rise overlooking the Archon encampment, where a female Baklunish woman stands with her hands on her hips, watching your approach.

"My name is Naila. I am about to teleport you to your destination, which is right at the edge of the Deep Bramblewood – earlier forays by hired adventurers such as yourselves have established our destination point. Any further questions before we depart?"

Naila is a teleport specialist, like Nazib. She is unfailing polite to all who ask her questions but has no greater knowledge than listed in **Encounter One** (reference this for answers). Her planned arrival is at the location by the river to which the APL 6-8 party are to reach and set up

the rods (indeed, she is using the presence of those rods to solidify her chances at a successful *teleport*) and she can describe the foliage and density of the forest around that spot (see **Interlude – The Bramblewood** for more details). If there are any mounts with the PCs, Naila attempts to dissuade them to be brought along – she is not adamant, however, merely pointing out that they are at a significant disadvantage in many parts of the forest. Should she not have sufficient teleports to get the party to the destination as a whole, she uses multiple spells. If those are still not sufficient, Nazib assists.

All APLs

♣ **Naila:** Human (baklunish) Wizard; 56 hp; See Appendix One.

Development

The PCs may proceed once they have become acclimatized to the Bramblewood and are made aware of the various movement restrictions, and have accomplished the preliminary parts of their tasks. They can then proceed to **Encounter Three: Driven** or, if they so desire, can evacuate themselves from the Bramblewood and proceed to **Conclusion**.

Encounter Three: Driven

The patrol into the Bramblewood is surprisingly quiet for a long period of time. The local wildlife is subdued, possibly even driven from the area by the initial conflicts that are self-evident amongst the trees – shattered weapons, blasts of energy along the greenery and other evidence that the horror army has, at least in part, already reached this area.

The forces of the army that menace the woods have clearly not come to a decision over whether to enter or not yet. Rather than be filled with the enemy troops, the woods still show the signs of woodsmen and harvesters, rather than war and devastation.

Suddenly, a small herd of deer emerge into view a scant 100 feet away, lathered and desperate. All five bound in your direction and then scatter away to the right.

Knowledge and the Woods

Now that the PCs are in the woods, some things have become patently obvious. Firstly, the silence in the area is that of birds and animals having fled away. It is not

entirely silent, but it is certainly far beyond the norm and even those without much wilderness experience feel this change. Anyone making a Knowledge (nature) check [DC 15] also realizes that this lack is a bit unusual inasmuch as the main body of the horror army has not entered the forest yet – someone or something beyond the horrors is at work on the creatures.

Survival checks with the Tracking feat [DC 20] inform the PCs that most of the movement in the area was within the last twelve hours, indicating a recent change. There are no unusual tracks to be found but everything is rather confused and muddled and exact checks are simply not possible. Any scent based information provides the same details, as well as confirmation that horror units have not been in the woods for at least 12 hours (but that scattered units were there before – scouts mostly likely).

The Animals Emerge

It is time for initiative. The herd of deer is just that – five deer driven forward at the same time as the Dire Wolves who are right behind them. The combination of the horrors and natural predators has these deer totally terrified. Once initiative is determined, have the deer go in the regular cycle but merely be trying to escape.

Trail

The game trail at this point is straight, with medium forest on either side (2 squares of movement to each square traversed).

The Dire Wolves that follow the deer enter initiative at the top of the next round. Their presence cannot be determined by most normal methods prior to this point – the sounds of the deer muffle and cover their own approach and there should be significant foliage in the way to prevent Spot checks.

Once the Dire Wolves emerge, they are considered to have taken a five foot step from cover onto the game path. They rush down it but do not veer away from the PCs – they choose to engage them, as a result of the territorial nature of their instincts and so as to be able to lash out at whatever is causing their misery.

The Dire Wolves start 60 feet down the path from the PCs or right beside the deer. No map is provided but a single game trail down the centre of the map will suffice.

Fury

The Dire Wolves are all suffering 3 hp of non-lethal damage from sonic bolts (non-lethal) generated by a horror. It is a Spot check [DC 18+distance] to recognize that they are already wounded. It is a further Heal check

[DC 15 + distance (being +1 per 10 feet of distance)] to be able to determine that the cause of the injuries was an electrical discharge of some kind. These checks are not reactive in nature – they require standard actions to undertake as they require a good deal of concentration and devotion to the animals.

Anybody who strikes the DM (and this is solely at their discretion and only for such PCs) as having a close tie with nature, who is successful at the above checks to determine damage, is filled with a fury at the actions of the horrors. They gain a +2 circumstance bonus to hit and damage against the horrors and a +2 circumstance bonus to saves on anything to which the horrors subject them that requires a save.

Bramblewood Dire Wolves

The final stage of the Bramblewood Dire Wolf is the adult version noted below. Not only is it based on an elite stat array, but it has fast healing 1, some DR, a slightly higher constitution and a better natural armor class to reflect the tough nature of the inner Bramblewood forest. This is a +1 CR Modifier.

APL 2 (EL 3)

🐾**Young Bramblewood Dire Wolf:** hp 51; See Appendix One

APL 4 (EL 5)

🐾**Young Bramblewood Dire Wolves (2):** hp 51 each; See Appendix One

APL 6 (EL 7)

🐾**Young Bramblewood Dire Wolves (4):** hp 51 each; See Appendix One

APL 8 (EL 9)

🐾**Bramblewood Dire Wolf:** hp 198; See Appendix One

APL 10 (EL 11)

🐾**Bramblewood Dire Wolves (2):** hp 198 each; See Appendix One

APL 12 (EL 13)

🐾**Bramblewood Dire Wolves (4):** hp 198 each; See Appendix One

Development

If the PCs are in condition to proceed, advise that they hear the sounds of approaching horrors from all sides in the forest. It is a Knowledge (nature) or Listen check [DC 15] to realize that the horrors are still some distance away but entering rapidly. Whatever has delayed them to

this point is obviously no longer an issue – this should be made clear to the PCs if they do not make this determination themselves. Proceed to **Encounter Four: Skirmish Line** if the PCs wish to proceed or **Conclusion** if not.

Encounter Four: Skirmish Line

Suddenly, the sounds of rushing water emerge. A river or at least fast-running stream must be nearby and soon a break in the tree line confirms this fact. Two rocky slopes, on either side of the fast stream, clearly delineate the break between the Near and Deep Bramblewood. The gloom on the opposite bank is almost palpable, but the sounds of the horror army approaching soon threaten to overwhelm even the noise of the stream.

The gap here at the edges of the Near and Deep Bramblewood is cut through by a small river, which makes the distinction very clear. Acting as forward defenders, the Wild Elves of the Black Hand clan intend to make the horrors pay for their advance into the Bramblewood, retreating over the waters and up the other side only when they are forced.

It is a Spot check [APL + 16] to spot the hidden Wild Elves in their forward positions. Any PC viewing this position can clearly see the advantages of defending on the opposite side of the river (if they so desire). A military analysis (automatic for any members of military Metaorgs, Ket or otherwise) or a Knowledge (architecture & engineering) check [DC 10] also indicates that a good forward position might hamper the enemy advance, although a clear line of retreat would be wanted.

Now is the time for a decision. The PCs can clearly choose to defend this spot – it is a good position for that kind of maneuver, at least as good as any seen thus far – but they have to decide quickly. Give the players a maximum of five minutes to come to a decision (whether or not they see the Elves). If they want to back out, they can easily do so – this is a large woods after all and there are only so many columns of horrors advancing inward. Proceed to Development in such a case.

The Wild Elves

The Wild Elves are xenophobic to the extreme. The Black Hand has chosen to make their stand here, but plans to withdraw in front of the horrors, damaging them as much as they possibly can. If they spot the PCs

moving to the other side of the stream (the Deep Bramblewood side) or otherwise moving to help, they immediately reveal themselves and demand that the PCs depart.

The only exception to this demand is a party composed entirely of wood elves – these are greeted cordially but coolly and asked for assistance in a polite manner. The Wild Elves view Wood Elves as weak and corrupted, but admire their tenacity and combat spirit within the Bramblewood.

Otherwise, the demands are quite vociferous and loud (in Common, which they speak but do not enjoy).

Those who have gathered here today to oppose the horrors are the sons and daughters of the chieftains of the various Wild Elf tribes of the Bramblewood. Given to more extreme measures than most elves, this collection of Wild Elves has not agreed with the general principle that the Elves have enacted to date of concentrating their forces as far in the forest as possible – they want to engage and end the threat immediately!

These Wild Elves all worship Sehanine Moonbow and any cleric or divine caster who speaks to them can make a special Diplomacy check [DC APL]. If the check is successful, the character acquires their agreement to whatever course of action he/she wants to take for the rest of the adventure. If there are two or more such PCs present, the highest check wins (with standard tie-breaking rules).

Grithalion and Elda are the two present in this area, and intend to retreat over the river when they are down to less than 50% of their hp – they do not fully comprehend the threat of the horrors and the fact they are unlikely to be given the opportunity to retreat. Their plan is to use the favor “**Terrain Striding**” (Refer to the AR for details) and head through the stream – this plan might actually work if they have the time.

Wild Elves Dying in this Encounter

When/if any Elf falls in combat, his/her body is immediately swallowed by the ground – this is the action of far away Wild Elf druids. In the event that such an action is not possible, the body does remain behind but is swallowed the moment it is put in contact with the earth. It is therefore presumed that there is no treasure from this encounter possible. For the context of this adventure, nothing further can be found out about the bodies nor can they be tracked during the time available.

APL 6-8 Special Note

This is the location where the *teleport* rods should be set, once combat is concluded.

The Horrors

Into all of this come the Horrors. This is their advance skirmish line, essentially scouts. They want to probe the defenses of the forest, unsure of what is actually living here despite a year of scouting that they have undertaken from the Yatils (this being what was happening in Ket5-01 *Choices of the Dragon* when the half-iron golems were encountered, and the stories of the horrors). Despite their relative paucity of information, they are compelled for reasons not elaborated upon in this adventure to move forward.

The Progress of the Combat

This fight is developed as an EL+2 encounter. This takes into account the PCs fighting strictly the horrors, which may not actually take place. Stats are also provided for the Elves, as it is possible that the PCs may choose to engage them, given the xenophobic reputation and historical animosity for the Elves in the Bramblewood from those people in Ket (this is, of course, only speculating that the majority of people playing this adventure will be from Ket...).

If the Elves are engaged, the Horrors still attack. In such a case, however, the flanking move of the Elves does not take place and a similar number of Horrors for the given APL arrives in six rounds (there is no EL change for this, it is simply an aspect of whatever choice the PCs make). The Horrors attack the Elves first (rather than do vast amounts of additional die rolling, Elda dies on the first round and Grithalion on the second. The horrors take 12, 18 or 24 points of damage per round (at APLs 2-4, 6-8 or 10-12 respectively). Horrors do not engage the PCs until all of the elves are dead and then they turn on the PC's.

If the Horrors are attacked by the PCs – either to help the Elves or just to attack the horrors - the Elves acknowledge the help and pull to either flank, ensuring that no additional reinforcements can possibly threaten the PCs (and anyone with a BAB of +1 or higher can automatically discern this tactic). In such a case, the additional reinforcements noted above do not arrive and this is an actual EL +2 Encounter. Furthermore, the Elves provide covering fire (much as a later Encounter), adding damage as follows (this is needed to balance the Encounter back to EL+2):

APL 2 – 6 hp

APL 4 – 6 hp

APL 6 – 12 hp

APL 8 – 12 hp

APL 10 – 18 hp

APL 12 – 18 hp

If the PCs just stand back and watch, not intervening at all, the Elves are wiped out in the time noted (likely 3 rounds) and then the Horrors move on into the forest away from the PCs – the PCs have then lost any chance at xp in this encounter.

The Combat Terrain

Refer to **Map #2** in **Appendix 3** for the combat. The bottom of whatever map is available represents the Deep Bramblewood (which is Home Free for the Elves...), which is across the fast-running stream. The stream itself is 20 feet wide and there is a steep, 5 foot wide embankment on either side. Going up or down that embankment is either a Balance check [DC 30] or a full round action. Failure to do one of these means the character either does not move (if trying to go up) or falls into the stream (if moving down). The stream is a Swim check [DC 25] as it is fast-moving, cold and deep – all in order to just stay alive. PCs in the water move 20 feet at the start of every round, to the right of the map (East).

From the embankment to the start of the dense woods is 60 feet (in other words, there is a 60 foot area between the stream and the closest trees, on the Near Bramblewood side). It appears to be natural but there is no real way to tell. Movement and terrain in this area is difficult but there is no visibility restriction (it is too light in terms of cover for that).

At the dense tree line (marked with a solid line on the left of the map itself), movement becomes very difficult in all squares (4 squares of movement for each one). In the normal course of events, 30 feet of this terrain operates to block visibility totally (providing 100% concealment) – some types of senses can see further and it is up to the DM to adjudicate.

The Elves begin hiding behind two of the trees closest to the Stream, the exact choice being at the discretion of the DM.

APL 2 (EL 4 – there is a -1 EL applied for either having the Horrors concentrate on the Elves, or the support the Elves provide)

✚**Electrum Horror Scout:** small construct Sor2; 38 hp; See Appendix One.

✚**Grithalion and Elda:** Bbn1/Rgr1/Ari1; 26 hp each; See Appendix One.

APL 4 (EL 6)

✚**Electrum Horror Scouts (2);** small construct Sor2; 38 hp each; See Appendix One.

✚**Grithalion and Elda:** Rgr2/Ftr1/Bbn1/Ari1; 41 hp each; See Appendix One.

APL 6 (EL 8)

✚**Electrum Horror Advanced Scout:** small construct Sor5/Rog2; 68 hp each; See Appendix One.

✚**Grithalion and Elda:** Rgr3/Ftr2/Bbn1/Ari1; 56 hp each; See Appendix One.

APL 8 (EL 10)

✚**Electrum Horror Advanced Scout;** small construct Sor5/Rog2; 68 hp each; See Appendix One.

✚**Grithalion and Elda:** Rgr3/Ftr2/Bbn1/Ari1/PiousTemplar1/Rog1; 70 hp each; See Appendix One.

APL 10 (EL 12)

✚**Electrum Horror Combat Scout:** small construct Sor9/Rog2; 80 hp; See Appendix One.

✚**Grithalion and Elda:** Rgr3/Ftr2/Bbn1/Ari1/PiousTemplar1/Rog1/Wildrunner2; 86 hp each; See Appendix One.

APL 12 (EL 14)

✚**Electrum Horror Combat Scouts (2):** small construct Sor9/Rog2; 80 hp each; See Appendix One.

✚**Grithalion and Elda:** Rgr3/Ftr2/Bbn2/Ari1/PiousTemplar1/Rog2/Wildrunner2; 101 hp each; See Appendix One.

Treasure

APL 2: Loot: 424 gp; Coin: 5 gp; Magic: 0 gp.

APL 4: Loot: 241 gp; Coin: 5 gp; Magic: +1 *mithral chain shirt* x 2 (175 gp per character x2)

APL 6: Loot: 241 gp; Coin: 5 gp; Magic: +1 *mithral chain shirt* x 2 (175 gp per character x2), 100 +1 *arrows* (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2).

APL 8: Loot: 241 gp; Coin: 5 gp; Magic: +2 *mithral chain shirt* x 2 (425 gp per character x2), 100 +1 *arrows* (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2), +2 *gloves of dexterity* x 2 (333 gp per character x 2).

APL 10: Loot: 241 gp; Coin: 5 gp; Magic: +3 *bracers of armor* x 2 (750 gp per character x 2), 100 +1 *arrows* (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2), +2 *gloves of dexterity* x 2 (333 gp per character x 2).

APL 12: Loot: 241 gp; Coin: 5 gp; Magic: +3 *bracers of armor* x 2 (750 gp per character x 2), 100 +1 *arrows* (384

gp per character), *+1 vest of resistance* x 2 (83 gp per character x 2), *+4 gloves of dexterity* x 2 (1333 gp per character x 2).

Development

This initial skirmish is a prelude to the main force of the horror army entering the forest. There is a break of approximately one hour until the next Encounter. It is anticipated that the PCs choose to remain, awaiting both further opportunity and just in general because of inertia. Should they choose to leave, proceed to **Conclusion**. Otherwise, proceed to **Encounter Five: Independence**.

If the Wild Elves are alive at the end of **Encounter Four**, they attempt to assist in the defense of the Bramblewood (if one is undertaken) in **Encounter Six** whether or not the PCs want such help. Quite frankly, it simply makes more sense for them for everyone to fight the horrors now rather than one another.

Encounter Five: Independence

The clash of arms is heard rather than seen with the denseness of the Bramblewood all around. More apparent to some than others, it is quickly agreed that the sounds of combat are approaching rapidly, indicating a conflict that is either airborne or on horseback.

Almost as quickly, a force of riders comes into view, riding hard through the forest. In their forefront are a trio of huge horses, crashing through the underbrush and clearing a path for the rest. Mounted Archers in squads behind these three fire back at an approaching foe with a steady stream of arrows, relying upon the good sense of their mounts to see them forward. The banner of Ket is proudly flown from one of the first three riders, although it has been badly scorched.

The approaching force numbers 50. There are an equal amount of mounts and riders (nobody is doubling up or anything of the sort). When the banner of Ket can be clearly seen (eg within 30 feet of a character) a Spot check can be made [DC 20]. Success indicates that the character notes that the banner is an old one, possibly a family heirloom. A further Knowledge (nobility) or bardic lore check [DC 18] indicates that it was the style of the banner flown prior to the Greyhawk Wars. A change was made during that time to highlight the scimitar whereas this banner gives less prominence to the weapon.

The front three riders are Cirquor the New Rider, Bey Sylvana ibn Zoltan and Mullah Grigor al'Mullah. Refer to the **Adventure Background** for more details on each. The horses they are riding are Dire Horses which have been subjected to *animal growth* to make their progress through the woods easier. They are using their bulk and immunity to damage to advance at a rapid pace.

As soon as they spot the PCs, the riders come to a halt and the forces they lead form up behind them. The horror unit that was in pursuit has already begun to retreat (it recognizes the borders of the Deep Bramblewood and they have instructions to avoid it until the arrival of the main force). Sylvana introduces herself with her proper name and awaits a similar show of manners from the PCs.

The Dilemma

Once introductions are out of the way, Sylvana, Cirquor and Grigor begin to discuss their situation. Quite frankly, they are not sure what to do next – stay and combat the horrors or escape as soon as possible. The reasons are listed below (as well as what has to be done to argue with them):

Why Sylvana ordered this attack

Sylvana wants the military of Ket to attack the horrors and make an active attempt to slow down the invasion. She is horrified by their lack of interest, even though she understands their reluctance from a military perspective. In order to get the military to act (as they have ignored both her polite and then not so polite requests), she has chosen to engage the enemy in the hopes that this kindles either remorse or a sense of obligation on the part of the military. Her position as Bey renders her valuable and she is counting on that having an influence.

The Participants in the Debate

The various participants in this debate include the players, the Elves (if they are still alive and present from the previous Encounter), Sylvana, Grigor and Cirquor. Each position is noted below (save, of course, for the PCs):

The Wild Elves of the Bramblewood

The position of the Wild Elves is quite simple – the horrors must be stopped. They know that their elders are gathering all the forces available to them but the army must be slowed down to buy them time. They are xenophobic and hostile to anyone from Ket and just xenophobic to others. This is unlikely to make them sympathetic but it should be obvious that they are under extreme pressure – it is a Sense Motive [DC 5] to realize this fact and their basic honesty. Straightforward,

without any hesitation, these are not diplomats but their situation is dire. None of them expect to survive this fight.

Grigor the Mullah

His position is likewise simple but he can be persuaded (after quite a struggle) that he might be wrong. The army is simply doing the divine will of Al'Akbar and eradicating those who blasphemed (read: elves). The fact the creatures are lawful is a persuasive point – the fact they are also evil is something he overlooks (but bringing this up forcefully, the alignment, gains any future Diplomacy checks with him a +4 circumstance modifier, as doubts eat away at him).

Arguments For Helping:

- Al'Akbar would never abandon anyone, relying upon the tenets of the Four Feet of the Dragon, no matter what they were (intrinsic evil aside) – Respect and Honor being very applicable here;
- This is a perfect opportunity to damage the army with the assistance of troops whose lives are not important to Ket (realpolitik argument).
- Ket cannot afford to let a cohesive force such as the army become ensconced within the borders of the country. This is too dangerous. We have already suffered through a number of occupations and another is out of the question;
- Bisselites would no doubt not oppose the army...(therefore, by extension, Ket should, to once more prove the might of the nation)
- The army has ignored diplomatic or lawful approaches. They have broken the law of Ket by invading and must be punished. At the very least they must provide compensation for the damages they have caused.

Arguments against (which he may use in response):

- The elves stole the Cup and Talisman. While they argue against this point, they have never provided any evidence to show they did not steal it (while there is certainly evidence pointing to the fact that they did).
- Why bother fighting when the army clearly has no interest in Ket? There is no strategic gain to be made in simply attacking an enemy already leaving;

- How can the main force of the army of Ket, mounted troops, be of any use in the forest?
- The power of the H does not seem to diminish. Why possibly draw that threat back into Ket?
- Simply fighting the h army now, with no guarantee of the Ket military intervening, is suicide.

Sylvana

As indicated above, she has her reasons for assisting the Elves. She generally wants to help but can be persuaded otherwise (as the party so desires). She knows all of the reasons for Grigor above but has a few additional as noted below.

Reasons For

- Naidad has ordered the army to pull back. Making it engage and having it be successful would be a political coup for her;
- Engaging the h army will provide her valuable military experience that she cannot otherwise get without leaving Ket.

Reasons Against

- If she escapes now, she can capitalize on her actions today with propaganda. Attack and lose, or attack and die, and she loses that opportunity.
- There are no alliances to be gained from this nor additional political allies from staying.

Cirquor the New Rider

Cirquor is quite enamored of Sylvana, but only as a means to potential power. The young boy who was once the gardener of the plot of land where Rary's tower stood in Lopolla has his own dreams now and they follow a similar line to the Archmage who is known as the Traitor – or Great Patriot others. He wants to fight the horrors, confident that he can escape as needed against the little contraptions. This is for a simple reason – he needs to test himself against as many foes as possible, that he may be worthy if and when he seeks the title of Archmage of Ket. His alliance with Sylvana is convenient as they both seek the same type of power.

Cirquor answers no questions about Rary – either he has none to give or he is choosing to remain silent. If asked, he indicates he spent a very intensive year on the Plains, learning to become a wizard of some small ability. At the conclusion of the year, he gained sudden insight during a

pilgrimage/visit to Tovag Baragu (this is a location on the Dry Plains that is the source of much mystical power and energy and was the place from which the Baklunish Empire called down the Rain of Colorless Fire upon the Suel Imperium during the Twin Cataclysms). He felt his wizardly powers increase dramatically and understood his untapped potential. Since that time he has been adventuring and gaining in both knowledge and power, with the path he has taken leading him to the court of Sylvana some four weeks ago. If anyone does choose to ask the question, he does note that he is engaged to marry in a few months time, but will not elaborate upon his bride, her name or any details about her.

He makes no bones about wanting to become the new Archmage of Ket, although he is not yet powerful enough to make any claims. If asked, he declines to answer any questions about why he has chosen to ally with Sylvana but likewise does not dispute or gainsay any notion that he is doing it for political reasons. He does not, under any circumstance, do more than talk about his potential claim to the title of Archmage – he does not cast spells to prove any points (he is more than aware of the dangers of the clockwork horrors and has no desire to weaken himself or his spell load).

If Cirquor is asked about the tower of Rary (actually just the rubble that once was the base of the tower of Rary) in Lopolla he indicates it was a good place for quiet contemplation but that nothing of tremendous value came to him while he was there. He deflects questions about the crystal pendant that he acquired there (which became relevant in **Ket4-06 At the Feet of the Dragon**) as it does actually have no relevance or importance any further.

A Conclusion to the Debate

When all is said and done, it comes down to Diplomacy checks. The checks are variable, depending on APL, as the creatures that have been faced are very different and their presence modifies the perspective of those arguing at this point.

It is a Diplomacy or Knowledge (religion) check [DC 20+APL] to convince Grigor to change his mind. Only one of the two checks types may be attempted.

It is a Diplomacy check [DC 20+APL] to convince Sylvana to change her mind, although there is a +4 circumstance bonus if the Elves are present (she views them as an additional political pawn).

It is a Diplomacy check [DC 10+APL] to get Cirquor to agree to a proposed plan. If the character has played **Ket4-06 At the Feet of the Dragon** and obtained the AR Award **Speed of the Rider**, they may automatically have

him agree with their plan (whether they have used this favor or not). If any character obtained the AR Award **Curse of the Rider** from **Ket4-06 At the Feet of the Dragon** they may not convince Cirquor of any course of action no matter their attempts.

It is a Diplomacy or Intimidate check [DC 30+APL] to convince the Elves to abandon their position.

In the end, the majority of those present must agree to a course of action for it to be the one chosen.

Troubleshooting and Typical Outcome

It is entirely possible that the PCs do not want to discuss the outcome or possible choices with the Elves, or the three newcomers. In such a case, the decision that is taken is to stay and fight (since without persuasion, Sylvana has the final say). The PCs may then choose to stay and assist, but they cannot qualify for the AR Award **The Graces of Sylvana**.

In all cases where a non-player character is unwilling to divulge further information and the adventure provides no answers, simply make any efforts to find this via the PCs and unbeatable Diplomacy check or automatic Will saves. Play to the perceptions of honor from the Four Feet of the Dragon in such a case, emphasizing the societal bad implications of such actions in Ket (although there is no actual penalty for this in the adventure). There is no intent to be secretive but the inclusion of all such details would bog down the Encounters for the sake of only a very few possible discoveries of such information.

In the event that there are difficulties with this encounter, simplify things down to a struggle between Grigor and Sylvana. Try to make the party decide which position they like better, or, alternatively, which position is least offensive. Make every effort to have the party agreeing as a whole, as it can make the idea of cooperation far more palatable.

It is likewise presumed that there is no conflict with the NPC's (eg. Combat breaking out). Should it appear to be headed in this direction, have the NPC's simply break off discussions and leave, at least as rapidly as possible.

Spells and Spellcasting

PCs may not use magic of any type (Spells, spell-like abilities or supernatural abilities) to modify the results. If they do so, Grigor at the very least notices and no longer listens and neither does Sylvana as soon as that happens. Cirquor is ambivalent about spells being cast, more curious than anything else. The PCs should be warned about this.

All APLs

♣ **Sylvana ibn Zoltan, Bey of Kegra:** Ftr4/Wiz4/Ari3/Marshall1; 95 hp; See Appendix One

♣ **Grigor al Mullah:** Human (baklunish) Clr8; 59 hp; See Appendix One

♣ **Cirquor the New Rider:** Human (baklunish) Rog1/Wiz13; 101 hp; See Appendix One.

Development

If a character makes a very good role-playing argument for why they would not possibly choose to engage the horrors (and, specifically, not getting paid for it is not a good reason in this regard) they should be compensated properly for their integrity. They gain all the xp and gp awarded for **Encounter Six: A Line in the Trees**. Only those PCs who make this argument and are persuasive, in the eyes of the DM, can qualify for this.

Encounter Six: A Line in the Trees

This is the fight with the oncoming army. The army of the horrors is both airborne and ground troops and has a mixture of arcane and tactical might. The combat encounter here simulates the first waves of the army as it reaches and engages the enemy. Further attackers are summoned on a consistent basis and it is left for the PCs to decide when they want to retreat. This is counter to most EL structures but at the same time, the PC's MUST be informed when they have reached the APL cap for xp so that they have an option to retreat. This should also be reinforced each round with another strong reminder that the cap has been met – there is no intention of placing the PCs in a fight they cannot win without giving them ample warning. Quite frankly, it is anticipated that most parties will withdraw after bloodying the noses of the horrors and pull back.

There is nothing subtle about this Encounter. It is the real start of the battle in the Bramblewood.

The forest all of a sudden grows quiet. No sounds from anywhere, not even the distant sounds of combat that were present earlier. And then there is a loud crash as all the hairs on your body are electrified and the sky turns blue with energy. It has begun.

Allies and Others...

The EL structure of this encounter is quite varied. A good amount depends on the actions the PCs have taken in the previous Encounter.

- 1) The Wild Elves. If the Elves are present (eg. They were not killed nor have they been somehow persuaded to leave the area), then they move to provide covering fire for the PCs. This translates into the following damage to the horrors each round, allocated by the PCs as they see fit – this represents the arrows that the elves are using:

APL 2 – 12 hp

APL 4 – 12 hp

APL 6 – 18 hp

APL 8 – 18 hp

APL 10 – 24 hp

APL 12 – 24 hp

The Elves are represented in this manner and should not be placed on the map nor considered for the purposes of spells and the like;

- 2) Sylvana, Grigor and Cirquor persuaded to fight. In this case, they take the remaining troops and move to cover the flanks of this position. In game terms, it means that the horrors can only enter the map from the opposite side as the PCs starting position and that all reinforcement times are double (to 20 rounds instead of 10);
- 3) If the PCs have the AR Award **Inevitable Result** from **Ket5-01 Choices of the Dragon**, they receive the benefit of a maximized *aid* spell cast at 10th level as a free action before combat begins. They may choose to refuse this benefit. The AR Award remains and is unaffected by this benefit. Should it be investigated, the benefit derived from a divine source with lawful tendencies that cannot be identified.

The PCs may take up positions on the map as they see fit. They have 3 rounds to cast preparatory spells, based on the evidence of the approaching army. Heavy trees on the map fill the entire square they are in and count as hard corners for the purposes of movement. All other terrain that is noted with trees is difficult terrain. Heavy trees block visibility as walls but there is no other impediment to visibility. The stream is fast-running and 15 feet deep – it is a Swim check [DC 25] to stay afloat

upon entering. The mud on the bottom and the speed of the stream makes it a Strength check [DC 20] to move once at the bottom of the stream.

Cirquor and his spells

Cirquor does not share spells or cast them upon party members; however he does use preferred resources to their benefit. Specifically, this means that he casts scrolls provided to him by PCs, or can cast one of his own spells of the appropriate level for them if they offer an applicable **pearl of power** to recall it. If there are any comments about these limits, he notes that he is in service to Sylvana currently and that he has more responsibilities than those simply to a small group of adventurers. He also pointedly notes that they entered the forest fully aware of their missions and should be prepared. His familiar is currently en route to Lopolla with a message for an Archon friend of his there – it is a Hawk named “Metalbeak”.

Tactics

The attack of the horrors is a typical full frontal assault with back-up as is typical of the horrors. Units remaining in reserve prevent any flanking from working on the horrors. Note that the EL structure is modified if the Elves from **Encounter Five** are still alive – this is deemed the benefit of having helped them in the first place. In the case where the Elves were helped, choose the “Elf” Option in each APL. The attackers are reinforced by an identical set every minute of combat (one set per minute). All of the horrors are linked and any particular tactics or actions of the PCs are noted by the commanders – **units sent forward after the first wave** have access to the following to assist them (any or all):

- 1) *Fly* spells;
- 2) *Haste* spells;
- 3) *Stoneskin* spells;
- 4) *Energy Resistance* 30 (all types);
- 5) *See Invisibility* spells (from wands);
- 6) *Energy substitution* rods (fire, cold) for spellcasters;
- 7) *Shield* spells (from wands);
- 8) *Protection from Good*;
- 9) *Freedom of Movement*.

The horrors are concerned with killing their opponents but very strict about unit integrity. They attack to kill, as a result, but do not pursue a fleeing enemy. This would break ranks and the horrors have a lot of other tactical and strategic considerations at this time. Essentially, if

the PCs wish to flee at any time, they may do so and will not be pursued. This does not prevent horrors from engaging with ranged combat for a period of time, but this is severely limited by the terrain.

Combat Map

Refer to **Map #2** in **Appendix 3** for the combat. The bottom of whatever map is available represents the Deep Bramblewood (which is Home Free for the Elves...), which is across the fast-running stream. The stream itself is 20 feet wide and there is a steep, 5 foot wide embankment on either side. Going up or down that embankment is either a Balance check [DC 30] or a full round action. Failure to do one of these means the character either does not move (if trying to go up) or falls into the stream (if moving down). The stream is a Swim check [DC 25] as it is fast-moving, cold and deep – all in order to just stay alive. PCs in the water move 20 feet at the start of every round, to the right of the map (East).

From the embankment to the start of the dense woods is 60 feet (in other words, there is a 60 foot area between the stream and the closest trees, on the Near Bramblewood side). It appears to be natural but there is no real way to tell. Movement and terrain in this area is difficult but there is no visibility restriction (it is too light in terms of cover for that).

At the dense tree line (marked with a solid line on the left of the map itself), movement becomes very difficult in all squares (4 squares of movement for each one). In the normal course of events, 30 feet of this terrain operates to block visibility totally (providing 100% concealment) – some types of senses can see further and it is up to the DM to adjudicate.

EL Structure

If the PCs do not have any allies at all in this combat, it is EL+4 to start and only gets worse. In such a case, the PCs should be encouraged to leave immediately and not stay longer than absolutely necessary.

There is an AR Award for staying longer than necessary. For each wave engaged and destroyed beyond that required by the EL, they gain one point of Influence with the Elves of the Bramblewood, to a maximum of 3.

APL 2 (EL 5 -1 applied to this EL for the allies that are present...or should be to most)

⚡**Electrum Horror Close Combat:** small construct Rog4; hp 47; See Appendix One.

APL 4 (EL 7)

⚡**Electrum Horror Close Combats (2):** small construct Rog4; hp 47 each; See Appendix One.

APL 6 (EL 9)

⚡**Platinum Horror Elite Close Combat:** small construct Sor4; hp 88; See Appendix One.

APL 8 (EL 11)

⚡**Platinum Horror Elite Close Combat (2):** small construct Sor4; hp 88; See Appendix One.

APL 10 (EL 13)

⚡**Platinum Horror Elite Close Combat:** small construct Sor12; hp 112; See Appendix One.

APL 12 (EL 15)

⚡**Platinum Horror Elite Close Combats (2):** small construct Sor12; hp 112; See Appendix One.

Development

The waves continue to arrive as timed above until the PCs choose to leave the field of battle. The horrors do not pursue, being far more interested in establishing control of the area rather than hunting down every last surviving defender. It is presumed that the PCs eventually are forced to withdraw – if there is a circumstance where it would not make sense, feel free to amend the conclusion as needed.

Otherwise, it is generally assumed that the PCs either retreat to their withdrawal point or can leave the forest under their own motive power. In either case, it is likewise presumed that they choose to return to the Archons for final debriefing. In such cases, proceed to **Conclusion**. If not, paraphrasing is vital but proceed to **Conclusion** in any event.

Conclusion

Success

Facing the final Encounter (**Encounter 6**) and stopping/defeating at least one wave.

Failure

Not achieving the Success conditions.

Assisting the Elves / With Elven Support

Immediately coming to their aid in **Encounter 4** and generally not speaking poorly of them during negotiations (direct talk is fine, disparaging and insulting is not). With this type of response, the Wild Elves support the PCs.

Upon exiting the woods, you find yourselves back at the Archon camp [may have to alter depending on their final destination]. *Bey Sylvana is already mounted on a horse, her discussions with the Archons complete.*

[Only if Sylvana has died, and may also have to be paraphrased depending on the situation] *It is clear Bey Sylvana had powerful friends for she has obviously been returned to life quickly.*

Success (with Elven Support)

The oncoming horror army has not stopped, but it was briefly halted by your actions. What the ultimate goal of the horrors might be is unknown but it lies deeper in the Bramblewood Forest or maybe even beyond it. The Archons are pleased with your information and thank you for your efforts today. Even the Bramblewood Wild Elf tribes, notoriously xenophobic, briefly acknowledge your actions with a gift from the deepest part of the forest.

Failure (with Elven Support)

The oncoming horror army has not stopped and was not even slowed by your efforts. What the ultimate goal of the horrors might be is unknown but it lies deeper in the Bramblewood Forest or maybe even beyond it. The Archons acknowledge your information and thank you for your efforts today. The Bramblewood Wild Elf tribes, xenophobic though they are, do not act without honor and send you a gift, though they do not acknowledge what you have done.

Success (without Elven Support)

The oncoming horror army has not stopped, but it was briefly halted by your actions. What the ultimate goal of the horrors might be is unknown but it lies deeper in the Bramblewood Forest or maybe even beyond it. The Archons are pleased with your information and thank you for your efforts today.

Failure (with Elven Support)

The oncoming horror army has not stopped and was not even slowed by your efforts. What the ultimate goal of the horrors might be is unknown but it lies deeper in the Bramblewood Forest or maybe even beyond it. The Archons acknowledge your information and thank you for your efforts today.

Assisting Sylvana, Cirquor and Grigor with their course of action

The Bey encountered in the woods is likewise thankful for your efforts and she and her companions speak well of you. They part company with you

quickly, heading for the nearest army post, but their nods of appreciation have a tangible benefit as well.

Not assisting Sylvana, Cirquor and Grigor with their course of action

Your refusal to support the actions of the Bey encountered in the woods does not have any impact, nor do they speak ill of you for your decisions. They do part company almost immediately, however, riding for the nearest military outpost with haste.

AR Awards

If the party got the result Success (whether assisting the Elves or not), they receive one of the four benefits listed as Thanks of Ket: Either Military Metaorgs, Divine Metaorgs, Any or Social Metaorgs. The benefits listed with the word “metaorg” are only available to be chosen by members of said organizations in Ket. The character must choose one and must have been a member of the organization prior to the start of this adventure if they wish to choose a “metaorg” award. Only one Award total may be chosen.

If the party assisted the Elves and were in turn supported by them, they receive the AR Award “**Terrain Striding**”. For reference, this AR Award is utilized by the Elves in **Encounter Four** to run through the water of the stream to escape the horrors.

For every wave that the party defeats past the first in **Encounter 6**, they receive an Influence Point with the Wild Elves of the Bramblewood, to a maximum of 3. Cross out any Influence points not applicable for the AR Award.

If the PCs did both persuade Sylvana of a course of action (even if it was the one she wanted to see) and supported her to that end, they receive the AR Award “**Graces of Sylvana**”

Knowledge of the Horrors

If any in the party wish to expend additional TU, they may take the AR award “**Weaknesses of the Horrors**” so long as they committed no crimes in Ket during this adventure and returned to the Archon camp at the end. These details are provided as thanks for participating in **Encounters 3 to 6**. If the character did not do so, they are not provided this Award. Note that certain PCs with pre-existing Awards can gain this one at no TU cost.

Treasure (Looting Elves in Encounter 4 / Not Looting Elves in Encounter 4)

APL 2: Loot: 0 gp; Coin: 300/450 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 475/675 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 600/900 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 900/1300 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 1500/2300 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 2200/3300 gp; Magic: 0 gp.

The treasure is allocated as follows, with the maximums noted above:

Agreeing to go with the Archons and listen to their mission briefing – essentially a retainer.

APL 2 50 gp

APL 4 100 gp

APL 6 150 gp

APL 8 200 gp

APL 10 250 gp

APL 12 300 gp

Completing Assigned Mission (Mapping and returning body for APL 2-4, Embedding teleport rods for APL 6-8, Engaging the Horrors in Encounters 4 and 6 for APL 10-12):

APL 2 150 gp

APL 4 200 gp

APL 6 275 gp

APL 8 400 gp

APL 10 650 gp

APL 12 900 gp

Encountering the Bey (Sylvana) and interacting with her (this is political compensation for assisting nobility from Ket) – assigned on a party basis (in other words, if one or more PCs interact with her, the entire party is compensated:

APL 2 150 gp

APL 4 200 gp

APL 6 275 gp

APL 8 400 gp

APL 10 700 gp

APL 12 1100 gp

Allying with/Assisting the Wild Elves (this is not provided if the party took any equipment or cash from dead Wild Elves in Encounter Four) – gift from the Wild Elves through the Silvertip

tribe (a tribe of Wood Elves with whom Ket has better relations):

APL 2 150 gp

APL 4 200 gp

APL 6 300 gp

APL 8 400 gp

APL 10 800 gp

APL 12 1100 gp

Note: There is no over-cap in this situation. The Archons are very careful about cash and compensate as above, but only to the cap. If any amount would take it over the cap, they reduce their payment until it matches the cap.

AR Item Access

Any Item marked with a * is that which is provided by either the Wild Elves (if the party assists them) or taken from the bodies of the Wild Elves in Encounter Four. Should the Wild Elves not be assisted in any fashion, and the Horrors either not defeated or never engaged in Encounter Four, these items are crossed off the AR Item Access.

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.

Introduction

Accept the assignment to visit the Archon camp.

APL 2	30 xp
APL 4	30 xp
APL 6	60 xp
APL 8	60 xp
APL 10	90 xp
APL 12	90 xp

Encounter Three

Defeat or befriend the Dire Wolves

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Four

Defeat the Wild Elves or the Horrors (or both...)

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	450 xp

Encounter Six

Defeat the oncoming Clockwork Horrors

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Story Award

For making peaceful (but not necessarily friendly...) contact with the Wild Elves and coming to their assistance in Encounter Four.

APL 2	15 xp
APL 4	30 xp
APL 6	45 xp
APL 8	45 xp
APL 10	60 xp
APL 12	60 xp

Story Award

For discussing the situation with Sylvana, Cirquor and Grigor and agreeing on a course of action (even if it is the default choice) – the emphasis is on the role-playing.

APL 2	15 xp
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APL 4	30 xp
APL 6	45 xp
APL 8	45 xp
APL 10	60 xp
APL 12	60 xp

Discretionary roleplaying award

APL 2	30 xp
APL 4	45 xp
APL 6	60 xp
APL 8	60 xp
APL 10	90 xp
APL 12	90 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1375 xp
APL 12	1525 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.

Encounter Four

APL 2: Loot: 424 gp; Coin: 5 gp; Magic: 0 gp.

APL 4: Loot: 241 gp; Coin: 5 gp; Magic: +1 *mithral chain shirt* x 2 (175 gp per character x2)

APL 6: Loot: 241 gp; Coin: 5 gp; Magic: +1 *mithral chain shirt* x 2 (175 gp per character x2), 100 +1 arrows (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2).

APL 8: Loot: 241 gp; Coin: 5 gp; Magic: +2 *mithral chain shirt* x 2 (425 gp per character x2), 100 +1 arrows (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2), +2 *gloves of dexterity* x 2 (333 gp per character x 2).

APL 10: Loot: 241 gp; Coin: 5 gp; Magic: +3 *bracers of armor* x 2 (750 gp per character x 2), 100 +1 arrows (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2), +2 *gloves of dexterity* x 2 (333 gp per character x 2).

APL 12: Loot: 241 gp; Coin: 5 gp; Magic: +3 *bracers of armor* x 2 (750 gp per character x 2), 100 +1 arrows (384 gp per character), +1 *vest of resistance* x 2 (83 gp per character x 2), +4 *gloves of dexterity* x 2 (1333 gp per character x 2).

Conclusion

APL 2: Loot: 0 gp; Coin: 300/450 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 475/675 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 600/900 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 900/1300 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 1500/2300 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 2200/3300 gp; Magic: 0 gp.

Total Possible Treasure

APL 2: 450 gp (max 729 gp).

APL 4: 675 gp (max 996 gp).

APL 6: 900 gp (max 1746 gp).

APL 8: 1300 gp (max 3212 gp).

APL 10: 2300 gp (max 4562 gp).

APL 12: 3300 gp (max 7362 gp).

Appendix One – All APLs

Introduction and Encounter One

Nazib or Silthar: CR 11; Medium Humanoid (mixed human); WIZ11; HD 11d4+22; hp 56; Init +2; Spd 30 ft; AC 18 (+4 *mage armor*, +2 dex, +2 *ring of protection*) touch 14, flat-footed 16; Base Atk +5; Grp +4; Atk +6 melee (1d4-1, masterwork dagger) or +7 ranged (spells); Full Atk +6 melee (1d4-1, masterwork daggers) or +7 ranged (spells); SQ Transmuter, no Illusion or Enchantment; AL LN; SV Fort +8, Ref +7, Will +10; Str 8, Dex 14, Con 16, Int 18, Wis 10, Cha 12.

Skills and Feats: Concentration +17, Decipher Script +18, Knowledge (arcana) +18, Knowledge (dungeoneering) +9, Knowledge (history) +9, Knowledge (nobility) +9, Knowledge (religion) +9, Knowledge (local – vtf) +18, Spellcraft +20; Extend Spell, Greater Spell Penetration, Scribe Scrolls, Spell Focus: Conjunction, Spell Penetration, Craft Wondrous Items, Quicken Spell.

Languages: Common, Baklunish, Dwarven, Elven, Draconic.

Spells Prepared: (4+1/5+1/5+1/5+1/4+1/3+1/2+1, DC = 14+Spell Level or 15+Spell Level for Conjunction) 0th – *mage hand**, *detect magic* (4); 1st – *expeditious retreat**, *feather fall*, *mount*, *shield* (2), *true strike*, 2nd – ~~*extended mage armor*~~, *false life* (2), *glitterdust**, *glitterdust*, *rope trick*; 3rd – *extended cat's grace*, *fireball*, *fly**, *fly* (2), *haste*, 4th – *dimension door* (2), *Evard's black tentacles*, *extended slow**, *summon monster IV*; 5th – *teleport* (4); 6th – *teleport* (3).

Possessions: +2 *vest of resistance*, +2 *ring of protection*, +2 *amulet of health*, *wand of magic missiles* (9th level), +2 *headband of intellect*, masterwork daggers (4), backpack.

Note that he might have to make multiple trips and that he has access to *Pearls of Power* in the camp to restore all his spells for the day. He accompanies the group into the Bramblewood to enable teleporting of all members of the party and animal companions. Animals or familiars not a class feature of the character are not *teleported* – the character can arrange a means of transport for that creature.

Encounter Two

Naila: CR 11; Medium Humanoid (baklunish human); WIZ11; HD 11d4+22; hp 56; Init +2; Spd 30 ft; AC 18 (+4 *mage armor*, +2 dex, +2 *ring of protection*) touch 14, flat-footed 16; Base Atk +5; Grp +4; Atk +6 melee

(1d4-1, masterwork dagger) or +7 ranged (spells); Full Atk +6 melee (1d4-1, masterwork daggers) or +7 ranged (spells); SQ Transmuter, no Evocation or Enchantment; AL LN; SV Fort +8, Ref +7, Will +10; Str 8, Dex 14, Con 16, Int 18, Wis 10, Cha 12.

Skills and Feats: Concentration +20, Decipher Script +18, Knowledge (arcana) +18, Knowledge (dungeoneering) +9, Knowledge (history) +9, Knowledge (planes) +9, Knowledge (religion) +9, Knowledge (local – vtf) +18, Spellcraft +20; Combat Casting, Extend Spell, Greater Spell Penetration, Scribe Scrolls, Skill Focus: Concentration, Spell Focus: Conjunction, Spell Penetration.

Languages: Common, Baklunish, Dwarven, Halfling, Draconic.

Spells Prepared: (4+1/5+1/5+1/5+1/4+1/3+1/2+1, DC = 14+Spell Level or 15+Spell Level for Conjunction) 0th – *mage hand**, *detect magic* (4); 1st – *expeditious retreat**, *feather fall* (2), *shield* (2), *true strike*, 2nd – *bear's endurance*, ~~*extended mage armor*~~, *false life* (2), *glitterdust**, *glitterdust*; 3rd – *extended cat's grace*, *fly**, *fly* (3), *haste*, 4th – *dimension door* (2), *Evard's black tentacles* (2), *extended slow**, 5th – *teleport* (4); 6th – *teleport* (3).

Possessions: +2 *vest of resistance*, +2 *ring of protection*, +2 *amulet of health*, *wand of magic missiles* (9th level), +2 *headband of intellect*, masterwork daggers (2).

Encounter Five

Cirquor the New Rider: CR 14; Medium Humanoid (Human); Rog1/WIZ13; HD 1d6+13d4+56; hp 101; Init +5 (+9 near Sylvana); Spd 30 ft; AC 22 (+4 *mage armor*, +5 dex, +3 *ring of protection*) touch 18, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d4, masterwork dagger) or +11 ranged (spells); Full Atk +7/+2 melee (1d4, masterwork daggers) or +11 ranged (spells); SA Sneak attack +1d6; SQ Transmuter, no Illusion or Enchantment, trapfinding; AL LN; SV Fort +11, Ref +14, Will +13; Str 10, Dex 20, Con 18, Int 24, Wis 10, Cha 10.

Skills and Feats: Balance +12, Concentration +21, Decipher Script +12, Disable Device +13, Gather Information +4, Knowledge (arcane) +24, Knowledge (architecture and engineering) +8, Knowledge (dungeoneering) +12, Knowledge (history) +12, Knowledge (nature) +12, Knowledge (nobility) +12, Knowledge (religion) +12, Knowledge (local – vtf) +12,

Knowledge (local – core) +12, Knowledge (planes) +12, Open Lock +11, Ride +9, Search +11, Sleight of Hand +9, Spellcraft +26, Spot +9, Tumble +11, Use Magic Device +4; Extend Spell, Empower Spell, Maximize Spell, Scribe Scrolls, Spell Focus: Evocation, Spell Penetration, Craft Wondrous Items, Quicken Spell.

Languages: Common, Baklunish, Dwarven, Draconic.

Spells

Prepared:

(4+1/10+1/6+1/6+1/4+1/3+1/2+1, DC = 17+Spell Level or 18+Spell Level for Evocation) 0th – *mage hand**, *detect magic* (4), 1st – *burning hands*, *expeditious retreat**, *feather fall*, *mount, shield* (2), *true strike* (3), [empty slot]; 2nd – ~~*extended mage armor*~~, *false life*, *glitterdust* (2), *scorching ray* (2), [empty spell slot*]; 3rd – *empowered magic missile*, *fireball*, *fly**, *haste* (2), *slow*, [empty spell slot]; 4th – *dimension door* (2), *empowered scorching ray*, *fire shield* (2), *polymorph**, [empty spell slot]; 5th – *cone of cold*, *disintegrate*, *quicken magic missile*, *teleport*, 6th – *dispel magic (greater)*, *maximized fireball*, *quicken scorching ray*, [empty spell slot*]; 7th – *maximized enervation*, *quicken dimension door*, [empty spell slot*].

*Possessions: +3 vest of resistance, +4 gloves of dexterity, +3 ring of protection, +4 amulet of health, +4 headband of intellect, rod of quicken (lesser), pearls of power (1*5, 2*5, 3), potions of cure critical wounds (2), eyes of the eagle, ring of wizardry I, wand of fireballs (10th level), wand of magic missiles (9th level), bag of holding type II, masterwork daggers (4), masterwork thieves tools, backpack.*

Sylvana ibn Zoltan, Bey of Kegra: CR 10; Medium Humanoid (Human); Ftr4/Wiz4/Ari3/ Marshall1; HD 4d10+4d4+4d8+36; hp 95; Init +3 (+7 if minor aura is on); Spd 30 ft; AC 19 (+4 *mage armor*, +3 dex, +2 *ring of protection*) touch 15, flat-footed 116; Base Atk +8; Grp +8; Atk +10 melee (1d6+3, +1 *keen scimitar*/15-20) or +11 ranged (spells); Full Atk +10/+5 melee (1d6+3, +1 *keen scimitar*/15-20) or +11 ranged (spells); SQ Diviner, no Enchantment, minor aura (dexterity-based checks, always on); AL LN; SV Fort +12, Ref +10, Will +13; Str 10, Dex 18, Con 16, Int 16, Wis 10, Cha 18.

Skills and Feats: Concentration +7, Diplomacy +21, Jump +14, Handle Animal +9, Knowledge (arcane) +13, Knowledge (local – vtf) +9, Knowledge (nobility) +9, Ride +20, Sense Motive +9, Spellcraft +13, Spot +8; Dodge, Elusive Target*, Mobility, Negotiator, Spring Attack, Scribe Scrolls, Skill Focus: Diplomacy (b), Weapon Focus Scimitar, Weapon Specialization Scimitar.

Languages: Common, Baklunish, Dwarven.

Spells: (4+1/4+1/3+1; DC = 13+Spell Level) 0th – *mage hand**, *detect magic* (4), 1st – *expeditious retreat*, *mount, shield* (2), *true strike**, 2nd – *false life*, *glitterdust* (2), *see invisibility**;

Possessions: +3 vest of resistance, +4 gloves of dexterity, +2 ring of protection, +2 amulet of health, potions of cure critical wounds (2), eyes of the eagle, wand of magic missiles (9th level), +1 keen scimitar, +2 cloak of charisma, heavy steel shield, masterwork cold iron scimitar, lance, composite longbow, 40 arrows, masterwork daggers (4), masterwork thieves tools, backpack.

Grigor Al Mullah: Clr8/War1; CR 8; Medium Humanoid (Human); HD 8d8+16; hp 59; Init +1; Spd 20 ft; AC 21 (+6 for +2 *chain shirt*, +1 dex, +4 for +2 *heavy steel shield*) touch 11, flat-footed 20; Base Atk +7; Grp +9; Atk +10 melee (1d6+2, masterwork scimitar) or +8 ranged (1d10, heavy crossbow); Full Atk +10/+5 melee (1d6+2, masterwork scimitar) or +8 ranged (1d10, heavy crossbow); SQ Domains of Protection and Law; AL LN; SV Fort +11, Ref +4, Will +11; Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration +13, Diplomacy +12, Knowledge (religion) +9, Ride +4; Cleave, Empower Spell, Extra Turning, Power Attack.

Languages: Common, Baklunish.

Spells Prepared: (5/5+1/4+1/3+1/3+1, DC = 14+Spell Level) 0th – *create water* (2), *guidance* (3), 1st – *detect chaos*, *magic weapon*, *obscuring mist*, *protection from chaos**, *shield of faith* (2); 2nd – *align weapon*, *bear's endurance*, *resist energy* (3); 3rd – *dispel magic*, *circle of protection chaos**, *greater magic weapon*, *protection from energy*; 4th – *air walk*, *empowered spiritual weapon*, *magic vestment**.

Possessions: +1 cloak of resistance, +2 chain mail, +2 heavy steel shield, +2 periapt of wisdom, masterwork scimitar, cold iron scimitar, alchemical silver scimitar, heavy crossbow, 20 bolts, daggers (4), backpack.

APL 2

Encounter Three

Young Bramblewood Dire Wolf: CR 3; Large Animal; HD 6d8+24; 51 hp; Init +2; Move 50 ft; AC 14, touch 11, Flat-footed 12 (-1 size, +2 dex, +3 natural); Base Atk +4; Grp +16; Atk +12 melee (1d8+12, bite); Full Atk +16 melee (1d8+12, bite); Space/Reach 10 ft./ 5 ft.; SA trip; SQ low-light vision, scent; AL: N; Fort +9, Reflex +7, Will +6; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Run, Track, Weapon Focus (bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A direwolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Grithalion and Elda: Wild Elf Rgr1/Bbn1/Ari1; CR 2; Medium Humanoid; HD 2d8+1d12+6; hp 26; Init +4; Spd 40 ft; AC 18 (+4 Dex, +4 mithral chain shirt) touch 14, flatfooted 14; Base Atk +2; Grp +4; Atk +6 ranged (1d8+2, composite (+2) str longbow) or +6 melee (1d8+2, obsidian longsword); Full Atk +6 ranged (1d8+2, composite (+2) str longbow) or +6 melee (1d8+2, obsidian longsword); SQ low-light vision, immunity to sleep/paralysis, rage (Ex) 3/day, fast movement, wild empathy, favored enemy (animals), combat style (archery); AL: CN; Saves: Fort +9, Reflex +7, Will +1; Str 14, Dex 19, Con 14, Int 10, Wis 8, Cha 10.

While Raging: hp 51; AC 17; Fort +11, Will +3 Atk +9 ranged (1d8+4, masterwork composite (+4) str longbow) or +9 melee (1d8+4, masterwork obsidian longsword); Full Atk +9/+4 or +7/+7/+2 ranged (1d8+4, masterwork composite (+4) str longbow) or +9/+4 melee (1d8+2, masterwork obsidian longsword);

Skills and Feats: Craft (bowyer) +6, Hide +8, Knowledge (nature) +5, Knowledge (religion) +1, Listen +2, Move Silently +8, Search +2, Spot +6, Survival +5; Extra Rage*, Track (bonus).

Possessions: masterwork composite (+4 str) longbow, composite (+2 str) longbow, 100 arrows, masterwork obsidian longsword, heavy wooden shield, mithral chain shirt, 5 daggers.

* See Appendix Two: New Rules Items

Electrum Horror Scout: Sor2; CR 5; small construct; HD 4d10+10+2d4; hp 38; Init +3; Spd 30 ft.; AC 25 (+1 size, +3 Dex, +7 natural, +4 *mage armor*) touch 14, flat-footed 22; Base Atk +4; Grp +1; Attack melee +6 (1d8+1, razor saw) or ranged +8 (2d4+1, pressure darts); Full Attack melee +6 (1d8+1, razor saw) or ranged +8 (2d4+1, pressure darts); SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 17; AL LE; SV Fort +1, Ref +4, Will +6; Str 12, Dex 17, Con -, Int 7, Wis 14, Cha 11.

Skills and Feats: Concentration +2, Listen +11, Spot +11; Combat Cast, Point Blank Shot, Precise Shot.

Spells Known (6/4; DC = 10+spell level); 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*; 1st – *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 communicating. 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.

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

Possessions: spell component pouch.

Encounter Six

Electrum Horror Close Combat: Rog4; CR 6; small construct; HD4d10+10+4d6; hp 47; Init +3; Spd 60 ft. (30 ft from *expeditious retreat* spell), 60 ft fly (perfect, spell); AC 25 (+1 size, +3 Dex, +7 natural, +4 *mage armor*) touch 14, flat-footed 22; Base Atk +6; Grp +5; Attack melee +11 (1d8+5, +1 *razor saw*) or ranged +10 (2d4+3, pressure darts); Full Attack melee +11/+6 (1d8+5, +1 *razor saw*) or ranged +10 (2d4+4, pressure darts); SA +2d6 sneak attack; SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 19, evasion, trapsense, uncanny dodge; AL LE; SV Fort +3, Ref +8, Will +5; Str 16, Dex 16, Con -, Int 7, Wis 14, Cha 11.

Skills and Feats: Balance +9, Climb +7, Listen +10, Spot +10, Tumble +12; Cleave, Power Attack, Weapon Focus (Razor Saw).

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.

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

Possessions: ~~Potion of expeditious retreat, potion of magic weapon, potion of mage armor.~~ All potions at CL 10.

APL 4

Encounter Three

Young Bramblewood Dire Wolves (2): CR 3; Large Animal; HD 6d8+24; 51 hp; Init +2; Move 50 ft; AC 14, touch 11, Flat-footed 12 (-1 size, +2 dex, +3 natural); Base Atk +4; Grp +16; Atk +12 melee (1d8+12, bite); Full Atk +16 melee (1d8+12, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ low-light vision, scent; AL: N; Fort +9, Reflex +7, Will +6; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Run, Track, Weapon Focus (bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A direwolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Grithalion and Elda: Wild Elf Rgr2/Ftr1/Bbn1/Ari1; CR 4; Medium Humanoid; HD 3d8+1d10+1d12+10; hp 41; Init +4; Spd 40 ft; AC 19 (+4 Dex, +5 for +1 mithral chain shirt) touch 14, flatfooted 15; Base Atk +4; Grp +6; Atk +8 ranged (1d8+2, composite (+2) str longbow) or +7 melee (1d8+2, masterwork obsidian longsword); Full Atk +8 ranged (1d8+2, composite (+2) str longbow) or +7 melee (1d8+2, masterwork obsidian longsword); SQ low-light vision, immunity to sleep/paralysis, rage (Ex) 3/day, fast movement, wild empathy, favored enemy (animals), combat style (archery); AL CN; Saves: Fort +9, Reflex +7, Will +1; Str 14, Dex 19, Con 14, Int 10, Wis 8, Cha 10.

While Raging: hp 51; AC 17; Fort +11, Will +3; Atk +9 ranged (1d8+4, masterwork composite (+4) str longbow) or +9 melee (1d8+4, masterwork obsidian longsword); Full Atk +9 ranged (1d8+4, masterwork composite (+4) str longbow) or +9 melee (1d8+4, masterwork obsidian longsword).

Skills and Feats: Craft (bowyer) +6, Hide +10, Knowledge (nature) +5, Knowledge (religion) +3, Listen +2, Move Silently +10, Search +2, Spot +6,

Survival +6; Extra Rage*, Point Blank Shot, Rapid Shot (bonus), Track (bonus), True Believer*.

Possessions: masterwork composite (+4 str) longbow, composite (+2 str) longbow, 100 arrows, masterwork obsidian longsword, heavy wooden shield, +1 mithral chain shirt, 5 daggers.

* See Appendix Two: New Rules Items

Electrum Horror Scouts (2): Sor2; CR 5; small construct; HD 4d10+10+2d4; hp 38; Init +3; Spd 30 ft.; AC 25 (+1 size, +3 Dex, +7 natural, +4 *mage armor*) touch 14, flat-footed 22; Base Atk +4; Grp +1; Attack melee +6 (1d8+1, razor saw) or ranged +8 (2d4+1, pressure darts); Full Attack melee +6 (1d8+1, razor saw) or ranged +8 (2d4+1, pressure darts); SA spells SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 17; AL LE; SV Fort +1, Ref +4, Will +6; Str 12, Dex 17, Con -, Int 7, Wis 14, Cha 11.

Skills and Feats: Concentration +2, Listen +11, Spot +11; Combat Cast, Point Blank Shot, Precise Shot.

Spells Known (6/4; DC = 10+spell level); 0 – *acid splash, daze, detect magic, disrupt undead, ray of frost*; 1st – *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.

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

Possessions: spell component pouch.

Encounter Six

Electrum Horror Close Combat (2): Rog4; CR 6; small construct; HD4d10+10+4d6; hp 47; Init +3; Spd 60 ft. (30 ft from *expeditious retreat* spell), 60 ft fly (perfect, spell); AC 25 (+1 size, +3 Dex, +7 natural, +4 *mage armor*) touch 14, flat-footed 22; Base Atk +6; Grp +5; Attack melee +11 (1d8+5, +1 *razor saw*) or ranged +10 (2d4+3, pressure darts); Full Attack melee +11/+6 (1d8+5, +1 *razor saw*) or ranged +10 (2d4+4, pressure darts); SA +2d6 sneak attack; SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 19, evasion, trapsense, uncanny dodge; AL LE; SV Fort +3, Ref +8, Will +5; Str 16, Dex 16, Con -, Int 7, Wis 14, Cha 11.

Skills and Feats: Balance +9, Climb +7, Listen +10, Spot +10, Tumble +12; Cleave, Power Attack, Weapon Focus (Razor Saw).

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.

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

Possessions: ~~Potion of expeditious retreat, potion of magic weapon, potion of mage armor.~~ All potions at CL 10.

APL 6

Encounter Three

Young Bramblewood Dire Wolves (4): CR 3; Large Animal; HD 6d8+24; 51 hp; Init +2; Move 50 ft; AC 14, touch 11, Flat-footed 12 (-1 size, +2 dex, +3 natural); Base Atk +4; Grp +16; Atk +12 melee (1d8+12, bite); Full Atk +16 melee (1d8+12, bite); Space/Reach: 10 ft./5 ft.; SA trip; SQ low-light vision, scent; AL: N; Fort +9, Reflex +7, Will +6; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Run, Track, Weapon Focus (bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A direwolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Grithalion and Elda: Wild Elf Rgr3/Ftr2/Bbn1/Ari1; CR 6; Medium Humanoid; HD 4d8+2d10+1d12+14; hp 56; Init +4; Spd 40 ft; AC 19 (+4 Dex, +5 for +1 mithral chain shirt) touch 14, flatfooted 15; Base Atk +6; Grp +8; Atk +11 ranged (1d8+3, composite (+2) str longbow) or +9 melee (1d8+2, masterwork obsidian longsword); Full Atk +11/+6 or +9/+9/+4 ranged (1d8+3, composite (+2) str longbow) or +9/+4 melee (1d8+2, masterwork obsidian longsword); SQ low-light vision, immunity to sleep/paralysis, rage (Ex) 3/day, fast movement, wild empathy, favored enemy (animals), combat style (archery); AL: CN; Saves: Fort +11, Reflex +8, Will +3; Str 14, Dex 19, Con 14, Int 10, Wis 8, Cha 10.

While Raging: hp 65; AC 17; Fort +13, Will +5; Atk +11 ranged (1d8+5, masterwork composite (+4) str longbow) or +11 melee (1d8+4, masterwork obsidian longsword); Full Atk +11/+6 or +9/+9/+4 ranged (1d8+5, masterwork composite (+4) str longbow) or +11/+6 melee (1d8+4, masterwork obsidian longsword).

Skills and Feats: Craft (bowyer) +8, Hide +11, Knowledge (nature) +5, Knowledge (religion) +3, Listen +2, Move Silently +11, Search +2, Spot +8, Survival +8; Endurance (bonus), Extra Rage*, Point Blank Shot, Precise Shot, Rapid Shot (bonus), Track

(bonus), True Believer*, Weapon Focus (composite longbow).

Possessions: masterwork composite (+4 str) longbow, composite (+2 str) longbow, 100 arrows, 50 +1 arrows, masterwork obsidian longsword, heavy wooden shield, +1 mithral chain shirt, +1 vest of resistance, 5 daggers.

*See Appendix Two: New Rules Items

Electrum Horror Advanced Scout: Sor5/Rog2; CR 9; small construct; HD4d10+10+5d4+2d6+11 (false life); hp 68; Init +3; Spd 30 ft.; AC 29 (+1 size, +3 Dex, +7 natural, +4 mage armor, +4 shield) touch 14, flat-footed 26; Base Atk +7; Grp +4; Attack melee +7 (1d8+1, razor saw) or ranged +9 (2d4+1, pressure darts); Full Attack melee +9 (1d8+1, razor saw) or ranged +11 (2d4+1, pressure darts); SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 17, trapsense, +1d6 sneak attack, evasion; AL LE; SV Fort +2, Ref +8, Will +7; Str 12, Dex 17, Con -, Int 7, Wis 14, Cha 12.

Skills and Feats: Concentration +9, Listen +11, Spot +11, Tumble +9; Combat Casting, Point Blank Shot, Precise Shot.

Spells Known (6/7/4; DC = 11+spell level); 0 – *acid splash, daze, detect magic, disrupt undead, ray of frost*; 1st – *expeditious retreat, mage armor, magic missile, shield*; 2nd – *glitterdust, scorching ray*.

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.

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

Possessions: ~~potion of false life (CL 10)~~, spell component pouch.

Encounter Six

Platinum Horror Close Combat: Sor4; CR 10; small construct; HD 12d10+10+4d4; hp 88; Init +5; Spd 60 ft. (with *expeditious retreat*); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 16, flat-footed 30; Base Atk +11; Grp +12; Attack melee +18 (1d12+8, +1 *razor saw*); Full Attack melee +18/+13/+8 (1d12+8, +1 *razor saw*); SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (*shatter*), SR 27, lightning bolt (Cha based); AL LE; SV Fort +7, Ref +12, Will +12; Str 20, Dex 21, Con -, Int 15, Wis 20, Cha 19.

Skills and Feats: Concentration +13, Listen +20, Spot +20; Cleave, Combat Casting, Eschew Materials, Power Attack, Skill Focus: Concentration.

Spells Known (6/7/5; DC = 14+Spell Level). oth – *daze*, *detect magic*, *mage hand*, *ray of frost*; - 1st *expeditious retreat*, *mage armor*, *shield*; 2nd – *false life*.

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 18) 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).

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.

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

APL 8

Encounter Three

Bramblewood Dire Wolf: CR 9; Large Animal; HD 18d8+108; 198 hp; Init +5; Move 50 ft; AC 19, touch 14, Flat-footed 14 (-1 size, +5 dex, +5 natural); Base Atk +13; Grp +27; Atk +23 melee (2d6+15, bite); Full Atk +23 melee (2d6+15, bite); Space/Reach 10 ft./ 5 ft.; SA trip; SQ damage reduction 2/-, fast healing 1, low-light vision, scent; AL: N; Fort +19, Reflex +18, Will +15; Str 30, Dex 20, Con 22, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +7, Spot +17, Survival +6*; Dodge, Improved Natural Attack (bite), Mobility, Run, Spring Attack, Track, Weapon Focus (bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A direwolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Grithalion and Elda: Wild Elf Rgr3/Ftr2/Bbn1/Ari1/PiousTemplar1/Rog1; CR 8; Medium Humanoid; HD 1d6+4d8+3d10 +1d12+18; hp 70; Init +6; Spd 40 ft; AC 22 (+6 Dexterity, +6 for +1 mithral chain shirt) touch 16, flatfooted 16; Base Atk +7; Grp +9; Atk +14 ranged (1d8+3, composite (+2) str longbow) or +10 melee (1d8+2, masterwork obsidian longsword); Full Atk +14/+9 or +12/+12/+7 ranged (1d8+3, composite (+2) str longbow) or +10/+5 melee (1d8+2, masterwork obsidian longsword); SA sneak attack +1d6; SQ low-light vision, immunity to sleep/paralysis, rage (ex) 3/day, fast movement, wild empathy, favored enemy (animals), combat style (archery), mettle (su), trapfinding; AL: CN; Saves: Fort +13, Reflex +10, Will +5; Str 14, Dex 22, Con 14, Int 10, Wis 8, Cha 10.

While Raging: hp 88; AC 20; Fort +15, Will +7; Atk +14 ranged (1d8+5, masterwork composite (+4) str longbow) or +12 melee (1d8+4, masterwork obsidian longsword); Full Atk +14/+9 or +12/+12/+7 ranged (1d8+5, masterwork composite (+4) str longbow) or +12/+7 melee (1d8+4, masterwork obsidian longsword).

Skills and Feats: Craft (bowyer) +8, Hide +13, Knowledge (nature) +5, Knowledge (religion) +5, Listen +2, Move Silently +13, Search +2, Spot +8, Survival +8, Tumble +14; Endurance (bonus), Extra Rage*, Point Blank Shot, Precise Shot, Rapid Shot (bonus), Staggering Strike*, Track (bonus), True Believer*, Weapon Focus (composite longbow).

Mettle (Su): A pious templar's special blessing allow her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Possessions: masterwork composite (+4 str) longbow, composite (+2 str) longbow, 100 arrows, 50 +1 arrows, masterwork obsidian longsword, heavy wooden shield, +2 mithral chain shirt, +1 vest of resistance, +2 gloves of dexterity, 5 daggers.

*See Appendix Two: New Rules Items

Electrum Horror Advanced Scouts (2): Sor5/Rog2; CR 9; small construct; HD4d10+10+ 5d4+2d6+11 (false life); hp 68; Init +3; Spd 30 ft; AC 29 (+1 size, +3 Dex, +7 natural, +4 mage armor, +4 shield) touch 14, flat-footed 26; Base Atk +7; Grp +4; Attack melee +7 (1d8+1, razor saw) or ranged +9 (2d4+1, pressure darts); Full Attack melee +9 (1d8+1, razor saw) or ranged +11 (2d4+1, pressure darts); SA spells SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 17, trapsense, +1d6 sneak attack, evasion; AL LE; SV Fort +2, Ref +8, Will +7; Str 12, Dex 17, Con -, Int 7, Wis 14, Cha 12.

Skills and Feats: Concentration +9, Listen +11, Spot +11, Tumble +9; Combat Casting, Point Blank Shot, Precise Shot.

Spells Known (6/7/4; DC = 11+spell level); 0 – *acid splash, daze, detect magic, disrupt undead, ray of frost*; 1st – *expeditious retreat, mage armor, magic missile, shield*; 2nd – *glitterdust, scorching ray*.

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.

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

Possessions: spell component pouch.

Encounter Six

Platinum Horror Close Combats (2): Sor4; CR 10; small construct; HD 12d10+10+4d4; hp 88; Init +5; Spd 60 ft. (with expeditious retreat); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 16, flat-footed 30; Base Atk +11; Grp +12; Attack melee +18 (1d12+8, +1 *razor saw*); Full Attack melee +18/+13/+8 (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 27, lightning bolt (Cha based); AL LE; SV Fort +7, Ref +12, Will +12; Str 20, Dex 21, Con -, Int 15, Wis 20, Cha 19.

Skills and Feats: Concentration +13, Listen +20, Spot +20; Cleave, Combat Casting, Eschew Materials*, Power Attack, Skill Focus: Concentration.

Spells Known (6/7/5; DC = 14+Spell Level). O – *daze, detect magic, mage hand, ray of frost*; - 1st *expeditious retreat, mage armor, shield*; 2nd – *false life*.

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 18) 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).

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.

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

APL 10

Encounter Three

Bramblewood Dire Wolves (2): CR 9; Large Animal; HD 18d8+108; 198 hp; Init +5; Move 50 ft; AC 19, touch 14, Flat-footed 14 (-1 size, +5 dexterity, +5 natural); Base Atk +13; Grp +27; Atk +23 melee (2d6+15, bite); Full Atk +23 melee (2d6+15, bite); Space/Reach 10 ft./ 5 ft.; SA trip; SQ damage reduction 2/-, fast healing 1, low-light vision, scent; AL: N; Fort +19, Reflex +18, Will +15; Str 30, Dex 20, Con 22, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +7, Spot +17, Survival +6*; Dodge, Improved Natural Attack (bite), Mobility, Run, Spring Attack, Track, Weapon Focus (bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A direwolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Grithalion and Elda: Wild Elf Rgr3/Ftr2/Bbn1/Ari1/PiousTemplar1/Rog1/Wildrunner2; CR 10; Medium Humanoid; HD 1d6+4d8+5d10+1d12+22; hp 86; Init +7; Spd 50 ft; AC 20 (+7 Dex, +3 *for+3 bracers of armor*) touch 17, flatfooted 13; Base Atk +11; Grp +13; Atk +20 ranged (1d8+3, composite (+2) str longbow) or +14 melee (1d8+2, masterwork obsidian longsword); Full Atk +20/+15/+10 or +18/+18/+13/+8 ranged (1d8+3, composite (+2) str longbow) or +14/+9/+4 melee (1d8+2, masterwork obsidian longsword); SA sneak attack +1d6; SQ: low-light vision, immunity to sleep/paralysis, rage (ex) 3/day, fast movement (twice), wild empathy, favored enemy (animals), combat style (archery), mettle (ex), trapfinding, trackless step, primal scream 3/day, scent; AL: CN; Saves: Fort +16, Reflex +13, Will +5; Str 14, Dex 24, Con 14, Int 10, Wis 8, Cha 10.

While Raging And Screaming: hp 108; AC 21; Fort +18, Refl +16, Will +7; Atk +23 ranged (1d8+6,

masterwork composite (+5) str longbow) or +17 melee (1d8+5, masterwork obsidian longsword); Full Atk +23/+18/+13 or +21/+21/+16/+11 ranged (1d8+6, masterwork composite (+5) str longbow) or +17/+12/+7 melee (1d8+5, masterwork obsidian longsword) and +11 melee (1d6+7, bite).

Skills and Feats: Craft (bowyer) +8, Hide +15, Knowledge (nature) +5, Knowledge (religion) +5, Listen +2, Move Silently +15, Search +2, Spot +8, Survival +8, Tumble +14; Endurance (bonus), Extra Rage*, Point Blank Shot, Precise Shot, Rapid Shot (bonus), Staggering Strike*, Track (bonus), True Believer*, Weapon Focus (composite longbow).

Mettle (Su): A pious templar's special blessing allow her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3+your Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small or 1d8 if you are Large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty Or -2 with the Multiattack feat).

Possessions: masterwork composite (+5 str) longbow, composite (+2 str) longbow, 100 arrows, 50 +1 arrows, masterwork obsidian longsword, heavy wooden shield, +3 *bracers of armor*, +1 *vest of resistance*, +4 *gloves of dexterity*, 5 daggers.

*See Appendix Two: New Rules Items

Electrum Horror Combat Scout: Sor9/Rog2; CR 13; small construct; HD4d10+10+9d4+ 2d6+15 (false life); hp 80; Init +6; Spd 30 ft., 60 ft fly (perfect, spell); AC 32 (+1 size, +6 Dex, +7 natural, +4 *mage armor*, +4 *shield*) touch 17, flat-footed 26; Base Atk +8; Grp +5; Attack melee +10 (1d8+1, razor saw) or ranged +15 (2d4+1, pressure darts); Full Attack melee +10/+5 (1d8+1, razor saw) or ranged +15/+10 (2d4+1, pressure darts); SA spells SQ: dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 17, trap sense, +1d6 sneak attack, evasion; AL LE; SV Fort +6, Ref +12, Will +12; Str 12, Dex 22, Con -, Int 7, Wis 14, Cha 14.

Skills and Feats: Concentration +14, Listen +11, Spot +11; Combat Cast, Eschew Materials, Point Blank Shot, Precise Shot, Steady Concentration*.

Spells Known (6/5/6/6/4; DC = 13+spell level); 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*; 1st – *alarm*, *feather fall*, *mage armor*, *magic missile*, *shield*; 2nd – *false life*, *glitterdust*, *Melf's acid arrow*, *scorching ray*; 3rd – *dispel magic*, *fly*, *lightning bolt*; - 4th – *enervation*, *greater invisibility*.

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.

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

Possessions: ~~scroll of cat's grace~~ ~~potion of protection from law~~, ~~potion of protection from chaos~~, ~~potion of protection from good~~, spell component pouch. 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 Six

Platinum Horror Elite Close Combat: Sor12; CR 14; small construct; HD 12d10+10+12d4; hp 112; Init +5; Spd 60 ft. (with *expeditious retreat*), 60 ft fly (perfect); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 16, flat-footed 30; Base Atk +15; Grp +16; Attack melee +25 (1d12+11, +4 *razor saw*); Full Attack melee +25/+20/+15 (1d12+8, +4 *razor saw*); SA spells

SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 27, *lightning bolt* (Cha based); AL LE; SV Fort +10, Ref +15, Will +16; Str 20, Dex 21, Con -, Int 15, Wis 20, Cha 21.

Skills and Feats: Concentration +30, Listen +27, Spot +28; Arcane Strike*, Cleave, Combat Casting, Eschew Materials, Greater Spell Penetration, Power Attack, Practiced Spellcaster*, Skill Focus: Concentration, Spell Penetration.

Spells Known (6/8/2/7/7/6/3; DC = 15+Spell Level). 0th – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; - 1st *expeditious retreat*, *feather fall*, *grease*, *mage armor*, *shield*; 2nd – *cat's grace*, *false life*, *glitterdust*, *resist energy*, *see invisibility*; 3rd – *dispel magic*, *displacement*, *haste*, *greater magic weapon*; 4th – *stoneskin*, *dimension door*, *invisibility (greater)*; 5th – *teleport*, *overland flight*; 6th – *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 22) 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).

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).

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.

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

Possessions: ~~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.

Current Spells Active: 1st *expeditious retreat, mage armor, shield*; 2nd – *cat's grace, false life, resist energy (cold, sonic, fire)* 3rd – *displacement, haste, greater magic weapon*; 4th – *stoneskin, invisibility (greater)*; 6th – *true seeing*.

*See Appendix Two: New Rules Items

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APL 12

Encounter Three

Bramblewood Dire Wolves (4): CR 9; Large Animal; HD 18d8+108; 198 hp; Init +5; Move 50 ft; AC 19, touch 14, Flat-footed 14 (-1 size, +5 dexterity, +5 natural); Base Atk +13; Grp +27; Atk +23 melee (2d6+15, bite); Full Atk +23 melee (2d6+15, bite); Space/Reach 10 ft./ 5 ft.; SA trip; SQ damage reduction 2/-, fast healing 1, low-light vision, scent; AL: N; Fort +19, Reflex +18, Will +15; Str 30, Dex 20, Con 22, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +7, Spot +17, Survival +6*; Dodge, Improved Natural Attack (bite), Mobility, Run, Spring Attack, Track, Weapon Focus (bite)

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A direwolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Grithalion and Elda: Wild Elf Rgr3/Ftr2/Bbn2/Ari1/PiousTemplar1/Rog2/Wildrunner2; CR 12; Medium Humanoid; HD 2d6+4d8+5d10+2d12+26; hp 101; Init +8; Spd 50 ft; AC 21 (+8 Dex, +3 for +3 bracers of armor) touch 18, flatfooted 21; Base Atk +13; Grp +15; Atk +22 ranged (1d8+3, composite (+2) str longbow) or +16 melee (1d8+2, masterwork obsidian longsword); Full Atk +22/+17/+12 or +20/+20/+15/+10 ranged (1d8+3, composite (+2) str longbow) or +16/+11/+6 melee (1d8+2, masterwork obsidian longsword); SA sneak attack +1d6; SQ low-light vision, immunity to sleep/paralysis, rage (ex) 3/day, fast movement (twice), wild empathy, favored enemy (animals), combat style (archery), mettle (ex), trapfinding, trackless step, primal scream 3/day, scent, evasion, uncanny dodge; AL: CN; Saves: Fort +18, Reflex +16, Will +9; Str 14, Dex 27, Con 14, Int 10, Wis 8, Cha 10.

While Raging And Screaming: hp 127; AC 22; Fort +20, Refl +19, Will +11; Atk +25 ranged (1d8+6, masterwork composite (+5) str longbow) or +19 melee (1d8+5, masterwork obsidian longsword); Full Atk

+25/+20/+15 or +23/+23/+18/+13 ranged (1d8+6, masterwork composite (+5) str longbow) or +19/+13/+8 melee (1d8+5, masterwork obsidian longsword) and +13 melee (1d6+7, bite).

Skills and Feats: Craft (bowyer) +8, Hide +15, Knowledge (nature) +5, Knowledge (religion) +5, Listen +2, Move Silently +15, Search +2, Spot +8, Survival +8, Tumble +14; Endurance (bonus), Extra Rage*, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot (bonus), Staggering Strike*, Track (bonus), True Believer*, Weapon Focus (composite longbow).

Mettle (Su): A pious templar's special blessing allow her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3+your Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small or 1d8 if you are Large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty Or -2 with the Multiattack feat.

Possessions: masterwork composite (+5 str) longbow, composite (+2 str) longbow, 100 arrows, 50 +1 arrows, masterwork obsidian longsword, heavy wooden shield, +3 bracers of armor, +2 vest of resistance, +6 gloves of dexterity, 5 daggers.

*See Appendix Two: New Rules Items

Electrum Horror Combat Scouts (2): Sor9/Rog2; CR 13; small construct; HD4d10+10+9d4+ 2d6+15 (false

life); hp 80; Init +6; Spd 30 ft. 60 ft fly (perfect, spell); AC 32 (+1 size, +6 Dex, +7 natural, +4 *mage armor*, +4 *shield*) touch 17, flat-footed 26; Base Atk +8; Grp +5; Attack melee +10 (1d8+1, razor saw) or ranged +15 (2d4+1, pressure darts); Full Attack melee +10/+5 (1d8+1, razor saw) or ranged +15/+10 (2d4+1, pressure darts); SA spells; SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 17, trap sense, +1d6 sneak attack, evasion; AL LE; SV Fort +6, Ref +12, Will +12; Str 12, Dex 22, Con -, Int 7, Wis 14, Cha 14.

Skills and Feats: Concentration +14, Listen +11, Spot +11; Combat Cast, Eschew Materials, Point Blank Shot, Precise Shot, Steady Concentration*.

Spells Known (6/5/6/6/4; DC = 13+spell level); 0 – *acid splash*, *daze*, *detect magic*, *disrupt undead*, *ray of frost*; 1st – *alarm*, *feather fall*, *mage armor*, *magic missile*, *shield*; 2nd – *false life*, *glitterdust*, *Melf's acid arrow*, *scorching ray*; 3rd – *dispel magic*, *fly*, *lightning bolt*; - 4th – *enervation*, *greater invisibility*.

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.

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

Possessions: ~~scroll of cat's grace~~ ~~potion of protection from law~~, ~~potion of protection from chaos~~, ~~potion of protection from good~~, spell component pouch. 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 Six

Platinum Horror Elite Close Combats (2): SR 12; CR 14; small construct; HD 12d10+10+12d4; hp 112; Init +5; Spd 60 ft. (with *expeditious retreat*), 60 ft fly (perfect); AC 35 (+1 size, +5 Dex, +4 *shield*, +11 natural, +4 *mage armor*) touch 16, flat-footed 30; Base Atk +15; Grp +16; Attack melee +25 (1d12+11, +4 *razor saw*); Full Attack melee +25/+20/+15 (1d12+8, +4 *razor saw*); SA spells; SQ dark vision 60', construct traits, electricity immunity, linked mind, spell vulnerability (shatter), SR 27, lightning bolt (Cha based); AL LE; SV Fort +10,

Ref +15, Will +16; Str 20, Dex 21, Con -, Int 15, Wis 20, Cha 21.

Skills and Feats: Concentration +30, Listen +27, Spot +28; Arcane Strike*, Cleave, Combat Casting, Eschew Materials, Greater Spell Penetration, Power Attack, Practiced Spellcaster*, Skill Focus: Concentration, Spell Penetration.

Spells Known (6/8/2/7/7/6/3; DC = 15+Spell Level). 0 – *acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; - 1st *expeditious retreat*, *feather fall*, *grease*, *mage armor*, *shield*; 2nd – *cat's grace*, *false life*, *glitterdust*, *resist energy*, *see invisibility*; 3rd – *dispel magic*, *displacement*, *haste*, *greater magic weapon*; 4th – *stoneskin*, *dimension door*, *invisibility (greater)*; 5th – *teleport*, *overland flight*; 6th – *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 22) 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).

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).

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.

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

Possessions: ~~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.

Current Spells Active: 1st *expeditious retreat, mage armor, shield*; 2nd – *cat's grace, false life, resist energy (cold, sonic, fire)* 3rd – *displacement, haste, greater magic weapon*; 4th – *stoneskin, invisibility (greater)*; 6th – *true seeing.*

*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 1st 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.

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.

Extra Rage [General] as presented in *Complete Warrior*

You may rage more frequently than normal.

Prerequisites: Rage or frenzy ability.

Benefit: You rage or frenzy two more times per day than you otherwise would.

Special: You can take this feat multiple times. Its effects stack.

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.

Steady Concentration [General] as presented in *Races of Stone*

You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.

Prerequisite: Concentration 8 Ranks

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

True Believer [General] as presented in *Complete Divine*

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity that you worship.

Electrum Horror as presented in *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, or pressure dart +5 ranged
Damage: Razor Saw 1d8+1, pressure dart 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: 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 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 as presented in *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
Damage:	Razor Saw 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.

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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.

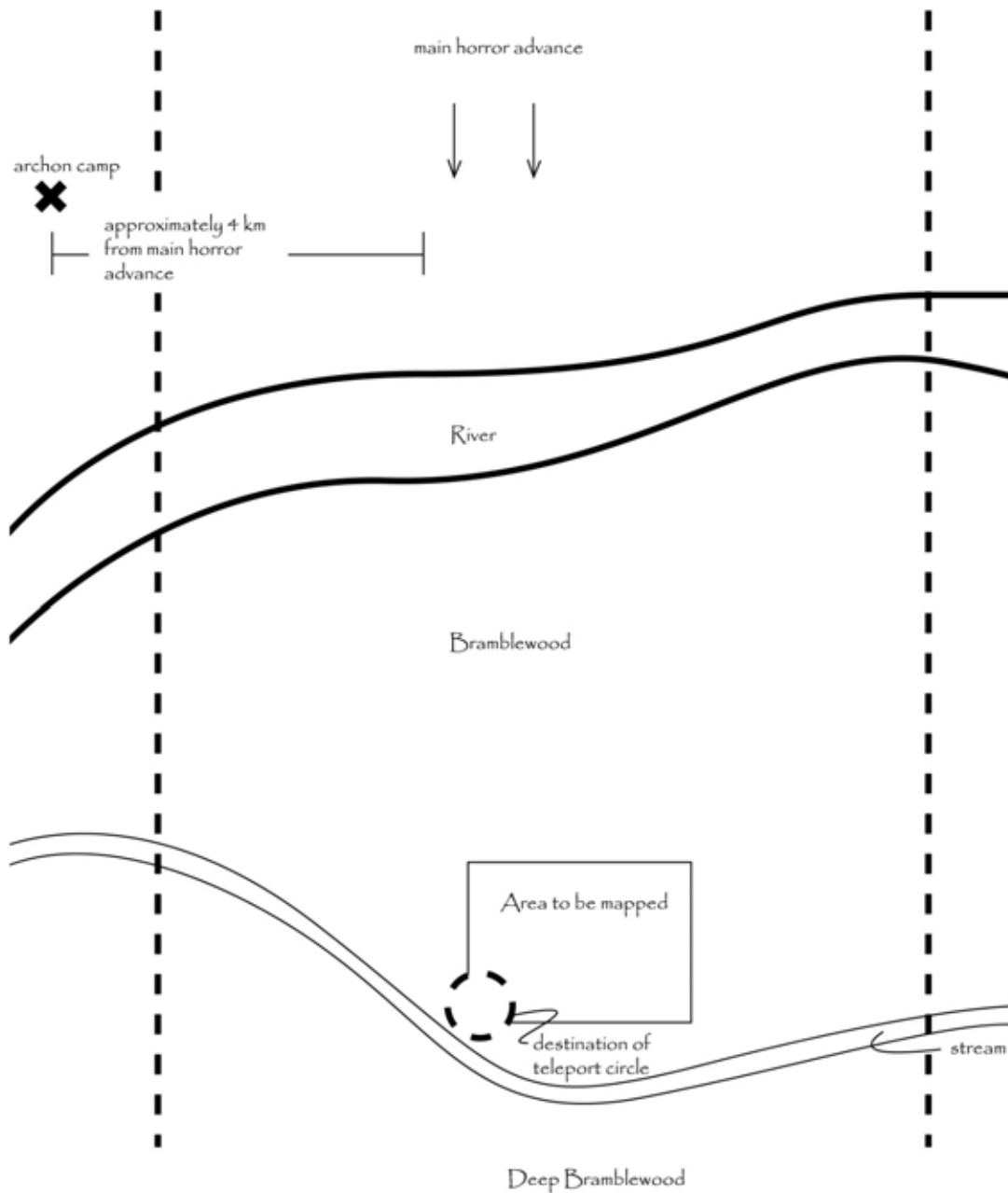
Combat

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.

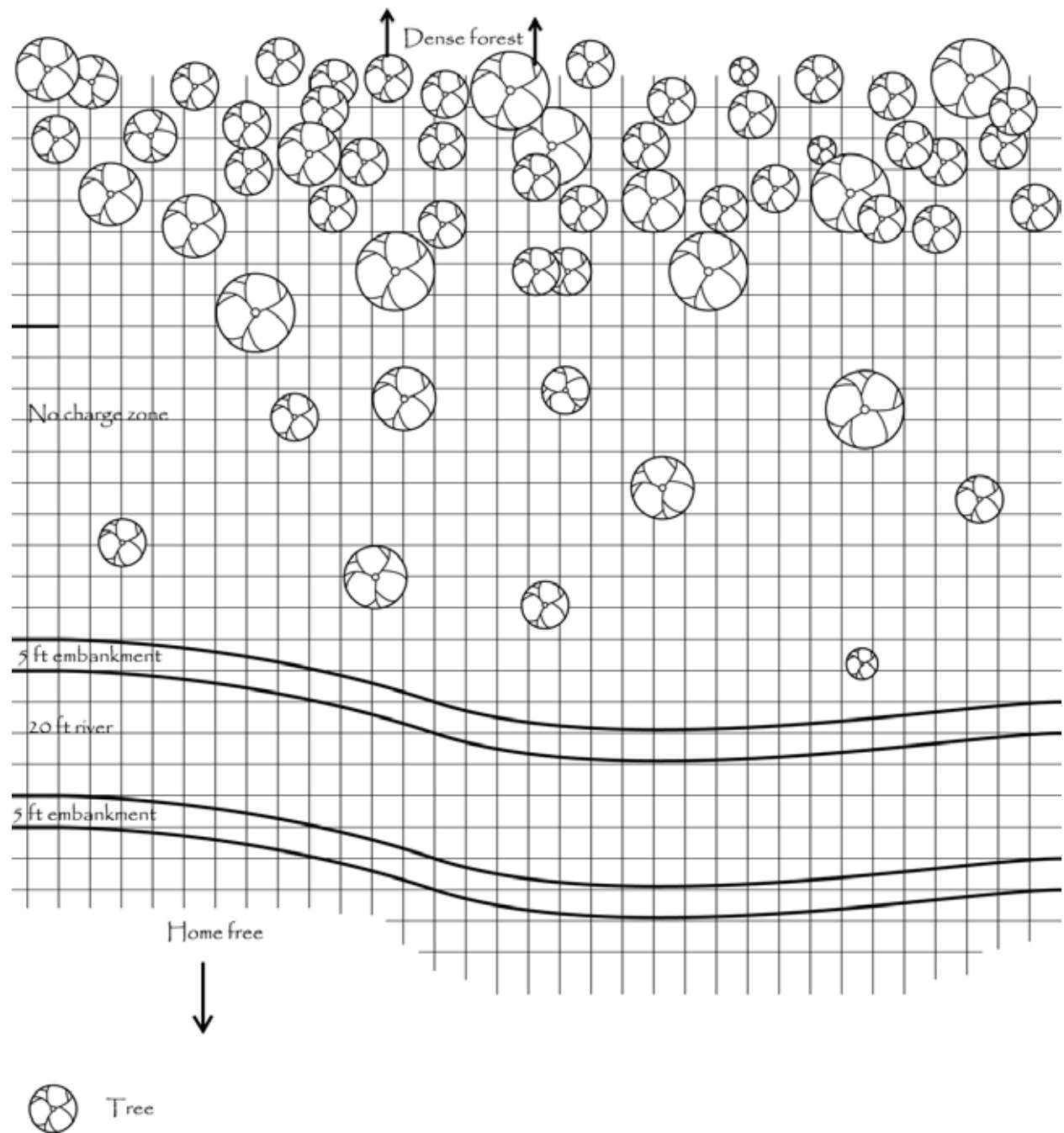
Lightning Bolt (Sp): Once every two rounds, the monster can generate a lightning bolt 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC16) halves the damage. The save is Con-based. The modified horrors represented in this adventure can alter the damage between sonic and 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.

Appendix Three – Maps

Map #1 – General Situation and Terrain



Map 2 – Combat Map



Appendix Four – Laws of Ket

These are a summary of some of the crimes, punishments, and play requirements for crimes that may occur during play. Crimes, punishments, and mitigating circumstances (in the case of a reduced sentence) should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder Kidnapping Torture	Death, kidnapping, torture of a citizen of Ket.*	Life in the mines	
			26 TU in the mines	Self defense **
	Manslaughter*** Kidnapping Torture	Death, kidnapping, torture of a resident of Ket, or a horse.*	52 TU in the stocks	
			10 TU in the stocks	Self defense **
	Aggravated Assault causing: Death Kidnapping Torture	Death, kidnapping, torture of a person (not a citizen or resident).*	10 TU in the stocks	
			0 TU in the stocks	Self defense **
	Aggravated Assault	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
			5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
			2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
			0 TU in the stocks	Any reasonable excuse is provided where the PC did not initiate the combat.
	Vandalism Property damage Tax Evasion Theft Killing an Elf	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If PC has enough money to cover the fines.
			1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.

* Paying for a successful *raise dead* automatically reduces the sentence to that of aggravated assault.

** Or any other similarly reasonable excuse (DM's discretion)

*** Also include penalties of Theft/Property damage in the case of a horse.

NOTE: PCs who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. PCs may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.

Critical Events Summary

Did the PCs help the elves in Encounter Four / Help the Horrors / Help neither side?

Did the PCs choose to stay and fight the horrors or did they leave the forest without a fight?

If the PCs stayed, how many waves past the first did they successfully defeat?