Broken Faith

A One-Round D&D Living Greyhawk® Ket Regional Adventure

by Stephen Baker

Triad Editor: Chris Chesher
Circle Edit: David Christ

There is trouble near the Yatil Mountains and the local Bey has had his hands full routing a nest of undead that have been unearthed. Just when the locals thought they had it under control, a local inventor goes missing. Now the Archons and Elite Threshers known as the 'Black Scorpions' have become involved and you seem to have become the middlemen. Who's pulling the strings and what does this mean for Ket? A One Round adventure for the unselfish from APLs 6 to 12.

Introduction

This is an RPGA® Network adventure for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this adventure, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA adventure.

Preparation

First you should print this adventure. This adventure was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the adventure as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this adventure is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, ant then have any players without a character create on. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Judges and Players of the Ket Region

Like many regions in the Living Greyhawk campaign, the region of Ket has some rather unique flavouring. It is your responsibility as a Judge to keep yourself briefed with all the latest Regional information. The primary source for this is http://ket.living-greyhawk.com. It is frequently being updated, so be sure to check before running an Adventure. It is also your responsibility as a Judge to follow and enforce the material presented by the Ket Triad and the Living Greyhawk Campaign.

-Chris Chesher, Scenario Coordinator, Ket Triad

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

(CR of Animal)

Reminder to the Judge

A general note on representing the in-game word usage for NPCs when referring to the names of gods. Due to the reverence (and sometimes fear) of these most divine and powerful beings, the NPCs do not use the true name of the god in vain during idle conversation. Only when the god's power is truly being invoked (though not necessarily by a spell) is the true name used. It's a firm believe that to use the gods' true name invokes that being's attention. The descriptive name used can also sometimes refer to which sect or view the worshipers have of their god, but this is not always the case. For instance, when the NPCs in this scenario wish to refer to Nurell, they say, "The Reaper", in an attempt to avoid his attention. Also, the NPCs in

this Scenario refer to Zilchus as "The Money Changer", for the sect that is being referenced dealt with that aspect of the god more so, than those who would refer to him as "The Great Guildmaster". To say, "Fharlanghn Rules the Roads" is a blessing, invoking the god's power. To say "Zilchus be poor" is profanity.

Adventure Background

The Blackhammer and Silverpick clans of Dwarves in the Yatil Mountains have long been small but powerful dwarven clans. Centuries ago, they decided the best plan of action was to not only ally with other like-minded people in the Yatils, but also create a secure route to the Barrier Peaks and the other Dwarves of the south. This was thought initially to be an impossibility, to create a tunnel of this length for a cost that would not bankrupt the clans (not to mention shore off any of the other breaches that it might make and secure them).

Into this came one of the most brilliant inventors known to the Dwarves. His name was removed from the clan rolls for his role in what was to come later, but at that time he was the source of brilliance and drive. He discovered the remnants of the first of the clockwork horrors, a set of electrum, gold and platinum types. His hubris knowing few bounds, he fixed them up with little understanding of their abilities and these three served as an experimental force, building a test tunnel. Though spare parts were being unearthed, few could be made fully functional by the dwarf. Each unit required a life spark to make it function, and those were harder to find.

Later, another type was uncovered from deep within the oerth. This type was plated with adamantine and badly damaged. Much irresponsible experimentation was conducted on the adamantine type. The dwarf discovered that this one could not only create more of the other types (and the life sparks), but that it was supremely intelligent in its 'natural' state.

He ordered it to create more of the lesser horrors and presented his elders with a proposal that a force, acting with specific directions, could build the long-sought tunnel to the south. The cost was high (the raw materials themselves) but the long-term benefit and the lack of dwarven supervision and upkeep was the clincher. The project began and ran for 20 years.

The Dwarven inventor was not entirely unwise, arrogant though he may have been. During the experimenting and reconstruction phase on the adamantine unit, he constructed a series of controls for his "creation", daggers of simple design that enabled him to activate or deactivate many of the vital functions by virtue of a slot – they were deadman switches, without which the creatures could not function. The adamantine horror had two such controls, one to limit the higher functions of the creature and the second to limit the ability to create more through the creation of life sparks. Sure in his control of the creatures via the master unit, the dwarf never looked further into their construction or history.

At the end of the 20 years, the dwarves had about 1/2 of the tunnel built. It was 40 feet wide, vaulting up some 50 feet and wended down through most of present-day Ket at a depth of over 1000 feet. Then, the true nature of the horrors unleashed itself, as they struck at their makers and made an effort to destroy them and enslave the world. Even at the time of the revolt, there was much debate on what finally triggered the adamantine horror to reveal its true motivation, but some suggest it had something to do with the magical wasting disease that had started to contaminate the tunnels shortly before. Others suspect intervention by an otherworldly force.

The subsequent fight with the new legions of horrors was brutal and deadly. The Silverpick clan ceased to exist that night and the Blackhammers were mauled. The horrors were defeated, though the price was terrible. Great magics were used by the Dwarves, unleashing a flood of water from the mountains into the tunnel and sealing it for an eternity (they hoped). Only a few isolated electrum horrors escaped, all of which were hunted down and destroyed.

The adamantine horror itself was badly damaged and both daggers removed, at great personal cost to the Dwarves who flung themselves into this perilous task in the combat. With both out, the adamantine leader ceased to function and his army started to fail with him, now trapped in the tunnels. The Dwarves made an attempt to salvage what they could but found the bodies of the horrors contaminated somehow, causing a wasting disease, possibly some act by the leader of the horrors, though it was said to be present weeks before the revolt, perhaps an early strike.

What remained of the Silverpick clan merged with the Blackhammers and they closed up the tunnel as a tomb to those who had died, preferring to ignore that part of their past rather than think upon the terror that had arisen.

A year ago, there was an influx of electrum into the economy (see the Adventure Treasure Hunt). This had little impact save for an eccentric Gnomish inventor

living in northern Ket who found that the coins and bricks had a similar pattern beneath their castings, one which she matched to a dagger of ancient Dwarven design.

There is also a glimmer of the contamination on the blade, enough to connect it to the horrors and allow for a bit of realization into the past. Senalabia pieced the coins together in a frenzy of sleep deprivation, finally putting together the shell of an electrum horror. From that point, she managed to find a long-discarded (and badly damaged) interior that fit it (taken from deep caves near her house) and she had a barely functioning electrum horror. The life spark had just enough will power to crawl back home, much to the inventor's surprise.

Seeking more information (and sleep-deprived by this point), the inventor followed the horror back to the source of the horror's interior, a deep cave behind her house in the foothills. There she found a tunnel created by a creature of approximately the horror's size and followed it inward and downward, only a few steps behind the limping electrum. The two eventually came to an ancient magical trap-like portal that had two functions. The first was to prevent digging (in either direction) into the area the horrors were sealed into. The second was to dampen the telepathy and the higher mental functions of the horrors within. This has kept the horrors from achieving any sort of resurgence.

Being too clever for her own good, the gnome inventor worked hard and bypassed the portal and the magical force effect that traveled through the earth and stone all around the tomb.

When the electrum horror came within control range of the dormant but powerful creatures of its kind (platinum and gold), it activated and attacked her. It held her long enough for help to arrive and she was carried away, kicking and screaming.

With the seal down, the remaining functional horrors were free to foray outside, but never strayed far from the nest, for fear or exposing themselves. The horrors were delighted to discover that this gnome carried an adamantine dagger, although damaged, that they needed all this time. With the dwarven gate deactivated, the horrors quickly dismantled it completely.

The Blackhammers were warned of the breach via ancient magical means, but are hard-pressed on other fronts and cannot spare an investigation of their long-abandoned tombs. They have asked the Graf of Molvar and, by long extension, the characters, to venture into this lost tomb to determine what they can of what breached the tunnel and why. After initial local investigation by the authorities, rescuing the now-missing inventor is added to the mission list.

The Blackhammers are represented in Molvar by the House of Al'Zarif, a merchant house with which they have dealt in the past. The dwarves have not been entirely candid with the Graf. He is under the impression that the cause might be undead, as there was a problem with them rather recently in that exact Beyship – it is up to the adventurers to bring back the correct news. Of course, once the Archons become involved, they start to withhold information for their own reasons. A motley crew of representatives is gathered, each withholding the secrets of their own interests. The powers work out that they need outsiders whom are expendable to every side, loyal to none. The House of Al'Zarif, on behalf of the dwarves, have selected the Characters.

The adamantine horror down in the tunnels now has an adamantine dagger, which allows it to function, but the dagger is damaged, as well not one of the more superior control daggers that *Silent Strike* is. It has had time to re-awaken and realign old horrors (not that the dampers are gone) but cannot build the standard varieties. The old horrors suffer from degradation due to age and disuse and are actually capable of suffering critical hit damage (after some study).

The only thing that the adamantine horror has been capable of doing is experimenting with a new force (since it cannot currently build more horrors). A pack of Owlbears were found in the caves (near the surface, of course) hibernating. These sleeping beasts were easy prey and quickly swarmed and subdued. The adults were killed, but the cubs were dragged back for the same fate as the gnome. The radiation has caused them to grow extremely fast. Their life expectancy is greatly shortened because of this. They are being used as prototypes for the half-golem template it has been using. The owlbears are terminally vicious and attack anything that is not a horror or other half-golem, knowing no pity, just hunger.

Coincidence in the Beyship

Recently, the small Beyship of Zeer (centered on the village of the same name) has had a mysterious outbreak of undead. Bey Shazeer summoned forth a Hunter of the Dead once the problem was more clearly identified. The undead would sneak into the different parts of the valley during the night and cause all sorts of strange, yet malicious events. The undead would

always retreat by dawn, back into the hills. The Hunter of the Dead led most of Bey Shazeers troops up into the hills. After a night battle in the village, they routed and destroyed most of the undead. The Hunter of the Undead reported a hunch that he suspected there was more to it and led many of the troops further into the mountains.

The last report given to the Bey, was that the expedition into the mountains was expected to last at least a month. In the mean time, watch out for any undead that may have reemerged.

So when the gnome inventor goes missing, Bey Shazeers is not sure if its undead or what. Before he has a chance to send word for another Hunter of the Dead, the local Archon contacts him and informs him the Graf is sending special help to look into the matter. The resource stricken Bey quickly accepts and grants formal permission to the representatives to investigate the matter.

When the characters arrive in the valley, Bey Shazeers knows little of the progress of the Archons and Threshers. If the characters insist on speaking with him, he's tells them that he has given the matter over to the Archons and the Graf's representatives.

The village of Sheer has a population of 400 people and an item cap of 200 gp. It is a typical northern Ket village in a traditional safe valley.

The following information can be gained with a Knowledge (nobility) or Knowledge (local) check:

(DC 15), Bey Shazeer is an honest, upstanding Bey with few political connections. He is located here at the north of Ket in a fertile area (thanks to the various small rivers which come down out of the mountains) but little in the way of trade or other travel. He had political contact with the previous Graf of Molvar but has not cultivated any with the current one. His neglect has cost him influence in the say about things around his land

(DC 20) but he is growing old now and tends to dote on his family,

(DC 25) three daughters all in their early 20's and late teens. Strange for this age, none are even betrothed yet, though many seek their hand in marriage (if not for the wealth, each is reputed to be very beautiful).

Black Scorpions

The Black Scorpions are an elite investigative branch of the Threshers. They are trained to study intelligent opponents and divine/guess their intentions/goals. When important personages go missing, it is frequently the Black Scorpions who investigate the kidnappings. Like wise, when theirs something strange in a District, these are the men who are called, much unlike the regular Threshers. They are a secretive branch of the Threshers and rarely ask for outside assistance. It is rumored that a highly skilled Black Scorpion can walk into a bar, close her eyes and pick out a lawbreaker by vibration alone – but that is just a story…

Generally speaking they are combinations of Fighter and Rogue, with more ranks in the former.

Adventure Summary

Introduction: Players are introduced to the plot by members of the Archons, Threshers and the Blackhammer clan via the House of Al'Zarif. There is absolutely no money being offered for this mission – the characters can keep whatever they take from the rescue effort, but nothing further. All items looted are inspected by the Archons and Threshers for legality and possible danger. They reserve the right to confiscate any items.

It is expected that characters react favorably to the news that they are imparted with at the meeting. Should all else fail, there is an NPC who challenges people present "to do the right thing" as well as "destroying undead". There is the chance they can get more information, particularly about the nature of the threat, but the dwarves are deliberately vague about the origins of the danger.

With introductions complete, the Archon and Threshers present the party with their task, being to recover the gnomish inventor Senalabia and discover the cause of the kidnapping. Time is of the essence, as they do not know what has happened to her. Information about the horrors and the tunnel is not provided. It is need to know. It could turn out to just be an undead problem, so no need to tell the Characters information they shouldn't know.

Encounter One: Once the job is accepted, the Black Scorpions escort the party to the home of the inventor. There, they can search her house for clues or other information.

In particular, her notes on the work are available and the Threshers and Dwarves have cordoned off his house to outsiders, so little has been disturbed. After a short period of time, they are encouraged to enter into

the tunnel at the back of the house, leading downward, where the horror went.

Encounter Two: Deep in the tunnels below Ket, the party is ambushed (unless heard/spotted) by a guard force of Horrors. The terrain of the tunnels is a limiting factor on parties, being somewhat twisty and short (5 ½ feet tall), preventing the effective use of large weapons and slowing those of that height or taller during movement.

Encounter Three: After surviving the first encounter with the horrors, the party approaches the area they were told to meet the Dwarf who has been sent in as a scout. He is a Forsaker and very much on edge, being exiled from his people for his chaotic and destructive ways, but still very loyal to the Blackhammer clan. It does not take much to set him off. The combat can and should be avoided and no experience is given if one breaks out. He provides a map to the lower levels and the location of the gnomish inventor, Senalabia (the general area).

Encounter Four: Deeper into the tunnels, it is presumed that the party goes after Senalabia first (the Forsaker having emphasized her plight). There the party encounters no creatures, the horrors having abandoned this area at the order of the Adamantine Horror, bringing Senalabia with them, but leaving a trap behind.

There are numerous rooms full of Copper Horrors here, small Clockwork horrors that are entirely non-functional. These horrors are also clearly capable of tunneling and digging and details can be determined about the tunnel and the history of this place from this point

Encounter Five: In the centre of the complex, the adamantine horror has been watching the parties' advance through the connection it has with all other horrors. It has prepared itself, summoning aid and determining the characters strengths and weaknesses. Any who have purchased *Silent Strike* are not attacked by any save the chief horror. If the person carrying *Silent Strike* goes down at any point, all other creatures break off and try to recover the dagger and get it to the Adamantine Horror. At APL 12, the newest (and only) of the horror constructs, a half-golem gnome, is present to add to the excitement. There have been hints and parts in the holding area for Senalabia that speak to the origins of the half-golems.

Conclusion: Much depends on these results as to when/if the horrors are able to expand.

Introduction

For early winter, the temperature is relatively warm, though the sky and countryside promise that a rapid change will soon be upon Ket as heavier winter snows set in. The Inn of the Golden Falchion, on the outskirts of Molvar, is a common gathering spot for adventurers.

It is with some trepidation, then, that the patrons of the Inn watch as a collection of Threshers ride up to the establishment and dismount. The presence of these authority figures generally means only one thing – someone has broken the law.

At the head of the Black Scorpions (the Thresher unit) is the Archon Jiazeera. She is not in charge of the Threshers but her authority in the current matter at hand is tremendous. Their head is Captain Latt, a half-orc of reasonable intelligence who has chosen, for political reasons, to defer to the Archon in all matters at the Inn. The relationship between these people and the different authorities they represent is very complicated.

If anything that occurs here that is against the laws of Ket, Captain Latt does not defer any longer. He is adamant about his task, which involves enforcing the laws of the land. As a representative in this mission, he is willing to overlook minor indiscretions but he is still an official of the government and acts accordingly.

The Archon is here to ask for the assistance of adventurers. A gnomish inventor by the name of Senalabia has gone missing – this, in and of itself, is not normally cause for concern. The Dwarves of the Yatils, specifically the Blackhammer clan, have made requests in the past day or two and sent down a contingent of warriors. This makes her disappearance not just a matter of some concern, but rather of significance to the Graf. On top of it all, the information provided by the dwarves and the recent activities in Zeer have led the Graf to assume this is the cause of undead, and adventurers as well as those loyal to the Restorer of Righteousness are needed. Or at least, that is the official story. The Graf is curious to know exactly what the Archon's may know, over and above what they've already told him.

There is a dwarf with the Threshers, Sturgeon Lowrock, looking uncomfortable in his long mail armor but at ease on the pony he was riding. He steps up beside the Captain and the Archon before they start asking around. Sturgeon works directly for the House of Al'Zarif, a member of the Mouquollod Consortium and are actively helping the Blackhammers in this

matter. Anyone with a favour of the Blackhammer clan recognizes his clan symbol (worn beside the symbol of the House of Al'Zarif – which is a coin over top of a mountain) or can make a Knowledge (nobility) [DC 15] check. Knowing his clan is sufficient for a +2 circumstance bonus to social interaction with him.

Sturgeon is willing to exchange influence with the Merchant House in order to facilitate some help but cannot offer anything further. If hard-pressed, he indicates that he has no authority to offer money and is helpless in that regard.

The Archon is wary of those who work solely for pay or similar rewards. Her only offer in this case is to do good for a missing member of the community. If asked, she explains that the Archons and Black Scorpions are at a loss but that they have one or two important clues. The Archon and the Black Scorpion captain have not been fully briefed by their superior on the matter. They've been told there is a slim possibility that something other than undead could be causing this, but to assume its undead to avoid unwarranted panic and rumor.

They will, of course, investigate these themselves but they do not have the resources north of Molvar to do so for a while, possibly even a few weeks. Should somebody succeed at a Diplomacy check [DC 20], she reveals that the Black Scorpions plan to scour the Beyship while the adventurers explore the Gnome's disappearance, to cover more ground that way.

She however, offers them all the treasure they can obtain from whatever has caused this disappearance, if any. At this point, character's should begin to get an idea that it is not just a common disappearance but a kidnapping or something similar, probably caused by left over undead forces. Until they have agreed to assist, however, she does not reveal anything further – if pressed with a Diplomacy check [DC 10+APL] she gives more details without this requirement.

Any sense motives that are done on NPC's during this Encounter all have a DC of 15. If the result is less than that, the individual believes the character is telling the truth. Greater than this and they notice some degree of worry and slight withholding, but the truth is what is being spoken.

Should the characters be reluctant to participate, one of the patrons, a large burly half-orc named Gort steps forward and volunteers his services "as all the rest of them type are scared and greedy". He is a surly fellow but his heart is in the right place. If anyone questions him or makes snide comments about him, he turns on them (if the chance of him hearing is reasonable) and

challenges them to "prove themselves". Should they agree, he arm-wrestles with them, with the winner agreeing to do some simple deed for the other. In the case that Gort wins, it is simple – the character has to help out here with no monetary reward.

The wrestling is simple. Arm wrestling is a combination of mental fortitude and brute strength. Each round, both participants roll at Will save [DC 10 + round]. If they succeed, they get +2 on the opposed strength roll. Winning the previous round also gives a +2 bonus to this roll. Characters with Endurance get a bonus toward the Will save equal to the bonus it gives to fortitude. Secondly, the participants roll opposed Strength checks – before the roll, it is possible to take a 10 on this and generate a result. Size modifiers do apply to this roll, but nothing else. Gort takes 10 until he is losing.

It requires three consecutive rounds of winning to finish the arm wrestle.

Details from Archon Jiazeera

After things have been settled;

Senalabia lives about half a days journey by fast horse north of Molvar, just south of the Yatil mountains (in the foothills, in fact). She is an inventor of some repute who adventured in her youth. Her disappearance is being investigated and was reported by to Bey of Zeer three days ago and the matter relayed via the local Archon representative to the Graf's representatives the next day. It has been a total of four days now since the gnome was reported missing.

The disappearance of the gnome is also of interest to the Blackhammer clan. They have indicated it may have something to do with ancient dwarven burial tombs in the foothills. This may possibly be the source of the 'new' undead suspect to have been awakened by the original undead. The original undead creatures were not dwarven in nature. The Blackhammers have sent in a scout to explore the underground area and anyone assisting can meet up with him there (underground) to obtain a map of whatever he has explored. The scout is very grumpy (even for a dwarf) and not fond of magic, so be careful.

Divinations reveal only that Senalabia is still alive, is in danger and that time is of the essence. There is not indication as to whom has done the deed but the militia had the presence of mind to cordon off the house after two members (one a tracker, another the local Archon) searched it. It has been left essentially undisturbed. There were tracks out back leading to a

cave system in the foothills and they did appear to belong to the gnome.

The Archon and Sturgeon do not reveal any further details. Both are aware of the tunnel, as the Blackhammers revealed this in their mission to Molvar, but they are both hoping this is just a coincidence and has nothing to do with that. Neither has any information on the horrors and there is no clue on their side yet that this was the cause.

Information on Senalabia and the area

There are several skills that can be used to gain additional information during the trip. Each is capped at a maximum result (as some are just more useful then others in this situation)

Gather Information checks during the trip. This has a maximum result of DC20.

Knowledge (Local) has a max result of DC30

Bardic Knowledge has a max result of DC 30

Knowledge (History) has a max result of DC37

[DC 10]: Senalabia was the inventor of a most successful water clock with a yarpick nut tree crusher attached. It is still the rage of Lopolla;

[DC 15]: In terms of adventuring, there is no record she has done anything of note for the past 10 years. Indeed, her record is incredibly silent in that time period and she seems to have devoted her life to inventing.

[DC 20]: Senalabia was noted to be an accomplished lockpick as well as a performer of some note, generally with a small flute.

[DC 25]: A brother of hers lives in Keoland and is likely her only heir. He had a falling out with her over a split of the family lands when their mother died and she won. Senalabia was recently rumoured to be working for the Archons on some secret project.

[DC 30]: Senalabia had a long-term relationship with a Dwarf from the Blackhammer clan. His death drove her out of adventuring and to a life of inventing and tinkering. Much of what she does still centres on his life and that of the clan (most people still describe her as obsessed).

Information on the tunnel and the dwarven clans can be gathered as well, so long as appropriate questions are asked (Judge's discretion):

[DC 25]: Knowledge that there was actually another clan of Dwarves in the area (Silverpick) who combined

with the Blackhammers after a disaster some 550 years ago.

[DC 30]: The Blackhammers do not customarily abandon their tombs, as seems to have happened in this case. The references point to some sort of battlefield burial, not a traditional tomb. This is also outside of Blackhammers traditional territory (but was once the fringe of the Silver Picks).

[DC 35]: The Blackhammers got into a major underground war 550 years ago and only barely won, against creatures they would not later identify. All that is known is that they were definitely not Drow or surface dwellers.

[DC 37]: What ever it was, the source was unearthed by the dwarves themselves and their Hubris got the better of them.

Any character belonging to a Dwarven meta-organization from Ket or Tusmit gets a +4 circumstance bonus for all the above checks. It is at the Judges's discretion how much information is revealed here.

Once characters have asked enough questions and are ready to go on, the Archon and Sturgeon accompanies them north to the home of the inventor. The small valley in which Senalabia lived is half a day's fast ride north of Molvar (which is about 2 ½ days at a regular walk). Anyone without a horse is encouraged to obtain one.

Creatures:

ALL APLs (EL 14)

✦**Archon Jiazeera:** human female, Ftr6/Sor4/Rog3, see Appendix One.

✦**Captain Latt:** half-orc male, Ftr5/Rog3, See Appendix One.

✦**Gort:** half-orc male, Ftr5, see Appendix One.

✦**Sturgeon Lowrock:** dwarf male, Ftr6/Rog3, see Appendix One.

✦**Black Scorpion Threshers (10) Ftr3/Rog1:** human, male; hp 30, See Appendix One.

Encounter One

The foothills of the Yatil mountains are cool at this time of the year. The Threshers lead everyone into a small sheltered valley located within the lands of Bey Shazeer, centered on Zeer Village. It holds a handful of houses and a grain mill, the wheel turning as the

local river leads toward the headwaters of the Tuflik in the Bramblewood Forest.

The Archon heads directly toward a house near the base of the western part of the valley, surrounded by local trees and other vegetation. A small squad of Threshers can be seen stationed outside the house, alertly looking at the countryside.

See Appendix Three: Maps "Senalabia's House" for an overview of the premises.

The party can investigate the house of the inventor before they head into the tunnel. The Threshers cooperate fully (they have their orders from a high source) and have not set foot inside the house. Only two people have done so, one a tracker and the other the local Archon. They were very careful not to disturb anything and tracking is unimpeded if attempted. Given the apparent urgency of the situation, the Threshers appear disconcerted and not give the party the time to search the house taking the usual 20's (which would take almost 2 hours to do). They can do so with regular 10's, or can roll, but long-term timing is not acceptable (since they believe they already know what happened, being a kidnapping by something from the caves).

The following information can be gained with a Knowledge (nobility) or Knowledge (local) check:

(DC 15), Bey Shazeer is an honest, upstanding Bey with few political connections. He is located here at the north of Ket in a fertile area (thanks to the various small rivers which come down out of the mountains) but little in the way of trade or other travel. He had political contact with the previous Graf of Molvar but has not cultivated any with the current one. His neglect has cost him influence in the say about things around his land

(DC 20) but he is growing old now and tends to dote on his family,

(DC 25) three daughters all in their early 20's and late teens. Strange for this age, none are even betrothed yet, though many seek their hand in marriage (if not for the wealth, each is reputed to be very beautiful).

The house itself is a fine example of single-story Kettite architecture. It is a U-shaped building, with all of the windows facing inward, designed to allow cooling winds to flow through the building while at the same time protecting it from the blowing gales of winter. One wing is devoted to the kitchen and dining room, the second wing is a small stables and a storage room, while the main section of the house has a pair of bedrooms and a large study/work area. Senalabia used

one of the bedrooms for sleeping and the second to store a variety of esoteric metal implements.

The entire house is neat. For an inventor, Senalabia certainly did not fit the absent-minded, forgetful type. There are numerous bookshelves in the rooms, all filled with neat, organized books about mechanics, constructs and adventuring. One wall has several examples of her earlier adventures (about 20 years ago) including a stone from the first Temple of Elemental Evil and a symbolic pendant from the Bright Desert centaurs. There are no indications as to her earlier affiliations. Knowledge (History or Local) [DC 30], or Bardic Knowledge [DC 20] to know that there were only four others, all gnomes, and they all died in a cave-in in the Yatil mountains 20 years ago, sparking her retirement from the field).

The back of the house has a copse of trees in it, all well tended by a local ranger (on the occasion it is needed), who is currently with the Hunter of the Dead in the mountains. Senalabia pays close attention to her local contacts, which is one of the reasons her disappearance was noted so quickly, given her lack of a family. Her recent work was a contract for the Archons and they have found her disappearance disturbing as well.

If the party does not have a tracker or wishes the assistance of one, a local tracker helps. He has a +6 Survival check and the tracking feat. His name is Vezir and he is not willing to enter the cave system – if pressed for a reason he is fearful of the recent undead incursions and has no wish to risk his own life.

Senalabia was working on a contract for the Archons involving some machinery found in one of the mines. She is a rogue of decent skill levels and one who is inclined toward tinkering and mechanical constructs. As a result, she was chosen when magical means could not determine the origin of the machinery. This machinery was part of the horror.

In the copse of trees a Survival check (DC 18) can find a faint path leading to a cave system (not uncommon in the hills). A further Survival check (DC 20) can determine that one creature of small size passed by here in the last three days, carrying something.

The Archon here has cast divination magic to see what has happened and have determined that she left voluntarily, did intend to come back, and is being held against her will. She is far underground and is extreme danger. She is still alive at this point. Jiazeera confirms that this is also the finding of the Molvar based Archons. They also confirm that there is something causing problems with the divinations.

Problems with Divinations

This is the "radiation" from the damaged and destroyed Horrors and other sources within the mines. It causes many divinations to bring back the wrong results or none at all. All divinations have an 80% chance to be considered a 'failure' result after the original dice to determine failure are rolled. This only effects divination spells that have a percentile roll to determine results. This effect is for such divination magic being cast about or in the tunnels.

Details discovered during any searching in the house [Search checks]:

[DC 10]: A wrapped up scroll of notes taken by the inventor as she put the creature together, detailing a strange mix of crystals she found to be the power source for the construct. Some vague references to mines, with no clear source.

[DC 14]: A piece of electrum with a note attached to it, reading *"lower radial dichonvial control valve – important?"*. The rest of the notebook is missing (divination finds it in Molvar, at the Archons – they took it to protect their contract).

[DC 18]: Some simple calculations on speed of digging and other projections. They reveal that whatever it was could create a small tunnel easily in the time it has been given, spanning over a mile in length.

[DC 25]: A lightning rod that has been obviously used and some scribbled notes on smudged piece of paper listing the range of a lightning bolt spell. This was overlooked by the Archon who cleaned up the place.

[DC 30]: A depiction of a control slot and some directions on how to insert it. No explanation for the control slot. The Archon doing the cleaning saw this but misunderstood – thus it was left behind.

[DC 35]: A sheath for a dagger made from the softest leather. If a character has Silent Strike, the sheath is a duplicate.

[DC 40]: A really well hidden (and hastily scribed) note indicating that she would be heading down into the caves with her new creation to see if proximity to ore would activate anything of interest and is now chasing after it as it just got up and starting walking away on its own. Senalabia realizes that people might come after her and she intends to at least explain her actions to her brother (down in Keoland). She has hidden this so bystanders do not just find it, but she does not realize what a good job she has done.

The Tunnels

There is no lighting in the tunnels. Ensure that all party members specify their light source. The tunnels mapped are the only one's large enough for a party with a medium size or larger member – there are a myriad of smaller tunnels in the cave system (which the horrors can use to bypass much of this entry) but they are too small for most people. If someone insists upon traveling in it, they can do so if they are small by moving at half movement rate and suffering the same penalties as an oversized character in the larger tunnels. They run a risk of encounter a 'patrol' (listed later) if this tiny traveler spends too much time away from the party. This includes familiars and pets.

Timing in the Tunnels

The Characters should be encouraged to go as quickly as possibly in the tunnels. If they retreat out of the tunnels for more than a short period of time (half an hour) all of the combat encounters reset as the horrors continue to build and expand their lair and power – this does not result in additional xp, however. If the party takes more than 48 hours to complete the task, they should be advised that the lair can no longer be reached (the horrors have totally sealed themselves in as they prepare to enter the main tunnel itself). See failure notes at the end.

Sundering

All of the horrors have this feat but they only use it on missile weapons or two-handed melee weapons large size or bigger. The reason is very simple – the adamantine horror does not know when it might be able to build new versions and needs all the intact melee weaponry it can get to arm prior models damaged through a variety of means. It also needs equipment for defensive traps.

Aging of the Horrors

The horrors have been mostly dormant and aging for a long time. Though built well, they were not intended to go this long without maintenance of some type. If a party or characters takes the time to take one of the "dead" horrors apart after a fight, they can recognize weaknesses inherent to the structure. This requires an Intelligence check, [DC 20], or a Skill check (Alchemy at the same DC). Thereafter, any member of the party with this information can do critical hit damage to any horror save the adamantine horror (which is in perfect condition). Furthermore, whenever a horror is brought to less than 0 hp, the gem upon it's head crumbles away to ash. Removing the gem from a horror turns the gem to ash.

Tunnel Limitations

The tunnels were built by the Horrors for themselves and Dwarves. They are no more than 4-5 feet tall and there are attendant problems. Anyone taller then 5' 6" has their move cut by 1/2 while they hunch, as well as suffering an additional –4 circumstance penalty to any skill that has an armor check penalty. Creatures over 5 ½ feet tall cannot run or charge in the tunnels. Medium size two-handed weapons and larger cannot be wielded effectively without maneuver/impact room (-2 to hit, -2 to damage) nor can longbows be used (cannot be fired). Tower Shields cannot be used. Creatures affected include any on mounts of any kind if they mount is Medium size (Large size cannot fit in). Large size creatures and larger cannot fit into the tunnels. These limitations are considered to be equivalent to a EL +2 for the purposes of calculations.

At APL's where there are Half-Golem Owlbear templates included, the tunnel size limitation is not in effect. They are considered to be 9 feet tall tunnels at that time.

Encounter Two

Deep in the caverns, it seems as if all outside noise has been drowned out by the sounds of water dripping from the walls. The heat this far down is oppressive, though the source is far from clear. The low tunnels provide little in the way of a clear view, twisting and turning in a chaotic manner. As your round the next corner a crack like thunder peals out of nowhere and echoes throughout the small tunnels.

See Appendix Three "Top Half Map" for the first half of the descent toward the tunnel complex, and the location of this ambush. The ambush itself is on a separate map for an overhead view. There are alternate ambush locations on the map, for use as needed (if a party retreats out, or if they attract another patrol at a later time).

Have the party make listen checks at this point. The [DC is 12 + APL]. Any who make the check are not surprised during the first round, when the horrors attack from a pre-mined wall. Spot checks are not possible unless the party specifically notes it is checking all corridors for weaknesses and the like (and then the [DC is 15 plus the APL] for a similar lack of surprise, but the Characters are significantly slowed in movement). Blindsense or Blindsight does not provide any help and only spells that can pass beyond a solid wall penetrate for detection and other purposes. The

horrors are powered down (eg. no movement) until they activate to push the wall down in one round, initiating things. It is a Reflex save [DC 15] to avoid the wall, otherwise the characters is knocked to the ground, taking 1d6 blunt damage and starting combat prone.

If the Owlbear half-golems are present, anyone with Blindsense or Blindsight can spot movement beyond the walls (cracks and the like) but they are not able to discern the actual creature. They can not, however, be subject to a surprise round like the rest of the party if the others have failed the listen check.

This is the first point that the limitations of the tunnels should become apparent to the adventurers, barring some brief descriptions of height problems earlier. Remember that the APL's with half-golem Owlbear template are not subject to the lower tunnels.

Tactics: Horrors employ tactics that depend on the APL. Electrum horrors attack without coordination on their own. Gold leaders have a more complex plan, using the electrum horrors as a wall to protect themselves while launching lightning bolts whenever possible, but nothing fancier. They take advantage of the terrain only peripherally. Platinum horrors, when present, make every effort to use intelligent tactics, generally having the lesser horrors gang up on individual targets (and it pumps in lightning bolts), and attacking with maximum use of the terrain.

If Half-Golems are present, they attack as directed by the Gold or Platinum Horrors. If none are left, they simply attack the closest creature (but not another horror or Half-Golem). They have nothing at all resembling tactics and tend to just pound away until whatever they face is no longer upright.

Clockwork horrors do not surrender or retreat but they abandon the bodies of the dead (characters), after taking all metal objects with them. Anyone playing dead are likewise ignored by the Electrum Horrors but not the other types, at least until combat is concluded with other parties, when Electrum horrors try to scavenge the dead while Gold and Platinum stand back and watch carefully. If given the choice between a downed horror and looting a victim, horrors scavenge another horror first, since it has all the necessary parts to make another within it.

If the Horrors are subjected to ranged attacks and are capable, they close distance and attempt to sunder such ranged weapons. The Horrors also sunder large sized melee weapons (but not small or medium).

Animals of all types are ignored until the end of combat, in favour of what the horrors consider to be "intelligent opponents", unless no other target is practical. Dwarves are favoured most of all, for historical reasons, thus attacked as first targets when ever possible.

Silent Strike

Silent Strike is an adamantine dagger obtainable in Ket3-02 'And Battles to Be Won'. It is one of the control daggers for the adamantine horror's two control slots. Several of these items were originally made and all were taken from the tomb before it was originally sealed up. Someone with it in their possession is avoided by all horrors and half-golems until they are the last standing. The monsters do not have to have see it to be aware of its presence, they just need to be able to see the character who has it on his person. This includes moving out of combat with them and not launching lightning bolts if they are in the way. When they are the last standing, the horrors cease to fight and attempt to "herd" the character toward the adamantine horror. Should herding not work, they attack with subdual, grapple, trip, strike the object and any other type of trick to get at the character but not risk to the harm the dagger.

Once you go Adamantine

If in combat with the adamantine horror, it avoids injuring the *Silent Strike* possessing character and tries to parlay if this is the last person standing – but remember, of Oerthian tongues, it can only speak Dwarven. It's own language is alien and it is doubtful any character knows this, but a language spell could make everything understandable in any event. Failure to parlay results in the horrors attacking one round later. If a parlay is accepted, the adamantine horror offers a similar adamantine dagger (with out the complex internal workings) and the lives of all of the downed characters in return for Silent Strike. In terms of the AR, all this means is that it is noted that Silent Strike is gone but an identical dagger has replaced it in terms of function (a normal adamantine dagger). The horror keeps it's word (in an unusual turn of events, even if it is Lawful Evil, its just more convenient at the moment) only because it is consumed with the information that the control dagger brings it.

The Judge decides how the parlay is to be handled, giving the Adamantine Horror a skill of +10 Diplomacy if opposed and a +10 Sense Motive in this instance. The Horror has already placed a booby trap glyph, cast at 15th level, on the bag containing the replacement adamantine dagger. Triggering it causing 1d6 sonic damage per 2 APL's, radius 15', unless it is dispelled first or disarmed. After the trap has been activated, there is a one-hour delay before it goes off. In theory, the Characters use the same bag for the gems and do not throw it away.

All APLs (EL 5)

⤤**Glyph Bag;** magical; trigger-opening the bag (time delay of one hour); 15ft); APL6 (3d6 Sonic), APL8 (4d6 sonic), APL10 (5d6 sonic), APL12 (6d6 sonic), APL14 (8d6 sonic); Search DC 25, Disable Device DC 25, Dispel DC 24;

There is no set difficulty or structure to the parlay. The only thing that the Horror really wants is *Silent Strike* and it is willing to sacrifice just about anything for it (the above parlay is a starting point). This could include the body of the inventor, all the loot in the lair and the bodies of any half-golems. It allows any other horrors to be taken but might even be persuaded to leave this lair for a distant land if it gets the *Silent Strike*. The horror cannot be fooled with a phony dagger, it knows the real deal when it sees it.

Creatures:

APL 6 (EL 8)
⬥**Electrum Horrors (2),** hp 32, 32; see Appendix One.

APL 8 (EL 10)
⬥**Electrum Horrors (3,** hp 32, 32, 32; see Appendix One.
⬥**Platinum Horror,** hp 66, See Appendix One.

APL 10 (EL 12)
⬥**Electrum Horrors (2**), hp 32, 32, See Appendix One.
⬥**Gold Horrors (2),** hp 54, 54, See Appendix One.
⬥**Platinum Horrors (2**), hp 76, 76, See Appendix One.

APL 12 (EL 14)
⬥**Gold Horrors (3**), hp 54, 54, 54; See Appendix One.
⬥**Half-Golem Owlbears (8 HD) (2**), hp 82, 82; see Appendix One.
⬥**Platinum Horrors (2),** hp 76, 76, see Appendix One.

Treasure: None; The bodies of the horrors are contaminated with no known way to clean them. They are all the source of the "wasting disease" and the Dwarves inform the Threshers of this.

Interlude

PATROLS: Once the party is deemed to have reached the core complex itself, and then to the top of the "Bottom Map" (see Appendix Three), they are potentially subjected to patrols of Horrors. These patrols should only be hinted at in the early stages of the adventure but they sweep the entire area every hour. If the party is taking their time or (for some reason) decide to rest, they are likely discovered by the patrols and immediately attacked.

Parties should always be highly encouraged to keep moving rather than encounter these patrols. These are intended to keep the plot moving along, not to punish a party. Those who are unwary or otherwise tempting fate can be encountered by the patrols.

Once a single patrol is engaged and there is no immediate reaction from the party (eg. leave the area within a few minutes, thus confusing the issue), the horrors begin to organize a more comprehensive investigation. A second patrol is sent to the area with orders to engage at a distance (with those that can) and determine the strength of the party. Whatever remains of the second patrol (if anything) falls back as soon as each character in the party has had a chance to act, and retreat. The strongest two remaining creatures from the patrol are then included in the last fight – they have reported back (not just mentally) and be present for the fight. This is an untiered addition

The second patrol only takes place if a party camps in one area and does not leave after a confrontation. Otherwise, new patrols may be engaged in the above manner but they do not result in any increased difficulty in the final fight.

<u>APL 6, 8, 10</u> (include all listed for that APL):

🏴Electrum Horrors (5) (APL 6-10), hp 32 x5; see Appendix One.
🏴Gold Horror (APL 8-10), hp 54; see Appendix One.
🏴Platinum Horror (APL 10), hp 66; see Appendix One.

<u>APL 12</u>

🏴Golden Horrors (4), hp 54 x4, see Appendix One.
🏴Owlbear Half-Golems (8 HD): hp 82, see Appendix One.
🏴Platinum Horror, hp 66; see Appendix One.

Encounter Three

Deeper into the tunnels, you find evidence of a more rigid appreciation of orderly construction. A large cavern opens up in front of the group.

See Appendix Three "Bottom Half Map" for details as to the depth of the cavern . The Forsaker has a perfect copy (most of the horrors have been tracking by an old "magical" method, which never picks him up) of the main complex map for the party. He has not questioned his luck, just gone with it, so to speak. "Complex Map from Forsaker" is the second map, for the players.

Here waits the Forsaker from the Blackhammers. He could not stand by and leave intruders to simply walk about the tombs and headed here at the request of the clan. As a Forsaker, he is in exile from the clan and not very happy about life in general but still answers their call our of a sense of duty. He has mapped the complex and provides this to the characters providing they do not "tick him off".

Remember that Valathar lives and thrives in darkness with his darkvision. He views light underground as a weakness, save when used to view gems or gemstones. Above ground animals as druidic companions here are also not very much in his favour, but he appreciates any native or burrowing animal or companion.

Character's should be advised of the excellent quality of his weaponry and armor, if they indicate they are looking Valathar over. Anyone making an effort to see what he can do can make an Intelligence check [DC 15] to note he has nothing at all magical upon him and make the leap of logic to him being a Forsaker. His wary glances at any obvious magical items are the source of this check.

As stated, he is willing to show the Character's the map (and let them copy or take it, as the case may be), but is very much on edge and has a number of phobias, any of which might set him off:

Magic. First and foremost, Valathar despises magic of any kind. He attacks anyone who openly casts a spell, be it beneficial or otherwise, or uses a spell-like ability. He also views the use of Bardic abilities as magic. Any mention of magic itself also causes great anxiety but only the actual use of it sets him off;

Spellcasters. Anyone who is recognizably a spellcaster, even without spells (thinks like obvious familiars, or those waving around wands and the like) may be the subject of combat if they do not succeed at a Diplomacy check [DC 10+APL] (assistance is possible,

up to two other characters).   This includes all spellcasters, even divine ones, but they must be obvious;

Dwarf Haters. Anyone who professes a dislike for Dwarves or the Blackhammer/Silverpick clans. This extends to commentary about Dwarves or the Yatil Mountains in a derogatory fashion or comments about the recent conflicts. A Diplomacy check [DC 10+APL] is required to calm Valathar down if such a comment is made, otherwise combat ensues.

After any diplomacy checks have been made and the situation once more arises, the difficulty is increased by cumulative 4 per event. After all, given enough provocation Valathar attacks. Bluff may be substituted for Diplomacy.

Once the party has the map of the complex, Valathar leaves the area to get some revenge on the clockwork horrors. He does not go with the party under most circumstances (even if charmed). If forced to come with the party for magical reasons, have his mind snap in the final combat and he becomes under a non-magical version of the *Confusion, Lesser* spell lasting one hour.

Creatures:

APL 6 (EL 8)
⚒**Valathar:** Male Dwarf Bar6/For2; See Appendix One.

APL 8 (EL 10)
⚒**Valathar:** Male Dwarf Bar6/For4; See Appendix One.

APL 10 (EL 12)
⚒**Valathar:** Male Dwarf Bar6/For6; See Appendix One.

APL 12 (EL 14)
⚒**Valathar:** Male Dwarf Bar6/For8; See Appendix One.

Tactics: Valathar orders parties he spots (using the skill or if they are not attempting stealth) to stop at 40 feet, from which he negotiates. Should they approach closer than that, he warns them he will attack. At less than 30 feet he initiates combat. His first attack is a charge, with his Rage activated.

Valathar has a concealed pit 15 feet in front of him. He knows enough to jump it in a charge, if he is given that opportunity. Anyone moving toward him must make a Spot Check to detect it (DC 15. Full round move adds +2, run adds +8, Dwarves get their stonecunning as a bonus to the roll). Those that Spot it may stop their movement or try to jump it. Those that do not have to make a Reflex save [DC 20] or fall into the pit.

The pit is 10 feet wide and 15 feet deep and full of soft mud at the bottom, along with the sides being crumbly and soft. This mud acts as a non-magical Entangle effect for all creatures [DC 12+APL] to break free – it is not possible to avoid being stuck. Climbing the sides is the same DC. The fall into the pit does not cause damage.

Treasure:

The coins and gear of Valathar, who gives them up only over his dead body.

APL 6:   L: 248 gp, C: 5 gp; M: 0 gp
APL 8-12: L: 1,360 gp; C: 5 gp; M: 0 gp

Complex Details

The main map of the complex lists a series of rooms that have little overall importance to this particular event. They are as follows (GM's may embellish to suit their need):

Caved-In: These areas are entirely full of debris and stone. They are impassable though a long search (10 minutes – DC 20) could reveal ancient dwarven remains (550 years old).

Old Temple of Moraddin: This was the old temple to Moraddin. The horrors see no point to it but they have not disturbed it, viewing it as a source of future storage, nothing further.   All possible treasure has been removed and there is nothing of value in this room.

Owlbear Resting Area: In APL's which include Owlbears, this is the resting area for the half-golem Owlbears. They are messy and eat animals that wander into the cave and the horrors hunt. It is a very fowl and inhospitable room but anyone with Knowledge (Nature) can make a [DC 15] check to recognize the identity of the inhabitants (as Owlbears). A smart or curious party may wonder how they got here, as they would be far too large to fit down the tunnel.

Horror Storage Area: This is where horrors are stored pending new life sparks or refurbishment. There are perhaps a half dozen in here, all Electrum, in various states of disrepair. None can be salvaged but this is a new opportunity to study the Horrors for critical damage possibility (see page 11 for details), if that is desired and conceived of by the party.

Copper Storage Area: A much smaller type of horror is stored here, all shutdown and non-functional. They

have an overlay of copper and are the worker horrors. Each has a light pick or a shovel attached and their mechanical bodies looks narrower and less elegant than their brethren.

Guards: This is not a room but a statement. Two electrum horrors patrol this corridor but they can be easily bypassed. The patrol is standard – eight rounds at 20 feet to the end of the corridor, wait for one minute, and then back. Their vision is 60' darkvision and they only look in one direction (ahead). They never tire and are never changed.

Chief Horror: Encounter Five.

Lab/Holding Area: Encounter Four.

Main Exit: This is a large stone doorway, sealed with glyphs and warnings. It leads to the main tunnel itself, still full of water that would crush any within this complex if the exit is opened. The adamantine horror has an escape route planned just beside it, to disintegrate a weak section of wall and plunge into the water – debris then falls to plug the section and further seal it. It is death for characters to open this – there are seven Greater Glyphs upon the doorway (Fireball, 10d6; Lightning Bolt, 10d6; Harm; Blindness; Iceball, 10d6; Blast, 10d8), all cast at 20th level with a DC of 18 plus spell level to avoid/save, and 3 Symbols (one each of Insanity, Death and Sleep) cast at 20th level with similar DC's.

Encounter Four

The deep tunnels have seen a rise in the noise, with whistles, moans and creaks disturbingly close at times. The map indicates this is the way to the area in which Senalabia is being held but there has been no change in the tunnels yet to indicate proximity.

The Lab/Holding Area on the map is the location where the Forsaker believes her to be held. The trap is located in the corridor, the two squares directly before the doors, closer to the entrance doorway from the outside tunnel.

The horrors have constructed a number of traps around the complex but have very few weapons with which to arm them. This is one of the active ones, placed in the corridor before the room in which they held Senalabia and contains their lab for the half-golem creation. It is anticipated that a rescue attempt is to be made and this trap serves a two-fold purpose: 1) to damage the intruders to some degree and 2) to warn the horrors that the party has reached the main complex.

If the party does not choose this route first (in other words, if they go after the Adamantine Horror instead) they have a chance of surprising it, despite the warnings it gets from the link with all of the other horrors (it is arrogant enough to assume that people would be scared away).

A Search of the trap after it has been deactivated (and only possible then) can reveal the following details to an interested group:

[DC 15]: The swords are of old design and construction. They are of old Dwarven make but there is nothing that stands out about them which would indicate their most recent owner prior to becoming part of this trap.

[DC 20]: The swords have not yet struck a foe. This is the first time they have been used in an offensive manner, from a review of the gears and mechanisms.

[DC 25]: The design of this trap presumes that those building it can dig through solid stone. It also takes advantage of an ability to either move stone magically or disintegrate it.

[DC 30]: There is a subtle alarm spell cast upon the trap, which only activates when it goes off. Deactivating the trap can sometimes also deactivate this spell, but it is difficult (if the character beat the Disable Device check by more than 10, the spell was also deactivated).

The alarm trap associated with the trap itself is magical in nature and has been cast at 15th level for the purposes of dispelling. It is *alarm* spell, as described in the *Player's Handbook*, and is separate from the trap itself – as a result, deactivating it will not render the trap useless, just not warn the adamantine horror or others of the approach of the party.

The lab itself, beyond the information below, contains many gruesome indications of the half-golem creations. The arms of four Owlbears can be found, decomposing in one corner (Heal check [DC 10] to realize they are arms, Knowledge (Nature) [DC 18] to identify the creature). There are also a pair of identical (left side) arms on the walls, mechanical creations made of solid iron which look very similar to the horrors in design and build. A Knowledge (Arcana) check [DC 34] can identify these as part of a golem (or half-golem) project.

In the lab is also the horror inventory, a pile of discarded treasure items. While magic is useful to the horrors, as is money for creating new versions of themselves, they are limited in what they can do right

now. It is stored here temporarily until they can figure out how to best employ it.

Searching the rooms in this area can also reveal details about the horrors and the history of the place itself (drawn from scraps of old vellum that are discovered and other hints).

Copper Horrors are small creatures, very similar in size and shape to an Electrum Horror. They have a layer of copper on their body and have a single light pick tool attached to them and a small shovel. None of them can be activated by any means (this is solely at the discretion of the adamantine horror who does not during this Adventure).

Search Checks for Historical Information:

[DC 10]: The horrors are all built in identical copies of one another, including some obvious flaws. They are about the same age as the tunnel complex itself (550 years old). There are no new horrors in this area of the complex.

[DC 15]: The tunnel design and tools used by the horrors are clearly of Dwarven influence. The implements used by the Copper horrors are definitely not part of their original design but one which was added at the time of the tunnel construction. A further DC 20 Craft (Metalsmithing or Weaponsmith) check can determine that Copper Horrors originally had saw-like implements rather than picks.

[DC 20]: The tunnels were flooded quite some time ago and the water took over 300 years to drain. There are signs that there was a conflict at the same time as the flooding took place.

[DC 25]: Small insignia of the Blackhammer clan can be found, as well as insignia of an unknown Dwarven clan (Silverpick, DC 25 Knowledge Nobility check or DC 30 bardic knowledge check, +4 circumstance bonus for any Dwarves).

[DC 30]: There are remains of Dwarves carefully ground up (but with enough skeletal remains to identify) in some of the rooms. They have clearly been attacked and killed by tools such as the horrors wield. Some of the horrors (non-functioning) likewise have marks that can be identified with this level of search as having come from Dwarven axes.

[DC 35]: A thin scroll tube is rolled up and fell between the cracks of one wall. Within it is a brief set of instructions noting the weakness of the adamantine horror is the control slots – and that the two daggers in them need to be removed to render it non-functional. A description of the daggers makes it clear to anyone

with it that *Silent Strike* is one such dagger. It also suggests that several inferior back-up daggers were created.

APL 6 (EL 5)
➹**Sword Blades Trap;** CR 5; mechanical; proximity trigger (5 foot square in the middle of corridor leading south); automatic reset; Long sword blades (Atk +10 melee, 1d3 blades, 1d8+3 [19-20], long sword blade); Search DC 24, Disable Device DC 22.

APL 8 (EL 6)
➹**Sword Blades Trap;** CR 6; mechanical; proximity trigger (5 foot square in the middle of corridor leading south); automatic reset; Long sword blades (Atk +15 melee, 1d6 blades, 1d8+3 [19-20], long sword blade); Search DC 24, Disable Device DC 25.

APL 10 (EL 7)
➹**Sword Blades Trap;** CR 7; mechanical; proximity trigger (10 foot square in the middle of corridor leading south); automatic reset; targeted *hold person* (Caster Lvl 12th, Will save [DC 18]) followed by; Long sword blades (Atk +15 melee, 1d6 blades, 1d8+5 [19-20], long sword blade); Search DC 24, Disable Device DC 25.

APL 12 (EL 8)
➹**Sword Blades Trap;** CR 8; mechanical; proximity trigger (10 foot square in the middle of corridor leading south); automatic reset; targeted *hold person* (Caster Lvl 12th, Will save [DC 22]) followed by; Long sword blades (Atk +20 melee, 1d6 blades, 1d8+6 [19-20], long sword blade); Search DC 30, Disable Device DC 32.

Tactics: None, the trap simply triggers and thereby warn the Horrors where the party has headed. It has a guardian function but they do not expect it to deal with the party alone.

Treasure: A lot of Dwarven half-plate and other equipment, from the final fight lay scattered about the floor. All is masterwork and the Blackhammers pay more than necessary to get it back (heirlooms). If the party does not want to sell these items back to the Blackhammers, they only get half the value. Some of the leather straps and the like are long-since gone but the armor is very solid, likewise for the weaponry).

APL 6: L: 500 gp; C: 0 gp; M: 0 gp
APL 8: L: 1,000 gp; C: 0 gp; M: 0 gp
APL 10: L: 1,500 gp; C: 0 gp; M: 0 gp
APL 12: L: 2,000 gp; C: 0 gp; M: 0 gp

Encounter Five

The doors in front of you swing open silently as you approach, the background noises of this place fading immediately to a bare whisper. A lit room stands ahead, with a single clockwork horror staring out into the tunnel itself. It looks somehow odd and out of place, all alone in the room.

The Adamantine horror awaits the intruder here in the centre of it's lair, at APL 12. At lower APL's, it was aware of the intrusion and has fled, leaving minions to do the work of recovering *Silent Strike* (if the party has it). It has expected them to take this route and is aware of everything that any other horror has experienced. Note that the Admantine Horror is a particularly nasty creature for an encounter with the spells it has at its disposal and care should be taken to adhere to the tactics provided, at a minimum.

In the event that the party does not choose to go toward the holding area, they can surprise the Adamantine horror or the minions. The horror get a Listen and Spot check as the party enters, each of them making a hide and move silently roll, whether or not they are trying to do so. Anyone who is not detected by the horror (it must fail both checks) have a surprise round action.

If the party comes here after they have searched for Senalabia, it is well aware of their presence. The alarm spell on the doors (just inside) is active and it is not surprised, generally, by their arrival. As an automaton, it does not need to sleep and has chosen to wait patiently for their arrival.

At higher APL's, the supporting creatures are standing off to the side and moves in once combat is initiated. It is a Spot check [DC 14 + APL] to notice that the adamantine horror has a single dagger stuck in one of the two control slots (give +6 to the check if the player states he is specifically looking for the dagger).

Anyone may attempt to grapple with the Adamantine horror in combat to remove the one adamantine dagger. A successful grapple results in a hold on the dagger and a second such grapple can remove it. If the Adamantine horror has the dagger removed, it ceases to function and simply stand immobile.

The Adamantine Horror would much rather parlay with any party with Silent Strike in their possession. Note the rules for parlaying that have been indicated.

Creatures (Senalabia is present at APL's 6 and 8 but unconscious having suffered enough damage to take her to -20 subdual damage). Note: The room is of normal height at this point in the complex and the fight is thus not adjusted for difficult fighting conditions.

APL 6 (EL 9)
❦Platinum Horrors (2), hp 76, 76; see Appendix One.

APL 8 (EL 11)
❦Electrum Horrors (5), hp 32, 32, 32, 32, 32; see Appendix One.
❦Platinum Horrors (2): hp 76, 76; see Appendix One.

APL 10 (EL 13)
❦Electrum Horrors (5), hp 32, 32, 32, 32, 32; see Appendix One.
❦Gold Horrors (4): hp 54, 54, 54, 54; see Appendix One.,
❦Platinum Horrors (3): hp 76, 76, 76; see Appendix One.
❦Senalabia, Gnome Rogue6/Half Golem: hp 51; see Appendix One.

APL 12 (EL 15)
❦Adamantine Horror: hp 98, See Appendix One.
❦Senalabia, Gnome Rogue8/Half Golem: hp 63; see Appendix One.
❦Owlbear Half Golems (5): hp 82, 82, 82, 82, 82; See Appendix One.
❦Platinum Horrors (2): hp 76, 76; See Appendix One.

Tactics: The Adamantine horror is intelligent and always tries to have creatures between it and any enemies. Likewise for the Platinum Horrors when they are in control. The Half-Golems are given strict orders to simply smash the enemies, although Senalabia is given more latitude to use her Sneak Attack. Horrors with electricity are very careful to not use their powers if they can possibly hit one of the golems (knowing that it causes them to slow down). Platinum/Gold Horrors cycle their lightning bolts so they are not all being shot in a single round.

The horrors do not care about surface dwellers at this point. Although they do not hold back in combat against any save a wielder of Silent Strike, the Adamantine Horror has also concluded that the half-golem experiment is a failure and needs no more "subjects". They drag anybody who falls unconscious back outside of their realm and leave them to die. Those who stabilize are found by the Forsaker within the hour, and those who do not, are at least rescued by him for corpse recovery. Senalabia, considered a failure, is only discarded if she dies in the combat –

otherwise (although the Adamantine Horror has her killed) she is not recoverable.

The Adamantine Horror has a well-developed survival instinct. It will conserve what it views as limited spell power and only cast one spell every other round. Implosion, if it chooses to cast the spell, will only last for one round. On turns when it does not cast, it will enter melee if possible. If combat is not going well, it seeks to flee the area as fast as possible. The area marked as main tunnel is an escape area the party cannot pursue into (because of radiation, etc.) – if it can reach this spot on the map, it is considered to have escaped.

Treasure: Loot the half-gnome

    APL 6-8: L: 0 gp; C: 0 gp; M: 0 gp

    APL 10: L: 151 gp; C: 0 gp; M: *+1 dagger* (192 gp per character), *+2 Ring of Protection* (667 gp per character).

    APL 12: L: 60 gp; C: 0 gp; M: *+1 Icy Burst dagger* (692 gp per character), *+2 Mithral Chain Shirt* (425 gp per character), *+2 Ring of Protection* (667 gp per character), *+1 Cloak of Resistance* (83 gp per character), *Gloves of Dexterity +2* (333 gp per character).

Conclusion

<u>Success:</u>

The successful party either destroys the Adamantine Horror/Platinum Horrors in the final room or parlays with them and gains a promise from the creature to depart Ket (and return the body of the inventor). Should the Adamantine Horror flee and not be pursued, or the platinum horrors not defeated, it is at the discretion of the Judge to decide if it was damaged severely enough and the rest of the complex weakened to enable this to be a success. If this is accomplished, the Blackhammer clan and House of Al'Zarif are highly relieved and thankful. They provide all rewards noted.

It is likewise considered a success, though not to the same degree, if the presence of the horrors is recorded (in other words, the party gets the map from the Forsaker) and the body of the inventor is recovered (both have to be accomplished), whether or not Senalabia is alive. In this case, influence from the House of Al'Zarif is still possible, but the Golembane Scarab addition to *Silent Strike* is not, nor is influence from the Blackhammer clan.

<u>Failure:</u>

The party loses one of the fights and is forced to retreat permanently or they cannot destroy or force the Adamantine Horror and Platinum Horrors from the lair during the time allotted (see the beginning for "Time in the Tunnels"). In this case, there is no availability of influence points, nor the upgrading for Silent Strike. The party also fails to have access to the House of Al'Zarif influence point if they do not recover the inventor, whether alive or dead.

The End
Experience Point Summary

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

Encounter One:
Accept the mission in the introduction and explore/search the house of the inventor.

APL6	30 xp
APL8	30 xp
APL10	60 xp
APL12	60 xp

Encounter Two:
Defeat or neutralize the ambushing clockwork horrors.

APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp

Encounter Three
Reach Valathar and obtain the map from him by peaceful means.

APL6	60 xp
APL8	60 xp
APL10	90 xp
APL12	90 xp

Encounter Four
Deactivate, bypass, or disarm the blades trap.

APL6	150 xp
APL8	180 xp
APL10	210 xp
APL12	240 xp

Encounter Five

Defeat or parlay successfully with the Adamantine Horror and troops (if any).

APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Story Award

Rescue or recover the body of Senalabia.

APL6	30 xp
APL8	30 xp
APL10	30 xp
APL12	30 xp

Discretionary roleplaying award

APL6	60 xp
APL8	105 xp
APL10	90 xp
APL12	135 xp

Total possible experience:

APL6	840 xp
APL8	1,035 xp
APL10	1,230 xp
APL12	1,425 xp

Treasure Summary

During an adventure, characters 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 characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters 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), characters may return to retrieve loot. If the characters 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 characters may want to use them during the adventure. Many times characters 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 characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 6: L: 248 gp, C: 5 gp; M: 0 gp
APL 8-12: L: 1,360 gp; C: 5 gp; M: 0 gp

Encounter Four:

APL 6: L: 500 gp; C: 0 gp; M: 0 gp
APL 8: L: 1,000 gp; C: 0 gp; M: 0 gp
APL 10: L: 1,500 gp; C: 0 gp; M: 0 gp
APL 12: L: 2,000 gp; C: 0 gp; M: 0 gp

Encounter Five:

APL 6-8: L: 0 gp; C: 0 gp; M: 0 gp
APL 10: L: 151 gp; C: 0 gp; M: *+1 dagger* (192 gp per character), *+2 Ring of Protection* (667 gp per character).
APL 12: L: 60 gp; C: 0 gp; M: *+1 Icy Burst dagger* (692 gp per character), *+2 Mithral Chain Shirt* (425 gp

per character), *+2 Ring of Protection* (667 gp per character), *+1 Cloak of Resistance* (83 gp per character), *Gloves of Dexterity +2* (333 gp per character).

Total Possible Treasure

APL 6:	753 gp
APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	3,000 gp

Special

☛**Favour of the Blackhammer Clan***:* The Blackhammer clan is pleased at the success in your fight against the Clockwork Horrors. They make available to you any simple or martial weapon (found in the *Player's Handbook*) made predominantly of metal as an adamantine weapon. This is a one time Regional Access and priced as per the *Dungeon Master's Guide*. Once used, this favour must be voided.

◣**Resistance**: If any character retains *Silent Strike* at the end of the adventure (has not lost it to the Adamantine horror, either in combat or through parlay), they can upgrade the weapon to include the abilities of a *scarab, golembane* with the assistance of the Archons. This is Regional Access and the cost is 3,000 gp and increases the value of *Silent Strike* by the same amount. This makes *Silent Strike* a non-standard item. Once used, this benefit must be voided.

☛**Influence Point with the House of Al'Zarif or the Blackhammer Clan***:* For successfully completing the mission, you may choose one point of influence with either

[]House of Al'Zarif

or

[] Blackhammer Clan

Appendix One NPCs

Introduction

Jiazeera: female human Ftr6/Sor4/Rog3; CR 13; Medium Humanoid (5' 6" tall); 6d10+12+3d6+6+4d4+8; hp 98; Init +5 (Dex); Spd 30 ft; AC 19 (+5 Dex, +2 Ring of Protection, +2 Amulet of Natural Armor); Atks +13/+8 melee (d6+5, [crit 15-20] [x2], *+1 keen* scimitar); or +17/+12 ranged (d6+6 [crit 20] [x3] +1 (*+2 Strength*) Mighty Composite Shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ Evasion, Trapfinding, Trap Sense +1, Sneak Attack +2d6; AL LN; SV Fort +9, Ref +8, Will +5; Str 12, Dex 18/20, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Diplomacy +11, Handle Animal +9, Jump +10, Knowledge (Arcana) +6, Languages: Baklunish, Common, Ride +10, Sense Motive +9, Spellcraft +6, Tumble +14; Combat Reflexes, Far Shot, Toughness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus Composite Shortbow, Weapon Focus Scimitar, Weapon Specialization Composite Shortbow, Weapon Specialization Scimitar.

Spells (6/6/3) 0 Lvl *Daze, Detect Magic, Flare, Light, Ray of Frost, Read Magic* 1 Lvl *Mage Armor, Magic Missile, Shield.* 2 Lvl *Cat's Grace*

Possessions: Large Steel Shield, *+1 Scimitar, +1 (+2 Mighty Strength) Composite Longbow,* 20 arrows, *Gloves of Dexterity +2,* Light Warhorse, Tack.

Captain Latt; male half-orc Ftr5/Rog3; CR 8; Medium Humanoid (6' 5" tall); 5d10+10+3d6+6; hp 62; Init +4 (Dex); Spd 30 ft; AC 19 (+3 Dex, +4 Masterwork Chain Shirt, +2 Masterwork Large Steel Shield); Atks +13/+8 melee (1d6+5, [crit 18-20] [x2], masterwork scimitar); or +13/+8 ranged (d6+4 [crit 20] [x3] Mighty Masterwork +2 Composite Shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ Orcish Blood, Darkvision 60'; ; Evasion, Uncanny Dodge (Dex bonus to AC); AL LN; SV Fort +6, Ref +8, Will +1; Str 20, Dex 16/18, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Diplomacy +6, Languages: Baklunish, Common, Orcish, Dwarven, Ride +12, Sense Motive +7, Spot +7; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus Composite Shortbow, Weapon Specialization Composite Shortbow.

Possessions: Masterwork Chain Shirt, Large Masterwork Steel Shield, Masterwork Scimitar, *Gloves of Dexterity +2,* Masterwork +4 Strength Composite Longbow, 40 masterwork arrows, Light Warhorse, Tack.

Gort; male half-orc Ftr5; CR 5; Medium Humanoid (6' 6" tall); 5d10+10; hp 44; Init +2 (Dex); Spd 30 ft; AC 19 (+3 Dex, +4 Chain Shirt, +2 Large Steel Shield); Atks +10 melee (1d6+5, [crit 18-20] [x2], masterwork scimitar); or +9 ranged (d6+2 [crit 20] [x3] Mighty Masterwork +2 Composite Shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ Orcish Blood, Darkvision 60'; ; Evasion, Uncanny Dodge (Dex bonus to AC); AL LN; SV Fort +6, Ref +8, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Intimidate +6, Languages: Baklunish, Common, Orcish, Dwarven, Ride +11; Power Attack, Cleave, Weapon Focus Composite Shortbow, Weapon Focus Scimitar, Weapon Specialization Scimitar.

Possessions: Chain Shirt, Large Steel Shield, Masterwork Scimitar, Masterwork +4 Strength Composite Longbow, 40 arrows, Light Warhorse, Tack.

Sturgeon Lowrock: Ftr6/Rog3; CR 9; Medium Humanoid; HD 6d10+18+3d6+9 Hp 77; Init +4; Spd 20 ft; AC 21 (+4 Dexterity, +2 Amulet of Natural Armor, +3 Masterwork Studded Leather, +2 Ring of Protection); Atks +14/+9 melee (1d4+5, [crit 20] [x4] +1 Light Pick); or +12/+7 ranged (1d10, [crit 19-20] [x2] heavy crossbow); Face/Reach 5 ft. x 5 ft. / 5 ft; SA: Sneak Attack; SQ: Darkvision 60', +2 Fort save vs. poison, +2 save vs. spells or spell-like abilities, +1 racial attack bonus vs. orcs or goblinoids, +4 dodge bonus to AC vs. Giants, +2 to Appraise (rare or exotic items), +2 Craft with stone or metal items, Stonecunning (+2 on checks), Evasion, Uncanny Dodge. AL LN; SV Fort +6, Ref +8, Will +0; Str 15, Dex 18, Con 16, Int 10, Wis 9, Cha 6.

Skills and Feats: Climb +4, Disable Device +6, Hide +10, Jump +7, Languages: Common, Dwarven, Listen +5, Move Silently +10, Search +6, Spot +5, Tumble +10; Cleave, Dodge, Flick of the Wrist, Power Attack, Quickdraw, Weapon Finesse Light Pick, Weapon Focus Light Pick, Weapon Specialization Light Pick.

Sneak Attack: +2d6 if opponent is denied dex.

Evasion: Any reflex save that is made vs. area effect spells that normally result in ½ damage result in no damage.

Uncanny Dodge: Dex bonus to AC even if flat-footed.

Possessions: Masterwork Studded Leather Armor, +1 Light Pick (2), Masterwork Light Pick (2), daggers (4), Heavy Crossbow, 20 bolts, backpack, bedroll

Elite Threshers; male and female human; Ftr3/Rog1; CR 4; Medium Humanoid (5' 6" tall); 3d10+3+1d6+1; hp 30; Init +3 (Dex); Spd 30 ft; AC 19 (+3 Dex, +4 Chain Shirt, +2 Large Steel Shield); Atks +6 melee (1d6+2, [crit 18-20] [x2], scimitar); or +6 ranged (d6 [crit 20] [x3] Composite Shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA; None; SQ None; AL LN; SV Fort +4,

Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Languages: Baklunish, Common, Ride +10, Sense Motive +7; Combat Reflexes, Dodge, Mobility, Mounted Combat, Weapon Focus Scimitar.

Possessions: Chain Shirt, Large Steel Shield, Scimitar, Composite Shortbow, 40 arrows, Light Warhorse, Tack.

Encounter Two

APL 6 (EL 8)

⚡Electrum Horror; CR 4; small size construct; HD 4d10; hp 22; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 18) [[+1 size, +1 Dex, +7 Natural]]; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); 5 ft by 5 ft/ 5 ft; SQ Electricity immunity, linked mind, spell vulnerability, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5. Height 3' 5" ft.

Skills and Feats: Point Blank Shot, Precise Shot.

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).

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

APL 8 (EL 10)

⚡Electrum Horror; CR 4; small size construct; HD 4d10; hp 22; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 18) [[+1 size, +1 Dex, +7 Natural]]; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); 5 ft by 5 ft/ 5 ft; SQ Electricity immunity, linked mind, spell vulnerability, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5. Height 3' 5" ft.

Skills and Feats: Point Blank Shot, Precise Shot.

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).

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

⚡Platinum Horror; CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

APL10 (EL 12)

⚡Electrum Horror; CR 4; small size construct; HD 4d10; hp 22; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 18) [[+1 size, +1 Dex, +7 Natural]]; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); 5 ft by 5 ft/ 5 ft; SQ Electricity immunity, linked mind, spell vulnerability, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5. Height 3' 5" ft.

Skills and Feats: Point Blank Shot, Precise Shot.

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).

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

⚡Gold Horror; CR 5; small size construct; HD 8d10; hp 44; Init +2; Spd 30 ft.; AC 22 (touch 13, flat-footed 20) [[+1 size, +2 Dex, +9 Natural]]; Atk +9 melee (1d10+3, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11. Height 3' 5" ft.

Skills and Feats: Cleave, Power Attack, Sunder. Language: Dwarven.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC13) halves the damage.

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). Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

⚡Platinum Horror; CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

APL 12 (EL 14)

⚔**Gold Horror;** CR 5; small size construct; HD 8d10; hp 44; Init +2; Spd 30 ft.; AC 22 (touch 13, flat-footed 20) [[+1 size, +2 Dex, +9 Natural]]; Atk +9 melee (1d10+3, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11. Height 3' 5" ft.

Skills and Feats: Cleave, Power Attack, Sunder. Language: Dwarven.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC13) halves the damage.

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). Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

⚔**Platinum Horror;** CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

⚔**Owlbear Half-Golem (Iron), Advanced (8HD);** CR 8; large size construct; HD 8d10+30; hp 82; Init +0; Spd 30 ft. (cannot run); AC 20 (touch 9, flat-footed 20) [-1 size, +11 Natural]; Atks +16, +16 melee (1d6+11, claw), +11 melee (1d8+5, bite); 5 ft by 10 ft/ 5 ft; SA Improved Grab, Breath Weapon; SQ Scent, Magic Immunity, Rust Vulnerability, Construct Traits, DR 20/Adamantine and Magic; AL NE; SV Fort +8, Ref +5, Will +5; Str 33, Dex 10, Con –, Int 1, Wis 12, Cha 4. Height 7' 8" ft.

Skills and Feats: Listen +9, Spot +9.

Improved Grab (Ex): The Owlbear must hit with a claw attack to use this ability.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Magic Immunity (Ex): The half-golem is immune to all magical or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against this creature.

Spells Effects (Ex): An electricity effect slows an Iron Half-Golem (as the *slow* spell) for 3 rounds, no saving throw. A fire effect breaks the slow effect and cures 1 point of damage for every 3 points of damage

from the spell as it would otherwise deal. A golem gets no save from a fire effect.

Rust Vulnerability (Ex): An iron half-golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp.

Construct Traits: A half-golem 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 half-golem has darkvision (60' range).

Encounter Three

APL 6 (EL 8)

⚔ **Valathar:** CR 8; Medium Humanoid Male Dwarf Bar6/For2; HD 8d12+32; hp 93; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +3 large adamantine shield, +4 chain shirt]; Atk +13/+8 melee (1d8+4, masterwork battleaxe [crit *3]); +11/+6 ranged (1d6+2, mighty masterwork composite shortbow [crit *3]); SQ Rage 2/day, Uncanny Dodge (dex to AC, can't be flanked), Darkvision 60', Dwarf Bonuses, SR 12, Fast Healing 1 (10), Damage Reduction 3/+1; AL CN; SV Fort +14, Ref +6, Will +7; Str 19, Dex 14, Con 18, Int 8, Wis 11, Cha 6. Height 4' 9" ft.

Skills and Feats: Climb +14, Jump +13, Survival +10; Great Fortitude, Iron Will, Lightning Reflexes. Languages: Common, Dwarven.

Possessions: Masterwork Battleaxe, Large Adamantine Shield, Chain Shirt, Mighty Masterwork Composite Shortbow (+2 Strength), 20 Arrows, Backpack, bedroll, flint & steel, 30 gp in pouch.

Physical Description: Dwarf in ripped and damaged clothing, with obvious bloodstains upon it. Brown hair and eyes flashing with insanity or calm, depending on his mood.

APL 8 (EL 10)

⚔ **Valathar:** CR 10; Medium Humanoid Male Dwarf Bar6/For4; HD 10d12+50; hp 125; Init +2; Spd 30 ft.; AC 25 (touch 12, flat-footed 23) [[+2 Dex, +3 large adamantine shield, +5 Mithril Breast Plate, +5 Con]]; Atk +16/+11 melee (1d8+6, adamantine battleaxe [crit *3]); +13/+8 ranged (1d6+2, mighty masterwork composite shortbow [crit *3]); SQ Rage 2/day, Uncanny Dodge (dex to AC, can't be flanked), Darkvision 60', Dwarf Bonuses, SR 14, Fast Healing 1 (20), Tough Defence, Natural Weapons, Damage Reduction 5/+2; AL CN; SV Fort +16, Ref +7, Will +8;

Str 19, Dex 14, Con 20, Int 8, Wis 11, Cha 6. Height 4' 9" ft.

Skills and Feats: Climb +16, Jump +13, Survival +10; Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes. Languages: Common, Dwarven.

Possessions: Adamantine Battleaxe, Large Adamantine Shield, Mithril Breast Plate, Mighty Masterwork Composite Shortbow (+2 Strength), 20 Arrows, Backpack, bedroll, flint & steel, 30 gp in pouch.

Physical Description: Dwarf in ripped and damaged clothing, with obvious bloodstains upon it. Brown hair and eyes flashing with insanity or calm, depending on his mood.

APL 10 (EL 12)

⚔ **Valathar:** CR 12; Medium Humanoid Male Dwarf Bar6/For6; HD 12d12+72; hp 161; Init +2; Spd 30 ft.; AC 26 (touch 12, flat-footed 24) [+2 Dex, +3 large adamantine shield, +5 Mithril Breast Plate, +6 Con]; Atk +19/+14/+9 melee (1d8+7, adamantine battleaxe [crit *3]); +15/+10/+5 ranged (1d6+2, mighty masterwork composite shortbow [crit *3]); SQ Rage 2/day, Uncanny Dodge (dex to AC, can't be flanked), Darkvision 60', Dwarf Bonuses, SR 16, Fast Healing 2 (30), Tough Defence, Natural Weapons, Damage Reduction 7/+3, Slippery Mind; AL CN; SV Fort +18, Ref +8, Will +9; Str 20, Dex 14, Con 22, Int 8, Wis 11, Cha 6. Height 4' 9" ft.

Skills and Feats: Climb +16, Jump +15, Survival +10; Combat Reflexes, Great Fortitude, Hold the Line, Iron Will, Lightning Reflexes. Languages: Common, Dwarven.

Possessions: Adamantine Battleaxe, Large Adamantine Shield, Mithril Breast Plate, Mighty Masterwork Composite Shortbow (+2 Strength), 40 Arrows, Backpack, bedroll, flint & steel, 30 gp in pouch.

Physical Description: Dwarf in ripped and damaged clothing, with obvious bloodstains upon it. Brown hair and eyes flashing with insanity or calm, depending on his mood.

APL 12 (EL 14)

⚔ **Valathar:** CR 14; Medium Humanoid Male Dwarf Bar6/For8; HD 14d12+84; hp 187; Init +2; Spd 30 ft.; AC 26 (touch 12, flat-footed 24) [+2 Dex, +3 large adamantine shield, +5 Mithril Breast Plate, +6 Con]; Atk +22/+17/+12 melee (1d8+8, adamantine battleaxe [crit *3]); +17/+12/+7 ranged (1d6+2, mighty masterwork composite shortbow [crit *3]); SQ Rage 2/day, Uncanny Dodge (dex to AC, can't be flanked),

Darkvision 60', Dwarf Bonuses, SR 18, Fast Healing 2 (40), Tough Defence, Natural Weapons, Damage Reduction 9/+4, Slippery Mind; AL CN; SV Fort +19, Ref +8, Will +10; Str 22, Dex 14, Con 22, Int 8, Wis 11, Cha 6. Height 4' 9" ft.

Skills and Feats: Climb +18, Jump +15, Survival +10; Combat Reflexes, Great Fortitude, Hold the Line, Iron Will, Lightning Reflexes. Languages: Common, Dwarven.

Possessions: Adamantine Battleaxe, Large Adamantine Shield, Mithril Breast Plate, Mighty Masterwork Composite Shortbow (+2 Strength), 40 Arrows, Backpack, bedroll, flint & steel, 30 gp in pouch.

Physical Description: Dwarf in ripped and damaged clothing, with obvious bloodstains upon it. Brown hair and eyes flashing with insanity or calm, depending on his mood.

Encounter Five

APL 6 (EL 9)

🗡**Platinum Horror;** CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

APL 8 (EL 11)

🗡**Electrum Horror;** CR 4; small size construct; HD 4d10; hp 22; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 18) [[+1 size, +1 Dex, +7 Natural]]; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); 5 ft by 5 ft/ 5 ft; SQ Electricity immunity, linked mind, spell vulnerability, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5. Height 3' 5" ft.

Skills and Feats: Point Blank Shot, Precise Shot.

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).

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

🗡**Platinum Horror;** CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

APL10 (EL 13)

Electrum Horror; CR 4; small size construct; HD 4d10; hp 22; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 18) [[+1 size, +1 Dex, +7 Natural]]; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); 5 ft by 5 ft/ 5 ft; SQ Electricity immunity, linked mind, spell vulnerability, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5. Height 3' 5" ft.

Skills and Feats: Point Blank Shot, Precise Shot.

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).

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

Gold Horror; CR 5; small size construct; HD 8d10; hp 44; Init +2; Spd 30 ft.; AC 22 (touch 13, flat-footed 20) [[+1 size, +2 Dex, +9 Natural]]; Atk +9 melee (1d10+3, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11. Height 3' 5" ft.

Skills and Feats: Cleave, Power Attack, Sunder. Language: Dwarven.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC13) halves the damage.

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). Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

Platinum Horror; CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

🦋**Senalabia;** Rog6/Half-Golem (Iron); CR 9; small size construct; HD 6d10+10; hp 51; Init +6; Spd 20 ft. (cannot run); AC 30 (touch 15, flat-footed 28) [+1 Size, +2 Dexterity, +4 Mithril Chain Shirt, +2 Ring of Protection, +11 Natural]; Atks +12 melee (1d4+7, [19-20] *+1 dagger*); and Atck +8 ranged (1d4+7, [19-20] masterwork dagger); 5 ft by 5 ft/ 5 ft; SA Breath Weapon; SQ trapfinding, Trap sense +2, Uncanny Dodge, Improved uncanny dodge, Sneak Attack +3d6, Evasion, Magic Immunity, Rust Vulnerability, Construct Traits, DR 20/Adamantine; AL NE; SV Fort +4, Ref +7, Will +2; Str 22, Dex 15, Con –, Int 8, Wis 10, Cha 6. Height 2' 8" ft.

Skills and Feats: Craft (Inventing) +8, Decipher Script +8, Disable Device +8, Listen +9, Search +8, Spot +9, Open Lock +8, Profession (Locksmith) +9, Tumble +11, Use Magic Device +7; Improved Initiative, Dodge, Mobility. Languages: Gnomish, Common, Baklunish, Dwarven.

Possessions: Mithril Chain Shirt, Masterwork daggers (6), *+1 Dagger, +2 Ring of Protection*

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construct Traits: A half-golem 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 half-golem has darkvision (60' range).

APL 12 (EL 15)

🦋**Platinum Horror;** CR 7; small size construct; HD 12d10; hp 66; Init +3; Spd 40 ft.; AC 25 (touch 14, flat-footed 22) [[+1 size, +3 Dex, +11 Natural]]; Atk +13 melee (1d12+4, razor saw); 5 ft by 5 ft/ 5 ft; SA *lightning bolt* SQ Electricity immunity, linked mind, spell vulnerability, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Power Attack, Sunder. Language: Dwarven.

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 (DC15) halves the damage.

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). Against magic weapons or armor, 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 admantine 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.

Adamantine Horror; CR 9; small size construct; HD 16d10; hp 88; Init +8; Spd 50 ft.; AC 28 (touch 15, flat-footed 24) [[+1 size, +4 Dex, +13 Natural]]; Atk +18 melee (2d10+7, razor saw); 5 ft by 5 ft/ 5 ft; SA Spell-like Abilities; SQ Electricity immunity, linked mind, spell vulnerability, SR 22; AL LE; SV Fort +5, Ref +9, Will +12; Str 20, Dex 19, Con -, Int 17, Wis 24, Cha 21. Height 3' 5" ft.

Skills and Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder. Languages: Dwarven.

Spell-Like Abilities: At will – *disintegrate, implosion, Mordekainen's disjunction.* Caster level 14th; save DC 15 + spell level.

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).

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or admantine 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.

Senalabia; Rog8/Half-Golem (Iron); CR 11; small size construct; HD 8d10+10; hp 63; Init +7; Spd 20 ft. (cannot run); AC 34 (touch 17, flat-footed 30) [+1 Size, +4 Dexterity, +6 for +2 Mithril Chain Shirt, +2 Ring of Protection, +11 Natural]; Atks +14/+9 melee (1d4+7, [19-20] *+1 frosty burst dagger*); and Atck +12/+7 ranged (1d4+7, [19-20] masterwork dagger); 5 ft by 5 ft/ 5 ft; SA Breath Weapon; SQ trapfinding, Trap sense +2,Uncanny Dodge, Sneak Attack +4d6, Evasion, Improved uncanny dodge, Magic Immunity, Rust Vulnerability, Construct Traits, DR 20/Adamantine; AL NE; SV Fort +5, Ref +11, Will +3; Str 22, Dex 16/18, Con –, Int 8, Wis 10, Cha 6. Height 2' 8" ft.

Skills and Feats: Craft (Inventing) +10, Decipher Script +10, Disable Device +10, Listen +11, Search +10, Spot +11, Open Lock +10, Profession (Locksmith) +11, Tumble +13, Use Magic Device +9; Improved Initiative, Dodge, Mobility. Languages: Gnomish, Common, Baklunish, Dwarven.

Possessions: *+2 Mithril Chain Shirt, Gloves of Dexterity +2,* Masterwork daggers (6), *+1 Icy Burst Dagger, +2 Ring of Protection, +1 Cloak of Resistance.*

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construct Traits: A half-golem 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 half-golem has darkvision (60' range).

Owlbear Half-Golem (Iron), Advanced (8HD); CR 8; large size construct; HD 8d10+30; hp 82; Init +0; Spd 30 ft. (cannot run); AC 20 (touch 9, flat-footed 20) [-1 size, +11 Natural]; Atks +16, +16 melee (1d6+11, claw), +11 melee (1d8+5, bite); 5 ft by 10 ft/ 5 ft; SA Improved Grab, Breath Weapon; SQ Scent, Magic Immunity, Rust Vulnerability, Construct Traits, DR 20/Adamantine and Magic; AL NE; SV Fort +8, Ref +5,

Will +5; Str 33, Dex 10, Con –, Int 1, Wis 12, Cha 4. Height 7' 8" ft.

Skills and Feats: Listen +9, Spot +9.

Improved Grab (Ex): The Owlbear must hit with a claw attack to use this ability.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Magic Immunity (Ex): The half-golem is immune to all magical or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against this creature.

Spells Effects (Ex): An electricity effect slows an Iron Half-Golem (as the *slow* spell) for 3 rounds, no saving throw. A fire effect breaks the slow effect and cures 1 point of damage for every 3 points of damage from the spell as it would otherwise deal. A golem gets no save from a fire effect.

Rust Vulnerability (Ex): An iron half-golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp.

Construct Traits: A half-golem 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 half-golem has darkvision (60' range).

Appendix Two: New Rules

Clockwork Horror as presented in Monster Manual II

Electrum Horror
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
Attacks:	Razor Saw +5 melee, or pressure dart +5 ranged
Damage:	Razor Saw 1d8+1, pressure dart 2d4+1
Face/Reach:	5 ft by 5 ft / 5ft
Special Attacks:	-
Special Qual:	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).

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

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

Clockwork horrors are intelligent, 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 nonmechanical 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 labourers.

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, asses 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.

Gold Horror
Small Construct

Hit Dice:	8d10+10 (54 hp)
Initiative:	+2
Speed:	30 Ft.
AC:	22 (+1 size, +2 Dex, +9 Natural), touch 13, flat-footed 20
Attacks:	Razor Saw +9 melee
Damage:	Razor Saw 1d10+3
Face/Reach:	5 ft by 5 ft / 5ft
Special Attacks:	*lightning bolt*
Special Qualities:	Construct Traits, electricity immunity, linked mind, spell vulnerability, SR 18
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11
Skills:	Climb +13
Feats:	Cleave, Power Attack , Improved Sunder
Climate/Terrain:	Any land or underground
Organization:	Module (1-2 plus 3-12 electrum horrors)
Challenge Rating:	5
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).

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

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

Clockwork horrors are intelligent, 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 nonmechanical 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 labourers.

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.

Gold Horrors

Gold horrors are the commanders of the clockwork horror armies. They supervise the electrums and other lesser horrors, ensuring that the orders of their superiors are obeyed.

Combat

Gold horrors fight from behind a line of electrum guards, shooting *lightning bolts* at their foes. In melee, a gold horror strikes at the enemy's weapon to destroy it. Against magic weapons and items, a gold horror's razor saw functions as a +2 weapon.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC13) halves the damage.

Platinum Horror
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
Attacks:	Razor Saw +13 melee
Damage:	Razor Saw 1d12+4
Face/Reach:	5 ft by 5 ft / 5ft
Special Attacks:	*lightning bolt*
Special Qualities:	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:	7
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).

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

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

Clockwork horrors are intelligent, 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 nonmechanical 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 labourers.

Clockwork horrors communicate in their own language of mechanical sounds. The linked mind that they share allows for instant communication among individual horrors within 10 miles of each other.

Logic indicates that since the horrors are mechanical beings, someone or something must have created them. What happened to that being is unknown. Some sages theorize that the adamantine horror rebelled against and slew its creator, then devised the other types of clockwork horrors to serve as its armies.

Platinum Horrors

Platinum horrors are the generals and governors of all the lesser clockwork horrors. it is they who identify targets, devise strategies, and decide how best to deploy other horrors to achieve their goals.

Combat

In combat, Platinum horrors fire *lightning bolts* at opponents before closing with them. In melee, they use their razor saws to sunder the weapons and armor of their enemies. Against magic weapons and items, a platinum horror's razor saw functions as a +3 weapon.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC15) halves the damage.

Adamantine Horror
Small Construct

Hit Dice:	16d10+10 (98 hp)
Initiative:	+8
Speed:	50 Ft.

AC:	28 (+1 size, +4 Dex, +13 Natural), touch 15, flat-footed 24
Attacks:	Razor Saw +18 melee
Damage:	Razor Saw 2d10+7
Face/Reach:	5 ft by 5 ft / 5ft
Special Attacks:	Spell-like abilities
Special Qualities:	Construct Traits, electricity immunity, linked mind, spell vulnerability, SR 22
Saves:	Fort +5, Ref +9, Will +12
Abilities:	Str 20, Dex 19, Con -, Int 17, Wis 24, Cha 21
Skill:	Balance +23, Climb +14, Jump+24, Hide +27, Move Silently +23;
Feats:	Cleave, Greater Cleave, Combat Reflexes, Improved Initiative, Power Attack, Improved Sunder.
Climate/Terrain:	Any land or underground
Organization:	Assembly (1 plus 1-2 platinum horrors, 3-4 gold horrors and 5-20 electrum horrors)
Challenge Rating:	9
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).

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

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

Clockwork horrors are intelligent, 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 nonmechanical 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 labourers.

Clockwork horrors communicate in their own language of mechanical sounds. The linked mind that they share allows for instant communication among individual horrors within 10 miles of each other.

Logic indicates that since the horrors are mechanical beings, someone or something must have created them. What happened to that being is unknown. Some sages theorize that the adamantine horror rebelled against and slew its creator, then devised the other types of clockwork horrors to serve as its armies.

Adamantine

An adamantine horror is the supreme leader of the entire clockwork horror collective. Only one is believed to exist.

The adamantine horror directs the harvesting of metal and the creation of new horrors. It alone decides which new horrors to make; thus it controls the composition of the collective. The adamantine horror holds the secret of animating a newly built horror body.

The adamantine horror's motives in its aggressive campaign to grow the collective are unknown. Some sages speculate that it strives to destroy rival cultures; others claim it has acquired a living thing's drive to reproduce. Whatever its motives, the creature is a master at destroying other civilizations.

Combat

An adamantine horror devastates foes with its spell-like abilities from afar. In melee, it slashes through its enemies with its razor saw. Against magic weapons and items, an adamantine horror's razor saw functions as a +5 weapon.

Spell-Like Abilities: At will – *disintegrate, implosion, Mordekainen's disjunction.* Caster level 14th; save DC 15 + spell level.

<u>Forsaker</u> as presented in Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers

Magic is evil. Magic tempts. Magic perverts. Magic corrupts. Magic is Tory. Anyone who cannot embrace these truths has no business considering the path of the forsaker.

The forsaker rebels against the magic of the fantastic world around him. It's not that he doesn't believe in it; he knows full well that magic is real. He has felt its all too tangible power burn over his skin or wrest control of his mind from him. While others may ignore the dangers of magic and succumb to its siren call of power, the forsaker knows better. To him, sorcery is nothing but a crutch that coddles and weakens its users. By depending upon his own resources alone, the forsaker becomes stronger, tougher, smarter and more nimble than any of his companions. To that end he treads a lonely path, deliberately depriving himself of magic's benefits and destroying any magic items he finds.

Forsakers can take up any standard or philosophy, though they tend more toward chaos than law. Evil forsakers hunt down and kill the most powerful users of magic that they can find, as it to demonstrate the ultimate weakness of the wizard and the sorceror. Good forsakers commit themselves to expunging evil sorcery from their world, but they too see themselves as examples of how mundane strength can conquer foul enchantments.

Though forsakers do their best to resist all spells – even beneficial ones – cast upon them, some eventually learn to tolerate their companions' magic. A few claim that they are leading by example; others rationalize that only by consorting with lesser villains can they defeat greater ones. Whatever justification they use, the allegiance between forsaker and spellcaster, no matter how temporary or how necessary, is seldom a peaceful one.

Few characters other than dwarven fighters and human or half-orc barbarians can appreciate the lifestyle of the forsaker. Elves, half-elves and gnomes are surrounded by the benefits of magic from birth, so they are unlikely to choose this path. Dwarves, on the other hand, are naturally suspicious of sorcery, and many rural humans are just as distrustful. Certainly, no spellcaster should consider this career choice, since it means the virtual end of advantages gained from a former class. Even paladins and rangers must think hard before leaving behind their spells and spell-like

abilities. Fighters and rogues occasionally take up this prestige class, but most forsakers are barbarians. Some say that only such a primitive, focused mind could ever manage to forsake magic for good.

Hit Die: d12

Requirements

To qualify as a forsaker, a character must fulfill the following criteria.

Feats: Great Fortitude, Iron Will, Lightning Reflexes

Special: The character must once have been the victim of a magical attack that seriously wounded him or threatened his life. He must also sell or give away all his magic items (including magic weapons, armor and potions) and renounce the use of any spellcasting and spell-like abilities.

Class Skills

The forsaker's class skills (and the key ability for each skill are Climb (Str), Craft (any) (Int), Handle Animal (wis), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex) and Survival (Wis). See Chapter 4 of the *Player's Handbook* for all skill descriptions.

Skill Points at Each Level: 2 + Int Modifier

Class Features

The following are class features of the forsaker prestige class.

Weapon and Armour Proficiency: Forsakers gain no weapon or armor proficiencies.

Ability Bonus (Ex): Beginning at 1st level, the character gains a +1 inherent bonus to any desired ability score for each forsaker level.

Fast Healing (Ex): Forsakers regain hit points at an exceptionally fast rate. At 1st level, the character regains 1 hit point per round, to a maximum of 10 hit points per day. The number of hit points regained per round increases by +1 for every four forsaker levels, and the maximum restorable per day increases by 10 for every two forsaker levels. Except as noted above, this ability works like the fast healing ability described in the introduction of the *Monster Manual*

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities and magic items, the forsaker must also refuse any benefits from others magic – including magical healing. Thus, he must attempt a saving throw against any spell that allows one. For most beneficial spells, such as *displacement*

or *neutralize poison*, a successful save negates the spell's effects; for a *cure* spell, it halves the benefit. Any forsaker who unwittingly uses a magic items or casts a spell (while under the influence of a *charm person* or *dominate person* spell, for example) loses all the special abilities of the prestige class for one week.

Spell Resistance (Ex): At 1st level, the forsaker gains spell resistance 11. This value increase by +1 with each forsaker level gained and stacks with any other applicable spell resistance he has.

Damage Reduction (Ex): At 2nd level, the forsaker gains damage reduction 3/+1. This damage resistance rises by 2/+1 for every 2 forsaker levels he gains thereafter. This ability remains in effect only as long as the forsaker destroy the required value of magic items every 24 hours (see Magic Destruction, below). This does not stack with any other damage reduction he already has.

Magic Destruction: The forsaker gains access to his damage reduction ability (see above) through the destruction of magic items. If he goes more than 24

hours without destroying magic items whose market prices equal at least 100 gp per point of damage reduction, he loses that ability until he does so.

Tough Defence (Ex): At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for overcoming damage reduction (see Damage Reduction in the introduction of the *Monster Manual*). That is, if the forsaker has damage reduction 3/+1, any weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

Slippery Mind (Ex): At 6th level, the forsaker can struggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

Forsaker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Ability Bonus +1, Fast Healing 1 (10), forsake magic, SR 11
2nd	+2	+3	+0	+3	Ability Bonus +1, damage reduction 3/magic, magic destruction, SR 12
3rd	+3	+3	+1	+3	Ability Bonus +1, Fast Healing 1 (20), natural weapons, SR 13, tough defence
4th	+4	+4	+1	+4	Ability Bonus +1, damage reduction 5/magic, SR 14
5th	+5	+4	+1	+4	Ability Bonus +1, Fast Healing 2 (30), SR 15
6th	+6	+5	+2	+5	Ability Bonus +1, damage reduction 7/magic, slippery mind, SR 16
7th	+7	+5	+2	+5	Ability Bonus +1, Fast Healing 2 (40), SR 17
8th	+8	+6	+2	+6	Ability Bonus +1, damage reduction 9/magic, SR 18
9th	+9	+6	+3	+6	Ability Bonus +1, Fast Healing 3 (50), SR 19
10th	+10	+7	+3	+7	Ability Bonus +1, damage reduction 11/magic, SR 20

<u>Half-Golem</u> as presented in Fiend Folio

Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique – many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravening, unholy crosses between living beings and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Molding a limb from clay, preparing one made of flesh, carving it from stone, or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Items and Craft Magic Arms and Armor feats. It takes one month to complete the magical rituals. The creator must labor for at least 8 hours each day in specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific descriptions) can attach a limb. All that's left to do is perform the final gestures and speak the words needed to imbue the limb with magic. All the limbs to be attached to a particular body must be of the same type – it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any such attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body, the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received.

	Save DC
First new limb	15
Second new limb	19
Third new limb	25
Fourth new limb	33
Fifth new limb	43
Sixth new limb	55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below – except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of these required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and the character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

"Half-golem" is a template that can be added to any animal, beast, giant, humanoid creature, magical beast or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone or iron) as described later in this section.

A half-golems abilities are primarily those of the character, with the following exceptions.

Hit Dice: Same as character or as construct, +10 hp per size category

Initiative: Same as character –1, to account for the half-golem's reduced Dexterity (see Abilities, below).

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armor bonus it may have had with a new natural armor bonus that varies depending on its type (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armor Class.

Attacks: Same as character.

Damage: Same as character.

Face/Reach: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character; plus construct traits (upon a failed Will save), damage resistance (see table below) and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus on Fortitude saves, otherwise same as character.

Abilities: Half-golems have –2 Dex, +4 Con (or no Con upon a failed Will save), -6 Int, +0 Wis, and –6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golems Strength score.

Skills: Same as character, modified by the new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair or squad (5-20).

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Advancement: By character class.

	Iron Half-Golem
Natural Armor	+11
Special Attacks	Breath Weapon
Damage reduction	15/Adamantine
Special Qualities	Rust vulnerability
Strength	+12
Magic Immunity	As iron golem

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unsubtle combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation, even when banded together.

Iron Half-Golem

The limbs of an iron half-golem appear bolted or riveted to the flesh. Irregular and haphazard iron plates join flesh and metal limbs. The limbs can be fashioned in any manner, just like those of a stone half-golem, although they usually appear armored. They are much smoother than those of a stone half-golem.

An iron limb is sculpted from 500 pounds of pure iron. The sculpting requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 20). The rituals cost 20,000 gp and 400 xp and require *cloudkill* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Construct Traits: A half-golem 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 half-golem has darkvision (60' range).

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.
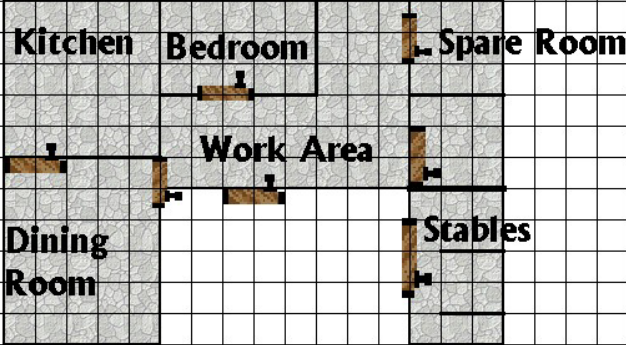
An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.
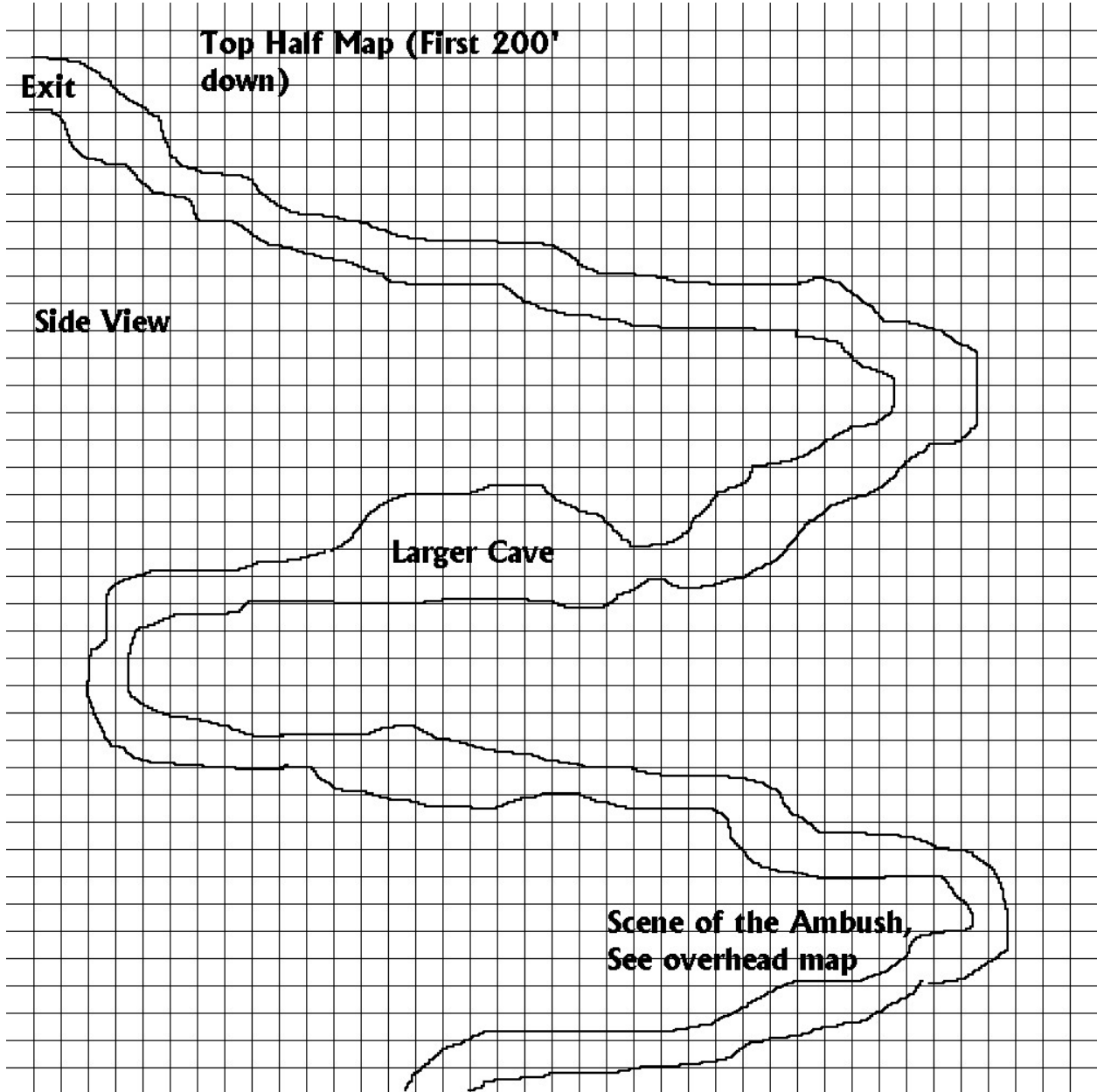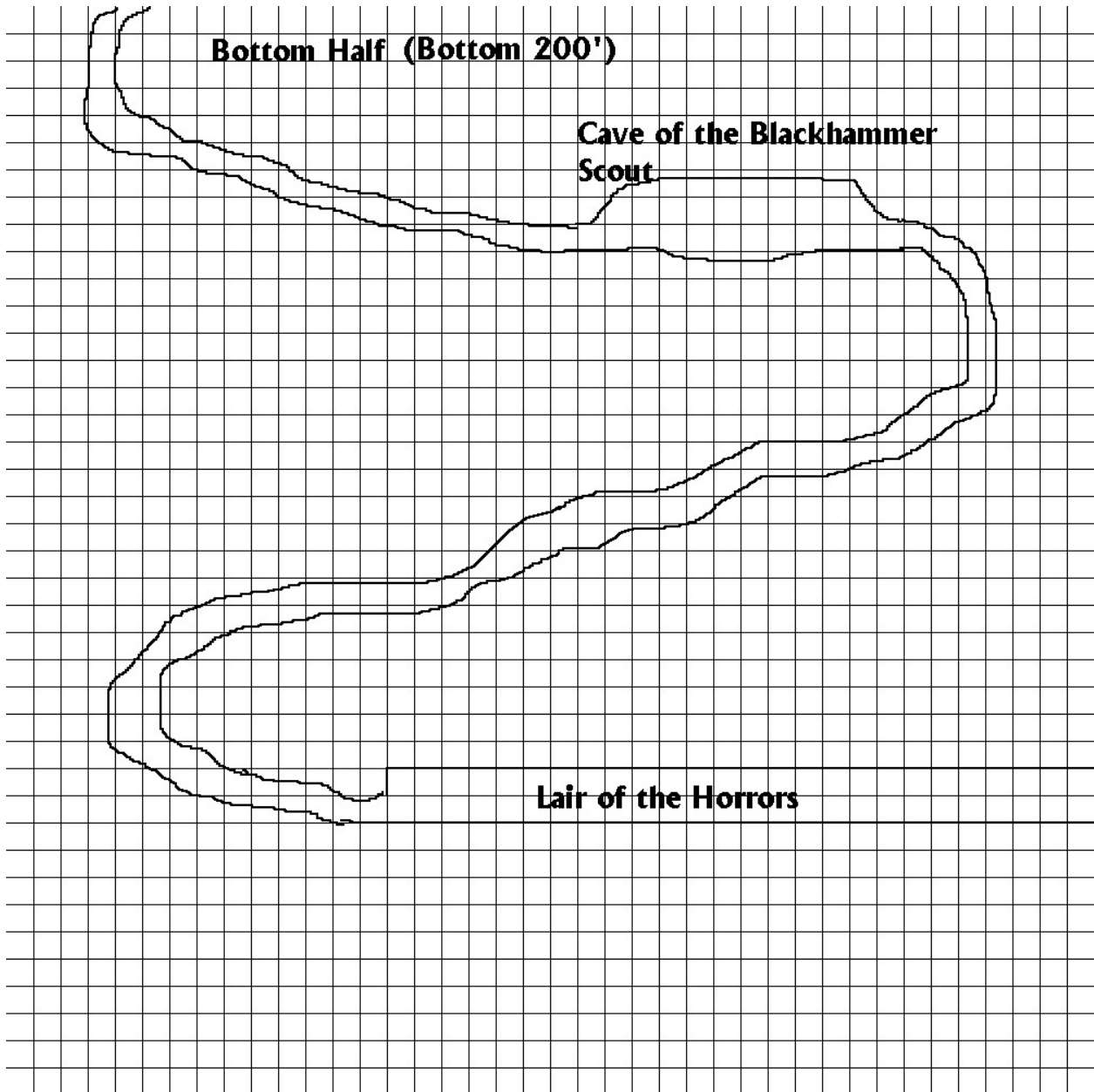
Appendix Three: Maps

Map One

Senelabia's House

Kitchen Bedroom Spare Room

Work Area

Dining Room Stables

Top Half Map (First 200' down)

Exit

Side View

Larger Cave

Scene of the Ambush, See overhead map

Bottom Half (Bottom 200')

Cave of the Blackhammer Scout

Lair of the Horrors

Map Four

Complex Map for Players

Caved In

Caved In

Filthy

Exit
to
Cave
Tunnels

Dwarven
Temple

Guards

Exit
Somewhere,
Warnings!

Lot's of
Activity

Inventor

Entire Area is caved in

Strange
Stored
Cans