

COR3-19



Folly

A ONE-ROUND D&D® LIVING GREYHAWK™

CORE ADVENTURE

By The Head Brothers

Gen Con So. Cal 3003 Version

The mad priest Entropimus recently made a pilgrimage to the far northern wastes. He hasn't yet returned. His former adventuring companion Lebarat is now concerned he is up to no good. Lebarat invites you to help him investigate what has waylaid Entropimus in Folly, a town rumored to have been built by Entropimus' deity—Zagy. Recommended especially for adventuring parties who have played together before. A one-round Living Greyhawk core adventure for APL 4-12.

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

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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, 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 scenario.

PREPARATION

First you should print this scenario. This scenario 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 scenario as described in the introduction.

Keep in mind that you must have at least four 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. 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 scenario 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. This adventure is worth 2 D&D PLAYER REWARD™ points

LIVING GREYHAWK

This is a Living Greyhawk Adventure. As a Living Greyhawk 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, and then have any players without a character create one. 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* and *Living Greyhawk Campaign Sourcebook* (LGCS).

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

| Mundane Animals Effect on APL | | # of Animals | | | |
|-------------------------------|-----------|--------------|----|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 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 | |

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 two 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 1-round Core adventure, set in Folly. Characters pay two Time Units per round. Adventurer's Standard Upkeep costs 24gp per round. Rich Upkeep costs 100gp per round. Luxury Upkeep costs 200gp per round.

ACKNOWLEDGEMENTS

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Special thanks to Ian MacDonald for inspiration in the creation of *Entropimus*. Thanks also to Denise Head for the drawings included in the module. This scenario is dedicated to Ethan Maxwell MacDonald.

ADVENTURE BACKGROUND

This scenario showcases the Greyhawk locale known as Folly. It is located in the wastes north of the Fellreev Forest, about forty miles south of the shore of the Icy Sea where the Burning Cliffs lie. The following official description of Folly appeared on page 64 of *Iuz the Evil* by Carl Sargent:

"Folly is aptly-named. It is a wholly abandoned, yet largely-preserved stone village, with every building being a true folly, absurdity or aberration. Set in a shallow bowl of lowland, it is possible that no occupants ever lived here for there are no records to tell. Triangular sham church towers, castle facades without interior buildings, stone watermills with wheels and machinery but no river or stream in sight, lighthouses some forty miles from the shore, helter-skelter towers, fishing lodges, and 150-foot tall stone pinnacles, all stand forlorn in freezing winds blowing in from the Icy Sea.

Electrical storms and magical disjunctions sometimes blow around Folly, and there are stories of many strange and magical guardians and monsters roaming within and around it. Folly is said by some to have been constructed as a whimsey by Zagyg. If this is so, it may well contain much in the way of buried magic and arcane lore."

Before there was the demigod Zagyg, there was Zagig – the former Lord Mayor of Greyhawk City. Zagig's influence on Greyhawk is largely responsible for the success of the city. During his long rule, Greyhawk blossomed from a trading town into the "Gem of the Flanaess" – a term coined by Zagig himself. But Zagig was an unstable ruler. His mind wandered. His thoughts drifted to ideas unpondered. Into his head entered notions of the ludicrous

and absurdly incongruous. He began to theorize that he was not losing grip on reality, but that he was beginning to view a more true, more real reality. And he preferred his own viewpoint to that of accepted scholars and clerics. Still, he existed on this Oerth and needed to find a way to live here – until he could make some sort of ascendance to another reality. So, rather than succumb to the strange ideas that entered his soul, he struggled with them for many years of his life. To others, he seemed to be fighting the creeping insanity sprouting in his mind. From his point of view, he was biding his time politely.

It was against this psychological backdrop that Zagig created Folly. He traveled to the frozen northlands of the Flanaess to build a town like no other. A town that represented the wildly diverse architectural techniques he'd come to appreciate in the halls of his own mind. Buildings that defied accepted practice—and even logic itself. Zagig built Folly to help him vent his eccentricities. It apparently did not work. Folly remains; Zagig is gone. He underwent divine ascension to become Zagyg. What became of Folly few can tell. But there is one man who intends to find out.

The cleric Entropimus claims to be the first cleric of Zagyg to exist on Oerth. Undoubtedly, he is the most powerful. As such, he claimed for himself the title of High Priest of Zagyg. Entropimus has heard rumors of Zagig's involvement in the construction of the town of Folly. So, he decided recently that he needs to explore it to search for lost knowledge of Zagig (or Zagyg). To be sure, some knowledge does lie there. Entropimus traveled to Folly partly by divine magic and partly by riding his *figurine of wondrous power* (*ebony fly*) erratically through the air. Entropimus has been at Folly for a few weeks now and, believe it or not, someone is worried about him. His former adventuring companion Lebarat is concerned about what trouble Entropimus may be up to. He is not so much concerned about Entropimus' safety as he is worried about what the mad cleric might do at Folly without supervision.

Questions and comments about this scenario may be emailed to zagyg@pcisys.net.

PREPARATION

Before beginning, the DM should tell the PCs that their character sheets and adventure records need to be accurate and fully up to date. If a character's documents are not in order, it will be very difficult for the player who receives that character in trade. (See Appendix 2: Consciousness Transfer Mechanic)

ADVENTURE SUMMARY

The adventure begins in Greyhawk City. The PCs are asked to accompany Sir Lebarat Tirien, a knight of the Holy Shielding, on a mission to investigate the far-north oddity known as Folly. Lebarat's former adventuring companion Entropimus, the self-proclaimed high priest of Zagyg, traveled to Folly for religious inspiration but has now been missing for weeks. Lebarat is not so much concerned about Entropimus' safety; rather, he is worried about what the mad priest may have stirred up in Folly.

Folly is not the work of Zagyg the deity but rather Zagig, the mortal who eventually became Zagyg. To demonstrate the absurdity of the buildings, the PCs will spend most of their time in Folly exploring a building of unusual arrangement. The building appears to have once been whole, but has now been swept up into the sky as if a whirlwind picked it up and started carrying it off. The rooms are frozen in space as if the whirlwind suddenly stopped soon after it tore the building apart. The separate rooms are scattered around the vortex of the swirling air.

Folly contains several puzzles. Figuring out how to get from room to room is one problem to solve. Another is figuring out which room goes where. It's up to the players to realize that putting the building back together will help them complete their objective. (More on this below.)

One of Zagig's areas of research was binding *gingwatzim* to objects and harnessing their awareness to power sentient constructs (*Gingwatzim* are featured in *Dragon Magazine* #295, *Living Greyhawk Journal* #11). In a building designed for summoning, he created special mental wards to prevent external spirits from affecting his *gingwatzim* research. In the years since Zagig's disappearance from Oerth, the summoning building has malfunctioned. Any living creature who enters this building has his mental identity ("soul" or "consciousness") transferred to that of one of his companions.

The mad cleric Entropimus traveled to Folly alone and was unaffected. When Lebarat and the PCs arrive, a disturbing thing occurs: they each have their consciousness transferred to another party member. Lebarat's consciousness transfers to Entropimus (and vice versa). So, instead of the trustworthy paladin, their guide is now the mad cleric Entropimus (in mind only). The party spends their time in Folly trying to figure out how to get their identities back and searching for Lebarat (in Entropimus' body) so they can return home.

The PCs have to figure out that only some of what Entropimus says is actually sane. He adds humor to the situation and most likely bungle PC attempts to solve problems. During a fight, for example, Entropimus prefers to fire cream puffs from his *rod of wonder* (which he appears to be able to control to some extent), his intent being to undermine the morale of the enemy. Never mind that he is fighting creatures who could care less about cream puffs.

In game terms, each player will choose a companion and hand them their PC. The magic of the area dictates that your consciousness will be transferred to that of someone you know (a friend, if possible). Each player will play another player's character for most of the adventure. The main objective of the module is for each PC to return to their proper body.

Introduction: Recruitment and Interview

The PCs notice a sign at the Black Dragon Inn calling for experienced adventurers. They meet their employer, Sir Lebarat Tirien, Knight of the Holy Shielding who explains the mission and puts the PCs through a brief employment interview.

Encounter 1: Arrival in Folly

Lebarat uses his *amulet of the planes* to transport the party to Folly. Upon arrival, the PCs have their consciousnesses transferred to another body. Entropimus' consciousness takes over Sir Lebarat's body.

Encounter 2: Six Degrees of Separation

The party fights hostile gingswatzim, with each PC on a different interior surface of a cube. A curious chest also presents an additional puzzle—and possibly another treasure.

Encounter 3: Equilibrium

The PCs must get to the other side of a unique Zagigian puzzle-trap.

Encounter 4: Control Room

In this very oddly shaped room, the PCs find a parchment that helps them put the buildings back together again. Done properly, this also restores their identities.

Encounter 5: The Master's Chambers

This is the living quarters of the blown apart tower. The PCs find Lebarat here, trapped in Entropimus' body.

Encounter 6: Automatons

This room is cluttered with odds and ends, much akin to an attic in a very old house. As the PCs begin investigating, the piles of junk come to life as constructs and give them the fight of their lives.

Encounter 7: The Madman's Museum

This encounter is in a room with a bunch of displays with questionably valuable items in them. They need not spend much time here after finding the number they're looking for.

Conclusion

Return to Greyhawk City with Entropimus and Lebarat.

INTRODUCTION: RECRUITMENT AND INTERVIEW

There is nothing quite like summer in Greyhawk City. Blistering sun, crowds of sweaty visitors, stagnant air thick with dust. Your only relief is that you won't be staying long.

You have taken a brief refuge inside the Black Dragon Inn. Renowned for its patronage by students and hopeful adventurers, the inn is oddly quiet this afternoon. The usually cluttered "Hiring Board" contains only one note:

"Opportunity for experienced adventurers — ask for Sir Lebarat Tirien at the Savant Tavern".

The message is dated today.

The Black Dragon Inn is located in Clerkgurg. On the map of Greyhawk City that appeared in *Living Greyhawk Journal* #2, it is designated as C4. Many PCs will remember this Inn from the Brendingund adventure series. The gregarious, bear-like proprietor of the Inn is Miklos Dare. If asked, he has never heard of Lebarat. He agrees it is odd that the Hiring Board has only one note, but shrugs it off, "maybe whoever put that note up ripped all the others down... it's happened before". The proprietor takes no responsibility for anything people put on the board, "The less I know the better."

He can give the PCs directions to the Savant Tavern, also located in Clerkgurg.

"OK, get back on the Processional and head north. Take a right on University Street. Pass the Grey College and the Bardschool then cross over the Bridge of Entwined Hearts. Hang a right just after the bridge and you can't miss it."

On the Greyhawk map referenced above, the Bridge is C10 and the Savant Tavern is C11.

The Savant Tavern is a stately building frequented by educated folk. Inside, it's a maze of dim corridors and rooms, with bookshelves lining most walls. If the PCs arrive together at the Savant Tavern and inquire about Lebarat, they are shown immediately to a meeting room in the back. If the PCs arrive separately, they are each given the same "interview time" (within the hour). Either way, the PCs should be together for a group interview.

PCs may try to use their skills to recognize Sir Lebarat. He is a Heironean paladin of some renown (Gather Information DC17, Bardic Knowledge DC15, Knowledge (history, local-if appropriate, or nobility) DC18), who fought alongside Artur Jakartai outside the wall of Chendl in Furyondy's defense against Iuz. In

recent years, however, he has kept a low profile (see his NPC description in Appendix 3).

Entering a cramped back room, you are greeted by a man of noble stature, wearing a suit of finely crafted plate mail. He speaks with a commanding tone.

"I am Sir Lebarat Tirien, knight of the Holy Shielding. Please sit down. Before I begin, I must apologize for my crude recruiting methods, but it was the only way to attract a diverse pool of talent."

"I am looking for a group of experienced adventurers because I need something done that I cannot do alone. Before you are hired, I wish to ask each of you some questions. Please answer them as honestly as you can."

INTERVIEW FORMAT

Lebarat asks the following questions of all PCs as they sit in a group. He asks a question, and then points at them each in turn to answer. After he asks the standard questions, he will ask a few oddball questions.

Sample standard questions:

- What do you consider your primary profession?
- Why did you choose the adventuring life?
- Approximately how many times have you been hired as an adventurer?
- Of the other interviewees, whom do you know the best? (This last question gives the DM a feel for which players have adventured together before, which players are friends, which are familiar with each other.)

Sample oddball questions:

- **(to a cleric)** When was the last time your deity walked as an avatar upon Oerth? Please summarize the events surrounding that incident. Try to avoid a dogmatic response.
- **(to a wizard or sorcerer)** You've run out of spells for the day. You are forced to fight with a melee weapon. During the fight, your allies keep shouting at you to "riposte". What does this mean?
- **(fighters or barbarians)** Imagine you have in front of you a scale and six stones. Each stone is the same size. All stones weigh the same except one, which is heavier than the rest. Given the scale and the stones, what is the minimum number of weightings you need to do in order to determine which stone is heaviest?
- **(rogue or bard)** You have in your hand a piece of phosphorescent moss. What spell could be cast with this?
- **(paladin)** Crocodiles normally group themselves into colonies. Approximately how many crocodiles make up a colony?

- **(druid or ranger)** In what year did the capital city of your homeland begin minting silver coins?

Answers are not provided for the judge because they do not matter. When the oddball questions are answered, Lebarat shows signs of disappointment but nevertheless declares:

"Thank you, this interview is over. I have decided to hire you. Please allow me to explain this mission."

An old acquaintance of mine, Entropimus, has been missing for three weeks. He must be found.

Entropimus was last known to be on a religious "pilgrimage" far to the north. He was visiting Folly, a town in the barrens that some say was built by Zagig. All I know about Folly is rumor, but it disturbs me nonetheless. The place is said to be a pure absurdity, constructed by Zagig to "vent his eccentricities."

I have spoken with Entropimus's disciples and learned the location of Folly. I intend to teleport us there as a group to find him. I will accompany you throughout the journey and offer you compensation now and more upon our return. You may take whatever spoils suit you, subject to my approval. I will not let you take anything that has religious or historical significance to Entropimus.

We leave in the morning. Do you have any questions for me?"

If the PCs ask why he asked crazy, inappropriate questions of them he will respond with the following.

"I want to see how you react to the unexpected. I doubt any of you have dealt with the machinations of Zagyg before. I have, and it is disturbing, we all need to be prepared for anything."

If the PCs ask why he chose them he will offer the following explanation.

"I need people with different skills, different ways of looking at the world and different ways of solving problems. We must be prepared to challenge everything we encounter at Folly and view it from as many unique perspectives as we can."

Lebarat offers the PCs gold as compensation (APL 4 - 150gp, APL 6 - 200gp, APL 8 - 200gp, APL 10 - 200gp, APL 12 - 300gp). He gives half of the gold up front and the other half on return. Lebarat promises the PCs that they can keep whatever treasure they find, pending his approval. Lebarat does not want them pillaging Folly and neglecting their mission. He cautions the PCs not to hurt Entropimus.

"He is mad, yes, but you must treat it as an affliction and pity him. If you cause him any harm, the terms of our agreement are broken."

If the PCs ask why he is so concerned about Entropimus. He takes a moment and responds with the following.

"Entropimus is consumed by many passions. One of them is to figure out exactly who and how Zagig imprisoned so many demigods—Iuz, in particular, since Oerth is his home plane and he is causing so much trouble here. I suspect that Entropimus, as in some earlier of his 'pilgrimages', will unearth something interesting while he's at Folly. For all I know, he's already unearthed something troublesome. At this time, I can't quite say whether he needs our help or if we need to stop him from doing something rash. Either way, he's been at Folly for too long without communicating with anyone."

Zagig imprisoned nine demigods underneath Castle Greyhawk (his personal residence outside the city) while he was a mortal. The names of the deities are often debated but Iuz, Merikka, Rudd, and Wastri were certainly among them. Theories waver on why Zagig entrapped nine gods of differing alignments, but it may have been part of a ritual for him to ascend to godhood. See the LIVING GREYHAWK Gazetteer under the Zagyg heading for more information.

If the PCs wish to learn more about Folly before departing, they can visit the Library of Greyhawk, the Bardschool or similar locations. Gather Information DC 20 reveals the information from the Adventure Background (see above). If they choose to Gather Information outside of a formal environment (taverns, thieves guilds) the DC is 25.

The PCs should be allowed to rest the evening prior to departing. Lebarat asks them to meet him just before dawn outside the city's Duke's Gate (the small eastern gate that leads to the Cairn Hills).

ENCOUNTER 1: ARRIVAL IN FOLLY

The next morning, when the PCs have assembled:

Sir Lebarat asks you all to join hands in a circle. In his own hands, he holds two small metal objects that look like tuning forks. When the party forms the circle completely, Lebarat speaks a strange word and some sort of teleportation takes place.

The first thing you notice about your new environment is that it's cold and windy here. The sun is pretty low in the sky, though it is very bright. The landscape is bleak and desolate. Only scrub plants grow here. It's not hard to believe you've just been transported several hundred miles north.

Lebarat used his *amulet of the planes* to transport the group. The tuning forks allow him some measure of control over his destination. For the nosey PC here who reads lips (DC

15) or listens carefully (DC 25), the command word is "Bensonmenel".

The vegetation here consists mainly of scrub oak, scrub birch, and the mosses and lichens clinging to the broken limestone rock forming most of the ground. Hardy patches of grass hold on desperately to sparse clumps of softer ground that occur occasionally. There is a faint aroma of burning coal in the air, which is being carried on the wind from the Burning Cliffs to the north.

Lebarat leads the party to the west toward the town of Folly.

From where you stand, you can see a depression about half a mile to the west. It's a sort of shallow valley. Far above it, there are dark clouds causing an electrical storm. Curiously, it seems to loom directly over the valley without affecting the rest of the sky. Occasionally, lightning bolts between the clouds illuminate the valley below and cause shadows to appear. There is a settlement of some sort here.

There are buildings in the valley, but no clear sense of streets or pattern to the layout of the place. When you're done absorbing the scene, Lebarat says, "We are here. This is the town of Folly. Let's hope Entropimus hasn't gotten himself into too much trouble down there."

The valley of Folly is about three miles long and one mile wide. It descends a few hundred yards below the surrounding terrain. Folly has a wide diversity of structures. Indulge yourself and be creative in explaining the appearance of Folly from a distance. Review the Adventure Background and feel free to improvise. However, no matter what buildings and structures the judge describes, they must serve merely as backdrop to the adventure. Wandering around Folly is not the objective of this scenario. The length of the session is also a factor. Spending too much time in this encounter delays play.

Other buildings at Folly may include:

- The whirlwind building that forms the basis for this adventure (see below). The whirlwind stands about a quarter mile high, reaching up towards the clouds overhead.
- About a dozen wells, complete with brickwork and hanging buckets, all drilled within 100 feet of each other.
- Two parallel wall facades that form the rune of insanity
- Thousands upon thousands of small round stones have been gathered to make a gigantic eye in a pentagram symbol on the ground that spans about 300 feet. This is the holy symbol of Boccob.
- Clusters of 4-foot diameter spheres are collected and piled in what might be a very complex pattern in and throughout the valley. The spheres appear to be hollow and made of

different kinds of stones. Some spheres are piled on each other, others laying next to each other touching.

- If a stone is overturned in Folly, there is *always* something carved on it. They are gibberish scrawlings, but they are never seen until stones are overturned. Curiously, these carvings are also on the underside of discarded wooden planks and even the rare leaf, twig or branch found in Folly.
- There is a red sandstone, saddle-shaped building here, about 100 feet high. From randomly distributed holes in the structure, an oily substance drips out.
- There is a building here that looks like a dice tower. Yes, indeed. It starts with the d6, then a d12, d20, d10, d8, and is crowned with the d4. Nearby is a field where “fallen dice towers” lie scattered on the ground.
- Some buildings look almost normal, but they have disturbing curiosities about them. For example, one of them has shutters and doors haphazardly opening and closing for no apparent reason. Another changes color with a near psychedelic effect, while a third continually whistles battle hymns and marching songs from various regions.
- There are buildings that appear to be made of a gel-like substance. They grow and shrink, forming different shapes, and breathe as if they were alive.
- Other buildings appear to have been made using only a single type of structural element: a building of doors, a building of windows, a building of archways, a building of buttresses, etc...
- There are buildings shaped like animals, magical beasts, humanoids, aberrations, and monsters contained within a large maze made of what appears to be gigantic gemstones and other precious minerals (they are all just glass and base metals).

If the party engages in purposeless exploration, you have at least two options to speed their progress. Lebarat steers them down into the valley, pursuing the objective of finding Entropimus. If you prefer, the wandering PCs encounter trials and troubles beyond their ability to face. Give them a good scare to get them back on track. Perhaps undead, demonic, ethereal, or elemental forces visit the locale.

When the party first descends into the shallow valley that Folly lies in, their minds are altered and a consciousness transfer takes place within the group. Proceed with the following:

As you descend into the valley where the town of Folly is nestled, you feel a sudden change of perspective within all of your senses. Some of you feel a little taller, some shorter. Some heavier, some lighter. Some of you notice your eyesight is keener, while others notice it is worse. To some of you, your sense of smell is more acute; for others, it is nearly absent. Stranger still, while the outside valley looks the same, it seems your physical bodies have changed. Your senses are reporting different information not because of a change in your surroundings - but because of a change in yourself! It's as if someone plucked out your mind and inserted it into someone else's body.

You must now introduce the concept of consciousness transfer. Refer to Appendix 2: Consciousness Transfer Mechanic for more information.

CONSCIOUSNESS TRANSFER MECHANIC

The essence of the consciousness transfer mechanic is that each character trades bodies with another character; from a player point of view, each player should try to play the new PC as if their old PC's memories were trapped within this new PC's body. Everything else about the new PC (skills, feats, special abilities, etc.) can be used freely. Basically, it is like playing a pre-generated character, but the personality is the same as your main character and the stats are those of someone else's PC.

Each PC (assuming there is an even number of them) now has their consciousness swapped with another PC. That is, their mind's identity has moved from their own mind to that of another. The game effect is that each player must now play a different PC, but with the memories and personality of their original PC. Allow the players to decide whom they want to swap PCs with. If there are an odd number of PCs at the table, then one PC is spared from this problem. (Conceivably, certain types of magical protections may also prevent this consciousness swapping. Most notable is the *ring of mind shielding*.)

This consciousness transfer also affects Lebarat. Since he knows Entropimus better than the PCs, his mind has been swapped with that of Entropimus. Somewhere here at Folly, the body of Entropimus now houses the mind of the noble Lebarat. The body of their patron, Lebarat, is now occupied by the mind of the mad Entropimus. The party must now deal with the mad priest himself, while on a hunt to save not just Entropimus and Lebarat, but themselves as well. Give the players some time to absorb this unusual situation and ready themselves to deal with the rest of the scenario. When they seem ready to go on:

While you are getting used the idea that your conscious mind has somehow been transferred to a different body, Lebarat speaks to you. As he talks, you notice his body language, which used to be very stately and noble, is now rather twitchy and jerky. His eyes dart around while he uses his hands and arms in wild

gestures to make his point. He doesn't seem to be himself either. "Hmm, okay. I see what's going on here. Another trial from my master. Oh yes, indeed. An interesting one this time. Well at least my hands aren't donkey hooves again! Oh, um, hello there my new compatriots! Allow me to introduce myself. My name is E squiggle, high priest of Zagyg. Now, seeing as how his madness has seen fit to send me here to help you, and I don't believe we've ever met before, I think introductions are in order, don't you?"

The PCs have to roleplay with E~ (trapped in Lebarat's body). This is a safe time to get used to the consciousness swapping mechanic. It takes a bit of coaching to get E~ to admit that his full name is Entropimus. He cringes when someone uses his full name in front of him, as if lightning is about to strike. E~ likes being in Lebarat's body and doesn't seem to really think anything is wrong. He takes some opportunities to explore spells and equipment that Lebarat has in his mind and on his person.

As the party explains their mission here (to find Entropimus) E~ listens only slightly. His mind wanders and his eyes show that he's thinking of other things. But, he always understands what the PCs tell him (one of the curious manifestations of his clerically high wisdom). E~ knows that the party needs to explore the whirlwind building. That's where E~'s body is, so he believes it must be where Lebarat's mind is. While not in a hurry to get back to his body, E~ cooperates and accompany the party—if they let him. He occasionally wanders away and come back with meaningless information about the area (usually informing on other buildings in the valley). When he stays with the party, he makes every attempt to introduce humor and silliness into most situations. See Appendix 3 for examples of his stories.

FOLLY TOPOGRAPHY

When the PCs take E~'s advice (or find some other means of identifying the building where Entropimus' body is) they will have to explore the building that looks like a small tornado.

Most of the buildings here at Folly are unusual and defy normal ideas of architecture. The one you look at now doesn't even look like a building at all. Instead, it looks like a tornado destroyed the building that was here, but didn't leave the area. Instead of moving on, the tornado held on to the buildings' rooms and pieces. They continue to float and circle in the air above you. The debris from the building remains—suspended in a slowly moving whirlwind shape. High up towards the center of the cyclone, you can even see a rather large piece that doesn't seem to move much. It looks like that piece is trapped in the "eye" of whatever storm-like structure this is.

The whirlwind shape of this "building" is about 500 yards high and 220 yards in diameter at the midpoint. The whirlwind is holding the rooms and smaller pieces of the

summoning building that once stood here. The pieces in the whirlwind are circling slowly, almost gently. However, the pieces don't travel with a very regular pattern. While many of the debris pieces are little more than cobblestone-sized, there are quite a few larger pieces, big enough to allow an entire party to stand on them safely. For more information regarding the shape and appearance of this structure, see the Adventure Summary and DM Aid 2 - Main Puzzle Description.

This combination of large pieces with the irregular pattern of the vortex swirl allows PCs to "climb" the whirlwind. Given enough time, a clever PC can hop from debris piece to debris piece in an ascent of the whirlwind. Starting on the ground, a PC party can reach essentially any part of the whirlwind in 2d6 hours by hopping and climbing from orbiting chunk to orbiting chunk. However, getting to the "eye" of the whirlwind (Encounter 4) takes longer (3d6+6 hours), since the party has to predict and wait for the odd debris piece heading on a course through the eye.

Alternative means of traveling between pieces are certainly allowable. Many parties have spells and magic items that would facilitate such exploration. And there is much to explore.

There are perhaps a thousand pieces drifting and floating in the whirlwind shape. In addition to the obvious central room that seems only to rotate, there are half a dozen very large pieces. These pieces are large enough to have once been rooms of the original building. The rooms are the focus of the remaining encounters in this scenario. Each room the party can see is described somewhat below, to aid the party in choosing which rooms to visit. The rooms are listed in height order, as they can be seen within the whirlwind. The first room on the list below is closest to the ground and the last room is highest. The whirlwind pieces are all made of dull grey stone.

- Cross-shaped platform (Gingwatzim fight -- Encounter 2); 75 yards up
- Enclosed block shape -- half white, half black (Equilibrium trap -- Encounter 3); 175 yards up
- HOLLOWED-OUT spiral staircase, (Control room, the "eye" of the whirlwind, Encounter 4); 250 yards up
- Small room-like chunk shaped like a miniature tower (Master's Chambers -- Encounter 5); 300 yards up
- Inverted pyramid (Automaton fight room -- Encounter 6); 350 yards up
- Small chunk shaped like a toroid (donut) (Museum -- Encounter 7); 450 yards up

If the PCs ask Entropimus where he (his mind) was immediately before meeting them, he will say the following.

“Somewhere up there. I’m not sure exactly. You see, I was using my ebony fly and it doesn’t always fly where I want it too. Sometimes, I’m at its mercy when it smells some delectable morsel of dung . . . there are a whole lot of weird smells around here.”

Entropimus truly doesn’t know much about the whirlwind itself. He has been exploring the rest of Folly for a while, but only recently arrived at this portion. He knows he was just in a library in the whirlwind, but cannot tell where (owing to the flight pattern of the *ebony fly*). At your discretion and time permitting, E~ regales the PCs with stories of the other areas of Folly (See Encounter 1) as well as his own (and Lebarat’s) history (See Appendix 3). Entropimus, as an NPC, is intended to be charming and funny, rather than annoying or irritating. If PCs are annoyed by him, have Entropimus switch to a more agreeable personality: excessive flatterer, over-enthusiastic cheerleader, village idiot, and so on.

Proceed to the next encounter based on party decision.

ENCOUNTER 2: SIX DEGREES OF SEPARATION

From afar, this room looks like a flat, cross-shaped platform, orbiting the whirlwind about 75 yards high. Refer to DM Aid 1. The platform is the same nondescript grey rock color as the rest of the whirlwind pieces. The magic sum for this room (see Encounter 4) is 175, but it only appears after the *gingwatzim* summoning.

You’ve arrived at the lowest large piece suspended in the whirlwind. It’s shaped like a cross, about 120 feet long and 90 feet wide. It appears to be made of grey stone. The only features of this platform are six small black squares evenly spaced from each other.

The “cross platform” is comprised of 6 square surfaces joined at their edges. There are no obvious seams. In the center of each square is a four-foot square black hole. (These holes are located near the letters A through F in DM Aid 1.) When at least the majority of PCs setsfoot on this floating room, it triggers a “folding” of the surface. Each section folds 90 degrees per round until the room folds up into a cube. (This room folds exactly like one would have to fold a cross-shaped piece of paper to form a six-sided die.) During the 2 rounds it takes for the cube to fold up, the PCs may take whatever actions would typically be allowed, including flying or moving outside the cube.

Zagig designed this room as a prototype trap. When the room is entirely folded into a cube (2 rounds), each PC inside is teleported to a different interior cube face. For each PC thus teleported, the side they end up on has


local gravity making it the floor of the room. So, a given PC finds herself or himself in a position where the other PCs look like they’re standing on the walls or ceiling of the room. There is a sort of “personal gravity” for each PC, and it pulls them down towards the face they are teleported to. The only way to change this personal gravity is by magical means or using the black portals (see below). If Entropimus and/or Lebarat are here, they are also teleported to a cube face. Send E~ to the surface with the PC who is the most irritated by him.

In cube form, the black squares in each surface become portals—transportation devices between sides. A PC can head into the black portal on her surface and emerge from the black portal on another surface, with the new surface acting as the new floor for purposes of gravity. Such movement between black square portals takes a move equivalent action. The destination is random (the DM may roll 1d6 or choose a surface). The black portals work from either side of the cube, inside or out. Thus, a PC who begins the encounter outside the cube may enter it by going into a black portal. The black portals only appear on the outside of the cube after it folds up. The black portal transportation system is part of the prototype of this trap. Zagig preferred the room to fold up entirely without these portal-holes as a means of transport. But, things don’t always go according to plan.

If the party uses teleportation type magic to move around once inside the cube, the surface they land on becomes the new floor from their point of view. For a PC on the outside of the cube, gravity is centered towards the interior of the cube.

Once the cross-shaped platform becomes a cube, it triggers a summoning spell. Six *gingwatzim* appear and attack the PCs (see below). PCs are essentially trapped inside the cube until the combat ends or the summoning wears off in 15 rounds. Interior portals cannot transport a PC to the exterior surface. The magic sum for this room (175) appears immediately after the cube closes and the *gingwatzim* are summoned.

APL 2 (EL 4)

 **Graegzim** (3): Grey *gingwatzim*; hp 19 each; see Appendix 1.

Tactics: The *graegzims* begin the combat bunched together in the center of the cube. Each *graegzim* selects a PC to “dive-bomb” each round with a Flyby Attack. It then returns to the center of the cube. Because of the Flyby Attack, only ranged weapons or readied melee attack actions are possible (unless a PC is flying/levitating). Attacks of opportunity are also possible but only from the “dive-bombed” PC since the attacks occur from directly above. Each round, the *Graegzim* selects different PCs to attack. The *graegzim* may telepathically issue warnings to the PCs or threaten them.

APL 4 (EL 6)

👉 **Graegzim** (6): Grey gingwatzim; hp 19 each; see Appendix 1.

Tactics: The graegzims begin the combat bunched together in the center of the cube. Each graegzim selects a PC to “dive-bomb” each round with a Flyby Attack. It then returns to the center of the cube. Because of the flyby attack, only ranged weapons or readied melee attack actions are possible (unless a PC is flying/levitating). Attacks of opportunity are also possible but only from the “dive-bombed” PC since the attacks occur from directly above. The graegzim may telepathically issue warnings to the PCs or threaten them.

APL 6 (EL 8)

👉 **Eoluzim** (6): Purple gingwatzim; hp 26 each; see Appendix 1.

Tactics: The eoluzims begin the combat bunched together in the center of the cube. Each eoluzim selects a PC to “dive-bomb” each round with a Flyby Attack. It then returns to the center of the cube. Because of the Flyby Attack, only ranged weapons or readied melee attack actions are possible (unless a PC is flying/levitating). Attacks of opportunity are also possible but only from the “dive-bombed” PC since the attacks occur from directly above. The eoluzim may telepathically issue warnings to the PCs or threaten them.

APL 8 (EL 10)

👉 **Maronzim** (5): Yellow gingwatzim; hp 39 each; See Appendix 1.

👉 **Naranzim** (1): Red-orange gingwatzim; hp 52 each; See Appendix 1.

Tactics: The maronzims and the naranzim begin the combat bunched together in the center of the cube. Each of the gingwatzims select a PC to “dive-bomb” each round with a Flyby Attack. It then returns to the center of the cube. Because of the Flyby Attack, only ranged weapons or readied melee attack actions are possible (unless a PC is flying/levitating). Attacks of opportunity are also possible but only from the “dive-bombed” PC since the attacks occur from directly above. The gingwatzim may telepathically issue warnings to the PCs or threaten them.

As the fight progresses, the maronzims and the naranzim begin using their spells. Sometime after the first round, they all cast *invisibility* and move out of the center of the cube to avoid area spells. Invisible gingwatzim are no longer subject to readied actions. In a later round, the naranzim casts *invisibility sphere* around itself and the maronzim for a similar effect. After the first maronzim is killed, the naranzim casts *displacement* before it continues to fight.

APL10 (EL 12)

👉 **Naranzim** (6): Red-orange gingwatzim; hp 52 each; see Appendix 1.

Tactics: The naranzims begin the combat bunched together in the center of the cube. Each naranzim selects a PC to “dive-bomb” each round with a Flyby Attack. It then returns to the center of the cube. Because of the Flyby Attack, only ranged weapons or readied melee attack actions are possible (unless a PC is flying/levitating). Attacks of opportunity are also possible but only from the “dive-bombed” PC since the attacks occur from directly above. The naranzim may telepathically issue warnings to the PCs or threaten them.

As the fight progresses, naranzims begin using their spells. Sometime after the first round, they all cast *invisibility* and move out of the center of the cube to avoid area spells. Invisible gingwatzim are no longer subject to readied actions. In a later round, one naranzim casts *invisibility sphere* around the gingwatzim for a similar effect. After the first naranzim is killed, the others cast *displacement* before they continue to fight.

APL 12 (EL 14)

👉 **12-HD Naranzim** (6): Red-orange gingwatzim; hp 78 each; see Appendix 1.

Tactics: The naranzims begin the combat bunched together in the center of the cube. Each naranzim selects a PC to “dive-bomb” each round with a Flyby Attack. It then returns to the center of the cube. Because of the flyby attack, only ranged weapons or readied melee attack actions are possible (unless a PC is flying/levitating). Attacks of opportunity are also possible but only from the “dive-bombed” PC since the attacks occur from directly above. The naranzim telepathically issue warnings to the PCs or threaten them.

As the fight progresses, naranzims begin using their spells. Sometime after the first round, they all cast *invisibility* and move out of the center of the cube to avoid area spells. Invisible gingwatzim are no longer subject to readied actions. In a later round, one naranzim casts *invisibility sphere* around itself and the others for a similar effect.

After the first naranzim is killed, another one casts *phantasmal killer* on the PC who caused the death. The rest cast *improved invisibility* before continuing to fight. Each time another naranzim is killed, one of the remaining ones casts *phantasmal killer* on the PC who caused the death. This is how the naranzims exact retribution.

Entropimus in Combat: Entropimus will generally avoid this melee, preferring instead to study and take notes on “these marvelous creations of my master”. Curiously, E~ is not targeted by any gingwatzim. If the party is getting desperate, Entropimus offers Lebarat's +3 *bastard sword* to get through the DR of the gingwatzims. However, if E~ merely hands it from one wall to another

(at an edge or corner of the cube), the unusual gravity of the room imposes a –2 penalty to attack and damage rolls.

AFTER THE FIGHT

After the gingwatzims are defeated or the summoning spell wears off (15 rounds) the cube unfolds into a platform again.

The PCs may be defeated by the gingwatzim. If this happens, the gingwatzim Strength drain the party until the summoning spell ends (15 rounds). After that, they may rest and heal without interruption.

The magic sum for the gingwatzim room is 175. It is carved neatly on each of the six surfaces, right near the black portals. The numbers appear after the summoning, so it is possible to flee from the fight and return later to discover the magic sum.

The PCs also find a lever sticking out from the platform surface. This lever, like the ones in other encounters, is a crucial component of the main puzzle (see DM Aid 2). In DM Aid #1, the lever is located on the cube face denoted by the letter D, in the corner where the letters F and E are located. The lever has two settings, labeled in Common as “On” and “Off.” This lever is presently in the “Off” position. The PCs cannot discover the purpose of this lever by mere inspection—it doesn’t activate anything mechanical. When the lever is flipped, it activates a receiver, allowing the room to be steered using the console in the Control Room (Encounter 4). The lever is not trapped, though it may be disabled (DC 15). Disabling the lever essentially ruins it, making it impossible to steer this room to its proper location around the control room. If a party disables any of the levers, it is impossible to solve the puzzle.

THE PUZZLE BOX

If the PCs defeat the gingwatzim in combat, a box appears. The box is made of roanwood. Carved into the box is the word “GINGWATZIM” in large raised letters. On the bottom of the box is an etching, with smaller letters. It is a sort of poem, “Ode to a Gingwatzim” (See Player Handout 3).

"Gee, how it likes to spin
like an eye left with only color
At the inn, it zooms down to drain
And then spins again, gee!
It pulls the two of you apart
A shout goes up in the dark
as their morning tea tips over
but their last letter is unmoving;
I shake up and down, nervously, as if to
flee
and must go on without ‘em.”

The box has a simple lock on it (Open Locks, DC 15). Although the box is not trapped, a *contingency* spell triggers if the puzzle isn’t solved prior to opening (or smashing) the box. The *contingency* triggers a *teleport* on the contents of the box—a scroll. The scroll contains a shopping list.

The poem hints at how to move the letters on the box to open it. More specifically, the opening instructions are: rotate the first G, move the I to the left, push the N down, rotate the second G, pull the W apart, move A upwards, slide the T so it is over the Z, don’t move the Z at all, jiggle the I up and down a few times, and remove the M from the chest. Only one letter can move at a time and each letter is only enabled after the previous letter is properly moved. So, at first, only the first “G” moves, and only by rotating it. Only after the G is rotated can the “I” next to it be moved left. The “N” only moves once the G and I before it have been moved, and so on. The PCs cannot begin to solve this puzzle by moving a letter in the middle of the word GINGWATZIM.

When opened, the party finds a scroll. After *read magic* is cast, it reveals a list of common hardware items and foodstuffs.

The puzzle box contains a special treasure for those parties keen enough to solve it properly. The judge should not spend an undue amount of time with players straining to solve it. If the party does not solve this within 5-10 minutes, let them ponder it in the background and return to it during a lull. If time permits, revisit the puzzle box at the end of the scenario. If time runs out, they are assumed to have not solved it.

ENCOUNTER 3: EQUILIBRIUM

Drifting at a height of about 175 yards, this room has two distinct halves: one is black, the other white. Both halves are 25- by 25- by 40-foot chambers, joined together. The white half has a “foyer” platform that allows room for a PC party. There is no way in to the black chamber, save magical means. Refer to DM Aid 4. The magic sum for this room is 65. It is carved into the floor of the black chamber (the Negative Chamber in DM Aid 4).

This piece of the whirlwind looks like two large chambers pushed together. One is white, the other black. Outside the white section is a platform with room enough for the party to stand. From the platform, you can see into the enclosed white chamber. It is a blindingly bright area that is mostly barren except for an odd arrangement of rectangular pillars.

The foyer of this room has a lever in the “Off” position. It is exactly like the levers in all five of the other building pieces. In this room, Zagig experimented with the

positive energies of the Xag-Ya and the negative energies of the Xeg-Yi (from the *Manual of the Planes*). Of particular interest to him was the spontaneous creation of energy when a Xag-Ya and Xeg-Yi were forced together. E~ explains this to the PCs to help them appreciate these sorts of weird things. He may be lying, but at least it's a theory.

The experiment section of this room is divided into two chambers. The "positive" chamber is a nearly blindingly bright room with rectangular stone pillars. The "negative" chamber is a featureless pitch-black room. A permanent *wall of force* separates the two chambers.

In the original design, the positive side of the room housed a Xag-Ya, while the negative side housed a Xeg-Yi. The square columns were used to keep the Xag-Ya separated from the Xeg-Yi so Zagig could study their intense attraction to each other. He adjusted the position of the Xag-Ya within the room by moving the columns up and down. At times, he would use the columns to put physical pressure on the Xag-Ya to more carefully control its movement. When the building disintegrated, the column height control was altered. It is now based on pressure, or weight, as the PCs will soon discover.

There are no Xeg-Yi or Xag-Ya here. Each chamber does, however, present a rather hostile environment to residents of the prime material plane.

The foyer is 20 feet high. Both chambers are 40 feet high. The stone columns take up much of the depth of the positive chamber.

POSITIVE CHAMBER (WHITE)

This chamber can be entered easily from the open foyer area. The "positive" chamber deals positive energy damage at the beginning of every round to all creatures inside who fail their save:

- APL 2: 1d2; Fort (DC 13).
- APL 4: 1d4; Fort (DC 15).
- APL 6: 1d6; Fort (DC 17).
- APL 8: 2d4; Fort (DC 19).
- APL 10: 2d6; Fort (DC 21).
- APL 12: 3d4; Fort (DC 23).

This damage does not affect anyone in the foyer area.

Moving columns: 25 stone columns are the most obvious features of this chamber. Each column is 5 ft. wide by 5 ft. long and moves independently of the others. A column moves when a living creature (weighing more than ten pounds) rests her entire weight on top of the column. A column stops moving when no life form is on it. Usually, this occurs when a PC jumps, climbs, or hops off the column. The direction of movement is determined randomly by 1d10:

- 1-4 - moves upward
- 5-8 - moves downward

- 9-10 - does not move.

A column continues to move in the same direction as long as it still has a creature on top of it. If it reaches the ceiling, it deals 6d6 crushing damage to the creature before reversing direction. A PC may avoid this situation if she instructs the DM that she intends to jump away at the last moment. If a PC purposely allows herself to be crushed, there is no saving throw to reduce or avoid the damage. If a column travels downward and contacts the floor (20 feet below surface, 40 feet below ceiling), it reverses direction and travels upward.

The columns move in 5-foot vertical increments until the PC's movement rate is reached (see below).

A successful Search check reveals that the columns (pillars) are capable of moving up and down. A successful Disable Device check will jam a single column so that it cannot move. The Search check need only be successful on one column, since they all move by the same mechanism. The Disable Device check must be performed on each column individually. Only one attempt may be made per column.

- APL 2: Search DC 16; Disable Device DC 13
- APL 4: Search DC 20; Disable Device DC 15
- APL 6: Search DC 22; Disable Device DC 17
- APL 8: Search DC 25; Disable Device DC 19
- APL 10: Search DC 27; Disable Device DC 21
- APL 12: Search DC 30; Disable Device DC 23

PC movement across columns: A PC may ride on the columns up to her base movement rate. Movement in both the horizontal and vertical directions is counted against her base move rate. For example, a PC with a move rate of 30 may move 20 feet vertically and 10 feet horizontally or any other combination which adds to 30. A PC cannot double move through the Positive Chamber. Distance equivalents are below.

The vertical columns move in 5-foot increments at the same speed as the move rate of the PC standing on them. A PC can choose to remain on a column or move from it after each 5-foot increment. At the beginning of each round, if the PC is still in the chamber, she must make a Fort save versus the searing positive energy.

Diagonal movement is permitted as long as a reasonable path exists, that is if no columns block the way.

A PC may climb up an adjacent column if it is 5 feet higher than his column. Climbing like this takes 10 feet worth of movement but does not require a Climb check. Climbing is permitted on the diagonal if a reasonable path exists. A PC may attempt to climb a column 10 feet or more higher than his column by expending 20 feet worth of movement and succeeding at a Climb check (DC 15).

A PC may hop 5 feet down to an adjacent column as part of his normal movement (provided a reasonable path exists). A PC may hop down 10 feet or more as part of

normal movement subject to normal falling rules and damage.

If multiple PCs enter the chamber, handle it on a round by round basis. Allow each of them to move 5 ft. at a time. When each respective PC exhausts his movement rate, they are done for that round. Begin the next round only after all PCs have completed their move. (Authors Note: This is a little unrealistic if one party member moves 15 feet. and another moves 40 feet, but ease of judging this encounter suggests that this isn't an important enough issue to try to run in precise detail.)

Crossing Under

Read this when a PC rides a column in Row 5 down below the break in the *wall of force* (see DM Aid 4).

Just as the column descends, you hear a loud “pop” as if a seal has just been broken. A rush of air blows you backward as a wondrous array of streaking colors assaults your eyes in every shade and hue. The chamber before you, once impenetrably dark, is now bathed in natural light from the chamber of pillars. You can see that the column is exactly flush with the floor of the chamber in front of you.

From behind, E squiggle can be heard shouting, “All the planar forces are moving towards randomness! Only in the pristine balance of a cataclysm can true chaos be known!”

Neither chamber deals damage after the positive and negative energies (from the separate chambers) mix. The Negative Chamber is no longer shrouded in darkness, though it still contains a thick fog making it hard to find the number carved onto the floor. (See below for details on searching for the number)

NEGATIVE CHAMBER (BLACK)

This chamber is difficult to enter without navigating the puzzle. If a PC manages to enter, the “negative” chamber deals negative energy damage every round to all creatures inside who fail their save:

- APL 2: 1d2; Fort (DC 13)
- APL 4: 1d4; Fort (DC 15)
- APL 6: 1d6; Fort (DC 17)
- APL 8: 2d4; Fort (DC 19)
- APL 10: 2d6; Fort (DC 21)
- APL 12: 3d4; Fort (DC 23)

This chamber is normally cloaked in *deeper darkness*. It is also enshrouded in a dense fog, which prevents any vision beyond 5 feet. The *deeper darkness* is removed when a PC properly navigates the puzzle. The number 65 is carved into the floor in the location shown in DM Aid 4. This is the room's magic sum.

There are 25 5-foot sections of floor here. Finding the number in the fog (and/or darkness) requires a

Search check DC 12, but the PC must be in the correct square. The PC may take 10 if the puzzle has been solved and the negative energy damage is no longer being dealt (see Crossing Under above).

While the party searches the negative chamber, E~ proclaims strange religious inspirations that can eerily be heard loud and clear in the foggy chamber. The PCs should hear as many of the following as possible before they find the magic sum:

- E~ says, “I hope you are watching out for traps over there.”
- “Have you found any planar droppings, I know an alchemist who will give you a fair price.”
- “You sure have been gone a long time, do you need any help?”
- “Did you hear that down there? I heard some kind of digestive noises... are you crawling around in something's belly?”
- E~ looks seriously at a particular PC and whispers “I think maybe it's time to get out of here. Let's you and me make a break for it. I've got your back.”
- E~ seems to get caught in some kind of rhythmic chant about some apocalyptic event. He recounts some gibberish about the annihilation of positive and negative so that only neutral remains.

ENCOUNTER 4: CONTROL ROOM

This piece of debris rotates slowly, suspended here in the eye of the whirlwind, about 250 yards up. It is four stories tall and was the central staircase of the original summoning building here at Folly. Now, it is the eye of the whirlwind. Here, Zagig constructed a control panel to reassemble the building. This room has no magic sum. Rather, it is the hub of the puzzle—the room to which all other large whirlwind rooms must be aligned.

Here at the center of this tornado-like debris cloud is a structure that looks as if it was once a spiral staircase in the center of a building. It is about 4 stories tall. The edges are very rough and many pieces of stone and mortar are missing. There are incomplete landings all around the staircase that look like they once led to hallways, doors, and rooms.

The staircase is made of the same dull gray stone as most of the debris (and many of the buildings at Folly, for that matter). It seems risky to explore the staircase, because so many pieces are missing. The missing pieces are all spread out in the whirlwind. Just inside the lowest staircase landing is a small console (see DM Aid #2). The

console is a control panel consisting of three dials, a control stick, and one lever-arm. The panel allows the operator to maneuver the orbiting building pieces back towards their proper location around this central staircase. Carved neatly into the panel is Player Handout 1. Give it to the players now.

While the panel can control all pieces of the debris whirlwind, the 6 largest pieces (each of which has its own Encounter) have a security mechanism on them. They won't move unless a lever on the building piece is switched "On". That allows the particular room to "receive" the signal that is "transmitted" by the console. It is, however, a magical transmission and reception not subject to the laws of physics as we know them.

Further up and inside the staircase, the PCs find irregular edges of stone and mortar. While most of these edges are just dull grey stone, some of them are carefully painted. Though it is wearing off over time, there are 5 distinct strips of stone where colored paint has been applied: violet, grey, orange, yellow, and blue. (The gray paint is distinguishable from the gray stone here). These colors are the joining points for the other rooms in this scenario. They are aligned by matching the room's magic sum with the color on the map found here.

Steering the rooms into position is dealt with in DM Aid 2. However, if the PCs try to "dock" a room at the wrong joining location, a loud rumbling noise shakes both the control room and the piece they are steering. Stones fall off and both the staircase and the moving piece are damaged. Another misalignment causes heavy damage. On the second incorrect attempt to put the room in the proper location, the piece they are steering crumbles and is destroyed, creating many more debris pieces to orbit the whirlwind. The puzzle can no longer be solved. (The rumbling is here to prevent the PCs from solving the puzzle by trial and error. Player's Handout 2 contains hints to prevent PCs from merely trying things till they work.)

When using the control panel, if a random number is dialed in and the lever and stick are used, it takes a Spot check (DC = 21 + APL) to notice that a small piece of the whirlwind is now moving out of the normal pattern. If the panel is used more vigorously, the spot DC gets lower (DM's discretion).

If a magic sum is dialed in, the appropriate room (from another encounter) only moves if the lever in that room has been switched to the "On" position. Flipping the lever allows the room to "receive" signals from the control room console. It will then move in response. It takes a Spot (DC = 16 + APL) to notice this larger room moving. PCs may 'take 20' or cooperate to make this Spot DC.

When a large building piece is maneuvered to the correct location around the control room, it "works with" the controller and finds its own orientation. It will rotate and reorient a little when it is within a few feet of the proper "docking port". This is in stark contrast to what happens when a magic sum room is maneuvered to the wrong location around the control room. When all six

large pieces of the whirlwind are maneuvered into the correct location around the control room, the PCs have their consciousnesses restored to the proper body. Proceed to the conclusion.

Figure 1. Entropimus in the Control Room after the PCs are restored to normal.



ENCOUNTER 5: THE MASTER'S CHAMBERS

From a distance, this room appears to be a small cylindrical tower. It consists of three floors; each of which is a 12-foot diameter circle with a 10-foot high ceiling. The room is about 300 yards up. The magic sum for the master's chambers is 260, which can be discovered only by counting the number of books in the bookcases here.

This piece of the whirlwind looks like a small wizard's tower. As you get closer to it, you can see a man standing in a doorway on the bottom floor. The man has a long beard and unkempt hair down to his waist, with clumps and strands of different colors—black, blonde, gray, red, and brown. He wears armor that looks like expensive furniture upholstery. It seems to be made out of padding or fabric. Emblazoned on his chest are the two squiggly lines of the insanity rune. This must be the body of Entropimus. The man here waves calmly, as if expecting you. You can only presume it is Lebarat's mind waving to you from inside this grotesque form.

These rooms are the former private chambers of Zagig when he spent time at Folly. Spread throughout the three floors are a well-preserved study, a bed, desks, chairs, three bookcases, and various accoutrements required for daily living. Here, the PCs find Lebarat – with his consciousness trapped in Entropimus' body.

Near Lebarat there is a lever. Like the other levers, it is Off, waiting to receive a signal from the control panel to steer it into position.

Within moments of seeing his original body, E squiggle (who is inside Lebarat's body) will give himself the "thumbs up" and say things like, "Wow, who is that handsome man over there? Oh, hey, I guess it's me. Can you believe I'm not betrothed after all this time? I'd have to say, looking at me from here—I'm quite a catch, don't you think?" He then extends his hand out and says, "Hi, I'm E squiggle. Pleased to meet you, E squiggle." He is apparently introducing himself to himself.

Lebarat's reaction is somber. He believes Entropimus is to blame for the entire consciousness swapping problem and is stern with him, "I don't know how you contrived to steal my body from me, but you had better fix it immediately." Entropimus protests his innocence and reaches for something in the clothes of E's body shouting, "Hand it over, Le Brat!" Lebarat instinctively tries to stop him at first, but does allow him to remove a folded up piece of parchment. He holds it up and says, "I knew this would come in handy!" Give the players Player Handout #2.

Since Entropimus arrived at Folly, he has spent a lot of his time pouring through the books on the bookshelves here, searching for curiosities and memorabilia of Zagig. While he won't say where he found it exactly, Entropimus' pocket contains an important clue to solving the consciousness swapping problem here at Folly. (**Note:** the parchment came from the Great Library in Greyhawk. Entropimus stole it years ago and is hesitant to admit his crime, for fear of losing this valuable document from Zagig.) Lebarat, though he's been stuck in E's body for a while, has respected the mad priest's privacy by not going through his possessions. He was, therefore, unaware of the document until now.

Lebarat may suggest that the party treat Entropimus with pity, "for I have now seen his mind and its workings." Lebarat has been disturbed by this experience. For instance, his spell prayers were being answered by Zagyg instead of Heironeous. This alone made him refrain from most activities. He hoped the party would soon find him and be able to set things right. He wasn't at all aware that the consciousness transfer also affected the PCs. He assumed it was more of the "magics of Zagyg" that he's seen before while adventuring with Entropimus. As such, he assumed it would eventually pass.

There is no obvious magic sum in this room. The room is labeled by the number of books on the shelves of the study. Each of the three bookcases here is four feet wide, 6 feet tall, and has 5 shelves. There are 260 books, but the PCs need some time to learn this number precisely. Depending on how much time they spend counting, give them the following results:

- 1 min = "a few hundred"
- 5 min = "about 250"
- 10 min = 260 +/- 1d6
- 20 min = 259, 260, or 261
- 30 min = 260 exactly

All the while, Entropimus gives his running dialogue of how many books he believes are on the shelves ("did you remember 'ta count that big fella over there, 20, 21, ... what about this little guy, 35, 36... oooh, and the one with the gilded pages, now that's a nice one, 52, 53...")

ENCOUNTER 6: AUTOMATONS

This room looks like an inverted pyramid, floating in the whirlwind about 350 yards above the ground. The pyramid has a square base measuring 108 feet square. The pyramid is 94 feet high. Because it is inverted, the top surface is a level square. The magic sum, 34, is on the floor, but it is covered over with so much junk that it takes a thorough Search to find it.

This very high piece of debris is curiously shaped like a four-sided pyramid, drifting upside down. There are entrances on the corners, about 20 feet below the flat top.

When the PCs enter, continue.

Within the pyramid are two paths crisscrossing through piles of junk. There is a circular path around a central pile, too. This area looks like it was once either a workshop or a broom closet full of scrap parts. It could take a long time to search through all the piles of wood, metal, glassware, leather, and cloth here. In one corner is a workbench while in the center of the room there is something large covered by a canvas tarp.

The PCs enter the inverted pyramid about 20 feet below the top (which is the base, since it floats upside down). The paths connect the entry points coming from the corners. Inside the pyramid there is an 18-foot ceiling. The resulting interior floor is a square 80 feet on a side.

The room looks like a workshop with all manner of parts and components lying around in a 5-foot deep pile covering the floor. In this laboratory, Zagig experimented with the creation of constructs. In particular, he wanted a construct with higher intellectual capacity. The PCs face the remnants of his labor – constructs controlled by bound gingwatzim. Underneath the central tarp is nothing more than a large pile of the same junk as elsewhere.

In the room, both the lever and the magic sum are concealed beneath junk. Two separate Search DCs are required to find them both (DC = 18 + APL). The lever is hidden underneath some junk. It is in the off position, of course. The magic sum is carved into a section of floor covered in parts. If the party has someone searching during the fight and they find the number, they can leave before they get too hurt. There are 256 5-foot squares here, so it would take 8 and a half hours to take 20 on the whole room.

When the party appears to be separating or off-guard, the DM should describe the automatons rising out of the debris. Some rise in flanking positions and the DM may choose precisely where the automatons rise for maximum creepiness and disadvantage to the party. Have Suit Jester take on a spellcaster. Chairy and Bi-saddle immediately flank the main fighter. Drawings of the automatons can be found in Appendix 4.

APL 2 (EL 4)

☛ Suit Jester (1): hp 16; see Appendix 1.

APL 4 (EL 6)

☛ Suit Jester (1): hp 16; see Appendix 1.

☛ Alchy-Hurlic (1): hp 11; see Appendix 1.

☛ Bi-Saddle (1): hp 11; see Appendix 1.

APL 6 (EL 8)

☛ 5-HD Suit Jester (1): hp 27; see Appendix 1.

☛ Chairy (1): hp 18; see Appendix 1

☛ 4-HD Alchy-Hurlic (1): hp 18; see Appendix 1

☛ 4-HD Bi-Saddle (1): hp 18; see Appendix 1

APL 8 (EL 10)

☛ 7-HD Suit Jester (1): hp 28; see Appendix 1

☛ 6-HD Chairy (1): hp 25; see Appendix 1

☛ 6-HD Alchy-Hurlic (1): hp 25; see Appendix 1

☛ 6-HD Bi-Saddle (1): hp 25; see Appendix 1

APL10 (EL 12)

☛ 9-HD Suit Jester (1): hp 49; see Appendix 1

☛ 8-HD Chairy (1): hp 32; see Appendix 1

☛ 8-HD Alchy-Hurlic (1): hp 32; see Appendix 1

☛ 8-HD Bi-Saddle (1): hp 32; see Appendix 1

APL 12 (EL 14)

☛ 11-HD Suit Jester (1): hp 60; see Appendix 1

☛ 10-HD Chairy (1): hp 39; see Appendix 1

☛ 10-HD Alchy-Hurlic (1): hp 39; see Appendix 1

☛ 10-HD Bi-Saddle (1): hp 39; see Appendix 1

Entropimus During Combat: If E~ (in Lebarat's body) sees the Suit Jester, he'll be unable to fight due to fits of divinely inspired laughter:

The sight of the automatons is too much for Entropimus to bear. He rolls on the floor in a fit of laughter while the party engages in melee.

At best, he shouts things during the fight that seem to be applauding the enemy. At worst, he might actually hinder the party and prevent them from harming these "wonderful" creations of his master. Of course, if Lebarat (in E~'s body) is also here, he restrains him. The two of them most likely wind up grappling throughout the fight a hopefully humorous sight.

- "Come lads, let's go into battle bravely . . ." (at first, it appears Entropimus is speaking to the PCs, but then he continues), "hold your stuffed heads, boxes, saddles, and furniture high. Be proud. Let's get in there and fight!"
- "Ooh, try a thunderstone on the wizard, there, Alchy-Hurlic! You're the best!"
- "Give that brute a good thrashing, there, Suit Jester! You're a demon on the battlefield."
- "Go, Chairy, go! Come on, now. You can flank that rogue. If you don't, she's gonna flank you! Yikes, you're some kind of terrible dynamo!"
- "Giddy-Up, Bi-saddle. I've been through the desert on a horse with no spine, too! There's danger in these parts and it starts with that cleric over there! Teach him a lesson with that whip."
- "Good shot, Chairy! That's gonna leave a raspberry."
- "Stabby Stabby Alchy-Hurlic"

It is through E~ that the party may learn the names of the automatons. Of course, he just made them up from looking at them.

If the party is facing inevitable defeat, E~ uses Lebarat's sword, spells, and amulet to get some nearby PCs to safety, thus preventing a total party kill. Remember that he fights as well as Lebarat would in his own body.

If, on the other hand, the PCs are making mincemeat out of this encounter, E~ uses Lebarat's spells to help out the automatons. Spells like *haste* and *bull's strength* are good choices. E~ does not physically harm the PCs. He just assists the automatons. His intent is to give his master's creations a fair fight. Fair in his own mind, anyway.

In the event the PCs are forced to retreat from the fight, they may use stealth to discover the magic sum for this room. Most reasonable plans will work but the judge must improvise this turn of events.

When the party destroys the Alchy-Hurlic, it becomes alchemically unstable. It boils, bubbles, erupts, sputters, and spurts for one round – then explodes in a cloud of fire. In a 5-foot radius around the explosion, the fire damage is d6 x APL (max 10d6). A PC who makes Ref DC of 10 + APL takes half damage. At your discretion, the damage caused by this explosion may be ignored.

ENCOUNTER 7: THE MADMAN'S MUSEUM

This room is shaped like a toroid (donut). The donut is about 90 feet in diameter. The magic sum for this room is 111; it can be discovered by the shape of the first museum display—a candelabra.

You've arrived at the highest significant piece of debris in the whirlwind. You are now about 450 yards above the surface of Oerth. Drifting here around in a very wide circle is a purple donut shaped structure. It is smooth on the outside and allows access at many points around the edge of the donut.

The interior of the donut is a room resembling a museum. Ringing the interior are several display cases. There are eight landings leading into the museum, each at even intervals of 45 degrees around the donut, but all on the outside face. The “donut hole” is 30 feet across, allowing the circular hallway of the museum to be 30 feet wide. There is a familiar on/off lever in one of the landings.

This museum is a bard's dream (for the use of bardic knowledge). Finely crafted cases display all manner of oddities. About half of the objects detect as magical. This is no guarantee that an item is truly magical, however, as many have had a permanent *Nystul's magic aura* cast on them. Likewise, many of the truly magical items have had a permanent *Nystul's undetectable aura* cast upon them.

Entropimus knows which items have real value but he does not reveal them. He is kind enough to offer two. Allow the PCs, for a small donation, to take the items from the junk box (*golembane scarab* and *collar of Tusmit*) as well as a few items from his personal collection. Entropimus offers the items to the PCs who have gotten along with him the best and appreciated his humor. He only makes the offer to those that like him. He actively snubs the rest. If absolutely no one in the party is amused by Entropimus and they have been vocal about it DO NOT REWARD THIS TREASURE!

Zagig had a museum here at Folly because he has a museum in most of his abodes and workshops. The Mad Archmage liked to surround himself with unusual oddities because he found that their presence inspired him to conceive new ideas and theories. When he wanted inspiration, he would wander through his museum. Some items are labeled; some are not. Zagig knew what they were and didn't have many visitors asking questions about his collection. If the scenario is running long, this is a good encounter to cut short by summarizing.

The museum contains the following displays:

- An ornate, silver candelabra with three purple candles. The display has no label, but it looks exactly like the number 111. That is, each of the three branches of the candelabra looks like a perfectly formed number 1. When a PC approaches within 5 feet of the candelabra, the

candles magically light up as per a *light* cantrip. It goes dark again when they step away. This is the only display important to solving the main puzzle. The number 111 is the magic sum for this room.

- A mockup of a crown with a description: “This is the Black Crown of Aerdy, worn by one of the early overkings of the house of Naelex in the Great Kingdom”.
- A sword with a blade that looks like three adjoining right angles. It looks like one of the two squiggles of the insanity rune. A plaque states: “This is the sword Anarchrona. You have been warned.” This sword is referred to in legend as “the insane sword”. It is rumored to have powers over time and space, but few dare wield it. Any PC who touches Anarchrona must make a Will save (DC = 25 + APL) or be affected by the spell *insanity*. After all, they “have been warned”. In addition, the sword has a *contingency* on it to *teleport* to a different Zagig museum if touched by a living being.
- Flask containing “the breath of Boccob”
- A large lustrous burnished steel scale. A note says it is from Phazimranâth, a Greyhawk dragon.
- A mummified head missing an eye. No label is evident. Is it the Head of Vecna?
- Rib bone from Dragotha, the undead dragon
- Chip of stone from Tovag Baragu
- A Baklunish basket from before the Invoked Devastation
- Cornerstone from Castle Greyhawk
- Ice from both of Oerth's polar caps: Hyperboria in the north and Polaria in the south.
- Smallest piece of the staff of the Demon Prince of Deception Fraz-Urb'luu. Zagig is said to have imprisoned him under Castle Greyhawk and broken his staff asunder. The fragment radiates evil but only has faint magic left.
- Coins from the Isles of Woe
- Githyanki sword (mockup)
- Tarrasque tooth
- Mummified illithid (mind flayer) head
- Aboleth tentacle
- An iron barrel, which is actually an *Apparatus of Kwalish*. The PCs can play around with it, Lebarat won't let them take it.
- A dusty box in the corner is labeled “Junk”. Inside the box are several items. A collection of golembane scarabs shaped like a beetle and made of quartz crystal. There are also a few

Collars of Tusmit (see below) and a plaque reads, “Collar of Tusmit – The rulers in the West have for some time been overly concerned about keeping their heads on their shoulders.” are the more interesting items.

- Broken pedal from Heward’s Mystical Organ
- Model of the Greyhawk Magical Arts Academy (a large pyramid)
- Long tubular plant from the bottom of the Solnor Ocean
- Dirt from the first footstep taken by a Rhopan (Rhenee) on Oerth.
- Fireweed, a plant native to Fireland
- An Olman fertility idol
- Opal statue of Sehanine Moonbow—elven goddess of the moon, omens, dreams, and longevity. The plaque says this comes from the Elven Lands in the far East over the Solnor Ocean.
- A 7-inch diameter orb sit here. It looks like a large white crystal ball and bears this description: “An artistic rendering of one of the eight Orbs of Dragonkind – the Orb of the Great Serpent.”
- Petrified wood from the Elvanian Forest—a locale rumored to be halfway around Oerth from the Flanaess. Knowledge (Geography) DC25.
- A map depicting some hilly or mountainous terrain near a body of water. An arrow points to a place and says, “Krovis the Sleeper lies here. He awoke to bring down the Empire of the Isles, Lum the Mad, and Vecna.” A Knowledge (Geography) check DC15 is required to identify the area as the Drachensgrab hills in the central Pomarj.

CONCLUSION

The large pieces of the whirlwind are now all gathered in their proper places around the central staircase. It seems as if the building is now mostly complete, though it floats and rotates well above the valley floor. And, there are many smaller rooms, bricks, and pieces of mortar still orbiting in the whirlwind. It would obviously take a lot of effort to completely put the building back together.

Your minds have now returned to their original bodies but you still feel a slight connection with the person whose body you “borrowed” during your time at Folly. However, it seems all is not well between Lebarat and Entropimus ...

It is clear that Lebarat and Entropimus have returned to their normal bodies. The wild-haired, bearded Entropimus is examining the dials and levers on the

control panel as he mutters to himself. The paladin is reciting Heironean prayers quietly as he checks his equipment for completeness. After a short time of this, Lebarat speaks:

“So, Entropimus, are you ready to depart?”

“What do you mean? I only just got here and my master surely will reward me for all this time spent wearing your bumpy butt around!”

“Quit it with the humor and let’s return to Greyhawk City. Your followers no doubt await you.”

“I’m not ready yet. There are still mysteries to explore. My jellies, slimes, and molds can wait. Boy, you sure are bossy, Libbie.”

“Entropimus, I came here to rescue you. Most likely, from yourself. This town is a wreck. There’s nothing left here of any interest. I’m asking you nicely, allow us to escort you home.”

With this last line, Entropimus reaches into his belt and pulls out a wand. As small cream puffs spew from it at an alarming rate, Entropimus shouts, “Eat pastry, paladin! I’m sticking around and now you’re sticky all around!” Lebarat instinctively readies his shield to deflect the inbound desserts. He looks at you all and says, “Grab onto him and then grasp my hands. We’re leaving now!”

When the party has grappled and plane shifted home with Lebarat and Entropimus, they arrive somewhere inside Greyhawk City, in an alchemist’s store named The Noble Elements. Entropimus wastes no time. He whispers Zagygian prayers, does a little jig, and then casts *word of recall* to get back to his five-sided tower home. Lebarat stays long enough to answer questions and settle any monetary issues. He then tells the party he has to hurry to Entropimus’ stronghold to negotiate with him.

If time is running out during the play session of this scenario, the judge may end it by having a fierce electrical storm move into Folly. Lebarat and/or Entropimus will recognize the need to leave the area immediately and bring the PCs back to Greyhawk City, via the *amulet of the planes*, before the storm harms them.

Solving the main Folly puzzle allows the original PC to have access to a feat or spell (arcane only) from the PC whom he portrayed during Folly. This means the PC can take the feat later, even if it’s from a builder book. For spells, the PC is considered to have access to a spell (even if it is from a Builder Book), for purposes of scribing it into their spellbook or learning it upon gaining a level (sorcerers and bards).

If the PCs leave Folly without solving the final puzzle, their consciousnesses will slowly return to normal during the course of a week. Charge each PC another Time Unit for this. The process is very demanding on the body and soul, thus forcing each PC to succeed at the worse of the following saves. That is, they must make the save which is toughest for them: Fort or Will DC = 16 + APL.

Each PC who fails his save has a negative level bestowed upon him. The negative level becomes permanent after 24 hours unless a *restoration* spell is cast on the PC or he succeeds at another save (same DC above) at the 24 hour point.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2 Six Degrees of Separation

Defeating the gingwatzims.

| | |
|---------------|--------|
| APL2 (EL 4) | 120 XP |
| APL4 (EL 6) | 180 XP |
| APL6 (EL 8) | 240 XP |
| APL8 (EL 10) | 300 XP |
| APL10 (EL 12) | 360 XP |
| APL12 (EL 14) | 420 XP |

OR

Defeating the gingwatzims with significant NPC help (3/4XP).

| | |
|-------|--------|
| APL2 | 90 XP |
| APL4 | 135 XP |
| APL6 | 180 XP |
| APL8 | 225 XP |
| APL10 | 270 XP |
| APL12 | 315 XP |

OR

Finding the room number and fleeing from the gingwatzims. (1/2 XP)

| | |
|-------|--------|
| APL2 | 60 XP |
| APL4 | 90 XP |
| APL6 | 120 XP |
| APL8 | 150 XP |
| APL10 | 180 XP |
| APL12 | 210 XP |

Encounter 3 Equilibrium

Discovering the magic square number on the dark side of the equilibrium room, either by navigating the trap or through other means.

| | |
|--------------|--------|
| APL2 (EL 2) | 60 XP |
| APL4 (EL 2) | 60 XP |
| APL6 (EL 4) | 120 XP |
| APL8 (EL 5) | 150 XP |
| APL10 (EL 6) | 180 XP |
| APL12 (EL 7) | 210 XP |

Encounter 4 Control Room

Solving the final puzzle and re-constructing the building, thereby returning PC consciousnesses to their original bodies.

| | |
|--------------|--------|
| APL2 (EL 2) | 60 XP |
| APL4 (EL 2) | 60 XP |
| APL6 (EL 4) | 120 XP |
| APL8 (EL 5) | 150 XP |
| APL10 (EL 6) | 180 XP |
| APL12 (EL 7) | 210 XP |

Encounter 6 Automatons

Defeating the automatons.

| | |
|---------------|--------|
| APL2 (EL 4) | 120 XP |
| APL4 (EL 6) | 180 XP |
| APL6 (EL 8) | 240 XP |
| APL8 (EL 10) | 300 XP |
| APL10 (EL 12) | 360 XP |
| APL12 (EL 14) | 420 XP |

OR

Defeating the automatons with significant NPC help (3/4 XP).

| | |
|---------------|--------|
| APL2 (EL 4) | 90 XP |
| APL4 (EL 6) | 135 XP |
| APL6 (EL 8) | 180 XP |
| APL8 (EL 10) | 225 XP |
| APL10 (EL 12) | 270 XP |
| APL12 (EL 14) | 315 XP |

OR

Finding the room number and fleeing from the automatons. (1/2 XP)

| | |
|-------|--------|
| APL2 | 60 XP |
| APL4 | 90 XP |
| APL6 | 120 XP |
| APL8 | 150 XP |
| APL10 | 180 XP |
| APL12 | 210 XP |

Discretionary Roleplaying Award

| | |
|-------|--------|
| APL2 | 90 XP |
| APL4 | 135 XP |
| APL6 | 180 XP |
| APL8 | 225 XP |
| APL10 | 270 XP |
| APL12 | 315 XP |

Total Possible Experience

| | |
|---|---------|
| APL2 (EL XP = 360, roleplay XP = 90) | 450 XP |
| APL4 (EL XP = 480, roleplay XP = 135) | 615 XP |
| APL6 (EL XP = 720, roleplay XP = 180) | 900 XP |
| APL8 (EL XP = 900, roleplay XP = 225) | 1125 XP |
| APL10 (EL XP = 1080, roleplay XP = 270) | 1350 XP |
| APL12 (EL XP = 1260, roleplay XP = 315) | 1575 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 the DM feels it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, 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 spells 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 gold piece value is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter, add it up and that is the number of gold pieces a character’s total and coin value increases at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Treasure Key:

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

Introduction

Lebarat’s hiring fee:

APL4 – L: 0 gp; C: 150 gp; M: 0 gp

APL6 – L: 0 gp; C: 200 gp; M: 0 gp

APL8 – L: 0 gp; C: 200 gp; M: 0 gp

APL10 – L: 0 gp; C: 200 gp; M: 0 gp

APL12 – L: 0 gp; C: 300 gp; M: 0 gp

Encounter 6 Automatons

(spoils from the defeated automatons)

APL4 – L: 38 gp; C: 0 gp; M: 0 gp

[spiked chain (25gp), heavy flail (15gp), 4 thunderstones (120gp), 4 vials of acid (40gp), 4 alchemist’s fire (80gp), 4 smokesticks (80gp), hand crossbow (100gp), whip (1gp): Total loot = 461gp]

APL6 – L: 82 gp; C: 0 gp; M: 0 gp

[MW spiked chain (325gp), heavy flail (15gp), light flail (8gp), handaxe (6gp), kama (2gp), nunchaku (2gp), siangham (3gp), light pick (4gp), light hammer (1gp), hand crossbow (100gp), whip (1gp), 4 thunderstones (120gp), 4 vials of acid (40gp), 4 alchemist’s fire (80gp), 4 smokesticks (80gp), 4 tanglefoot bags (200gp) : Total loot = 987gp]

APL8 – L: 305 gp; C: 0 gp; M: 194 gp

[+1 spiked chain (2325gp), heavy flail (15gp), MW light flail (308gp), MW handaxe (306gp), MW club (300gp), MW kama (302gp), MW nunchaku (302gp), MW siangham (303gp), MW light pick (304gp), MW light hammer (301gp), MW hand crossbow (400gp), MW whip (301gp), 4 thunderstones (120gp), 4 vials of acid (40gp), 4 alchemist’s fire (80gp), 4 smokesticks (80gp), 4 tanglefoot bags (200gp) : Total loot = 3662gp, total magic = 2325gp]

APL10 – L: 204 gp; C: 0 gp; M: 1462 gp

[+2 spiked chain (8325gp), heavy flail (15gp), +1 light flail (2308gp), +1 handaxe (2306gp), +1 club (2300gp), +1 kama (2302gp), MW nunchaku (302gp), MW siangham (303gp), MW light pick (304gp), MW light hammer (301gp), MW hand crossbow (400gp), MW whip (301gp), 4 thunderstones (120gp), 4 vials of acid (40gp), 4 alchemist’s fire (80gp), 4 smokesticks (80gp), 4 tanglefoot bags (200gp) : Total loot = 2446gp, total magic = 17541gp]

APL12 – L: 179 gp; C: 0 gp; M: 2166 gp

[+2 spiked chain (8325gp), heavy flail (15gp), +1 light flail (2308gp), +1 handaxe (2306gp), +1 club (2300gp), +1 kama (2302gp), +1 nunchaku (2302gp), +1 siangham (2303gp), MW light pick (304gp), MW light hammer (301gp), MW hand crossbow (400gp), +1 whip (2301gp), 4 thunderstones (120gp), 4 vials of acid (40gp), 4 alchemist’s fire (80gp), 4 smokesticks (80gp), 4 tanglefoot bags (200gp) : Total loot = 2145gp, total magic = 19842gp]

Encounter 7 The Madman’s Museum

(All APLs - Collar of Tusmit 4000gp, Golembane Scarab 2500gp)

All APLs – L: 0 gp; C: 0 gp; M: 541 gp

APL6 – L: 0 gp; C: 0 gp; M: 541 gp

APL8 – L: 0 gp; C: 0 gp; M: 541 gp

APL10 – L: 0 gp; C: 0 gp; M: 541 gp

APL12 – L: 0 gp; C: 0 gp; M: 541 gp

Total Possible Treasure

(sale value of total treasure divided by 6 PCs)

APL4 – L: 0 gp; C: 0 gp; M: 0 gp; Total: 679 = Intro100 + A38 + MM541 gp

(max GP per PC = 600)

APL6 – L: 0 gp; C: 0 gp; M: 0 gp; Total: 823 = Intro200 + A82 + MM541 gp

(max GP per PC = 800)

APL8 – L: 0 gp; C: 0 gp; M: 0 gp; Total: 1240 =

Intro200 + A499 + MM541 gp

(max GP per PC = 1250)

APL10 – L: 0 gp; C: 0 gp; M: 0 gp; Total: 2407 = Intro200 + A1666 + MM541 gp

(max GP per PC = 2100)

This one is well over allotment. PCs will just take the max.

APL12 – L: 0 gp; C: 0 gp; M: 0 gp; Total: 3008 = Intro300 + A2167 + MM541 gp

(max GP per PC = 3000)

Special

Collar of Tusmit — see below

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4: Golembane scarab (Freq: core), Figurine of Wondrous Power (ebony fly) (Freq: core)

APL 6: Rod of Wonder (Freq: core), “Ring of Gookinesis” (Ring of Telekinesis that only works on creatures of type Ooze) (Freq: Core, 20,000gp), Amulet of Proof Against Detection and Location (Freq: Adventure)

APL 8: Access to purchase up to 4 scrolls of any 4th level arcane spells in the DMG Table 8-24 (Freq: adventure), Armor enhancement: Fortification (light) (Freq: adventure).

APL 10: Access to purchase up to 3 scrolls of any 5th level arcane spells in DMG Table 8-24 (Freq: adventure), chaotic weapon enchantment (Freq: adventure).

APL 12: Access to purchase up to 2 scrolls of any 6th level arcane spells in DMG Table 8-24 (Freq: adventure), Armor enhancement: Fortification (moderate) (Freq: adventure).

- Collar of Tusmit, value 4000gp. Adamantine collar that protects wearer from decapitation and garrote attacks). Game effects are: it prevents a vorpal weapon from decapitating the wearer and provides a +10 armor bonus against garrote attacks. The collar is an improved version of the gorget from Song and Silence.

- “Fortune of the Absurdly Incongruous”. Similar to the Luck Domain, the player may reroll a single die once per session. So, the PC may reroll any d20 roll for an attack, skill check, saving throw, etc The second result on the die must be kept, even if it is worse than the first. This special ability is only awarded if the table successfully solves the final puzzle. This effect lasts for one game year

from the date Folly is played. [If the PC already has the Luck Domain, this effect is negated.]

- Feat Access. "Your visit to Folly has expanded your mind and awakened you to previously unpondered ideas. Swirling about the whirlwind at Folly were dreams undreamt and thoughts unmanifested. This PC now has access to one of the following feats, cross off all others:

Tome and Blood: Arcane Defense, Extra Slot, Subdual Substitution

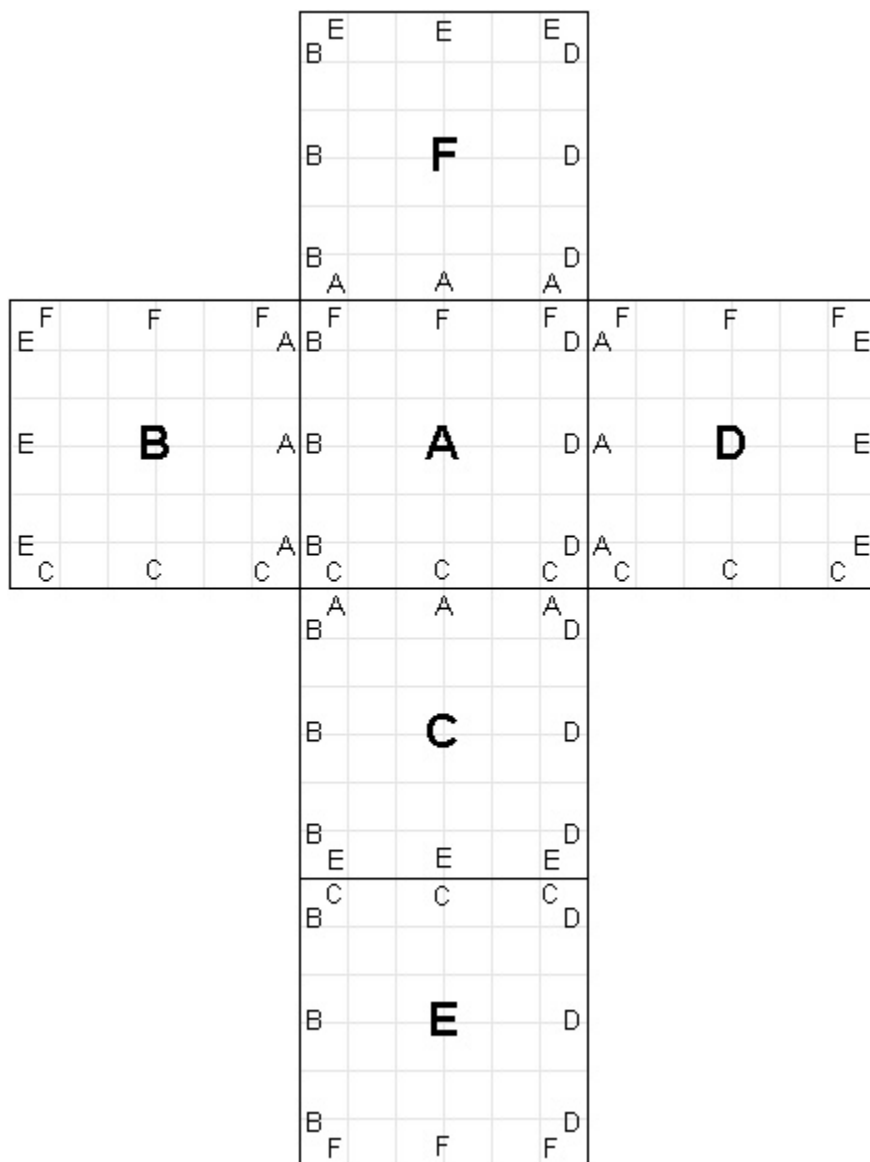
Song & Silence: Chink in the Armor, Jack of All Trades, Lingering Song, Pyro

Defenders of the Faith: Divine Resistance, Heighten Turning, Reach Spell

Masters of the Wild: Animal Defiance, Extra Favored Enemy (constructs or elementals only), Extra Rage, Plant Defiance, Speaking Wild Shape

Sword and Fist: Close Quarters Fighting, Fists of Iron, Prone Attack

DM AID #1 – ENCOUNTER 2, SIX DEGREES OF SEPARATION ROOM LAYOUT



This graphic represents the interior of the cube where the PCs encounter the gingwatzim. The cross-shape shows the cube as it would appear unfolded. The large bolded letters (A–E) identify each of the six sides of the room. Surface A is the floor, surfaces B-D are walls and surface E is the ceiling.

The smaller letters on the edges and the corners identify the adjacent surfaces when folded into the cube. Since the combat occurs in the cube configuration, pay particular attention to how many PCs occupy the walls and corners to make sure they aren't standing in the same place.

DM AID #2 – MAIN PUZZLE DESCRIPTION

Puzzle Background:

The building the PCs explore at Folly is a disorganized remnant of its former structure. While it was once a very normal-looking building with rooms, levels, stairs, and windows, it is now in disarray. The building appears as a slowly swirling whirlwind, with the many pieces of the structure suspended and orbiting as chunks in the towering tornado-like form. To help visualize the structure, consider what a building might turn into if a tornado ran straight into it, tore it apart and continued to carry the pieces around inside it, swirling around the central vortex continually and somewhat randomly. The whirlwind these days is very slow, so it appears almost as if the “tornado” has been magically slowed down, allowing the viewer to easily see the individual bits and pieces.

Zagig placed strong wards on this building at Folly. He wasn't fully confident in traditional protective spells, so he designed his own. He figured the best defense for his building was to prevent intrusion by conscious entities. He didn't like merely guarding against Astral, Ethereal, and teleporting magics. He believed that for every ward, there would eventually be designed a new means of avoiding it. Protecting his building from the intrusion of conscious minds was the best ward he could think of. Over time, however, Zagig's wards deteriorated.

The building disintegrated into this form because there is too much stored-up magical energy in the original structure, and the building tends towards a state of entropy. The reason for this is that the forces that drive the building into this whirlwind form are the same forces that prevent the building from being interfered with by conscious entities. There is a problem in the building design. Zagig's enchantments on the building cause it to have an “over-energy” condition. The over-energy affords a very good defense against intrusion, but it also drives the building apart.

Although Zagig did not predict this energy problem in his original design, he found a workaround. He allowed the building to remain in the whirlwind form most of the time. When he needed the building for his experiments, he sent servants to Folly in advance to reintegrate the room according to his instructions. Some of these instructions remain for the PCs to find. They contain useful clues that hint at the proper re-integration instructions. The main puzzle for the PCs in this scenario is to use the clues and their creativity to determine the exact solution.

Once at Folly, the malfunctioning wards take their toll on the PC party. They each have their consciousness transferred to another body. Owing to the nature of the wards on this building (which act at long range) the only way the PCs can return their consciousnesses to their original bodies is to re-integrate the building at Folly.

Putting the building back together is a process that requires the use of magics embedded in the “control room”. Zagig designed the control room to use energy to reassemble the building whenever he wanted to use it. The extra energy used in reassembly overpowers the existing magics keeping the building apart. Putting the building back together for experiments takes a very long time. The complete building has thousands of pieces. Fortunately, the PCs need only put together the larger rooms. When the larger rooms are back together, the building gets close enough to proper functioning to return the PCs' minds to normal.

Puzzle Description:

The control room contains the most important clue in solving the puzzle. In the room is a map depicting the control room surrounded by some squares. Each square contains a bunch of numbers (see Player Handout 1). From each square, an arrow points to a location around the control room. Zagig left this map in the control room to aid his servants in re-integrating the building. The map, however, is in a mathematical code. Each square represents one of the larger rooms floating around in the whirlwind. Determining which room correlates to which square is the essence of the puzzle.

Each of the large squares with numbers in it is a “magic square”. This is a special mathematical box where the sums of all rows, columns, and diagonals are the same. Herein lies the true puzzle of Folly. In order to connect the larger rooms to their proper location around the control room, the PCs must identify the “magic sum” of each square. Each magic sum on the map can be located as a number carved into one of the larger rooms (or pieces of a room) floating around in the whirlwind at Folly. The magic sums are: 34, 65, 111, 175, & 260. To solve the puzzle, the PCs must steer each of five rooms to the proper location around the control room. The magic sum carved into each room is the room identifier that the PCs need to use to map to the magic squares on the map. Then, they can steer the rooms to the proper location.

The puzzle is hard on purpose. Why would Zagig, the Mad Archmage, design an easy puzzle? The magic squares on the map have numbers left out. It shouldn't be too hard to figure out which numbers are missing because each magic square contains all the numbers from 1 up to the number of smaller squares within the magic square. That is, the 4x4 magic square contains all integers from 1 to 16 (because the 4x4 magic square has 16 smaller squares in it). Likewise, the 6x6 magic square contains all the numbers between 1 and 36. In designing the puzzle, we have purposely removed numbers within some squares that will directly match numbers found on rooms. The authors believe that a good puzzle is one that demands serious thought and can appear to have a different solution until looked at in more detail.

Moving the building pieces at Folly is accomplished using the control panel in the control room. The control panel consists of three “dials”, a control stick, and one lever-arm. The dials each look like a bicycle lock and are used to “dial-in” which piece of building you intend to move. [Technically, Zagig identified numbers for all of the pieces, but he only placed those numbers on the bigger pieces.] Once a particular number is dialed in, the stick and lever can be used to maneuver the building piece. In order to operate the controls, a PC must make an Int check DC 21. A PC may ‘take 20’ on this ability check, provided she has at least two minutes to fiddle with the controls. It is very easy to smack a piece into another piece using the control panel. PCs who experiment with the control panel can sort of play a game of smashing rocks together until they figure out that this machine is pretty useful.

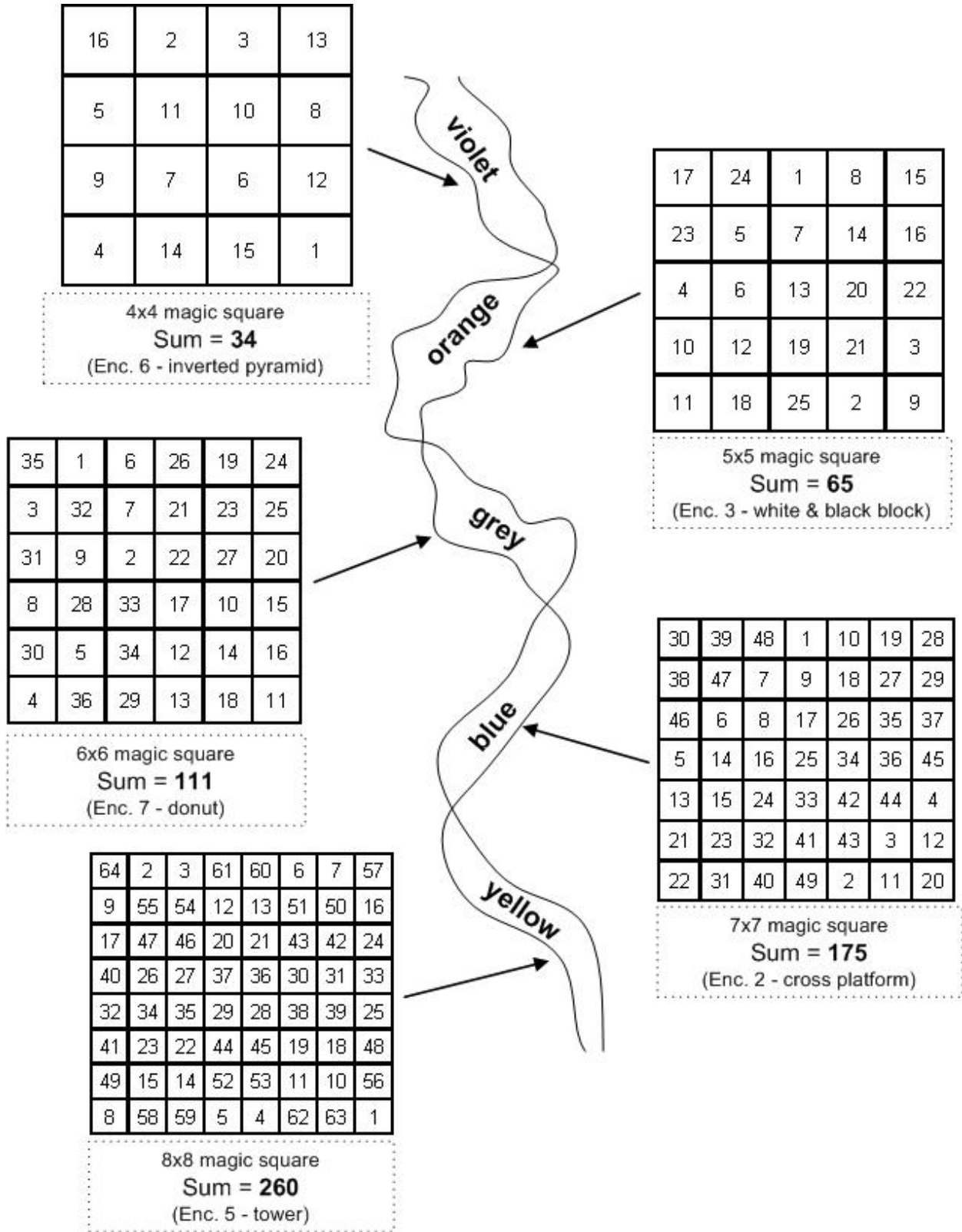
There is, however, a security measure in place to prevent misuse of the control panel. Zagig put a lever in each of the 5 large rooms of the whirlwind. That is, all the big pieces except the control room itself. These control levers each have two positions: On and Off. When the PCs first explore these 5 rooms, the levers are found Off. By turning them on, they allow the room to listen to commands from the control panel. In a way, the control panel transmits directions to the room. The lever in the On position allows each room to receive those directions and move in response to them. Therefore, PCs cannot solve the main puzzle without visiting each of the 5 large rooms in the whirlwind and flipping the levers to On.

Solving the puzzle requires the PCs to use the control panel to move the building pieces. They must dial in the number for each of the 5 “magic sum” rooms, then use the control sticks to steer the building piece (or room) to its proper location around the control room, as indicated on the map. When all the puzzle rooms are reintegrated, the PCs return to their normal state of mind.

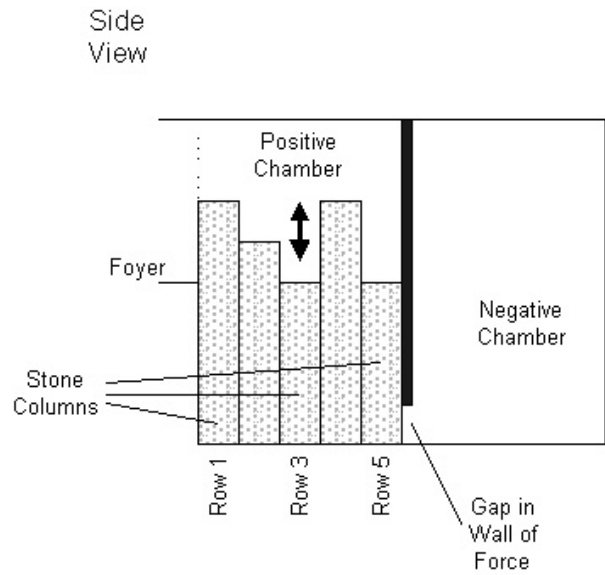
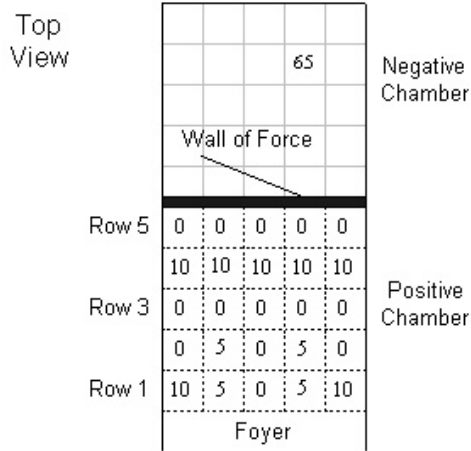
The party cannot attempt to manually line up room pieces around the control room. There are too many possibilities. For example, a player might ask, “Can’t I just analyze the edges of the control room and try to find a matching edge on those floating pieces?” While this is a clever idea, it doesn’t work because the edges don’t match up. There are hundreds of small pieces that have broken off the building and these little pieces are needed to make a proper analysis of which edges line up with each other. It’s a bit like putting together a smashed vase. If you’re missing some pieces, the larger pieces won’t quite fit properly.

If the puzzle is stumping the party, encourage the players to use their PC’s spells to solve it. *Contact Other Plane*, *Divination*, or *Legend Lore* are good options. Answers to such spells will tend to use words like: “sum, aggregate, in total, when things are all added up” and the like. If the PCs become seriously stumped and/or frustrated, it may be time to throw them a Intelligence check for a clue of a similar nature, or perhaps they notice that the first line in one of the squares adds up to the number on a room they’ve visited. Avoid having an NPC solve the puzzle. If the PCs simply cannot solve the puzzle in the time it takes to run the scenario, they will suffer consequences after the adventure is over (see Conclusion and Appendix 2).

DM AID #3 – MAIN PUZZLE SOLUTION



DM AID #4 – MAP FOR ENCOUNTER 3, EQUILIBRIUM TRAP



APPENDIX 1: ENCOUNTERS

ENCOUNTER 2: SIX DEGREES OF SEPARATION

From Living Greyhawk Journal #11:

“Gingwatzims are gaseous elemental beings that live on the Ethereal Plane. They are brought to the Material Plane by arcane magic, bound into solid forms, and used as guards. In its natural state, a gingwatzim is a faintly glowing sphere of semisolid swirling gases. Each subtype of gingwatzim has its own color.”

APL 4 (EL 6)

Graegzim (6): CR 2; Medium Elemental (Air) (6 ft. diameter); HD 3d8+6; hp 19; Init +0; Spd 30 ft., Fly 40 ft. (perfect); AC 14, touch 10, flat-footed 14 [+4 natural]; Base Atk: +2, Grp +3, Atk +3 melee (1d4 temporary Strength, touch attack); Full Atk +3 melee (1d4 temporary Strength, touch attack); Face/Reach 5ft./5ft.; SQ DR 3/-, alternate forms, elemental traits – darkvision 60', immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking; AL NE; SV Fort +3, Ref +3, Will +1; Str 12, Dex 11, Con 14, Int 7, Wis 10, Cha 7.

Skills: Hide +4, Listen +4, Move Silently +4, Spot +7; *Feats:* Flyby Attack.

SQ: *Telepathy* (Su) – Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language.

Possessions: none.

Physical Description: gray sphere of air.

APL 4 (EL 6)

Graegzim (6): CR 2; Medium Elemental (Air) (6 ft. diameter); HD 3d8+6; hp 19; Init +0; Spd 30 ft., Fly 40 ft. (perfect); AC 14, touch 10, flat-footed 14 [+4 natural]; Base Atk: +2, Grp +3, Atk +3 melee (1d4 temporary Strength, touch attack); Full Atk +3 melee (1d4 temporary Strength, touch attack); Face/Reach 5ft./5ft.; SQ DR 3/-, alternate forms, elemental traits – darkvision 60', immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking; AL NE; SV Fort +3, Ref +3, Will +1; Str 12, Dex 11, Con 14, Int 7, Wis 10, Cha 7.

Skills: Hide +4, Listen +4, Move Silently +4, Spot +7; *Feats:* Flyby Attack.

SQ: *Telepathy* (Su) – Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language.

Possessions: none.

Physical Description: gray sphere of air.

APL 6 (EL 8)

Eoluzim (6): CR 3; Large Elemental (Air) (8 ft. diameter); HD 4d8+8; hp 26; Init +0; Spd 30 ft., Fly 40 ft. (perfect); AC 14, touch 9, flat-footed 14 [-1 size, +5 natural]; Base Atk +2, Grp +7, Atk +7 melee (1d6

temporary Strength, touch attack); Full Atk +7 melee (1d6 temporary Strength, touch attack); Face/Reach 5ft./5ft.; SQ DR 7/-, alternate forms, elemental traits – darkvision 60', immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking; SR 13; AL NE; SV Fort +3, Ref +4, Will +1; Str 20, Dex 11, Con 14, Int 9, Wis 10, Cha 11.

Skills: Intimidate +2, Listen +4, Move Silently +2, Spot +4; *Feats:* Flyby Attack.

SQ: *Telepathy* (Su) – Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language.

Possessions: none.

Physical Description: violet sphere of air.

APL 8 (EL 10)

Maronzim (5): CR 4; Large Elemental (Air) (10 ft. diameter); HD 6d8+12; hp 39; Init +0; Spd 30 ft., Fly 40 ft. (perfect); AC 15, touch 9, flat-footed 15 [-1 size, +6 natural]; Base Atk +3, Grp +8, Atks +8 melee (1d6 temporary Strength, touch attack); Full Atks +8 melee (1d6 temporary Strength, touch attack); Face/Reach 10ft./10ft.; SA Spell-like abilities; SQ DR 10/-, alternate forms, elemental traits – darkvision 60', immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking; SR 15; AL NE; SV Fort +4, Ref +5, Will +3; Str 20, Dex 11, Con 14, Int 11, Wis 12, Cha 11.

Skills: Concentration +4, Knowledge (arcana) +3, Knowledge (planes) +3, Listen +5, Move Silently +4, Spellcraft +3, Spot +5; *Feats:* Flyby Attack.

SQ: *Telepathy* (Su) – Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language.

Spell-like abilities (Sp) (base DC = 10 + spell level): At will—color spray, ghost sound, invisibility (self only), Nystul's magic aura, Nystul's undetectable aura, silent image, ventriloquism; 1/day—blur (self only), hypnotic pattern, minor image, mirror image, misdirection. These abilities are as the spells cast by a 3rd level sorcerer.

Possessions: none.

Physical Description: yellow sphere of air.

APL 10 (EL 12)

Naranzim (1): CR 7; Large Elemental (Air) (15 ft diameter); HD 8d8+16; hp 52; Init +4 (Improved Initiative); Spd 30 ft., Fly 40 ft. (perfect); AC 16, touch 9, flat-footed 16 [-1 size, +7 natural]; Base Atk +5, Grp +8, Atk +10 melee (1d8 temporary Strength, touch attack); Full Atk +10 melee (1d8 temporary Strength, touch attack); Face/Reach 10ft./10ft.; SA Spell-like abilities; SQ DR 10/-, alternate forms, elemental traits – darkvision 60', immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking; SR 18; AL NE; SV Fort +4, Ref +6, Will +5; Str 20, Dex 11, Con 14, Int 15, Wis 12, Cha 13.

Skills: Concentration +10 (+14 defensively), Intimidate +3, Knowledge (arcana) +5, Knowledge (planes) +5, Listen +5, Move Silently +4, Sense Motive +3, Spellcraft +6, Spot +5; *Feats:* Combat Casting, Flyby Attack, Improved Initiative, Iron Will.

SQ: *Telepathy* (Su) – Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language.

Spell-like abilities (Sp) (base DC = 10 + spell level): At will—color spray, ghost sound, invisibility (self only), Nystul's magic aura, Nystul's undetectable aura, silent image, ventriloquism; 3/day—blur (self only), hypnotic pattern, minor image, mirror image, misdirection; 1/day—displacement, invisibility sphere, major image (with itself as targeted recipient only). These abilities are as the spells cast by a 5th level sorcerer.

Possessions: none.

Physical Description: red-orange sphere of air.

APL 12 (EL 14)

Naranzim (6): see above

12HD Naranzim (6): CR 9; Large Elemental (Air) (15 ft diameter); HD 12d8+24; hp 78; Init +4 (Improved Initiative); Spd 30 ft., Fly 40 ft. (perfect); AC 16, touch 9, flat-footed 16 [-1 size, +7 natural]; Base Atk +8, Grp +13, Atk +13 melee (1d8 temporary Strength, touch attack); Full Atk +13/+8 melee (1d8 temporary Strength, touch attack); Face/Reach 10ft./10ft.; SA Spell-like abilities; SQ DR 10/-, alternate forms, elemental traits – darkvision 60', immune to poison, sleep, paralysis, and stunning, not subject to critical hits or flanking; SR 18; AL NE; SV Fort +6, Ref +8, Will +7; Str 20, Dex 11, Con 14, Int 15, Wis 12, Cha 13.

Skills: Concentration +12 (+16 defensively), Intimidate +3, Knowledge (arcana) +5, Knowledge (planes) +5, Listen +7, Move Silently +8, Sense Motive +3, Spellcraft +6, Spot +5; *Feats:* Combat Casting, Flyby Attack, Improved Initiative, Iron Will, Blind-Fight.

SQ: *Telepathy* (Su) – Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language.

Spell-like abilities (Sp) (base DC = 10 + spell level): At will—color spray, ghost sound, invisibility (self only), Nystul's magic aura, Nystul's undetectable aura, silent image, ventriloquism; 3/day—blur (self only), hypnotic pattern, minor image, mirror image, misdirection; 1/day—displacement, improved invisibility, invisibility sphere, major image (with itself as targeted recipient only), phantasmal killer, rainbow pattern. These abilities are as the spells cast by a 9th level sorcerer.

Possessions: none.

Physical Description: red-orange sphere of air.

ENCOUNTER 6: AUTOMATONS

Author's Note: In designing the gingwatzim-driven automatons, many feats were assumed to be part of the construct. As such, they are not all listed in the description. This is particularly true of feats such as: Ambidexterity, Multidexterity, Multiattack, Two-Weapon Fighting, and various Weapon Proficiencies. The automatons here should be viewed as unique creations.

APL 2 (EL 4)

Suit Jester (1): CR 4; Large construct (9 ft. tall); HD 3d10; hp 16; Init +0; Spd 40 ft.; AC 15, touch 9, flat-footed 15 [-1 size, +4 natural, +2 armor]; Base Atk +2, Grp +5, Atk +5 melee (2d4+3/x2, spiked chain), +5 melee (1d10+3/19-20/x2, heavy flail); Full Atk +5 melee (2d4+3/x2, spiked chain), +5 melee (1d10+3/19-20/x2), heavy flail) Face/Reach 10ft/10ft.; SQ Darkvision 60 ft., Hardness 10 (iron), construct traits, SR 10; AL N; SV Fort +0, Ref +0, Will +0; Str 16, Dex 10, Con -, Int 7, Wis 10, Cha 7.

Skills: Hide +4, Listen +4, Move Silently +4, Spot +4.

Construct traits (Ex) – A construct is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness (Ex) – Whenever a construct takes damage, reduce it by its hardness. Only damage in excess of its hardness is deducted from a constructs hit points. Since hardness differs from damage reduction, magic weapons have no special advantage against a construct. Constructs take only half damage from acid, fire, electricity, and ranged weapon attacks. Divide such damage by 2 before applying the hardness. Cold attacks deal one-quarter damage. Sonic and energy attacks deal full damage but are still reduced by hardness.

Possessions: spiked chain, heavy flail.

Physical Description: The Suit Jester was put together piece by piece from damaged armor. Zagig took the good pieces and magically bonded them to each other. In many areas, the armor is several layers thick – much thicker than the average suit of armor. From pauldron (shoulder plate) hangs a spiked chain; from the other, a heavy flail.

Zagig procrastinated on a helmet design. To remind himself to get back to work and finish the automaton, he placed a wooden stick with a stuffed jester head in it. Zagig took a peculiar liking to the humor of the jester head popping out of the armor and decided to bind a gingwatzim to the Suit Jester with the temporary head.

The Suit Jester is deceptively the best combatant of the bunch. With his stuffed head-on-a-stick flopping

lazily during a fight, the suit jester engages the PCs in vigorous melee. The jester bells jingle as he delivers a thrashing to the party. Suit Jester is powered by a bound gingwatzim, so it is able to employ combat tactics, including skills and feats. Of course, knocking the head off the suit jester does not affect its combat abilities at all.

Suit Jester's reach is based on size, so it has reach with both weapons. The spiked chain gives the Suit Jester 15 foot reach. Every round, the Suit Jester attacks with both the spiked chain and the heavy flail.

APL 4 (EL 6)

Suit Jester (1): CR 4; Large construct (9 ft. tall); HD 3d10; hp 16; Init +0; Spd 40 ft.; AC 15, touch 9, flat-footed 15 [-1 size, +4 natural, +2 armor]; Base Atk +2, Grp +5, Atk +5 melee (2d4+3/x2, spiked chain), +5 melee (1d10+3/19-20/x2, heavy flail); Full Atk +5 melee (2d4+3/x2, spiked chain), +5 melee (1d10+3/19-20/x2), heavy flail) Face/Reach 10ft/10ft.; SQ Darkvision 60 ft., Hardness 10 (iron), construct traits, SR 10; AL N; SV Fort +0, Ref +0, Will +0; Str 16, Dex 10, Con -, Int 7, Wis 10, Cha 7.

Skills: Hide +4, Listen +4, Move Silently +4, Spot +4.

Construct traits (Ex) – A construct is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness (Ex) – Whenever a construct takes damage, reduce it by its hardness. Only damage in excess of its hardness is deducted from a constructs hit points. Since hardness differs from damage reduction, magic weapons have no special advantage against a construct. Constructs take only half damage from acid, fire, electricity, and ranged weapon attacks. Divide such damage by 2 before applying the hardness. Cold attacks deal one-quarter damage. Sonic and energy attacks deal full damage but are still reduced by hardness.

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Physical Description: The Suit Jester was put together piece by piece from damaged armor. Zagig took the good pieces and magically bonded them to each other. In many areas, the armor is several layers thick – much thicker than the average suit of armor.

From pauldron (shoulder plate) hangs a spiked chain; from the other, a heavy flail.

Zagig procrastinated on a helmet design. To remind himself to get back to work and finish the automaton, he placed a wooden stick with a stuffed jester head in it. Zagig took a peculiar liking to the humor of the jester head popping out of the armor and decided to bind a gingwatzim to the Suit Jester with the temporary head.

The Suit Jester is deceptively the best combatant of the bunch. With his stuffed head-on-a-stick flopping lazily during a fight, the suit jester engages the PCs in vigorous melee. The jester bells jingle as he delivers a thrashing to the party. Suit Jester is powered by a bound gingwatzim, so it is able to employ combat tactics, including skills and feats. Of course, knocking the head off the suit jester does not affect its combat abilities at all.

Suit Jester's reach is based on size, so it has reach with both weapons. The spiked chain gives the Suit Jester 15 foot reach. Every round, the Suit Jester attacks with both the spiked chain and the heavy flail.

Alchy Hurlic (1): CR 2; Medium construct (5 ft. tall); HD 2d10; hp 11; Init +1; Spd 50 ft.; AC 14, touch 11, flat-footed 13 [+1 Dex, +3 natural]; Base Atk +1, Grp +1, Atks +3 ranged (1d6, flask of alchemist's fire) or +2 ranged touch (1d6, flask of acid) or +2 ranged touch (special [see PHB p. 129], thunderstone) or +2 ranged touch (special [see PHB p. 129, smokestick] or +2 melee (1d2 + poison [Fort save to resist (DC 14); 1d4 Str / 1d6 Str], needle with med. spider venom); Full Atks +3 ranged (1d6, flask of alchemist's fire) or +2 ranged touch (1d6, flask of acid) or +2 ranged touch (special [see PHB p. 129], thunderstone) or +2 ranged touch (special [see PHB p. 129, smokestick] or +2 melee (1d2 + poison [Fort save to resist (DC 14); 1d4 Str / 1d6 Str], needle with med. spider venom); Face/Reach 5ft/5ft.; SQ Darkvision 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con -, Int 7, Wis 10, Cha 7.

Skills: Hide +5, Listen +4, Move Silently +5, Spot +4; *Feats:* Point Blank Shot, Far Shot (grenadelike weapons), Weapon Focus (alchemist's fire).

SQ: Construct traits (Ex) – A construct is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness (Ex) – Whenever a construct takes damage, reduce it by its hardness. Only damage in excess of its hardness is deducted from a construct's hit points. Since hardness differs from damage reduction, magic weapons have no special advantage against a construct. Constructs take only half damage from acid, fire, electricity, and ranged weapon attacks. Divide

such damage by 2 before applying the hardness. Cold attacks deal one-quarter damage. Sonic and energy attacks deal full damage but are still reduced by hardness.

Possessions: at least 4 each of the alchemy items it uses in combat.

Physical Description: Alchy Hurlic is a nasty whirligig of terror. This automaton is made out of a sturdy wooden crate with all manner of alchemical glassware attached. Alchy Hurlic always appears to be in the middle of a mad alchemical experiment. It emits smoke, steam, and various noxious gases until destroyed. Curiously, each face of the crate has a different facial expression carved into it. It may indicate moods for the Alchy Hurlic or perhaps the bound gingwatzim inside.

The central crate contains many alchemical items that the Alchy Hurlic is constantly brewing. Each round, it reaches inside itself to pluck out and throw something at its enemies (DM's choice): a flask of alchemist's fire, a flask of acid, a smokestick, or a thunderstone. Due to a spring mechanism that gives rise to its Far Shot feat, its range increment for thrown grenadelike weapons is 15ft. Alchy Hurlic fights at range whenever possible. If the PCs "box-in" Alchy Hurlic (so that it cannot make a ranged attack without provoking an Attack of Opportunity), it tries to stick them with its poisoned needle. On occasion, Alchy Hurlic will drop a smokestick on itself to provide total concealment.

The concoctions aboard the Alchy Hurlic become unstable when it is destroyed. Thus, when it is "killed", a cloud of fire erupts within a 5 ft. radius. For details, see the end of Encounter 6.

Bi-Saddle (1): CR 2; Medium construct (5 ft. tall); HD 2d10; hp 11; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14 [+1 Dex, +4 natural]; Base Atk +1, Grp +1, Atks +2 ranged (trip or disarm attack, whip) or +2 ranged (1d4/19-20/x2, hand crossbow); Full Atks +2 ranged (trip or disarm attack, whip) or +2 ranged (1d4/19-20/x2, hand crossbow); Face/Reach 5ft/5ft.; SA Trip attack, Disarm opponent; SQ Darkvision 60 ft., Hardness 3 (cured leather), construct traits; AL N; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con -, Int 7, Wis 10, Cha 7.

Skills: Hide +5, Listen +4, Move Silently +5, Spot +4; *Feats:* Point Blank Shot, Exotic Weapon (whip), Exotic Weapon (hand crossbow).

Reloading Equipment (Su) – Bi-saddle has the supernatural ability to reform a whip as a free action, whenever it loses its weapon. Additionally, Bi-saddle's hand crossbow magically reloads as a free action the round after it is fired. Zagig tried to make a firearm pistol for Bi-Saddle, as a tribute to Murlynd, but gunpowder simply doesn't work on Oerth.

Construct traits (Ex) – A construct is immune to mind-influencing effects, poison, *sleep*, paralysis,

stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness (Ex) – Whenever a construct takes damage, reduce it by its hardness. Only damage in excess of its hardness is deducted from a constructs hit points. Since hardness differs from damage reduction, magic weapons have no special advantage against a construct. Constructs take only half damage from acid, fire, electricity, and ranged weapon attacks. Divide such damage by 2 before applying the hardness. Cold attacks deal one-quarter damage. Sonic and energy attacks deal full damage but are still reduced by hardness.

Possessions: hand crossbow, whip.

Physical Description: Bi-saddle is a construct modeled after the hero-god Murlynd. Zagig was acquainted with him during his life and was intrigued by the tales of justice on other planes. Bi-saddle hasn't really lived up to expectations, unfortunately. Bi-saddle is composed of two saddles held together by magical forces. Curiously floating above the saddle-body is a hat worn in the style of the Old West, complete with a five-pointed badge. This is an amalgamation of Boccob's holy symbol with that of Murlynd. Bi-saddle rests atop two wooden planks, which are compressed into cowboy boots, complete with spurs. Because of the poor fit, it always walks in a manner that can be described as haphazard - as if it is about to fall over with each step.

Bi-saddle is armed with a whip and a hand crossbow. In a given round, it can attack with only one of its weapons). Bi-saddle prefers to trip and disarm opponents. Bi-saddle is more passive than the other automatons, it only attacks for damage when threatened or injured.

APL 6 (EL 8)

5-HD Suit Jester (1): CR 6; Large construct (9 ft. tall); HD 5d10; hp 27; Init +0; Spd 40 ft.; AC 17, touch 9, flat-footed 17 [-1 size, +4 natural, +4 armor]; Base Atk +5, Grp +9, Atk +11 melee (2d4+4 [x2], spiked chain), +9 melee (1d10+4 [19-20/x2], heavy flail); Full Atk +11 melee (2d4+4 [x2], spiked chain), +9 melee (1d10+4 [19-20/x2], heavy flail); Face/Reach 10ft./10ft.; SQ Darkvision 60 ft., Hardness 10 (iron), construct traits, SR 12; AL N; SV Fort +3, Ref +0, Will +0; Str 18, Dex 10, Con -, Int 7, Wis 10, Cha 7.

Skills: Hide +4, Listen +4, Move Silently +4, Spot +4; **Feats:** Weapon Focus (spiked chain), Power Attack [+5 BAB].

SQ: Construct traits, Hardness (see APL4)

Possessions: MW spiked chain, heavy flail.

Physical Description: see above.

Chairy (1): CR 5; Medium construct (5 ft. tall); HD 2d10+2d6; hp 18; Init +1; Spd 50 ft.; AC 16, touch 11, flat-footed 15 [+1 Dex, +5 natural]; Base Atk +3, Grp +5, Atks +5 melee, +5 melee [choose any two of the following]: (1d8+2 [x2], light flail), (1d6+2 [x2], club), (1d6+2 [x3], handaxe), (1d6+2 [x2], kama), (1d6+2 [x2], nunchaku), (1d6+2 [x2], siangham), (1d4+2 [x4], light pick), (1d4+2 [x2], light hammer); Atks +5 melee, +5 melee [choose any two of the following]: (1d8+2 [x2], light flail), (1d6+2 [x2], club), (1d6+2 [x3], handaxe), (1d6+2 [x2], kama), (1d6+2 [x2], nunchaku), (1d6+2 [x2], siangham), (1d4+2 [x4], light pick), (1d4+2 [x2], light hammer); Face/Reach 5ft./5ft.; SA sneak attack +1d6; SQ Darkvision 60 ft., Hardness 5 (wood), construct traits, evasion; AL N; SV Fort +0, Ref +4, Will +0; Str 14, Dex 12, Con -, Int 7, Wis 10, Cha 7.

Skills: Hide +5, Listen +4, Spot +4, Tumble +8; **Feats:** Dodge.

SQ: Construct traits (Ex) – A construct is immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Hardness (Ex)** – Whenever a construct takes damage, reduce it by its hardness. Only damage in excess of its hardness is deducted from a constructs hit points. Since hardness differs from damage reduction, magic weapons have no special advantage against a construct. Constructs take only half damage from acid, fire, electricity, and ranged weapon attacks. Divide such damage by 2 before applying the hardness. Cold attacks deal one-quarter damage. Sonic and energy attacks deal full damage but are still reduced by hardness.

SA: Sneak Attack, Evasion (per rogue)

Possessions: light flail, club, handaxe, kama, nunchaku, siangham, light pick, light hammer.

Physical Description: Chairy is made from two wooden chairs, placed on top of each other with seat surfaces touching and inverted such that the eight legs of Chairy poke out menacingly. Attached to the end of each leg is a weapon that is free to slice, dice, chop, or thump opponents. Chairy is powered by a bound gingwatzim, so it is able to employ combat tactics, including skills and feats.

In any given round, Chairy can attack with any two of its weapons. It does this by flipping, rolling, and tumbling, thus exposing whichever two weapons it likes to the enemy. Chairy makes use of Tumble to move around in combat and flank opponents. It can even flip over from one set of chair legs to the other. The DM should try to run Chairy as a sort of crazy monk-like chair. When Chairy attacks, its weapons make 'swoosh' sounds that sound like a cheesy martial arts film. It makes clunking noises if it walks, clomping noises if it's rolling and tumbling, and it may even let out a wooden squeak if one of its legs drags along while it moves.

4-HD Alchy Hurlic (1): CR 4; Medium construct (5 ft. tall); HD 2d10+2d6; hp 18; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 14 [+2 Dex, +4 natural]; Base Atk +2, Grp +2, Atk: two ranged attacks per round [choose two of the following] +5 ranged touch (1d6, flask of alchemist's fire), +4 ranged touch (special, see PHB 129, tanglefoot bag), +4 ranged touch (1d6, flask of acid), +4 ranged touch (special [see PHB p. 129], thunderstone), +4 ranged touch (special [see PHB p. 129, smokestick], or +2 melee (1d2 + poison [Fort save to resist (DC 14); 1d4 Str / 1d6 Str], needle with med. spider venom); Full atk: Atk: two ranged attacks per round [choose two of the following] +5 ranged touch (1d6, flask of alchemist's fire), +4 ranged touch (special, see PHB 129, tanglefoot bag), +4 ranged touch (1d6, flask of acid), +4 ranged touch (special [see PHB p. 129], thunderstone), +4 ranged touch (special [see PHB p. 129, smokestick], or +2 melee (1d2 + poison [Fort save to resist (DC 14); 1d4 Str / 1d6 Str], needle with med. spider venom); Face/Reach 5ft./ 5ft.; SQ Darkvision 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +0, Ref +5, Will +0; Str 10, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +6, Listen +4, Move Silently +6, Spot +4; *Feats:* Point Blank Shot, Far Shot (grenadelike weapons), Weapon Focus (alchemist's fire), Rapid Shot (included above).

SQ: Construct traits, Hardness (see APL4)

Possessions: at least 4 each of the alchemy items it uses in combat.

Physical Description: Each round it throws two of the following (DM's choice): a flask of alchemist's fire, a flask of acid, a smokestick, a thunderstone, or a tanglefoot bag.

4-HD Bi-Saddle (1): CR 4; Medium construct (5 ft. tall); HD 2d10+2d6; hp 18; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +5 natural]; Base Atk: +2, Grp +3, Atk +3 (trip or disarm attack, whip); Full Atk +3 (trip or disarm attack, whip); Face/Reach 5ft./ 5ft.; SA Spell-like ability, Trip attack (PHB p. 139), Disarm opponent (PHB p. 137); SQ Darkvision 60 ft., Hardness 3 (cured leather), construct traits; AL N; SV Fort +0, Ref +2, Will +3; Str 12, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Concentration +4, Hide +6, Listen +4, Move Silently +6, Spot +4; Point Blank Shot, Improved Disarm.

SQ: Construct traits, Hardness (see APL4)

SA: *Reloading Equipment* (Su) – Bi-saddle has the supernatural ability to reform a whip as a free action, whenever it loses its weapon.

Spell-like ability (Sp): 5/day— *magic missile*. This ability is as the spell cast by a 3rd level sorcerer (2 missiles). The *magic missiles* spring forth from the hand crossbow as if it were a *wand of magic missiles*.

Possessions: hand crossbow, whip.

Physical Description: See above. Bi-saddle fires magic missiles only after being attacked first.

APL 8 (EL 10)

7-HD Suit Jester (1): CR 8; Large construct (9 ft. tall); HD 2d10 + 5d10; hp 38; Init +2; Spd 40 ft.; AC 21, touch 11, flat-footed 19 [-1 size, +2 Dex, +4 natural, +6 armor]; Base Atk +6, Grp +11, Atk +13 melee (2d4+8/x2, +1 spiked chain), +11 melee (1d10+5/19-20/x2, heavy flail); Full Atks +13/+8 melee (2d4+8/x2, +1 spiked chain), +11/+6 melee (1d10+5/19-20/x2, heavy flail); Face/Reach 10ft./10ft.; SQ Darkvision 60 ft., Hardness 10 (iron), construct traits, SR 14; AL N; SV Fort +4, Ref +3, Will +1; Str 20, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +4, Listen +4, Move Silently +4, Spot +4; Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Power Attack [+6 BAB], Combat Reflexes.

SQ: Construct traits, Hardness (see APL4)

Possessions: +1 spiked chain, heavy flail.

Physical Description: See above.

6-HD Chairy (1): CR 7; Medium construct (5 ft. tall); HD 2d10+4d6; hp 25; Init +2; Spd 50 ft.; AC 18, touch 12, flat-footed 16 [+2 Dex, +6 natural]; Base Atk +4, Grp +6, Atk +6 melee, +6 melee, +6 melee [choose any three of the following]: (1d8+2 /x2, light flail), (1d6+2/x2, club), (1d6+2/x3, handaxe), (1d6+2/x2, kama), (1d6+2/x2, nunchaku), (1d6+2/x2, siangham), (1d4+2/x4, light pick), (1d4+2/x2, light hammer); Full Atk +6 melee, +6 melee, +6 melee [choose any three of the following]: (1d8+2 /x2, light flail), (1d6+2/x2, club), (1d6+2/x3, handaxe), (1d6+2/x2, kama), (1d6+2/x2, nunchaku), (1d6+2/x2, siangham), (1d4+2/x4, light pick), (1d4+2/x2, light hammer); Face/Reach 5ft./ 5ft.; SA sneak attack +2d6, evasion, uncanny dodge (Dex bonus to AC); SQ Darkvision 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +1, Ref +6, Will +1; Str 14, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +6, Listen +4, Spot +4, Tumble +11; Dodge.

SQ: Construct traits, Hardness (see APL6)

SA: Sneak Attack, Evasion {per rogue}

Possessions: MW light flail, MW club, MW handaxe, MW kama, MW nunchaku, MW siangham, MW light pick, MW light hammer.

Physical Description: See above. In any given round, Chairy can attack with any three of its weapons.

6-HD Alchy Hurlic (1): CR 6; Medium construct (5 ft. tall); HD 2d10+4d6; hp 25; Init +3; Spd 50 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 natural]; Atks: two ranged attacks per round [choose two of the following] +7 ranged touch (1d6, flask of alchemist's fire), +7 ranged touch (special [see PHB p. 129, tanglefoot bag]), +6 ranged touch (1d6, flask of acid), +6 ranged touch

(special [see PHB p. 129], thunderstone), +6 ranged touch (special [see PHB p. 129, smokestick] or +5 melee (1d2 + poison [Fort save to resist (DC 18); 1d6 Dex / 1d6 Dex], needle with giant wasp poison); Face/Reach 5ft./ 5ft.; SQ Darkvision 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +1, Ref +7, Will +1; Str 10, Dex 16, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +7, Listen +4, Move Silently +7, Spot +4; **Feats:** Point Blank Shot, Far Shot (grenadelike weapons), Weapon Focus (alchemist's fire), Weapon Focus (tanglefoot bag), Rapid Shot (included above).

SQ: Construct traits, Hardness (see APL4)

Possessions: at least 4 each of the alchemy items it uses in combat.

Physical Description: Each round it throws two of the following (DM's choice): a flask of alchemist's fire, a flask of acid, a smokestick, a thunderstone, or a tanglefoot bag.

6-HD Bi-Saddle (1): CR 6; Medium construct (5 ft. tall); HD 2d10+4d6; hp 25; Init +2; Spd 40 ft.; AC 19, touch 12, flat-footed 17 [+2 Dex, +7 natural]; Base Atk +4, Grp +5, Atk +6 ranged (trip or disarm attack, whip); Full Atk +6 ranged (trip or disarm attack, whip); Face/Reach 5ft./ 5ft.; SA Spell-like ability, Trip attack (PHB p. 139), Disarm opponent (PHB p. 137); SQ Darkvision 60 ft., Hardness 3 (cured leather), construct traits; AL N; SV Fort +1, Ref +3, Will +4; Str 12, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Concentration +6, Hide +6, Listen +4, Move Silently +6, Spot +4; Point Blank Shot, Improved Disarm, Snatch Weapon (S&S).

SQ: Construct traits, Hardness (see APL4)

SA: *Reloading Equipment* (Su) – Bi-saddle has the supernatural ability to reform a whip as a free action, whenever it loses its weapon.

Spell-like ability (Sp): 6/day — *magic missile*. This ability is per the spell as cast by a 5th level sorcerer (3 missiles). The *magic missiles* spring forth from the hand crossbow as if it were a *wand of magic missiles*.

Possessions: MW whip, MW hand crossbow.

Physical Description: See above.

APL 10 (EL 12)

9-HD Suit Jester (1): CR 10; Large construct (9 ft. tall); HD 2d10 + 7d10; hp 49; Init +2; Spd 40 ft.; AC 24, touch 11, flat-footed 22 [-1 size, +2 Dex, +4 natural, +9 enchanted armor]; Base Atk + 8/+3, Grp +14, Atk +18 melee (2d4+10/19-20/x2), +2 spiked chain, +14 melee (1d10+6/19-20/x2), heavy flail); Full Atk +18/+13 melee (2d4+10/19-20/x2), +2 spiked chain, +14/+9 melee (1d10+6/19-20/x2), heavy flail); Face/Reach 10ft./10ft.; SQ Darkvision 60 ft., Hardness 10 (iron), construct traits, SR 16; AL N; SV Fort +5, Ref +4, Will +2; Str 22, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +4, Listen +4, Move Silently +4, Spot +4; Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Improved Critical (spiked chain), Power Attack [+9 BAB], Combat Reflexes.

SQ: Construct traits, Hardness (see APL4)

Possessions: +2 spiked chain, heavy flail.

Physical Description: see above.

8-HD Chairy (1): CR 9; Medium construct (5 ft. tall); HD 2d10+6d6; hp 32; Init +2; Spd 50 ft.; AC 20, touch 12, flat-footed 18 [+2 Dex, +8 natural]; Base Atk +5, Grp +8, Atk +9 melee: (1d8+4/x2, +1 light flail) or (1d6+4/x2, +1 club) or (1d6+4/x3, +1 handaxe) or (1d6+4/x2, +1 kama), +8 melee (1d6+3/x2, nunchaku) or (1d6+3/x2, siangham) or (1d4+3/x4, light pick), (1d4+3/x2, light hammer); Full Atk +9 melee: (1d8+4/x2, +1 light flail) or (1d6+4/x2, +1 club) or (1d6+4/x3, +1 handaxe) or (1d6+4/x2, +1 kama), +8 melee (1d6+3/x2, nunchaku) or (1d6+3/x2, siangham) or (1d4+3/x4, light pick), (1d4+3/x2, light hammer); Face/Reach 5ft./ 5ft.; SA sneak attack +3d6, evasion, uncanny dodge (can't be flanked); SQ Darkvision 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +2, Ref +7, Will +2; Str 16, Dex 14, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +6, Listen +4, Spot +4, Tumble +16; Dodge, Mobility.

SQ: Construct traits, Hardness (see APL6)

SA: Sneak Attack, Evasion {per rogue}

Possessions: +1 light flail, +1 club, +1 handaxe, +1 kama, MW nunchaku, MW siangham, MW light pick, MW light hammer.

Physical Description: See above. In any given round, Chairy can attack twice each with any two of its weapons.

8-HD Alchy Hurlic (1): CR 8; Medium construct (5 ft. tall); HD 2d10+6d6; hp 32; Init +3; Spd 50 ft.; AC 20, touch 13, flat-footed 17 [+3 Dex, +7 natural]; Base Atk +5, Grp +5, Atks: three ranged attacks per round [choose two at the highest bonus and one at the lowest] +9 ranged touch (1d6, flask of alchemist's fire), +9 ranged touch (special [see PHB p. 129, tanglefoot bag]), +8 ranged touch (1d6, flask of acid), +8 ranged touch (special [see PHB p. 129], thunderstone), +8 ranged touch (special [see PHB p. 129, smokestick] or +5 melee (1d2 + poison [Fort save to resist (DC 18); 1d6 Dex / 1d6 Dex], needle with giant wasp poison); Full Atks: three ranged attacks per round [choose two at the highest bonus and one at the lowest] +9 ranged touch (1d6, flask of alchemist's fire), +9 ranged touch (special [see PHB p. 129, tanglefoot bag]), +8 ranged touch (1d6, flask of acid), +8 ranged touch (special [see PHB p. 129], thunderstone), +8 ranged touch (special [see PHB p. 129, smokestick] or +5 melee (1d2 + poison [Fort save to resist (DC 18); 1d6 Dex / 1d6 Dex], needle with giant wasp poison); Face/Reach 5ft./ 5ft.; SQ Darkvision 60

ft., Hardness 5 (wood), construct traits; AL N; SV Fort +2, Ref +8, Will +2; Str 10, Dex 16, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +7, Listen +4, Move Silently +7, Spot +4; Point Blank Shot, Far Shot (grenadelike weapons), Weapon Focus (alchemist's fire), Weapon Focus (tanglefoot bag), Rapid Shot (included above).

SQ: Construct traits, Hardness (see APL4)

Possessions: at least 4 each of the alchemy items it uses in combat.

Physical Description: Each round it throws three of the following (DM's choice): a flask of alchemist's fire, a flask of acid, a smokestick, a thunderstone, or a tanglefoot bag.

8-HD Bi-Saddle (1): CR 8; Medium construct (5 ft. tall); HD 2d10+6d6; hp 32; Init +3; Spd 40 ft.; AC 21, touch 13, flat-footed 18 [+3 Dex, +8 natural]; Base Atk +5, Grp +7, Atk +7 ranged (trip or disarm attack, whip); Full Atk +7 ranged (trip or disarm attack, whip); Face/Reach 5ft./ 5ft.; SA Spell-like ability, Trip attack (PHB p. 139), Disarm opponent; SQ Darkvision 60 ft., Hardness 3 (cured leather), construct traits; AL N; SV Fort +2, Ref +5, Will +5; Str 14, Dex 16, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Concentration +8, Hide +7, Listen +4, Move Silently +7, Spot +4; Point Blank Shot, Improved Disarm, Snatch Weapon (S&S), Empower Spell.

SQ: Construct traits, Hardness (see APL4)

SA: *Reloading Equipment* (Su) – Bi-saddle has the supernatural ability to reform a whip as a free action, whenever it loses its weapon.

Spell-like abilities (Sp): 6/day — *magic missile*. This ability is as the spell cast by a 7th level sorcerer (4 missiles). 4/day – empowered *magic missile*, per the Empower Spell feat. The *magic missiles* spring forth from the hand crossbow as if it were a *wand of magic missiles*.

Possessions: MW whip, MW hand crossbow.

Physical Description: See above.

APL 12 (EL 14)

11-HD Suit Jester (1): CR 12; Large construct (9 ft. tall); HD 2d10 + 9d10; hp 60; Init +3; Spd 40 ft.; AC 27, touch 12, flat-footed 24 [-1 size, +3 Dex, +4 natural, +11 enchanted armor]; Base Atk +10, Grp +16, Atk +20 melee (2d4+11/19-20/x2), +2 spiked chain), +16 melee (1d10+7/19-20/x2), heavy flail); Full Atk +20/+15 melee (2d4+11/19-20/x2), +2 spiked chain), +16/+11 melee (1d10+7/19-20/x2), heavy flail); Face/Reach 5ft. x 5ft./ 10ft.; SQ Darkvision 60 ft., Hardness 10 (iron), construct traits, SR 18; AL N; SV Fort +6, Ref +5, Will +2; Str 24, Dex 16, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +4, Listen +4, Move Silently +4, Spot +4; Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Improved Critical

(spiked chain), Power Attack [+11 BAB], Combat Reflexes, Blind-fight, Power Lunge.

SQ: Construct traits, Hardness (see APL4)

Possessions: +2 spiked chain, heavy flail.

Physical Description: see above. Suit Jester's first action is to partial charge a PC to take advantage of the Power Lunge feat.

10-HD Chairy (1): CR 11; Medium construct (5 ft. tall); HD 2d10+8d6; hp 39; Init +3; Spd 50 ft.; AC 23, touch 13, flat-footed 20 [+3 Dex, +10 natural]; Base Atk +7, Grp +11, Atks +11 melee, +11 melee, +11 [attack twice each with any three of the following]: (1d8+5/x2, +1 light flail), (1d6+5/x2, +1 club), (1d6+5/x3, +1 handaxe), (1d6+5/x2, +1 kama), (1d6+5/x2, +1 nunchaku), (1d6+5/x2, +1 siangham), (1d4+4 [x4], MW light pick), (1d4+4/x2, MW light hammer); Full Atks +11/6 melee, +11/+6 melee, +11/+6 [attack twice each with any three of the following]: (1d8+5/x2, +1 light flail), (1d6+5/x2, +1 club), (1d6+5/x3, +1 handaxe), (1d6+5/x2, +1 kama), (1d6+5/x2, +1 nunchaku), (1d6+5/x2, +1 siangham), (1d4+4 [x4], MW light pick), (1d4+4/x2, MW light hammer); Face/Reach 5ft./ 5ft.; SA sneak attack +4d6, evasion, uncanny dodge (can't be flanked); SQ Darkvision 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +2, Ref +9, Will +2; Str 18, Dex 16, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +7, Listen +4, Spot +4, Tumble +13; Dodge, Mobility, Spring Attack.

SQ: Construct traits, Hardness (see APL6)

SA: Sneak Attack, Evasion {per rogue}

Possessions: +1 light flail, +1 club, +1 handaxe, +1 kama, MW nunchaku, MW siangham, MW light pick, MW light hammer.

Physical Description: See above. In any given round, Chairy can attack twice each with any three of its weapons.

10-HD Alchy Hurlic (1): CR 10; Medium construct (5 ft. tall); HD 2d10+8d6; hp 39; Init +4; Spd 50 ft.; AC 22, touch 14, flat-footed 18 [+4 Dex, +8 natural]; Base Atk +7, Grp +7, Atk: three ranged attacks per round [choose two at the highest bonus and one at the lowest] +12 ranged touch (1d6, flask of alchemist's fire), +12 ranged touch (special [see PHB p. 129, tanglefoot bag], +11 ranged touch (1d6, flask of acid), +11 ranged touch (special [see PHB p. 129], thunderstone), +11 ranged touch (special [see PHB p. 129, smokestick] or +7 melee (1d2 + poison [Fort save to resist (DC 24)]; 1d6 Str / 1d6 Str), needle with purple worm poison); Full Atk: three ranged attacks per round [choose two at the highest bonus and one at the lowest] +12/+7 ranged touch (1d6, flask of alchemist's fire), +12/+7 ranged touch (special [see PHB p. 129, tanglefoot bag], +11/+6 ranged touch (1d6, flask of acid), +11/+6 ranged touch (special [see PHB p. 129], thunderstone), +11/+6 ranged touch (special [see PHB p. 129, smokestick] or +7/+2 melee (1d2 + poison [Fort save to resist (DC 24)]; 1d6 Str / 1d6

Str], needle with purple worm poison); Face/Reach 5ft./ 5ft.; SQ Darkvision 60 ft., Blindsight 60 ft., Hardness 5 (wood), construct traits; AL N; SV Fort +2, Ref +10, Will +2; Str 10, Dex 18, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Hide +8, Listen +4, Move Silently +8, Spot +4; Point Blank Shot, Far Shot (grenadelike weapons), Weapon Focus (alchemist's fire), Weapon Focus (tanglefoot bag), Rapid Shot (included above).

SQ: Construct traits, Hardness (see APL4)

Possessions: at least 4 each of the alchemy items it uses in combat.

Physical Description: Each round it throws three of the following (DM's choice): a flask of alchemist's fire, a flask of acid, a smokestick, a thunderstone, or a tanglefoot bag.

10-HD Bi-Saddle (1): CR 10; Medium construct (5 ft. tall); HD 2d10+8d6; hp 39; Init +4; Spd 40 ft.; AC 23, touch 14, flat-footed 19 [+4 Dex, +9 natural]; Base Atk +7, Grp +10, Atk +12 ranged (trip or disarm attack, +1 whip); Full Atk +12/+7 ranged (trip or disarm attack, +1 whip); Face/Reach 5ft./ 5ft.; SA Spell-like ability, Trip attack, Disarm opponent; SQ Darkvision 60 ft., Hardness 3 (cured leather), construct traits; AL N; SV Fort +2, Ref +6, Will +6; Str 16, Dex 18, Con -, Int 7, Wis 10, Cha 7.

Skills & Feats: Concentration +10, Hide +8, Listen +4, Move Silently +8, Spot +4; Point Blank Shot, Exotic Weapon (whip), Exotic Weapon (hand crossbow), Improved Disarm, Snatch Weapon (S&S).

SA: *Reloading Equipment* (Su) – Bi-saddle has the supernatural ability to reform a whip as a free action, whenever it loses its weapon.

Spell-like ability (Sp): 6/day — *magic missile*. This ability is as the spell cast by a 9th level sorcerer (5 missiles). 6/day – empowered *magic missile*, per the Empower Spell feat. The *magic missiles* spring forth from the hand crossbow as if it were a *wand of magic missiles*.

SQ: Construct traits, Hardness (see APL4)

Possessions: +1 whip, MW hand crossbow.

Physical Description: See above.

APPENDIX 2: CONSCIOUSNESS TRANSFER MECHANIC

One of the unique aspects of Folly is the alteration PCs undergo when entering the town. The basic mechanic is that a PC's consciousness is transferred to another PC's body. The rationale behind this transfer is the malfunctioning wards at the "whirlwind" building at Folly (Refer to DM Aid #2). The wards now have the effect of transferring the consciousness of one person into another person with whom he/she is most familiar. This consciousness transfer occurs in pairs: the consciousness of character A is transferred into the body of B and the consciousness of B goes into the body of A. The mechanics of the consciousness transfer are:

1) In the beginning of the scenario the PCs are formally interviewed by Lebarat before being accepted on the mission. This interview gives players a chance to learn more about their comrades' personalities.

2) Upon entering the valley of Folly (Encounter 1), the DM reads the descriptive text explaining that the PCs don't feel like themselves. The transfer can be explained as if due to a modified *trap the soul* spell with a trigger object of the ground at Folly. The DM then tells the players to choose another player to swap PCs with. The players should then switch character sheets (and associated materials). Note: In the case when there are an odd number of PCs (3 or 5), one PC will retain his consciousness. Let the players decide or the DM will have to choose the player who is least associated with the others.

The authors' intent is to put your PC in the hands of the person you trust most to run them. [In the special case of cohorts, the DM should try to separate the player from both of his characters since there is no challenge (or fun) in simply playing your cohort as your primary and vice versa. At tables of 4 players where the cohort is the odd numbered PC, the original player should run his/her cohort to reduce the confusion level.

3) Once the transfer has occurred, the following rules apply:

Paired players/PCs must trade character sheets, equipment lists, spell lists, Master Item Logsheets, and other support materials.

Player pairs may communicate freely (tactical advice, understanding spell lists, special abilities, prestige classes, etc...) but the true owner of the character cannot be allowed to essentially run his character. He should not be permitted to look at his original character resources.

Players retain their original PC's consciousness (personality, memories, history) but now function within a completely different body. This includes the new body's mental characteristics (Int, Wis, and Cha). We draw a distinction here between "mind transfer" and "consciousness transfer". Along these lines, spells are *prepared*, not memorized, so they are not part of memory.

All skills, feats, spellcasting, and racial/class abilities function as normal. The new consciousness has no difficulty accessing abilities of the body it now inhabits.

This is consciousness transfer, not a brain transfer. It is the sense of awareness that has moved, not the mind itself. (Other ways to describe it are "identity", "soul", or "self".) Mental skills and abilities of the new body are still usable. The PC's consciousness has taken on a new physical and mental form (represented by another player's PC), but his character's personality, memories, fears, history, and passions remain the same.

Example: Tordek (Ftr1) and Mialee (Wiz1) undergo the consciousness transfer. Now Tordek's consciousness is in Mialee's body (and vice versa). Tordek is now essentially a Wiz1 with all the associated abilities, feats, and skills from Mialee's character sheet. Tordek's consciousness retains his memories and personality but is now trapped in a body that has spellcasting ability, different skills, knowledge, and feats. Tordek can function perfectly as a Wiz1.

Mialee now is essentially a Ftr1. She still maintains her own consciousness (memories and personality) but must use the skills and abilities on Tordek's character sheet. She is aware that she used to be a wizard, but she can't cast spells and remembers nothing of her former Spellcraft or Knowledge skills. It may be helpful for the player to consider roleplaying their new PC as if they had selective amnesia.

4) In game mechanics terms, the only obstacle a player has to playing the new PC in front of him is that he isn't familiar with the character. There are no obstacles involving game mechanics. The player should try to play the new PC with some of his original PC's personality, but that's about it. (It's time to really earn that roleplaying XP award.)

5) The main goal of the scenario is to figure out how to get the consciousnesses back into the correct bodies. The PCs can do this by properly reconstructing the whirlwind building, by using the Control Room in Encounter 4.

6) In the case of character death, the consciousness suffers the effects. Even though players appear to be running another PC, their consciousness ("identity" or "soul") remains with them. In the above example, it would be foolish for Tordek (now functionally playing Miale's wizard) to charge into combat and act like a melee fighter. If he dies, Tordek suffers the consequences when the scenario ends, not Miale. Still, it is appropriate to punish the offending player for actions that deliberately put another player's character in jeopardy. Thus, in the event of a PC death while the original player is not playing the PC, the consciousness of each character reverts to normal. The result is that the player who got another player's PC killed finds their own PC dead, while the PC they got killed is restored to normal health. Non-fatal consequences, like the *feblemind* effect from the sword Anarchrona, do not harm the original PC until the end of the scenario. This mechanic is in place mostly for fairness in the game, but it may be explained as an artifact of the consciousness swapping problem in the valley of Folly-- a remnant of the Zagig-designed wards.

7) The effects of divinations. A PC may decide to cast divination spells after their consciousness has transferred. Divinations that affect items or areas work normally. So, *locate object* and *clairvoyance* work. Divinations that affect other creatures like *detect thoughts*, *locate creature*, and *scry* do not work at all. This is due to the remaining (and malfunctioning) magical wards at Folly. At the judge's discretion, they may give confusing or random results. Divinations that target the caster (like *true strike*) are not affected.

8) **The problem of players complaining about the scenario.** During a playtest, some players strongly objected to this consciousness transfer mechanic. They resented the notion that another player was running their PC. If, when judging this scenario, you encounter hostility to the consciousness transfer mechanic, you may allow the players to portray their original PCs. One way to implement this is to allow the PCs a choice each time they enter a new encounter (arrival at the room) whether they want to revert back to their original character. This can be explained as the "stress of combat", the "vagaries of the room", etc..

This reversion comes with a penalty! Any PC who elects to play his original PC at any time during Folly sacrifices the special ability "Fortune of the Absurdly Incongruous" and the access to new feats. Entropimus will drop hints that reverting back to normal is "against the designs of the master... I'm sure his madness is testing us and will grant us a great reward for our trial." This way PCs have been warned that they may be giving up a special adventure item.

If only one PC of a pair wants to revert back, they should be permitted to. This may require a re-shuffling of consciousnesses: players who want to continue as-is should not be punished. Curiously (or perhaps because of Entropimus' unique connection to Zagy), Lebarat and Entropimus cannot revert to their original personalities unless the final puzzle is solved.

APPENDIX 3: NPCS

☞ **Sir Lebarat Tirien:** male human Pal8/Wiz5 (Transmuter, banned schools: enchantment and illusion); CR 13; Medium Humanoid (6 ft. 2 in. tall); HD 8d10 + 5d4 + 26; hp 93; Init +2 (Dex); Spd 20 ft. or 30 ft.; AC 23, Touch 11, Flat-footed 22 (+10 +2 *Full Plate*, +2 large steel shield, +1 Dex [limited by max dex of full plate]); Base Atk +10, Grp +12, Atk +15 melee (1d10+5/19-20/x2), +3 bastard sword); Full Atks +15/+10 melee (1d10+5/19-20/x2), +3 bastard sword); SA smite evil x/day, turn undead x/day; SQ Detect Evil, divine grace, divine health, lay on hands (24 points per day), aura of courage, remove disease 2/week; AL LG; SV Fort +12, Ref +8, Will +10; Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 17.

Skills and Feats: Craft (painting) +3, Diplomacy +9, Knowledge (arcana) +8, Knowledge (history) +2, Knowledge (religion) +2, Knowledge (nobility & royalty) +5, Knowledge (the planes) +6, Ride +15, Spellcraft +8, Swim +3, Use Rope +3; Exotic Weapon Proficiency (Bastard Sword), Blind-Fight, Mounted Combat, Leadership, Scribe Scroll, Brew Potion, Silent Spell, Skill Focus (Spellcraft)

Equipment: *Amulet of the Planes* (along with metal forks tuned in to a few locations in the Flanaess), *Amulet of Proof Against Detection and Location* (which he wears in preference to his other amulet most of the time), +2 *Full Plate*, +3 *Bastard Sword*, Large steel shield with Shield Lands heraldry on it, +2 *Dagger*, silver holy symbol of Heironeous, disguise kit, *Bag of Holding* (weighs 15lb, has 250 lb. weight limit) containing a wide assortment of alchemical gear, kept safe from damage by being carefully bundled in the bag.

Paladin Spells Prepared (2, save DC = 11 + spell level): 1st – cure light wounds, endure elements.

Wizard Spells Prepared (4/5/3/2, save DC = 11 + spell level, arcane spell failure 35%): 0 – detect magic, detect poison, read magic, resistance; 1st – shield, expeditious retreat, feather fall, grease, message; 2nd – whispering wind, locate object, bull's strength; 3rd – haste, phantom steed.

Spellbook: 0 – [all cantrips]; 1st – [jump, spider climb, shield, true strike, endure elements, mount, expeditious retreat, feather fall, grease, message]; 2nd – [resist elements, see invisibility, bull's strength, cat's grace, bear's endurance, alter self, invisibility, whispering wind, locate object]; 3rd – [haste, gaseous form, fly, water breathing, protection from elements, keen edge, phantom steed]

Sir Lebarat Tirien <leb-AIR-et TEER-y-en> is 35 years old with a full head of prematurely grey hair. His face is chiseled and he has a commanding personal presence. Lebarat started his adventuring career in the Shield Lands as a paladin of Heironeous. He is a former Knight of Holy Shielding whose life took a strange turn (see below). Lebarat has traveled throughout the

Flanaess and the planes of existence using his *Amulet of the Planes*.

Lebarat has many stories to tell of history, nobility, war, and the like. He doesn't volunteer much about his own background, but he will share some of it with PCs, if asked. He is a paladin of some reknown (Bardic Knowledge DC18, Knowledge(history) DC12), who fought alongside Artur Jakartai outside the wall of Chendl in Furyondy's defense against Iuz. He currently supports the reoccupation of the Shield Lands by undertaking special missions for the Knights of Holy Shielding.

Lebarat and Entropimus are old adventuring buddies, members of a company known as The Six from Iron. Their friendship was originally a very strong one, but it splintered when Entropimus began worshipping Zagyg. The adventuring company eventually unraveled and members went their separate ways. Since that time, Lebarat only has occasional dealings with Entropimus; the focus of their discussion is almost exclusively about the machinations of Iuz—a subject which they are both intensely interested in.

Lebarat conducts himself entirely as a paladin, revealing none of his alchemical expertise. His transformation to an alchemist occurred during a particularly strange journey to a tesseract of Zagyg's design. The Mad Archmage thought the paladin reminded him of the hero-god Murlynd. Zagyg thus set events in motion causing Lebarat's next level to be Wiz1 with the Brew Potion feat. Touched by Zagyg, Lebarat subsequently became skilled at spells and alchemy. Though he retains his paladin abilities, he can never return fully to his former life. He laments this only slightly. For example, his squire is now lost to him.

Lebarat owns a store in the Clerkborg section of Greyhawk City called The Noble Elements. He also owns several other franchised alchemy shops in Critwall, Irongate, Gryrax, and Dark Gate in the Yeomanry. With them, he provides quality potions and alchemy items at fair prices, mostly to cities in need. His *amulet of the planes* allows him to hop back and forth between shops, making it very easy to adequately manage the business over vast distances. Lebarat uses all the proceeds from the alchemy shops to financially support the reclamation of the Shield Lands.

♣ **Entropimus:** male human Clr10/Cntmplt3 (Contemplative); CR 13; Medium Humanoid (5 ft. 8 in. tall); HD 10d8 + 3d6 + 26; hp 91; Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21 (+6 +5 *Heavy Fortification Padded Armor*, +5 +3 *spell resistance (13) large wooden shield*); Base Atk +6; Grp +8; Atk +11 melee (1d6+5/x2, +3 padded club); Full Atk +11/+6 melee (1d6+5/x2, +3 padded club); SA rebuke undead; SQ divine health, slippery mind, divine wholeness; AL CN; SV Fort +11, Ref +5, Will +13; Str 14, Dex 11, Con 14, Int 12, Wis 19, Cha 10.

Skills and Feats: Concentration +15, Craft (trapmaking) +10, Knowledge (arcana) +7, Knowledge (the planes) +7, Knowledge (religion) +15, Knowledge (slimes, oozes, jellies, and molds of Oerth) +7, Scry +10, Spellcraft +10; Combat Casting, Iron Will, Spell Penetration, Greater Spell Penetration, Jack of All Trades, Craft Wondrous Item.

Divine Health (Ex): immune to all diseases, including magical diseases.

Slippery Mind (Ex): if affected by an enchantment and failed saving throw, may attempt the saving throw again one round later.

Divine Wholeness (Su): may cure own wounds once each day. May cure up to twice current level in hit points and may spread out healing over several uses.

Cleric Spells Prepared (6/8/8/7/6/5/4/3; save DC = 17 + spell level): 0 – [detect poison, resistance, purify food and drink, read magic, detect magic/x2]; 1st – [random action*, detect secret doors, protection from evil, endure elements/x2, sanctuary, shield of faith, Nystul's undetectable aura]; 2nd – [touch of madness*, detect thoughts, identify/x2, lesser restoration, delay poison, augury, resist elements]; 3rd – [dispel magic*, clairaudience/clairvoyance, create food and water, magic circle against evil, locate object, remove blindness/deafness, remove curse]; 4th – [divination*, confusion, freedom of movement, spell immunity, restoration, sending]; 5th – [spell resistance*, bolts of bedevilment, true seeing, summon monster V, commune]; 6th – [antimagic field*, greater dispelling, word of recall, find the path]; 7th – [spell turning*, control weather, repulsion].

*Domain spell. *Domains:* [**Madness** (Insanity score = 6. For determining bonus spells and save DCs, add this score to Wisdom and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone. Once per day, subject can see and act with the clarity of true madness. Use insanity score as a bonus to a single roll involving Wisdom, such as a Listen check or a Will saving throw. Choose to use this power before the roll is made.); **Knowledge** (All Knowledge skills are class skills. Cast divinations at +1 caster level); **Magic** (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level)].

Possessions: *Figurine of Wondrous Power (ebony fly)*, *Rod of Wonder*, "*Ring of Cookinesis*" (a Ring of Telekinesis that only works on oozes, slimes, molds, and jellies), *Luckstone*, +5 *Heavy Fortification Padded Armor*, +3 *spell resistance (13) large wooden shield*, +3 *Padded Club*, *Golembane scarab*, *Heward's Handy Haversack*, *electrum holy symbol of Zagyg* (with spinner).

Most of what is known of Entropimus comes from his own declarations. His every behavior, every thought, and every action can best be described as ludicrous or absurdly incongruous. Whether Entropimus is insane by magic or curse cannot be easily determined. By some good fortune, his insanity generally takes a humorous form, rather than a dangerous mania. Certainly, much of his crazy behavior is self-induced.

Curiously, he lives a charmed life. Disasters have a peculiar record of happening to those near him, but never to him. Zagyg is most likely pleased with and watches over him.

Entropimus goes by yet another name: E~. He prefers to be called "E squiggle". His reasons for this differ with his mood. One reason was, "I don't want anyone gaining power over me by knowing my name and saying it too often". Another was, "I intend to honor Zagyg's accomplishments by donning the title that he gave to F squiggle when he took his staff."

Entropimus is banned from entering or residing in the City of Greyhawk. This is due to his confirmed and unapologetic involvement in an incident whereby a lich was released into the Greyhawk Guild of Wizardry in CY 584. E~ lives in a tower complex west of the Selintan, in the closest safe location he could find to his master's former domain – Castle Greyhawk. Entropimus was once known by a different name and served a different deity. Years ago, he was known as Maximus from the land of Idee. In those days, he worshipped Joramy, the vengeful volcano goddess.

The tale of his conversion to Boccob and eventually Zagyg is a long one. He claims to have personally met Zagyg when he appealed to Boccob to protect him from the wrath of Joramy (for leaving her faith). The meeting changed his life. He further claims to have survived, along with his adventuring party, an extradimensional tesseract that Zagyg's designed to test his faith. He tells stories of not being allowed to choose his spells, having his hands turned to hooves for a year, being followed around by a ceramic sculpture from the future that acted as his pet, and all manner of nonsense. He has made the audacious claim that in the bottom of the Tower of Zagyg (at Castle Greyhawk) he signed a visitor's register, attended by a lich. A register that also included the venerable names of Mordenkainen and Bigby.

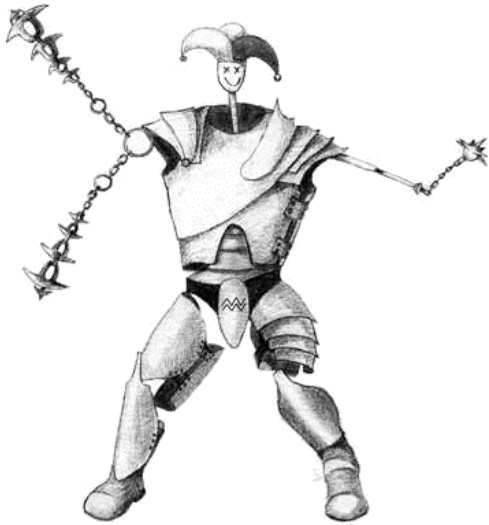
In E~'s tower complex and "temple" he indulges his weirdest ideas and craziest notions. At the site is the highly dangerous Museum of the Slimes, Molds, and

Jellies of Oerth. Of course, the museum is recognized by no one save the cult of Zagyg. The cult itself lives in and around E~'s tower where he administers absurdity among his flock. The organizational structure of the cult changes frequently, and followers often vie for the attention of E~ himself. Cultists take unusual names like Chaosius, Chaz Urblue, Cobboc, Erraticus, Randomilia, Stochastikos, and the like. There is a curious respect for golems and modrons within the cult and part of the hierarchy could be said to center around research in these fields. For one, E~'s second in command (whom he changes with no particular regularity) is called the Grand Diamond Golem Imitator, an alleged reference to the belief that a diamond golem exists within Zagig's Castle Greyhawk.

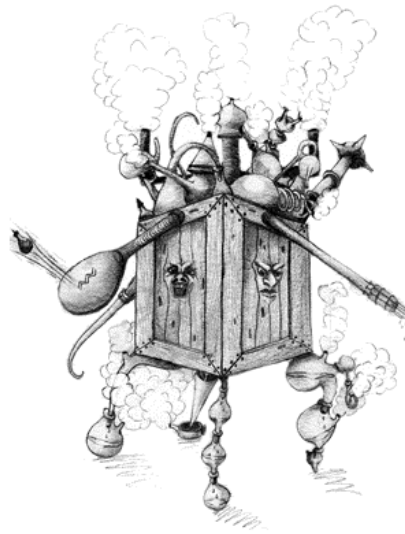
In addition to stories from his life, some other odd things E~ will talk about are:

- Hey, maybe when we're done here, we can explore the Melted Fane. I hear it's not far from here. The lich Orlysse is said to have built a dungeon there to challenge adventurers. What do you say, are we up for it?
- I know I talk about the diamond golem a lot, but there is something almost as cool out there that I didn't manage to overcome. It's in the Valley of the Mage. There is this huge golem colossus made of iron that stalks the valley. It tried to climb a tree to get me as I was surveying the valley on my *ebony fly*. Did I mention that I also serve the Mage of the Valley as one of his agents in the field? I call him J squiggle.
- Have you ever tried replacing your helmet with a wicker basket? You'd be surprised how effective it is. Most enemies assume that it must certainly be magical, so they purposely avoid hitting you in the head. Even shambling mounds apparently understand that wicker is a force to be reckoned with!
- Lebarat would hate me for telling you this, but he once challenged a Blackguard to single combat. That was when Manny blinded him so he couldn't fight. Oh, wait, he actually defeated Eril Rec. But there was this other time when the beetle scarab tried to burrow into his heart.

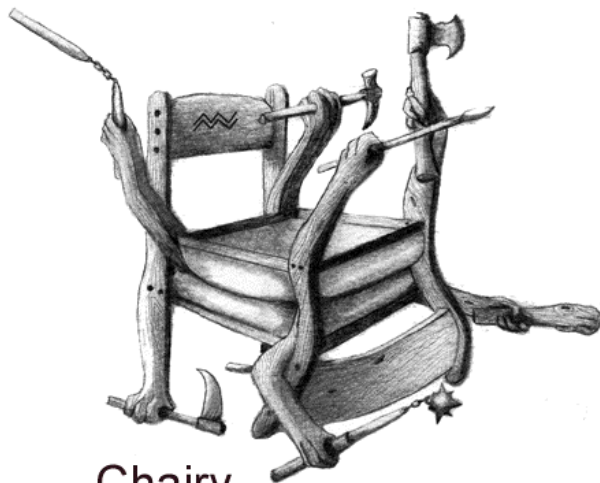
APPENDIX 4: AUTOMATON DRAWINGS



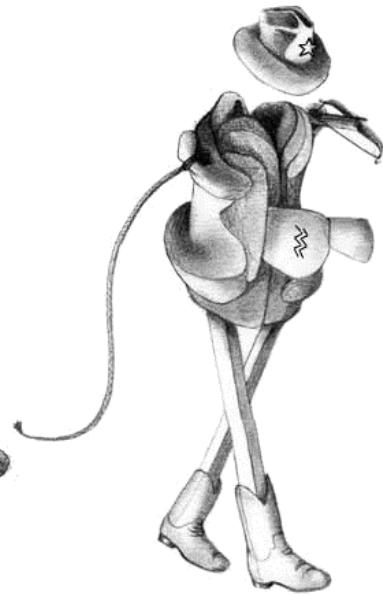
Suit Jester



Alchy-Hurlic



Chairy



Bi-Saddle

PLAYER HANDOUT #1: DOCUMENT FOUND IN CENTRAL ROOM

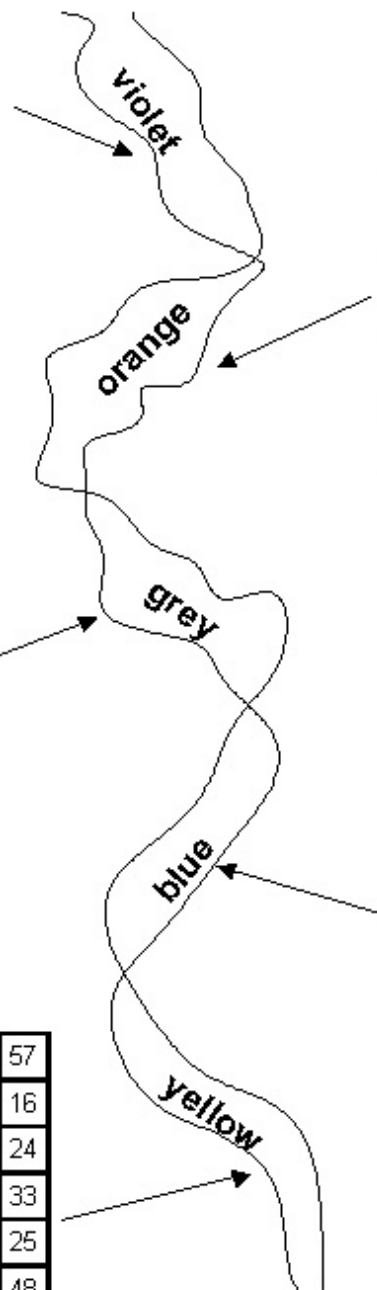
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| 38 | 47 | 7 | 9 | 18 | 27 | 29 |
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| | 14 | 16 | 25 | 34 | 36 | 45 |
| 13 | 15 | 24 | 33 | 42 | 44 | 4 |
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| 17 | 47 | 46 | 20 | 21 | 43 | 42 | 24 |
| 40 | 26 | 27 | 37 | 36 | 30 | 31 | 33 |
| 32 | 34 | 35 | 29 | 28 | 38 | 39 | 25 |
| 41 | 23 | 22 | 44 | 45 | 19 | 18 | 48 |
| 49 | 15 | 14 | 52 | 53 | 11 | 10 | 56 |
| 8 | 58 | 59 | 5 | 4 | 62 | 63 | 1 |



PLAYER HANDOUT #2 – WHAT’S IN E~’S POCKET?

Entropimus (or “E squiggle” as he prefers to be called) had this document in his pocket, though it is unclear where he obtained it. E~ wants to keep the document when the party is done with it, because it apparently was written in the hand of Lord Mayor Zagig Yragerne, the mortal who allegedly ascended to become Zagyg – the demigod E~ worships. The document is a one sided page that appears to be a journal entry.

“... so the conjuration building was imbued with abjorative magics. Curiously, as an effect of the wards, the rooms (and fragments) had a strong tendency to push apart from one another. They form a vortex pattern which hints to the elemental forces – perhaps they suggest the existence of the quasi-elemental planes? Alas, this journal is not for recording such theories. At the eye of this vortex hovers a staircase which I now term the control center. There, I designed an apparatus to put the rooms back together. Wouldn’t old Kwalish be proud? It takes a good deal of energy to hold the rooms together and I’m not thrilled that it takes a while to operate. I feel I am being paid back for the good azure jelly of my experiments by this construction work I must perform before my conjurations. So, weeks in advance of my need to summon, I send Grettir to reassemble the building. His marbled mind was not sufficient to grasp the higher concepts involved in the vortex. We can, at least, be pleased that it does not belch.

I provided him instructions on how to identify, locate, and maneuver each piece of the building. By Boccob's breath, Grettir follows no particular order when reintegrating the building! I devised a mapping with a technique to prevent against unscrupulous meddling at the site – those levers I had lying around. I was disturbed by the amount of each room and the need to apparently label each one. I only managed to “lever and label” the larger rooms for security. This leaves Grettir with the task of “winging it” with the smaller pieces. He is my squishy man for this, considering the risk of misaligning the pieces - Oh, the horrible noise and damage! Surely, the large pieces cannot survive more than one incorrect conjunction. I did, still, caution Grettir against the eating of beans and ...”

PLAYER HANDOUT #3 – ODE TO A GINGWATZIM

After defeating the balls of light in the room that folded up into a cube, a box appeared. Made out of roanwood, it has large raised letters on it, spelling “GINGWATZIM”. On the bottom of the box is an etching with smaller letters. It is a sort of poem, “Ode to a Gingwatzim”.

Gee, how it likes to spin
like an eye left with only color
At the inn, it zooms down to drain
And then spins again, gee!
It pulls the two of you apart
A shout goes up in the dark
as their morning tea tips over
but their last letter is unmoving;
I shake up and down, nervously, as if to flee
and must go on without ‘em.

Addendum: D&D 3.5 conversion issues

Folly was written under 3rd edition D&D rules. It has not been converted to rules version 3.5. The authors are aware of the following issues relating to a rules conversion.

- 1) NPC stat blocks must change to reflect new and altered skills, feats, spells, magic items, etc...
- 2) The automatons have a hardness rating. In 3.5, adamantine weapons will easily overcome hardness. If adamantine weapons will be abundant at 3.5 Living Greyhawk tables, the encounter with automatons will be significantly easier than intended. A possible way to overcome this is to give the automatons an unnamed Damage Reduction rating.
- 3) The gingwatzim have a Damage Reduction rating that scales with how magical a weapon is. That is, the easiest gingwatzim have DR 10/+1 while tougher gingwatzim have DR 10/+3. In playtest, the DR 10/+3 posed a significant challenge to upper level parties, who may not own +3 weapons. If the gingwatzim are converted under 3.5 rules to DR 10/magic, it will seriously weaken the difficulty of the encounter. Therefore, the authors consider it wise to convert the gingwatzim's damage reduction rating to something difficult to overcome, such as an unnamed DR rating of DR 5/- or DR 10/-. Or possibly a unique DR such as DR 5/padded. In addition, Lebarat's sword may have to be modified to allow it to overcome the particular DR of the gingwatzim. Alternatively, Lebarat may have a weapon (such as a padded club or sap) if the DR is an unusual type.
- 4) The Zagig spellbooks in Encounter 5 are a primary treasure source. We state that the spellbooks contain all spells of a given spell level. In 3.5, the numbers of spells at a given level may have changed.