

Ket5-02

Recruitment Drive

A One-Round D&D[®] LIVING GREYHAWK[™]

Ket Regional Adventure

By Stephen Baker

Triad Edit: Telquenariel

Circle Edit: Tim Sech

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A dwarven stronghold on Threefalls Lake in the Yatil Mountains stands deserted. Is there something more to this than meets the eye or is it fated to disappear into obscurity, a relic of an age long past? Part of the ongoing Natural Evolution Series. An adventure in the Yatil Mountains of Ket for character levels 1 to 14. (APLs 2-12)

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

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either

higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

Time Units and Upkeep

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

Adventure Background

The Blackhammer and Silverpick clans of Dwarves in the Yatil Mountains have long been small but powerful dwarven clans. Centuries ago, they decided the best plan of action was to not only ally with other like-minded people in the Yatils, but also create a secure route to the Barrier Peaks and the other Dwarves of the south. This was thought initially to be impossible. To create a tunnel of this length would not only bankrupt the clans but would also potentially fail due to the many unknown structural quirks in the ground.

Into this came one of the most brilliant inventors known to the Dwarves. However, his name was removed from the clan rolls for shame of the events that followed. At that time, though, he was the source of brilliance and drive for he had discovered the remnants of the first of the clockwork horrors; a set of electrum, gold and platinum types. His hubris knowing few bounds, he fixed them up with little understanding of their abilities and these three served as an experimental force, building a test tunnel. Though spare parts were being unearthed, few could

be made fully functional by the dwarf. Each unit required a life spark to make it function, and those were harder to find.

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

He ordered it to create more of the lesser horrors and presented his elders with a proposal that a force, acting with specific directions, could build the long-sought tunnel to the south. The cost was high (the raw materials themselves) but the long-term benefit and ease of organization on behalf of the dwarves (for the horrors needed no dwarven supervision) was too great to pass up. The project began and ran for 20 years.

The Dwarven inventor was not entirely unwise, arrogant though he may have been. During the experimenting and reconstruction phase on the adamantine unit, he constructed a series of controls for his "creation"; "daggers" (essentially control rods) of simple design that enabled him to activate or deactivate many of the vital functions. These were switches without which the creatures could not function. The adamantine horror had two such controls, one to limit the higher functions of the creature – it could not plan nor make more than short-term thoughts, it's capacity for long-term planning and overall strategy was curtailed - and a second to limit its ability to create more life sparks (and therefore more horrors). Sure in his control of the creatures via the master unit, the dwarf never looked further into their construction or history.

At the end of the twenty years, the dwarves had about half of the tunnel built. It was forty feet wide, vaulting up some fifty feet and winded down through most of present-day Ket at a depth greater than one thousand feet. Then, the true nature of the horrors was revealed.

They struck at their makers and made an effort to destroy them and enslave the world – as has been the case whenever Clockwork Horrors have encountered other civilizations or worlds: it is a Knowledge (planes) check [DC 15] to realize that this is the standard operating procedure for Clockwork Horrors. Even at the time of the revolt there was much debate on what finally triggered the adamantine horror to reveal its true motivation. Some suggest it had something to do with a magical wasting disease. This is a disease that

resisted all attempts to cure it and was responsible for weakening many of the dwarves in the area just prior to the first conflict with the horrors in the Yatils. Most were subject to both Strength and Constitution damage and the disease was found to be immune to magic. It is a Knowledge (history) check [DC 25] to recall these details about the disease. The suspicion was that this disease had started to contaminate the tunnels shortly before and possibly had some connection to the adamantine horror. Others instead suspected intervention by an otherworldly force.

The subsequent fight with the new legions of horrors was brutal and deadly. The Silverpick clan was exterminated that night and the Blackhammers were mauled. However, the horrors were defeated, though the price was terrible. Great magics were used by the Dwarves to unleash a flood of water from the mountains into the tunnel and sealing it for hopefully, ever. Only a few isolated electrum horrors escaped, all of which were hunted down and destroyed.

The adamantine horror was destroyed as great dwarven heroes flung themselves into the perilous combat, intent on the removal of the dagger switches. With both out the adamantine leader ceased to function and the army of horrors eventually failed. They were trapped in the tunnels and sealed in.

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

The Silverpick stronghold at the root of this adventure is one of three that served as the entrance to the tunnels. It was sealed up after the end of the struggle with the horrors in the last war and most of the place stripped of moveable equipment. This was the southern-most Silverpick keep, in the southern end of Threefalls lake (which itself was the source of the water that flooded the tunnels) in the Yatils. To this day the Blackhammer clan uses it as a small outpost, not the actual stronghold it once was.

The dwarven stronghold has been kept on the clan records in the event that expansion was sought but it has never been used in that manner, and the Dwarves are now nervous that the activities from **Ket3-05 Broken Faith** may have once again awakened their enemy from that time. War in Perrenland with the forces of Iuz (under the banner of the *Alliance of Faiths*) by the army of Ket and their allies, means that

regular forces from the Blackhammers are all allocated to keeping the Gryphon Strike Pass clear and cannot take an active interest in the silence from the stronghold – but the heroes could take a look and hopefully warn them if this is the horrors on the way out of the tunnels, as the Dwarves fear. If so, the Blackhammer clan may be forced to withdraw troops from the front lines or the pass and potentially leave the army of Ket stranded in Perrenland for a time.

Bloodrock Orcs

The border here at Threefalls Lake is between Blackhammer territory and Bloodrock Orc territory. The Orcs have withdrawn from the horrors, however, and have little or no involvement in this adventure. They are a strong and fierce tribe of Orcs with a history of conflicting with the Dwarves of the Blackhammer clan and, to a much lesser extent, Ket. At this time, they have been relatively peaceful for the last year, adhering to a peace treaty signed two years ago, and there are no signs they are going to be rampaging anytime soon.

Horror Upgrades (Sonic and Non-Lethal)

The adamantine horror assessed the circumstances of the escape it made in **Ket3-05 Broken Faith** and determined that it was not wise to rely upon a single type of energy damage that the top ranked horrors could inflict. Therefore sonic energy and immunities were designed into the newer gold and platinum models. **Despite this new sonic immunity, the horrors remain vulnerable to the *shatter* spell.**

The adamantine horror has also been experimenting and upgrading adding “recruits” to the growing army in the form of half iron-golems.

A further upgrade was recently added after determining that the production of horrors was being limited by the rarity of some of the minerals. Expanding through the addition of half golems was an efficient solution. However, a reliable source of base creature was still needed. This brought about the development of non-lethal damage by the horrors.

Those who are familiar with **Ket3-05 Broken Faith** may recall that the horrors originally favored owlbears for their initial experiments. They have now moved to bugbears, which exist in greater quantities in the Yatils and are generally more manageable.

Likewise, the adamantine horror now has additional abilities that are above and beyond its original design. It can understand and channel energy enabling it to create more horrors, constructing them in an unknown fashion. It can manipulate energy to create half-iron golems. While it can create gates (as used in this scenario) these gates require great amounts of energy and are limited to this plane, only. It is therefore not yet advantageous for the horrors to use this ability frequently and so they do not.

Finally the adamantine horror realized that the lesser horrors were trainable. Thus the army now includes a handful of electrum, gold, and platinum fighters (clockwork horrors with class levels) but nothing else at this time as the adamantine horror judges the efficiency of the training and concepts.

Tunnel System

The horrors have expanded their underground domain to surround the dwarven clans around Threefalls Lake. They prefer to remain underground until they are ready to attack and therefore will never stray more than twenty feet from an entrance.

Entrances are small, forcing the horrors and any other medium sized creature to squeeze through. The interior of the tunnels are comfortable and quite vast. There are MANY horrors beneath the surface and it is perilous for heroes to run in chasing after the horrors. Doing so is certain death, but is survivable for those who realize the danger – see **Interlude: The Tunnels**.

Elves in the Yatils

The Bramblewood Elves have been disturbed for a while about the information coming from Ket that the clockwork horrors have reappeared. For a while, they were content that the humans had dealt with the problem adequately in **Ket3-05 Broken Faith** – the elves had other problems in the Bramblewood and could not spare their time and maybe allowed themselves to be lulled into a false sense of security. Recently, however, they have been provided with information that leads them to believe the horrors not only escaped but are growing in number – the source of that information is not within this adventure but plays a role in future adventures.

In response, the Elves had sent out a scouting party to determine what they could. Unfamiliar with the horrors, the scouts succeeded in reaching the Yatils

without incident but were captured during their first foray into clockwork horror territory. Only one, Splitspear, escaped, as he was their rearguard and was instructed to flee rather than be captured. All animal companions and familiars of the captured elves were killed by the horrors.

The elves in captivity know a great deal about the horrors and about the plans of the horrors. However, they cannot get this information back to the clan due to their being held captive.

Furthermore, the experimentations performed by the horrors in an effort to turn the elves into some improved half iron golem have ended up killing all but one.

Runners of the Wind

This is the organization in the Bramblewood that keeps messages, does spying for the tribes and ensures a common bond with all the elven tribes. They are noted for having the most consistent contact with outsiders (as they are required to run messages anywhere) and have the least intolerant attitudes amongst the Wild Elves – although they are just as unhappy about the treatment of elves in Ket as most of their kind in the country. In general, Runners are smart enough to take up false identities outside of the Bramblewood, though some exceptions have taken place.

Tigiana Redstone

Tigiana is a gnome adventurer who lives in a small gnomish community deep within the Yatil Mountains. She travels from it on occasion to seek spell components or just see the outside world. Her capture was a simple affair for the horrors. When she was looking for a badger she had once befriended she ended up walking right into a group of horrors on the prowl for living creatures.

Time Line

Ket3-05 – Broken Faith. At the end of CY593, the adamantine horror was released back into the world, repaired. In response to adventurers coming after a kidnapped victim, it fled further into the tunnels. It spent most of CY594 gathering parts of the old horrors left under the Yatils, repairing itself and some of the other horror types.

6 months ago – the adamantine horror found it had a shortage of raw materials during the creation of the new army. It then began its search for recyclable materials – such as would be found in the old dwarven stronghold.

2 months ago – the adamantine horror captured a small herd of griffons and performed experiments trying to turn them into half golem griffons. They proved very difficult to both train and control and the horror abandoned the concept after the initial batch was created.

3 weeks ago – having gathered all the force it could in the tunnels, the horror breached the Guardian Stone (the barrier put in the outpost to keep it secure from the tunnels) in the dwarven outpost. The dwarves became the first humanoid ‘recruits’ by the horrors. But due to their stubborn refusal to co-operate they were all killed. The outpost was then stripped of all usable metal.

2 weeks ago – the training of the guardian for the outpost was completed and it was left to do its duties. The horrors completed the tunnel structure underneath the area and began to expand, causing animal life in the area to start a mass migration elsewhere.

10 days ago – Elven scouts got close to the central tunnel system but were spotted by the guardian. The elves were captured in a quick conflict. Only one, Splitspear Sunstream, escaped. None of the captured elves met the dwarves of the outpost as they were already dead.

8 days ago – the hobgoblin leader Izzt made contact with the adamantine horror and established a trade deal of sorts. He traded bugbear slaves for gemstones. The bugbears prove amenable to the half-iron golem construction and so experimentation on other creatures has ceased, though the option still exists.

1 week ago – The gnome adventurer, Tigiana Redstone, was captured by the horrors. At the same time, the Blackhammer clan sent a request to a dwarf named Sturgeon asking him to find a group of adventurers to investigate

5 days ago – A dwarven patrol, sent to determine why the outpost has not responded was ambushed and captured. The horrors return to their experimentation on humanoids, effectively killing the dwarven patrol in

the process. These dwarves did get to meet the single surviving elf, Owlswipe before their capture.

1 day ago – Izzt delivered another four bugbears to the adamantine horror and received more gems in return.

Death and Recruitment

The adamantine horror is looking for “recruits” for the army. For this reason, it seeks most people alive. Although it has no compassion or other ethical problems with killing, the death of characters is considered a waste of resources.

Any DM running this adventure should be aware that the horrors are therefore trying to capture heroes, not kill them. The horrors intend to return the heroes to their leader and allow him to “recruit” them.

After a series of debilitating tortures and other machinations, heroes are subjected to the half-iron golem template and are considered to automatically fail the save against turning Neutral Evil. Only by choosing the AR award “**Escaped from the Horrors**” can they return to play – otherwise their characters are permanently out of play as they have become evil.

Weather in the Yatil Mountains

It is late spring CY595. The weather does get cold in the Yatils at this time of year, but not so that characters without cold weather protection are going to suffer. Typical precautions are considered adequate. Magical gear is not needed. Characters native to Ket and any nation bordering on the Yatils is automatically considered to have the correct gear. For those without cold weather gear, a Fortitude save once per day [DC 15] at the mid-point or become fatigued. This may become necessary for the prisoners, if there is no extra clothing for them.

The weather is clear for the next fifteen days. No storms, few clouds, nice and shiny during the day and well lit by the moon at night.

Adventure Summary

Introduction: Unknown Intent. The Blackhammer clan makes a request for assistance from the characters, especially directed toward any who have helped in the past (in **Fish out of Water** or **Broken Faith**). Cash is being offered if the characters are very insistent, but no

loot. The stronghold is 5 day's travel from Molvar, on foot.

Encounter One – Night Moves: The characters enter the Yatil Mountains on their task. Their route determines possible assistance in the task at hand, either with Elves from the Bramblewood, Dwarves or none at all.

Encounter Two – First Light: The characters reach the dwarven outpost and encounter a guardian creature set there by the horrors. Evidence of the horror attack can be gathered.

Encounter Three – The Horde: The first concrete signs of the clockwork horrors, as they appear and cover the area around the keep. Details about the horrors can be garnered, as well as their newer half-iron golem recruits.

Encounter Four – Questions: Two prisoners are dragged out of the depths of the horror tunnel system, to be questioned at the side of the lake. After a confrontation, they are instead abandoned there, apparently. The heroes can choose to attempt a rescue or not.

Encounter Five – Inspiration: The adamantine horror orders a chase after the heroes, attempting to test them to see how competent they are, to then take the best into the army it is building.

Encounter Six – Against the Fall of Night: The heroes return to Molvar and are questioned. Even as the authorities are getting details from them, the horror army starts to move out of the Yatils and the heroes are asked to help some Archons fight off the constructs in an observation post in the Yatil Foothills.

Conclusion: Implacable Hatred. An army of horrors now sits on the border of Ket, potentially reinforced by unsuccessful adventurers. They are of alien concept and nobody knows why they are here, save that they want something. What is next?

Introduction – Unknown Intent

The winds from the Yatils blow cold and steady in Molvar even on the hottest of days, bringing some

relief in the height of summer. Still it is a welcome time of day when the sun sets and night descends upon the city. The townsfolk and visitors cluster at their places of residence, some intent upon visiting the shrines and temples in the city, others to the inns and taverns for less spiritual needs.

A series of well-placed signs and criers about town indicate that a member of the Blackhammer Clan seeks able-bodied persons to assist him with a task in the Yatil Mountains. Any interested should meet him at the Silver Mare Inn to discuss possible employment. His name is Sturgeon Lowrock.

Sturgeon Lowrock, a Dwarf from the Blackhammer clan and a member of the Black Scorpions of Ket in the province of Molvar, has made it known that he seeks able-bodied adventurers to assist in a problem. If there is anyone at the table with the favor of the Blackhammer clan, they are asked privately by a courier to attend – simple take the player aside and convey this invitation.

It is a Gather Information check [DC 10] to determine that the Blackhammers have recently experienced some troubles and that it would be a good deed to assist them (Lawful Good types that they are) – this is presented for motivation, if more is needed.

Sturgeon is acting on behalf of the clan since he was informed that one of their outlying strongholds, a relic from the time of the Silverpick tribe, is no longer reporting as normal. Since it is on the shores of Threefalls Lake they (Sturgeon and the clan) suspect that it is likely a result of orc difficulties. The stronghold, though mostly abandoned 150 years ago, during the consolidation of the two clans is still an outpost to a small contingent (30) of dwarves.

The Mission

With the current political situation (Blackhammer troops clearing the Gryphon Strike pass and holding the supply lines to the army of Ket in Perrenland), the clan cannot afford to send a strong contingent to determine what is happening at the outpost. However, they are willing to hire a lawful group to undertake this task for them, or allow chaotic types to assist out of the goodness of their hearts (or just to do a good deed). Anyone who has previously helped this clan (and contains an Influence of the Blackhammer clan) gets particular notice – and the clan is particularly grateful if they have helped them in the past (eg. if they have Influence with the Blackhammer clan).

If something unusual has impacted the outpost, the Blackhammer Clan also wants to know what that is (and a sample of the creatures should be returned – recall that the Clan is still worried about the horrors from prior knowledge, though they hope this is not the case). Sturgeon will focus on the potential problem being the orcs. The last clan report was due two weeks ago, and it was missed.

A Knowledge (History) check [DC 25] will confirm that an underground war, the abandonment of this keep, and the merger of the two clans (the extinct Silverpick clan and the existing Blackhammer clan) all happened around the same time.

A Knowledge (History) check [DC 30] can provide any or all of the information noted in the Adventure Background, as the Blackhammer Dwarves have been somewhat more forthcoming in the past year since the events of **Ket3-05 Broken Faith**.

Location of the Outpost

The dwarven outpost is approximately 55 miles northwest of Molvar, though after 10 miles it becomes the foothills of the Yatils. There is no clear road or path to it, and the ground is both treacherous and broken. On foot, a party can achieve no more than 1 hour per mile of travel (after the stretch to the foothills themselves, which is reached by regular road), up to possibly twice that with a good Survival check [DC 25 to find a better path]. Those who can fly can travel their standard distance although they should be warned that they might very well attract unwarranted attention (not true but only because the horrors have driven out the regular monsters that inhabit this area). It should take a party approximately 40-55 hours of travel to reach the area (or possibly much less if they fly). Instantaneous travel magic can also be employed, if a means of discovering the layout of the stronghold can be established (Sturgeon can only vaguely describe the area, having never been there himself). In actual fact, although this timing does not matter terribly to the overall plot it might to the sequence of events.

Note that four-legged creatures without natural climbing rates can make it to the outpost but only with extreme difficulty – the time to reach the outpost is doubled. This is very important when trying to escape the horrors, as it is likely to prove impossible with such animals. All involved should be warned about this.

Rewards

Sturgeon is searching for characters to undertake this task of their own volition and for the good of the Blackhammer clan. He is reluctant to provide payment but he is certainly authorized to make it to the characters as needed – the dwarves would prefer a show of good faith, which they richly reward, but payment for services rendered is quite acceptable, if with less of a long-term reward. Should the characters ask forcefully for compensation or be adamant, he provides up to 100 gp per APL per character as payment for the task at hand but he does not award characters who take this payment access to the **Hammers of Moradin and Corellon** reward.

Evening at the Keg and Anvil Inn: Sturgeon invites the characters to spend the night on his pocket at a local Inn. He makes himself available for questions and can be persuaded to share the details in the Adventure Background over the course of the evening by good role-playing. If that fails (or nobody wants to try that route), a Diplomacy check [DC 25] accomplishes the same thing and provides the same details.

Note

If the characters accept the assignment, Sturgeon gives them the location of the dwarven outpost and a map to it. He indicates that it is a shorter path to head straight there but that it means sleeping outdoors – although he has no doubts that the party can handle themselves. If they want to take a longer route, however, and head through dwarven lands, he provides them with directions to two more Blackhammer outposts and provides permission letters to have them be welcomed and given food and lodging for the evening at these two places.

Parties capable of fast travel can proceed to either **Encounter One:** Night Moves or **Encounter Two:** First Light as they desire (if they wish to approach the Keep immediately, go to **Encounter Two**). If they want a night's rest first, as long as they choose to be in the Yatils, go to **Encounter One:** Night Moves. Please reference **DM Map #1** for details on the distance to the Dwarven Stronghold. The Dwarven lands are not marked, but encompass the entirety of the mountain area marked on the map, save the squares to the left (west) of Threefalls Lake (but only directly west of it – the area south of the lake is also claimed by the Dwarves).

Parties who travel through the Yatils are normal speed, or who cannot reach the Keep in one day, proceed to **Encounter One: Night Moves**.

☛ **Sturgeon Lowrock:** Ftr6/Rog3; hp 77; See Appendix One.

Treasure:

- APL 2:** L: 0; C: 200; M: none.
- APL 4:** L: 0; C: 400; M: none.
- APL 6:** L: 0; C: 600; M: none.
- APL 8:** L: 0; C: 800; M: none.
- APL 10:** L: 0; C: 1000; M: none.
- APL 12:** L: 0; C: 1200; M: none.

Encounter One: Night Moves

The heroes can choose one of three potential paths once they head into the Yatils, presuming they are going to spend at least one night there:

- They choose to spend the night outdoors after a day's travel and be relatively straightforward in their campsite selection. In this case, proceed to **"Runner"**.
- They choose to spend their first two nights in dwarven outposts as offered by Sturgeon in the **Introduction**. In this case, proceed to **"Outpost"**;
- They choose to spend time outdoors but are virulently anti-elven or they hide themselves very effectively at night (*rope trick* or like spells). Proceed to **"At Night"**.

Runner

It is night and all is calm in the Yatils. The sounds of creatures are muted, perhaps by the danger of the area or just by virtue of some unseen foe. Nothing approaches to threaten the camp, however – at least nothing that can be detected.

A single small rock rolls into the camp, thrown from out in the darkness.

A wild elf by the name of Splitspear Sunstream - a Runner of the Wind - is in the area, trying to find some way to rescue his companions (see **Adventure Background – Elves in the Yatils**). At this point, he is losing hope and has sent off his familiar (a raven named Sneakbeak) to deliver news to the tribes in the Bramblewood. He is likely to see the party (unless they take extraordinary precautions) and approaches to ask

for assistance. As a Bramblewood Elf (Silvertip clan) he is cautious around Ketites and any who profess not to like his kind – nevertheless, he is looking for assistance and approaches under most circumstances.

Splitspear and his introduction to the party is an opportunity for role-playing. It is not scripted but his motivations are laid out below. He does not allow himself to be placed in a position of weakness and walks away from the conversation if it is taking any sort of evil bent. Beyond that, the conversation and direction are up to the party and his motivations.

Motivations: Splitspear needs allies, no matter the APL. He is only one person and needs to have allies assist him to rescue his friends. Higher level characters make more sense but even low level characters are competent and helpful to him. Splitspear does not know a great deal about the horrors – he was the one to hang back and keep the escape routes clear during the attempt by the elves to get more details, which the only reason he is still free. He knows little save that they are constructs and can fire electrical blasts at great distances. He also knows that they have recently begun to experiment with sonic blasts, although only limited numbers of these creatures are yet to appear.

Splitspear does not trust those from Ket entirely but he has been persuaded in the past that they are honorable (see **Ket2-02 Shockwave**). If there are any who have the Influence point with the Silvertip elves, he trusts them without further discussion.

Assistance: If accepted, Splitspear can show the party a less conspicuous means of arriving at the Keep. He asks them for help – he can get them there and allow them to search, completing their task. In return, they must help him rescue a pair of friends who were captured during an early scouting mission (in this context, 'must' is from his perspective; the characters are under no compulsion or obligation beyond their own motivations and ethics).

Note

Proceed to the section **"At Night"** if the characters wish to determine more details about the environment or **Encounter Two: First Light** if they wish to proceed directly to the next day and their further mission. Splitspear insists the party head directly for the dwarven outpost after they agree to assist him. If they wish to spend time with the dwarves, he abandons them and heads off on his own – it is not possible to go to the dwarves (see **"Outpost"**) and also gain his help.

The party may choose to proceed to “**Outpost**” instead but should be made aware he is very unhappy with this decision and likely to continue on his own.

Outpost

The dwarven outpost is a solid affair, exactly where it should be according to the map. Set back cunningly into the sheer cliff wall of the mountainous terrain, the guards of the Blackhammer clan eye the surroundings suspiciously from their posts.

The party can spend the night with the dwarves of the Blackhammer clan in an outpost. The guards immediately become friendly and helpful as soon as the letter of introduction from Sturgeon is displayed.

The dwarves of the outpost know little of the exact circumstances at the keep to which the characters are headed. They are aware that the Orcs of the area (Bloodrock Orcs) have pulled out and abandoned the southern portion of the lake to an unknown force. This force has access to some powerful magic, as electrical attacks have been noted on creatures as well as small metallic darts. Scouts have found no direct evidence of what the creatures are but they seem to have good range on their missile weapons and are well organized.

A single scout group, comprising of 5 dwarven scouts, was sent in five days ago and has yet to return – they are considered lost but returning their bodies or weapons would be of great interest to the dwarves. Dwarves do not, as a rule, like to leave behind the bodies of the fallen, but there is no great force of troops in the area to back a real push.

If the party agrees to return the bodies of the dwarves (should they be found), the Dwarves will provide one potion of *invisibility* and one potion of *bull's strength* to the party at no charge to aid in their endeavor. They also provide a map for the keep (more detailed) with an escape tunnel noted, which would be a good way to enter the keep if there are any suspicions about the area, as well as a guide to reach the area.

The Guide: The guide is a young dwarf named Grill Blackhammer. He had two brothers on the last scouting mission and volunteers to help the characters. Grill is serious and focused and quite grateful that a force of adventurers has arrived to assist him. He treats everyone with politeness and honor, well aware that he

is likely to be the visible presence of the Blackhammer clan to these adventurers for some time.

The Dwarves provide good food and lodging, and ale to any who so desire, and are friendly and helpful to all. The Blackhammer clan specializes in metal crafting, though generally not weapons or armor, and they are pleased to discuss things with any who show interest. The great bells of Molvar are their work, as well as the new entrance halls in the Copper Palace, the new home for the Beygraf of Ket.

Note

Proceed to **Encounter Two:** First Light unless the party wishes to spend time outdoors at any time, in which case proceed to the section “**At Night**”. If the party has taken the time to find the guide, Grill, the Runner of the Wind has given up on finding assistance and does not seek them out.

At Night

It is night and the hills are now alive with movement, though none near the encampment. The cloudy skies provide no illumination as they cover the moons entirely. Suddenly, all falls quiet.

This is not a combat encounter but rather an opportunity for the heroes to be informed of the departure of regular animals in the area and perhaps make some sense of it. It also encompasses the knowledge and details the heroes find as they enter the area occupied by the Clockwork Horror army – starting at a range of 10 miles from the Dwarven outpost.

Animals and creatures are fleeing the area – it is as simple as that. Smaller creatures and solitary predators are fleeing in number. They are avoiding groups such as the heroes but otherwise are just intent on getting out, not in doing anything else. Other than respecting their circadian rhythms, the animals have stopped their natural behavior (hunting, eating, etc) and are just trying to flee.

Anyone making a Knowledge (nature) or (geography) check [DC 15] can determine that this exodus must be caused by something either very disturbing or a huge natural disaster is about to occur. A further Knowledge (nature) or (geography) check [DC 25] indicates that the source of the problem is between 15-20 miles from this spot (deeper into the Yatils – this is garnered from the different species that are seen and an assessment of where they would nest/lair).

Tracking Results: Survival with the Tracking feat - or Search if the DC is 10 or less - reveals the following:

DC 5 – The mass migration has been taking place for the last two weeks or so.

DC 10 – The creatures leaving this area are both numerous and plentiful. All types of creatures are represented. Few, if any, go into the area.

DC 15 – Many of the larger animals are wounded (as a note, this is from the lightning attacks of gold horrors – smaller animals just died) and moving with limps and other impediments.

DC 20 – There are slight metal scrapings on rocks and rocky outcroppings in the paths of many of the animals. The metal is an unfamiliar type – Knowledge (architecture and engineering), craft (anything working with metal), profession (any working with metal) or stone cunning check [DC 10] to recognize electrum.

DC 25 – The paths of the creatures creating the metal scrapings lead back to small tunnels in the hillsides. The hills and mountain areas are riddled with them – most look natural but a number look as if they were created in the past few months. The entry point everywhere is a squeeze for even a small creature.

DC 30 – At least one group of humanoid tracks headed toward the Dwarven outpost in the past five days. Boot tracks and imprints indicate they are dwarves themselves – they are not spotted anywhere else returning.

DC 35 – Some of the animal tracks (very obscured) are from animals with only three out of four legs for use. The animals were some of the latest to leave the area and moving in great pain.

Questioning the Animals

The animals passing by are all neutral in attitude toward the heroes, save anyone appearing to be either an Orc (half-orcs qualify) or goblinoid – in that case, the animal is hostile.

Animals provide the following details to those who can communicate with them:

All creatures describe approaching these metallic creatures which are attacking all of their kind in the

area. These metallic creatures do not eat the remains of those who have fallen, nor do they pursue the animals very far.

All creatures recall flashes of bright light and bad sounds from the shiny hard stone creatures like spiders. The appearance of the metallic creatures was limited to a very few a number of moons ago (no idea on timing) then they began to see a lot more, all of a sudden.

Burrowing creatures note that the ‘tin cans’ appeared from below, burrowing through the ground.

Flying creatures identify that there are lots of the creatures, more than can be seen in a single pass. They cannot possibly count the numbers, but know they are more in number than the heroes, by many times.

There are griffons in the area, griffons with a leg of dark metal. It hurts when they get near, because they are mean, but the griffons have stopped hunting for prey. This took place a long time ago, more than one cycle of the moons (more than a month ago).

Bypassing this Encounter

If characters bypass this stop (instantaneous magic, high speed travel) during the encounter, they get no warnings, information or chance to reflect on the area. Proceed to **Encounter Two: First Light**.

Note

Proceed to **Encounter Two: First Light**, once the party is satisfied or has asked enough questions of the animals and done enough study.

♣ **Splitspear Sunstream:** Rgr2/Bbn1/Sor10: male wild elf; hp 63; see Appendix One.

♣ **Grill:** Rgr2/Ftr6; male mountain dwarf; hp 73; see Appendix One.

Encounter Two: First Light

In the distance, the huge expanse of Threefalls Lake dominates the landscape. A small dwarven keep rises where described at the southern end of the water.

The characters can actually arrive at this Encounter by three separate ways:

- The characters came on their own as requested, with no outside aid or assistance. If this is the case, continue on with the section “**At the Keep**”;
- The characters met up with Splitspear and he escorted them here to help. If this is the case, proceed to “**A Different Path**”;
- The characters spent time in the dwarven strongholds on the way here and they agreed to assist the dwarves even further and were provided a guide. If this is the case, proceed to “**Tunnel Vision**”.

A Different Path

Splitspear, the Runner of the Wind, can lead the party in the morning through the areas he has already scouted, approaching the horror-controlled area and avoiding most of the scouting outposts. This path leads to the backside of the hill upon which the Keep is located, rather than going down to the lakeshore and then along it. The Runner has found a small trail up the back of the Keep that allows access to the main section without going in the front way.

In the back of the keep is a secret stone entrance designed to allow sorties. It is a Search check [DC 35] to find it but has not been in use since the time the Keep was fully occupied. The Runner knows of the entrance, having scouted here earlier (he used a scroll to find it). The doorway is, again, sealed and solid, not allowing scent to function – and it is a Search check [DC 38] to find the doorway on the inside of the keep.

There is a bulette inside, but if the heroes enter from the back it is confused by the direction of the approach and does not ready a charge.

While the party enters and scouts the keep, Splitspear keeps an out and safeguards a retreat from the doorway – **under no circumstance does he participate in the fight with the bulette**. Proceed to “**At The Keep**” for details on the approach and the environs, altering the entry as detailed above.

Tunnel Vision

Grill Blackhammer leads the party to an escape tunnel, very well hidden by the dwarves – Search check [DC 40] to discover it without assistance. It is noted on **DM Map #2**. This is an escape tunnel, typical of dwarven construction. They, to prevent problems with water seepage and the like have hardened the walls. They are all hardness 12.

The increased hardness has had the effect of ensuring the horrors leave it alone, as they simply deem it to be a harder type of rock in the area and not worth excavating. The tunnel is 6 feet tall and 5 feet wide and very steady. There is no light.

It climbs up into the keep on a circular path, ending in a secret door into the keep’s main entrance – it is a Search check [DC 30] to find the secret door from the inside of the keep. The doorway itself is solid and airtight and the Grick cannot smell the party coming (the Bulette can sense them with tremorsense – but it assumes that they are horrors coming via tunnels and does not set up a surprise round action).

In general, Grill does not participate in combat, securing the exit tunnel instead. If the party is suffering badly, however, and he feels he can make a difference, he does enter combat (there is no EL modification for this as he does not do so immediately nor can they persuade him).

Proceed to “**At the Keep**” for remaining details but note the different approach as above.

At the Keep

The former low amount of wildlife now becomes completely deserted. The heroes are now within the area of control of the clockwork horrors and it is not possible to pinpoint the source that has driven the animals away. Tracking checks continue to generate the same results as **Encounter One** – Evidence of the horrors has not increased, as they tend to travel underground.

Threefalls Lake is twenty miles long (north to south) and four miles wide. Three separate rivers dropping into the area (the three falls of the name) generate it. The rivers are not very long at this point, given that they originate in the Yatil Mountains themselves. It is a Knowledge (history) or (geography) check [DC 20] to note that the lake is actually a man-made creation. It was created just prior to the Rain of Colorless Fire in a huge conflict with humanoids in the Yatils. The water exits via an underground river here, to become some of the headwaters and tributaries for rivers in Ket (and it keeps the tunnels of the horrors full of water – at least it did until a year and a half ago, when something diverted the water). Ket does claim this section of the mountains, although it is run by the Blackhammers to generate goodwill and provide Ket aid and military assistance if/when they are threatened.

The lake itself is the official boundary between the Bloodrock Orcs and the Blackhammer Dwarves. A peace treaty currently operates between the two and has yet to be breached in a recognizable fashion. The Bloodrock Orcs have withdrawn from the area in the face of the clockwork horrors, unsure exactly what to do against them. If anyone is a half-orc, they may make a Knowledge (VTF) or Bardic Knowledge check [DC 15] to remember recent tales of the Bloodrocks pulling back from their border with the Dwarves because of an “unwinnable conflict”.

Moving up to reach the keep at this time is an easy thing. The horrors are not keeping any sort of watch. Instead, they are underground in the area concentrating on the materials and construction necessary to create their newest additions – half-iron golem bugbears.

As the heroes get closer to the keep, read the following:

The keep that is your destination is a well-constructed fortification, well situated on a small hill and almost blends into the stone of the Yatils itself. Fortification on the main entrance is missing – it is simply gone. Nothing moves in and around the keep and the switchback trail up to it is clean and quiet.

A successful Knowledge (arcana) check [DC 31] determines that the door was removed by a *disintegrate* spell.

A successful Knowledge (architecture and engineering) check [DC 12] determines that the door was not removed or otherwise destroyed by regular means.

Every room on the map provided is stripped of everything. There are no signs of habitation and even such mundane things as minor debris does not exist.

A successful Survival check with the Track feat [DC 35] determines that the last thing to be in these clean stone rooms were metallic creatures.

In addition to the Survival check, a successful Knowledge (arcana) check [DC 25] identifies these tracks as belonging to clockwork horrors. Anyone who has played **Ket3-05 Broken Faith** gets a +10 competence bonus on their check.

Room Dimensions: The collapse of the second floor has added a lot of debris to the ground (see **DM Map**

#2) but the vast majority has been cleaned away (the industriousness of the clockwork horrors) – and the height of the room is now 30 feet. The bulette, when hiding, is at the noted location on the map, gaining a +8 circumstance bonus to Hide based on lengthy time and burrowing it has made into debris. The tunnel entrance (upon which the Guardian Stone was placed) is a fifteen by fifteen space at the centre of the room – it only goes some 30 feet before it ends, having been collapsed.

The only source of any information at all is the main hall in the keep. The other rooms (the second floor) have been collapsed (by the horrors as they took out all useful items and metals) **and only this remains a viable room – refer to DM Map #2** for the dimensions and location. This is also the entrance to the underground tunnels. For details on the sortie exit, refer to **“A Different Path”** and for details on the escape tunnel, refer to **“Tunnel Vision”**.

Prior to the arrival of the clockwork horrors, four months ago, the ground was a huge elaborate stone slab with magics of old design worked upon it. The dwarves know that it was created to keep whatever was in the tunnels out of the keep. They took care to tend to it during their assignments, refreshing the magic placed upon it regularly. However, the arrival of a fully functioning adamantine horror and the last of the owlbear half-iron golems was the end of the dwarves, and thus the upkeep (the half-iron golems are from **Ket3-05 Broken Faith**). The half-iron golem smashed through the stone, absorbing, without damage (save the electrical, which slowed them), the greater glyphs and symbols etched on the slab. The dwarves managed one good deed before they were overwhelmed and destroyed – they eliminated the last of the half-iron golem Owlbears.

The remains of the slab are piled against the walls and the grick/bulette sleeps on a piece containing the central symbol, a rune representative of Moradin.

A successful Knowledge (religion) check [DC 10] for any non-dwarves, as dwarves automatically recognize it, determines Moradin as the head god of the Dwarven Pantheon.

A successful Knowledge (arcana) check [DC 33] identifies the various symbols and signs on the ruined slabs as coming from *greater symbols* and *greater glyphs* (although which ones cannot be actually identified).

A *detect magic* cast in the area provides no information as it has been too long since the magic was activated. It is a Survival check with the Track Feat [DC 32] to determine that the stone was broken approximately 3 weeks ago.

A successful Search check [DC 22] will yield a journal left by one of the Dwarves captured in the aftermath of the attack. The majority is boring, being a daily routine log by a young dwarf in the outpost. The last three days have details that are interesting and relevant.

Provide the players with **Player Handout #1**. In essence, it details the experimentation the adamantine horror committed on the dwarves after the assault. The horrors used their *disintegrate* ability on many of them. Likewise, it details that the maps of the stronghold were studied by the clockwork horrors and their interest was primarily in Ket (exactly where was not revealed to the watching Dwarves).

The Guardian (Bulette / Grick)

Rather than put a guard on this tunnel entrance, the adamantine horror had a creature herded here to guard the area. At lower APLs it is a Grick, at higher ones a Bulette. The location it chooses in the stronghold is noted as **B** on the map (**DM Map #2**).

APL 2 (EL 4)

Elite Grick: hp 11; see Appendix One.

APL 4 (EL 6)

Advanced Elite Grick: hp 51; see Appendix One.

APL 6 (EL 8)

Advanced Bulette: hp 126; see Appendix One.

APL 8 (EL 10)

Advanced Elite Bulette: hp 187; see Appendix One.

APL 10 (EL 12)

Advanced Gargantuan Bulette: hp 261; see Appendix One.

APL 12 (EL 14)

Highly Advanced Bulette: hp 348; see Appendix One.

Tactics

The Grick or Bulette have been driven here by the clockwork horrors to act as a guard on the entrance to the tunnels. Every so often, animals are herded here to act as food for the creatures. This is getting progressively more difficult as creatures flee a larger

area around the keep and the days of the creature are no doubt numbered as the adamantine horror will simply kill it once it is no longer useful.

In combat the Grick and Bulette use similar tactics. They hide in the interior of the main entrance of the keep, far away from the door (at least 70 feet). Once they scent or sense an enemy, they get ready to charge. Most heroes have little or no way of detecting the creature beforehand but credit good ideas with an ability to act in the surprise round. Both fight ferociously and to the death.

Treasure:

APL 2: L: 50; C: 50; M: *+1 cloak of protection* (83 gp per character).

APL 4: L: 50; C: 50; M: *stone of alarm* (225 gp per character).

APL 6: L: 50; C: 50; M: *eyes of the eagle* (208 gp per character), *+2 heavy steel shield* (348 gp per character).

APL 8: L: 50; C: 50; M: *boots of levitation* (625 gp per character).

APL 10: L: 50; C: 50; M: *ring of minor elemental resistance (cold)* (1000 gp per character).

APL 12: L: 50; C: 50; M: *ring of invisibility* (1666 gp per character)

Detect magic Results

The treasure listed above is easy enough to discover — note the special looting rules under Troubleshooting below. There is a special item in the creature that is more difficult to find (although it should become more obvious in the next Encounter). This item is a small pyramidal shaped crystal embedded into the skull of the creature (be it a Grick or a Bulette).

To find this item the heroes must declare a specific search of the body. A successful Heal check [DC 30] will reveal that something had been embedded into the skull, but that the scars have long since healed. A *detect magic* spell (or similar type) reveals a faint evocation magic from the crystal, which is not protected by any substance that can block detection spells. The actual use for the crystal is detailed in **Encounter Three:** A Horde.

Troubleshooting

Enough identification from some of the debris found upon a successful search of the room [DC 20] will be enough to satisfy the requests of the dwarves in **Encounter One:** Night Moves — and they specifically later grant the characters the possessions as thanks, if this is queried.

There is between 30 rounds and 5d12 rounds after the fight with the guardian has ended before **Encounter Three**: A Horde begins. While it is not suggested that the party stay in initiative order or that actions go around the table in that manner (this generally takes too long) asking for general actions over the next little while is helpful. For the purposes of treasure, the looting of the Grick/Bulette treasure and finding various pieces of identification takes only a couple of minutes.

Interlude: The Tunnels

The tunnels beneath the surface are controlled by the clockwork horrors. Although it is inadvisable, heroes might decide to go down into them for some reason. If so, use the opponents from **Encounter Five** and simply designate a twisting, turning underground tunnel. The tunnels are all small-sized and larger creatures must squeeze and be at a disadvantage. At the APLs where the griffons are present, the fight takes place in a larger cavern area where they may maneuver.

The DM may choose to attack the characters with as many of these horrors as they desire, limited only by the EL structure of the Encounter being referenced (Five). After the end of any given fight, the characters may choose to retreat out from the tunnels. If they do not, exactly one minute later (10 rounds) another similar Encounter begins.

Encounter Three: A Horde

It is without much warning that a sudden clattering of sounds from outside the keep draws the attention of all. At first starting off from a singular source, the sounds multiply until they sound as if they are all around the old dwarven stronghold.

The clockwork horrors are gathering on the hills outside the dwarven outpost. They are not approaching, confident and sure that the guardians of the place are functioning as intended. Instead, the clockwork horrors have been ordered by the adamantine horror to test and train their newest recruits — four half-iron golem bugbears.

The training is simple in intent — the bugbears are first equipped with the full plate armor they now are going

to have for the rest of their existence and then directed with electrical and sonic blasts.

Characters watching can note a number of details about the horrors. The training details and sequence are as follows:

- 1) The clockwork horrors cover the nearby hills. At first there are only a dozen of them. Then almost 200 can be seen. In the first batch are electrum horrors. They appear from the tunnels (Spot [DC 15+distance] to notice the entrances). These entrances can be allocated on the map as the DM sees fit. They are all tiny entrances and the horrors have to squeeze. The bugbear half-iron golems come out of the only small sized tunnels the horrors have built (a squeeze for the bugbears) — right at the edge of the lake. They are unconscious and still immobile, dragged by four electrum horrors each;
- 2) During each round 20 more electrum horrors exit. After 9 more rounds, all of the horrors are on the map, evenly spaced around the keep. For the next two rounds, additional horrors, this time gold and platinum, also appear (20 of each);
- 3) At the same time, the flight of half-iron golem griffons begins to approach, flying about at 800 feet above and circling in a protective manner.
- 4) At this juncture, it should be obvious to any characters that attacking this horde could be suicidal. Powerful characters have a chance, but further reinforcements are below. If necessary, use the combat statistics noted in **Encounter Four**: Questions, as appropriate;
- 5) Once the horrors and new half-iron golems are out, the golems are covered in finely crafted pieces of plate. Over the course of two minutes, electrum horrors swarm the bodies and permanently attach the plate armor into place. After the first minute, the plate armor is considered donned hastily. After the second minute, it is in position;
- 6) Once the half-iron golem bugbears are armored, they are awakened with electrical blasts (note that this can take place at any time if they are needed for combat power). This slows them, as per the *slow* spell — and that should be visible to the heroes;
- 7) With the half-iron golem bugbears awake, their training begins. Electrum horrors begin to spar with them with spears. The horrors show the half-iron golem tactics, which revolve around the precision of the horrors and their electrical attacks. All of the various combat styles (eg. attacks, including range increments and any

visible feats) of the horrors can be witnessed by the heroes – save the new sonic attacks and anything only the adamantine horror can do, as it is not present;

- 8) After a few minutes, the capabilities of the half-iron golems should be likewise apparent to the heroes. They can be provided with the DR of the creatures (unless they are not watching any further), the approximate AC +/- 2 points, and any special attacks or defenses the DM thinks they would have witnessed. The lower level the party watching, the less they would have seen for sake of simplicity – although this is only an option to make things simpler and does not need to be followed;
- 9) Of major note – at some point in the training, one of the half-golems turns on the horrors. It refuses to participate any longer and begins to attack them in earnest. Characters note a wild look in the eyes (even at a distance) if they advise they are watching. For any close enough to tell, or with the appropriate spells, they can notice that this bugbear is neutral.
- 10) This bugbear did not fail the Will save to be made a neutral evil servant of the adamantine horror with the half-golem template. This facet of the half-golem template can be explained by anyone with even one rank of Knowledge (arcana) with this visible evidence. For others, they may garner this from the actions. It does not take the gold and platinum horrors long before they destroy the rebel – and the other half-iron golems participate and help in the attack on the rebel half-iron golem. It takes the creatures four rounds to destroy the half-iron golem and they specifically salvage the iron arm it has, dragging it below into the tunnels;
- 11) With the training complete, pyramid crystals are then embedded onto the skulls of the half-iron golem bugbears in a ceremony taking about 10 minutes. Should the party have discovered the crystal earlier in the Grick/Bulette, it is the same type;
- 12) There is, specifically, no indication yet of any elven or similar half-iron golems in the horror masses, nor any evidence of their presence. Splitspear, if present, insists on a continued watch in the hopes of finding more information.

At any point above, the characters can move away from their watch positions to view the other sides of the stronghold. The horrors only mass on two sides (those facing the lake) and have not made any attempt to cut off retreat or escape – they are firmly of the belief that

the guardian still holds the dwarven outpost. Similarly, the heroes can choose to depart at any time, either via the escape tunnel or back door (if they have either found the escapes or were shown them).

The Crystals Used

The crystals generate electrical pulses that help the horrors communicate with their recruits. Pain means the recruit is being summoned, no pain means the recruit is being dismissed.

For any character with the crystal from the Grick/Bulette in its possession, heat begins to pour from it should the heroes decide to take it and leave. This causes any organic material in contact with the crystal to take 1d6 heat damage each round for 3 rounds, after which it increases to 2d6 damage for 3 rounds. Any who somehow have managed to embed this in their bodies find they take less burn damage (1d3 followed by 1d6) and that it is non-lethal, although it hurts a lot – no mechanic is provided but various means could be used by imaginative characters (DMs can use their discretion here). And yes, at APL 2 it meant that the Grick did collapse frequently from these commands.

The command is specific to an area within 10 miles of the nearest gold, platinum or adamantine horror (which are all currently near the dwarven keep), so areas beyond that do not receive the command or start to heat up. If kept in an extra-dimensional space, it does not receive the command. There is no method for characters to activate or shut this sequence off. Once started, the sequence continues to the end – only the horrors can interrupt the sequence and shut it off.

Should a crystal have not been found, the smell of burning flesh is immediately apparent with a Spot check [DC 5] and the location can be pinpointed easily to the guardian creature. It is a further Spot check [DC 8] to note the area in the skull that is heating up.

The crystals are not worth much, but the magic and features within them make them valuable to the Archons in Ket, who will pay money to have them returned. The **treasure** from this section contemplates that loot being returned to them has two different values to reflect the different creatures in which they were embedded

At this juncture they cannot be duplicated by any crafting known but the Archons now have a chance to study and duplicate them – it is Knowledge (arcana) or

Bardic Knowledge check [DC 20] to note that these crystals have no immediate connection to anything and cannot be identified.

Troubleshooting

It is intended that the characters take the time to watch this entire scene play out, so that they garner information and details about their enemy. On the other hand, running is never a bad thing in the face of so much danger and provides for a bit of a headstart.

Characters that leave immediately, or within a minute of the first signs of trouble, gain a +4 circumstance modifier on any checks to escape from **Encounter Five: Inspiration**. Characters that leave before the combat with the rebel half-iron golem finishes gain a +2 circumstance modifier on any checks to escape from **Encounter Five: Inspiration**.

Finally, characters who leave before the end, but after this point, gain a +1 circumstance modifier on any checks to escape from **Encounter Five: Inspiration**. If the characters leave in this manner, proceed to **Encounter Five: Inspiration**, otherwise proceed to **Encounter Four: Questions**.

Treasure (crystals):

APL 2: L: 0; C: 100; M: none.

APL 4: L: 0; C: 200; M: none.

APL 6: L: 0; C: 300; M: none.

APL 8: L: 0; C: 400; M: none.

APL 10: L: 0; C: 500; M: none.

APL 12: L: 0; C: 600; M: none.

Interlude – Inspection of the Clockwork Horrors

The possibility exists that the horrors are searched thoroughly at some point and weaknesses discovered. It is a Knowledge (local – vtf) or Bardic Lore check [DC 20] to provide a recollection that study of the horrors showed weaknesses during the last time they were uncovered (**Ket3-05 Broken Faith**) – or characters who played in the adventure may recall this without prompting.

The weaknesses in the horrors have not been changed, nor have they been altered by the adamantine horror. Indeed, all new construction contains the same

weaknesses. These weaknesses consist of failures of the joints, and critical areas that are sensitive to massive damage. Knowledge of this allows heroes to use sneak attack and other similar skills.

Knowledge (arcana), Knowledge (architecture and engineering), or Bardic Lore checks [DC 28] allow the character to determine the weak points – a process that takes five minutes per check point, (so to take 20 requires 100 minutes). All of the characters with whom this knowledge is shared know of the weaknesses and from this point onward and horrors in the adventure are subject to both sneak attack and critical hits from them. Anyone with Trapsense can make a Search check [DC 20] to assist and provide additional information – for each person assisting in this manner there is a cumulative +2 circumstance bonus to the knowledge or Bardic Knowledge check to determine weak points.

In addition to the above, the elves and gnome below know of the weakness of the horrors, having had plenty of time to watch and assess them as prisoners. They can share this information with the characters at any time after they are rescued and brought back to consciousness.

Encounter Four: Questions

On the shores of Threefalls Lake, the small army of strange creatures halts as one, unmoving. Shiny metal carapaces glint in the sun as even more begin to emerge from the ground. In their midst, a pair of humanoids, tied and dragged along, obviously unconscious. One is small, no larger a halfling or a gnome. The second is bigger, dressed in tattered and torn leathers. Within seconds, the two are bound in position by their captors at the very edge of the lake, attached by solid metal chains to heavy rocks.

Further down the lakeshore, a small band of humanoids approaches the creatures, while far above a cluster of griffons continues to circle, eyeing everything.

The activation of the crystals was part of an overall signal for the horrors to gather for the appearance of the adamantine horror. Many of the electrum horrors disappear into the ground at this point, as the humanoids draw even closer (they start at 600 feet

down the lakeshore, emerging from between two hills).

The approaching humanoids are all hobgoblins (not citizens of Ket) with a pair of bugbear slaves. Izzt, the leader of the Hobgoblins, intends to barter for more gems from the strange metal creatures. He brings with him a band of 6 hobgoblin warriors (stats as per the *Monster Manual*).

Heroes may watch or act as they see fit. The horrors, once more, pay no attention to the outpost, believing it to be secure. Six electrum horrors guard each of the two prisoners on the beach, and an additional two Sonic platinum horrors stand within ten feet of both at all times. The prisoners are not addressed in any way by the horrors.

A new horror emerges from the ground as the humanoids get within 50 feet of the two prisoners. It is surrounded by half-iron golem bugbears in full plate and an escort of gold and platinum horrors. Any characters who wish may attempt to identify it as the adamantine horror. If they have witnessed it in **Ket3-05 Broken Faith**, the check is automatic.

The sequence of events is very quick after this point. Izzt approaches the horror to begin negotiations and spots the elven prisoner. He makes demands for it (in dwarven, should anyone wish to listen – [DC 20 check] or read lips – [DC 15 check]) and the adamantine horror does not react. Emboldened, Izzt moves to the elf after the hobgoblin throws the chains for the two bugbear slaves toward one of the platinum horrors.

The adamantine horror then does two things in quick succession. The air around the hobgoblins (all of them) shimmers and spellcasters can make a Spellcraft check [DC 34] to note the effects of a *mordenkainen's disjunction* (no visible spellcasting being done). Then Izzt is disintegrated before he can recover from his surprise and electrum horrors blast the hobgoblins with pressure darts, killing them all.

It is important to note that intervention on the part of the characters can happen at any time (although the number of combatants the heroes would have to face is something fierce). The DM should modify the sequence above to note such an interruption—until he is disintegrated, Izzt still believes the horrors to be his allies and reacts accordingly.

The half-iron golem griffons in the air – Spot check [DC 30] – have a replacement limb and are half-iron

golems. They attack anything the leading horrors attack.

If there is no intervention, the bodies of the dead hobgoblins are stripped in a matter of three rounds by the electrum horrors and their bodies left to rot where they fell. The two new bugbear “recruits” are pulled underground via the same tunnel that was used in **Encounter Three**: The Horde to allow the half-iron golem bugbears to the surface.

The prisoners are left at the edge of the lake, apparently forgotten. Two minutes later, all of the horrors have disappeared underground.

NOTE

No explanation is given or provided for this abandonment of the prisoners. If one is needed for some reason, the absolute control of the adamantine horror is sufficient explanation – it sees or considers no threat at this given time and is therefore being casual with prisoners.

At this juncture, the heroes have two basic choices — they can attempt to rescue the prisoners at the edge of the lake or they can choose to flee. Although they have no way of knowing it, there is nothing further to be gained from staying here and watching – Grill and Splitspear can impart this detail, based on their initial scouting.

If they are not present, a successful Wisdom check or Intelligence check [DC 10] will suggest that very little more can be learned from observation.

Grill and Splitspear, if present, insist that rescuing the prisoners is the only good and honorable thing to do, but do not force the issue. They themselves cannot abandon the prisoners and plan to attempt a rescue on their own if not assisted. If characters believe it to be too dangerous, they stage a rescue on their own.

If the heroes attempt a rescue, proceed to the section “**Heroes**”. If the characters choose instead to depart immediately, proceed to the section “**Last Chance**”.

Heroes

The characters have chosen the more dangerous option of rescuing the prisoners.

Approaching the prisoners is an easy task, as the horrors have abandoned this area for the time being. Nevertheless, Move Silently and Hide checks should

be rolled, and emphasis placed on Spot and Listen checks. It is at the discretion of the DM as to whether they need to build more paranoia or not. The half-iron golem griffons fly higher and over the lake but do not leave sight entirely.

The chains holding the prisoners in place are sealed shut. They require a successful Strength check [DC 35] to break the prisoners free. Alternatively, the metal bonds have a hardness of 10 and 80 hit points per link. Two links must be destroyed to free each prisoner. One prisoner is Owlswipe, a Runner of the Wind – the other is Tigiana Redstone, a gnome adventurer living in the Yatils. Neither are citizens of Ket, if that detail is necessary.

Condition of the Prisoners

Both Owlswipe and Tigiana are exhausted (from exertion, not any supernatural, spell or spell-like effect), poisoned (four separate poisons, twice reducing their strength and dexterity to 0), subject to 250 hp of non-lethal damage each, unconscious and without equipment. Waking up takes place as per standard rules. If nobody in the party can accomplish the task, Owlswipe is provided with a potion of *lesser restoration* by Splitspear and questioned (should he be present). If no guide is there and the heroes cannot revive the prisoners, they may remain incapable of providing information. Both prisoners had their familiars killed by the Horrors when they were captured.

Information from the Prisoners

As soon as their strength is up to 1 (either or both), the former prisoners can talk and impart information. In the first place, the details noted in the Interlude is the primary information they pass along.

After this, they can advise as follows (each detail takes one round to impart, if time is of the essence):

- The horrors have a huge warren of tunnels under the hills and a lot of different half-iron arms for attachment. How far the complex goes is unknown to both prisoners;
- Only a handful of half-iron golems have yet been constructed but a lot of experimentation has been done. The half-iron golem griffons flying above are one example;
- All of the dwarves from the recent patrol refused to cooperate and were killed in the process;
- They do not know the fate of any defenders of the dwarven stronghold but there are no dwarven half-iron golems;
- The elves of the Bramblewood died in a similar process although Owlswipe cannot be certain that they refused to cooperate (she is being honest here, although she hopes they did);
- The newer horrors have an apparent sonic immunity that is being tested as well as sonic attacks;
- Something in Ket, in the Bramblewood specifically, interests the adamantine horror. Maps of the area were taken from the elven patrol and they were interrogated for details – Owlswipe did not provide any but at least one member of the patrol broke and told them everything about the area.

This is the extent of information that the prisoners can provide, other than background details as noted in the Adventure Background. They willingly provide this to any who are not overtly hostile, grateful for their rescue. Proceed to **Encounter Five: Inspiration**.

Last Chance

As the heroes prepare to depart the area, they have a chance to notice the half-iron golem griffons preparing for an attack on the prisoners. This is a Spot check [DC 5]. The prisoners are obviously awake and helpless. This is one last chance for the party and characters to intervene. The griffons circle for a period of five minutes before actually choosing to dive in and finish off the prisoners – they do not interfere with any rescue during that time, being preoccupied with their flying mechanics and preening while getting ready for the attack.

If the heroes change their minds and decide to rescue the prisoners, proceed to the section “**Hero**”. If not, proceed to **Encounter Five: Inspiration**.

All APLs

♣**Izzt**; male hobgoblin; Ftr6/Rog3; hp 70; see Appendix One.

♣**Owlswipe**; female wild elf; Rgr9/Bar1/Sor1; hp 80; see Appendix One.

♣**Tigiana Redstone**; female gnome; Wiz7/Rog1; hp 50; see Appendix One.

♣**Electrum Horrors (60)**; hp 32 each; see Appendix One;

♣**Sonic Gold Horrors (20)**; hp 54 each; see Appendix One;

☛ **Sonic Platinum Horrors (10)**; hp 76 each; see Appendix One;

☛ **Half-Iron Golem Bugbear Recruits (3)**; Ftr4/Rog3; hp 71 each; see Appendix One.

☛ **Half-Iron Golem Elite Griffons (4)**; hp 85 each; see Appendix One.

☛ **Adamantine Horror**; hp 98; see Appendix One.

Treasure: None (the possessions of the hobgoblins are disintegrated and electrum horrors disappear underground with all other equipment).

Interlude – Freed Prisoners

The combats after this point are not constructed with the combat capabilities of the prisoners taken into account. If they are healed and made effective (eg. given weapons and equipment of a useful type), increase the CR of any encounters by one by adding the following spells to all combatants facing the heroes (save half-iron golems) – *bull's strength*, *bear's endurance*, *cat's grace*, *false life* (15 temporary hp). At APL 8+, add *freedom of movement*, *fly* and *haste*. At APL 12, add *stoneskin*. All spells are cast at 15th level.

As soon as Splitstream hears what Owlswipe has to say – if he is present – he *teleports* back to the Bramblewood. Given his mission, he must get the information back there and cannot risk Owlswipe being *divined* for details. Owlswipe understands this (as it was her mission as well) and offers to take the place of Splitstream as a guide, no matter her condition (thereby providing a bonus to the characters in **Encounter Five: Inspiration**).

Grill Blackhammer, if he is present at this time, insists that he lead off as many as possible of the horrors while he returns to his people. He refuses any offers of instant transport there (he does not wish to reveal any defenses against this that they dwarves have in place). This is taken into account in the next Encounter.

Encounter Five: Inspiration

Suddenly, the ground shakes and the sound of bending and tearing metal erupts all around. Something is happening. It seems that it may be time to leave, perhaps as quickly as possible.

The escape from the horrors is not going to be easy, unless the heroes have instant transport magic available to them and sufficient resources for all members of the party.

The adamantine horror is well aware that the Guardian (Grick/Bulette) is dead – it has worked out that the crystal is no longer embedded as it should be, or that it is in a dead corpse (if the party did not take it). It has determined there are intruders in the area and it wants to capture them as new recruits. Whether this is the reason it left the prisoners out or not is not to be revealed, but it is one possible answer – they were bait.

In keeping with the concept that it wants good recruits, the adamantine horror sees this as a chance to test the characters (although it does not know what they are yet). It has ordered the electrum horrors to appear all over the place and scare the heroes into a quick departure. The army of the adamantine horror then intends to give chase and see how they all fare.

To that end, a mechanic is presented below that determines the success or failure of the characters in avoiding or evading the army that pursues. If there are any actions or concepts not contemplated by the modifiers, the DM can apply between a –2 to +2 modifiers as appropriate.

Running

The following circumstance modifiers apply (all of them stack):

Speed Modifiers - Using the single person in the party with the lowest overall modifier for speed (eg. go through this for everyone but use only the lowest cumulative modifiers for the final check). Moving up one or more categories means getting faster, down one or more means getting slower.

Base Speed of the slowest member of the party	Modifier
15' or less	-4
20' to 25'	-2
30' to 35'	+0
40' to 60'	+2
65' and greater	+4

Movement Category Modifiers	Impact
Flying Creature	Up one category
Four-legged creature without a	Down two

natural climb rate or having a Climb check of less than +10	categories
<i>dimension door</i> or similar magic capable of being cast least equal to the APL in absolute numbers in a day (consider them expended)	Up one category
<i>Teleport</i> or similar spells (instantaneous or very rapid movement)	Automatically succeed and escape

Party Skill Modifiers – for every appropriate skill a party member possesses achieving the ranks required in the table below, apply a cumulative +1 circumstance modifier. A given party as a whole may only get the Skill bonus for ranks once, no matter how many people have the appropriate ranks (eg. If there are three people with Climb at 5 or more ranks, they get a +1 circumstance modifier). If a party member has a magical item or ability enabling him/her to emulate one of these skills, apply the bonus accordingly – for instance, somebody with *slippers of spider-climbing* has all the ranks in Climb they need, effectively. It is at the discretion of the DM to decide how effective an item is or isn't in the context of this chase.

Skill	Ranks
Balance	5 or more
Climb	5 or more
Jump	5 or more
Knowledge (geography)	8 or more
Knowledge (nature)	5 or more
Listen	10 or more
Spot	5 or more
Survival	4 or more
Tumble	8 or more
Use Rope	5 or more

Miscellaneous Modifiers – These modifiers apply after all others are considered. Each may only be applied once, no matter how many times it may be possible in a given party.

Circumstance	Modifier
Silent Strike is in the party (dagger from Ket3-02 <i>And Battles to be Won</i>).	-2
Party is 'Cautious'	-2
Guided by Grill and he successfully leaves to draw off some pursuers	+2
Splitspear/Owlsuipe guiding the party	+2
Prisoners have been rescued	+1

If the characters choose the 'Cautious' option above, they cannot be surprised by the horrors on the final approach in combat. This simulates moving at a slower pace with more attention paid to the pursuers. Although of some benefit, they cannot judge the situation well enough to pre-cast buff spells save at their own discretion (eg. they get no warning allowing them to cast just before combat).

Once the above final modifier is calculated, there is a single Constitution check for the party [DC APL+20]. Use the highest basic Constitution modifier for a character in the party (not animal companions, familiars and mounts; but spells and other modifiers count if they in effect at the time of the check) – higher level characters are accorded more respect and hunted faster and harder.

If the DC is not met or exceeded, the party is caught immediately and attacked by the horrors (one minute after starting to try to get away).

If the DC is met, the party escapes for an hour and is then caught. Movement at this time does not preclude spellcasting or regular activities (such as recalling spells from *pearls of power*, or buffing characters as desired).

If the DC is exceeded, the party gets away for one hour per point, plus one for the basic success.

If the party exceeds the check by 10 or more, they escape for that day and may rest and recover spells and the like.

There is only check per day that is undertaken. It takes two days to escape the range of the horrors. If the heroes are free at the end of the second day, they escape without further conflict.

Combat and Tactics

Combat takes place with the first of the horror army with the creatures erupting from the ground around the characters (via their tunnels or other such routes). Use **DM Map #4**. It is a Spot check [DC 20+APL] to notice the tell-tale signs of the approach and be able to act in the surprise round. If the characters have been 'Cautious' they automatically note these signs and are not surprised. Listen checks do not garner enough information in time to be useful, as the echoing of the mountains means that the sounds of the horrors approaching are all around.

The horrors take a direct approach with the heroes and attack to subdue (doing non-lethal damage) against characters. Animal companions and other such creatures are treated with contempt and the horrors use lethal damage against them, only applying non-lethal if there is some sort of area effect they are doing that also affects a character.

Note that the horrors are all within 10 miles of another platinum or gold and in constant communications, unable to be flanked or surprised.

Note

If the characters bypassed this Encounter via the use of instant transport magic (*teleport* and *greater*), they make it back to Molvar. Proceed to **Encounter 6: Against the Fall of Night**.

If the characters succeed at defeating the horrors, they are allowed to retreat to the edge of hills without further incident and proceed to **Encounter 6: Against the Fall of Night**.

If the characters (or some of them) are defeated, they are captured and out of play unless they choose the AR option "**Escaped from the Horrors**". No equipment is lost as the adamantine horror keeps them as well equipped as possible, although half of their cash on hand is taken (as listed on the last AR).

Note: (EL is reduced by one because of the non-lethal approach, save at APL 12)

APL 2 (EL 4)

☛**Electrum Horrors** (2); hp 32 each; see Appendix One.

APL 4 (EL 6)

☛**Electrum Horrors** (4); hp 32 each; see Appendix One.

APL 6 (EL 8)

☛**Electrum Horrors** (3); hp 32 each; see Appendix One.

☛**Sonic Gold Horrors** (2); hp 54 each; see Appendix One.

APL 8 (EL 10)

☛**Electrum Horrors** (6); hp 32 each; see Appendix One.

☛**Sonic Gold Horrors** (2); hp 54 each; see Appendix One.

☛**Sonic Platinum Horror**: hp 76; see Appendix One.

APL 10 (EL 12)

☛**Half-Iron Golem Elite Griffon** (2): hp 85 each; see Appendix One.

☛**Sonic Platinum Horrors** (3): hp 76 each; see Appendix One.

APL 12 (EL 14)

☛**Half-Iron Golem Elite Griffon** (3): hp 85 each; see Appendix One.

☛**Sonic Platinum Horrors** (4): hp 76 each; see Appendix One.

Treasure (bringing back evidence of the horrors):

APL 2: L: 0 gp; C: 100 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 400 gp; M: 0 gp.

APL 12: L: 0 gp; C: 600 gp; M: 0 gp.

Encounter Six: Against the Fall of Night

Molvar is soon in sight, a welcome relief after the creatures of the mountains and the possibility of imminent combat. A small band of Mullahs and military greet your arrival, ushering you through the gates of the city without question or pause – even weapons and armor are allowed in.

After a few hundred feet, the small band stops and turns to face you. A look of concern is upon their faces.

The head of this band is Rafik al'Mullah, a hard-line cleric of the True Faith. As a strict proponent of the True Faith, he follows the laws with an almost psychotic fervor and this should always remain apparent.

The Mullah wishes to question the heroes, having heard of the reasons they went into the mountains. If they do not wish to be questioned, he allows them to depart unmolested (they have broken no laws, after all) but they may not participate in any further elements of the investigation (as it has become).

If the heroes agree, they are provided with hospitality, meals and an opportunity to clean up. Any rescued prisoners of the horrors are similarly treated, with courtesy even if they are elves. It is possible to make a Sense Motive check [DC 15] to realize that the guards are treating the elves (or elf, if there are no others in the party) with more respect and good grace. If asked, they guards advise they have heard the laws are to be changed shortly to reflect a new status for Elves of the Bramblewood, and elves in general, and that they have no desire to be on the wrong side of the law when it is proclaimed.

Anyone who asks about this fact may also make a Sense Motive check [DC 10] to realize that the guards are more concerned about the reaction of the Mullah and that he may be a tad more fervent in his application of the laws than the military men might be in such a case.

The conversation, once the characters have rested, is dependent on their success or failure in the chase by the horrors:

- If they defeated the horrors in **Encounter Five**, their experience is deemed crucial and they are going to be questioned for one day, and then sent to fight the horrors as they have the best knowledge. Proceed to “**Endless Questions**”;
- If they escaped the Horrors by whatever means in **Encounter Five**, they do not have enough first-hand information, but their bravery is such that they are deemed useful for an immediate further mission (if they desire). In such a case, proceed to “**Final Line**”;
- The heroes may not want to proceed or do anything further. In that case, proceed to the **Conclusion: Implacable Hatred**.

Endless Questions

The mullah and the military men question the heroes closely on what they saw and did. It is expected that the heroes are telling the truth and the Mullah regards any who make up fantastic stories or such with great suspicion. There are hours of questions to be posed – it is at the discretion of the DM and time permitted as to how closely you want to question the characters and roleplay this aspect of the Encounter.

In the end, though, outside factors intervene. The adamantine horror has unleashed his army, something having finally triggered his decision. The horrors are advancing inexorably toward Ket. In their way are a series of small outposts in the Yatil foothills, one of

which is manned by a pair of Archons. The Mullah requests that the heroes (but not the rescued prisoners) assist the Archons immediately in making last minute observations of the Horrors and then evacuating.

No matter the circumstances, this Encounter should only take place with the heroes fully rested and recovered in terms of spells. If it is not the case, they are allowed to rest before being informed of the possible combat.

If the heroes accept, proceed to **Combat**. If they do not wish to undertake this task, proceed to **Conclusion: Implacable Hatred**. There is no cash award offered for this assignment, merely the chance to help the country or assist a Mullah.

Information-wise, those offering this task do not know the circumstances of the attack. They can provide a copy of the map of the outpost, but little else. All they are sure about is that the two Archons in the outpost are the last one’s remaining, that the military escort has long since retreated.

Final Line

The heroes are thanked for their information and congratulated on escaping the horrors. Indeed, they are treated to a luxurious overnight stay in the city (does not affect upkeep) and feted for their efforts.

In the morning, dire news is received by the city forces. The adamantine horror has unleashed his army, something having finally triggered his decision. The horrors are advancing inexorably toward Ket. In their way are a series of small outposts in the Yatil foothills, one of which is manned by a pair of Archons. Rafik Al’Mullah immediately requests that the heroes (but not the rescued prisoners) assist the Archons immediately in making last minute observations of the Horrors and then evacuating – he anticipates the heroes will be glad to participate because they escaped so easily the time before.

No matter the circumstances, this Encounter should only take place with the heroes fully rested and recovered in terms of spells. If that is not the case, they are allowed to rest before being informed of the possible combat.

If the heroes accept, proceed to **Combat**. If they do not wish to undertake this task, proceed to **Conclusion: Implacable Hatred**. There is no cash

award offered for this assignment, merely the chance to help the country or assist a Mullah.

Information-wise, those offering this task do not know the circumstances of the attack. They can provide a copy of the map of the outpost, but little else. All they are sure about is that the two Archons in the outpost are the last one's remaining, that the military escort has long since retreated as ordered.

Combat

See **DM Map #3** for reference, dimensions and some details.

Once the heroes accept, they are immediately *teleported* to the outpost in the foothills. There are sufficient Brotherhood of Sorcery spellcasters present to get the entire party and all familiars and animal companions – the casters remain in the room to facilitate an escape. If necessary, there is one spellcaster per two heroes – they ready escape *teleports* after they bring in the heroes and depart as ordered. The heroes themselves appear in the teleportation room on the map, along with the sorcerers. Immediately upon entering, they should roll Initiative as combat has begun (timing-wise, there are actually a few different Archon observation posts and the heroes are sent where ever it is currently under attack – thus this battle takes place whenever the heroes actually do manage to decide to participate). The horror attacking begins at the positions noted on the map and move in.

There are two Archons in the outpost, also noted on the map. They are out of useful spells, having cast them for the day. As soon as the sorcerers *teleport* in, they rush toward the heroes, inadvertently bringing the horror in tow. Should their inclusion be deemed necessary, use the DMG standard NPC wizard, 5th level, for either of them, but they have no spells or other magical capabilities left for the day. Otherwise, it is sufficient to know that they are the reason the heroes are present.

Buff Spells for the Horrors

The attacking Horrors are the newest of the horror experiments, leveled constructs. They have been buffed by the horror army to make them more powerful and flexible (they have suppressed their SR or bypassed it for the purpose of these spells). The horror has a *fly* spell upon it at all APLs. At APL 6+, it also has a *haste* and *freedom of movement*. At APL 10+ it has a *stoneskin* and *protection from chaos*. Much like the chase from the previous encounter, this is also

a test of the heroes and the people of Ket (the adamantine horror expects them to return to face them at some point – although it could be wrong, it is usually pretty accurate about such guesses).

APL 2 (EL 5)

⚡**Electrum Horror:** Ftr2; hp 50; See Appendix One.

APL 4 (EL 7)

⚡**Electrum Horror:** Ftr4; hp 64; See Appendix One.

APL 6 (EL 9)

⚡**Sonic Gold Horror:** Ftr3; hp 83; See Appendix One.

APL 8 (EL 11)

⚡**Sonic Gold Horror:** Ftr5; hp 97; See Appendix One.

APL 10 (EL 13)

⚡**Sonic Platinum Horror:** Ftr5; hp 109; See Appendix One.

APL 12 (EL 15)

⚡**Sonic Platinum Horror:** Ftr7; hp 123; See Appendix One.

Tactics

The creature goes on the offensive immediately. They are attempting to capture the heroes, not kill them, so they apply at least the first strike as non-lethal damage. The attackers are trained or intelligent enough to track who has non-lethal damage, although it is possible they can lose track if there is healing that takes place.

The horrors use their feats as much as possible to make them difficult to hit, and then go for non-lethal damage where possible. They are intelligent enough to know when they are losing a fight, and make every effort to escape at that point. There is no option of surrender for these horrors.

Troubleshooting

If the characters (all of them) are defeated or abandoned unconscious or dead to the Horror, they are captured and out of play unless they choose the AR option "**Escaped from the Horrors**". No equipment is lost as the adamantine horror keeps them as well equipped as possible, although half of their cash on hand is taken (as listed on the last AR).

Otherwise, proceed to the **Conclusion:** Implacable Hatred after this has been determined.

Treasure

The armor worn by the elite horrors are tinged with the same wasting disease that affected the dwarves in their original struggle with the horrors and cannot be sold or any treasure gained from it. The government of Ket does provide compensation in the Conclusion for fighting the creatures, however.

Conclusion: Implacable Hatred

Read the following if the adventure is considered a success - retreated after defeating all Encounters in the adventure (paraphrase if this is not appropriate)

Reports follow soon about three more dwarven outposts overrun, but warnings reached them first, allowing for a safe withdrawal. The horrors march onward, in the direction of Molvar. Standing firm, the Graf summons all troops to him now, calling up the militia and arming them as best he can. None know if it will be enough to stem the tide but the knowledge of the creatures that has been obtained may be crucial.

Read the following if the adventure is considered a failure - did not defeat either one or both of the last two encounters in the adventure.

The map says everything. Three more dwarven outposts fell in the past few days, as the horrors march slowly but relentlessly toward the city of Molvar. The Graf is mustering troops, but they are not as numerous as even one year ago, when Ket sent out it's armies to other lands. Mercenaries and veterans alike are being called upon, and none know if it will be sufficient to stem the tide.

The default thanks of Sturgeon Lowrock for the task he provided is an **Influence Point** with the Blackhammer Clan. This is granted so long as the party actually reached the dwarven outpost and went inside. If, however, the party encountered Splitspear Sunstream in their adventure, and chose to assist him, they can instead choose an influence point with the Silvertip clan – only **ONE** influence point total is available to a single character, although heroes at the same table can choose different awards.

Any characters, who rescued the prisoners, whether at the urging of guides or companions, are awarded **The Hammers of Moradin and Corellon**. The most appropriate person makes this award for the gift (usually Sturgeon or Splitspear, but others could also be used as considered applicable by the DM). *** **Any character who insisted on payment for their services cannot gain this award.** ***

If the heroes returned with information on the horrors and freely imparted it to the Mullah in **Encounter Six**, they gain the AR Award **Government Sanction**. This entails having studied the horrors in the adventure as detailed under the **Interlude – Inspection of the Clockwork Horrors** or if they bring out a horror body or if they rescue the prisoners.

Any character who rescued Owlswipe or treated the elves with dignity and respect is offered the opportunity to join the Runners of the Wind metaorganization as detailed on the AR. Generally this is restricted to elves or half-elves but any who make a good impression on the Runner himself are invited.

To receive the AR award **Knowledge of the Horrors**, the character must choose to spend the time immediately on this AR. The time is necessary whether the heroes are provided with information from the prisoners or not about the horrors – this represents additional and exhaustive study of the subjects. It costs 1 additional TU for characters whether or not they reside in Ket. If not, the award is crossed off and no longer available. Characters who are captured by the horrors automatically gain this benefit with no additional TU expenditure (eg. the 8 TU cost for **Escaped from the Horrors** is the only expenditure they have to make in addition to normal costs).

Anyone having been knocked unconscious in any fight after the conflict with the Guardian (and left behind) is lost to the army of the adamantine horror. Unless the character chooses the AR award **Escaped from the Horrors**, the character is now out of play. They should be reported to the Ket Triad as such, including the RPGA number of the player and the name, classes and levels of the character in question (which may now appear in future adventures as a villain).

Choosing the AR award **Escaped from the Horrors** results in the character losing one arm permanently (they may have it *regenerated* or otherwise restored if they have the money or capability – this is available in Lopolla, Molvar and Falwur at standard NPC casting costs from the LGCS) and 8 TU. As a benefit, they also

gain **Knowledge of the Horrors** at no additional TU cost.

APL 10	75 XP
APL 12	90 XP

If the characters chose to rescue the prisoners and Tigiana was successfully rescued, she gifts each player with a small flawed ruby, the **Gift of Tigiana Redstone**. It is a free gift, and they can turn it down if they desire, with no gp value but her thanks.

Encounter Two:

Defeat the guardian in the outpost

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Finally, the Blackhammer clan provides limited access to some magic items in thanks for the task that was undertaken. Given the war that is ongoing, they cannot simply give away their magical items, but they do make them available for a short period of time – listed below under treasure with 0 gp value each.

Encounter Four:

Free the prisoners

APL 2	15 XP
APL 4	15 XP
APL 6	30 XP
APL 8	30 XP
APL 10	45 XP
APL 12	45 XP

Treasure (provided by the government of Ket for fighting the horrors – if the heroes bring this to the attention of the authorities):

APL 2: L: 0 gp; C: 100 gp; M: *wand of magic missiles, 3rd level* (0 gp per character), *goggles of minute seeing* (0 gp per character).

APL 4: L: 0 gp; C: 100 gp; M: *metamagic rod of silence, lesser* (0 gp per character).

APL 6: L: 0 gp; C: 100 gp; M: *wand of cure moderate wounds* (0 gp per character), *ring of counterspells* (0 gp per character).

APL 8: L: 0 gp; C: 200 gp; M: *bracers of archery, lesser* (0 gp per character).

APL 10: L: 0 gp; C: 400 gp; M: *+3 bracers of armor* (0 gp per character).

APL 12: L: 0 gp; C: 600 gp; M: *belt of dwarvenkind* (0 gp per character).

Encounter Five:

Defeat or successfully escape the horror army unit

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	390 XP
APL 12	420 XP

Encounter Six:

Defeat the elite horrors.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	360 XP
APL 12	450 XP

The End

Experience Point Summary

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

Introduction:

Accept the task from the Blackhammer clan to investigate

APL 2	30 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP

Story Award:

Capture and return with a horror (any type) or the knowledge of the internal structure of the horrors.

APL 2	15 XP
APL 4	15 XP
APL 6	15 XP
APL 8	30 XP
APL 10	30 XP
APL 12	45 XP

Roleplaying Award:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

Treasure Summary

Treasure Key:

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

Introduction

- APL 2: L: 0; C: 200; M: none.
- APL 4: L: 0; C: 400; M: none.
- APL 6: L: 0; C: 600; M: none.
- APL 8: L: 0; C: 800; M: none.
- APL 10: L: 0; C: 1000; M: none.
- APL 12: L: 0; C: 1200; M: none.

Encounter 2:

APL 2: L: 50; C: 50; M: *+1 cloak of protection* (83 gp per character).

APL 4: L: 50; C: 50; M: *stone of alarm* (225 gp per character).

APL 6: L: 50; C: 50; M: *eyes of the eagle* (208 gp per character), *+2 heavy steel shield* (348 gp per character).

APL 8: L: 50; C: 50; M: *boots of levitation* (625 gp per character).

APL 10: L: 50; C: 50; M: *ring of minor elemental resistance (cold)* (1000 gp per character).

APL 12: L: 50; C: 50; M: *ring of invisibility* (1666 gp per character)

Encounter 3 (returning the crystals):

- APL 2: L: 0; C: 100; M: none.
- APL 4: L: 0; C: 200; M: none.
- APL 6: L: 0; C: 300; M: none.
- APL 8: L: 0; C: 400; M: none.
- APL 10: L: 0; C: 500; M: none.
- APL 12: L: 0; C: 600; M: none.

Encounter 5 (bringing back evidence of the horrors):

- APL 2: L: 0 gp; C: 100 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 400 gp; M: 0 gp.

APL 12: L: 0 gp; C: 600 gp; M: 0 gp.

Conclusion (if the fight against the Horrors is brought to the attention of the authorities in Ket)

APL 2: L: 0 gp; C: 100 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 400 gp; M: 0 gp.

APL 12: L: 0 gp; C: 600 gp; M: 0 gp.

Total Possible Treasure

APL 2: L: 50 gp; C: 550 gp; M: 83 gp.

APL 4: L: 50 gp; C: 850 gp; M: 225 gp.

APL 6: L: 50 gp; C: 1150 gp; M: 556 gp.

APL 8: L: 50 gp; C: 1650 gp; M: 625 gp.

APL 10: L: 50 gp; C: 2350 gp; M: 1000 gp.

APL 12: L: 50 gp; C: 3050 gp; M: 1666 gp.

Maximum Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Appendix One: NPCs

All APLs

Introduction

Surgeon Lowrock: Ftr6/Rog3; CR 9; Male Dwarf; Medium Humanoid; HD 6d10+18+3d6+9; hp 77; Init +4; Spd 20 ft; AC 19, Touch 14, Flatfooted 15 (+4 dexterity, +2 *amulet of natural armor*, +3 masterwork studded leather); Base Atk +8; Grp +10; Atk +14 melee (1d4+5, +1 *light pick*) or +12 ranged (1d10, masterwork heavy crossbow); Full Atk +14/+9 melee (1d4+5, +1 *light pick*) or +12 ranged (1d10, masterwork heavy crossbow); SA sneak attack +2d6; SQ darkvision 60', dwarf traits, evasion, trapsense; AL LN; SV Fort +9, Ref +9, Will +2; Str 15, Dex 18, Con 16, Int 10, Wis 9, Cha 6.

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

Possessions: Masterwork studded leather armor, +1 *light pick*, masterwork cold iron light pick, daggers (4), masterwork heavy crossbow, 20 bolts, backpack, bedroll, +2 *amulet of natural armor*.

Encounter One

Splitspear Sunstream, Runner of the Wind; Rgr2/Bbn1/Sor10; CR 13; Male Wild Elf; Medium Humanoid (5' 5" tall); HD 2d8+2+1d12+1+10d4+10; hp 63; Init +3; Spd 40 ft; AC 18, Touch 18, Flatfooted 14 (+4 dexterity, +4 *mage armor*); Base Atk +8; Grp +10; Atk +11 melee (1d8+3, +1 *obsidian edged longsword*) or +13 ranged (1d6+2, masterwork obsidian head hand ax) or +13 ranged (1d8+3, +1 *composite +2 str longbow*); Full Atk +11/+6 melee (1d8+3, +1 *obsidian edged longsword*) or +13/+8 or +11/+11/+6 ranged (1d8+3, +1 *composite +2 str longbow*); SQ rage 1/day, fast movement, favored enemy (human), low light vision, combat style (archery), wild empathy; AL N; SV Fort +12, Ref +13, Will +10, Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +17, Hide +9, Knowledge (Nature) +5, Languages: Common, Baklunish, Elven, Move Silently +9, Spellcraft +5, Survival +10; Eschew Materials, Point Blank Shot,

Rapid Shot (Ranger), Run, Silent Spell, Still Spell, Track (Ranger).

Spells Known: (6/8/7/7/6/4; DC = 15 + Spell level): O – [*dancing lights, daze, detect magic, disrupt undead, light, message, prestidigitation, read magic, resistance*]; 1st – [*expeditious retreat, jump, magic missile, protection from law, shield*]; 2nd – [*bear's endurance, glitterdust, invisibility, rope trick*]; 3rd – [*displacement, fireball, fly*]; 4th – [*confusion, dimension door*]; 5th – [*teleport*].

Possessions: +2 *cloak of charisma*, +2 *gloves of dexterity*, +3 *vest of resistance*, *lesser rod of extend*, +1 *obsidian longsword*, *ring of mage armor*, +1 *composite +2 str longbow*, 4 masterwork obsidian hand axes, 60 arrows, backpack, bedroll, 3 waterskins, flint & steel, 50 feet silk rope, grappling hook.

Grill Blackhammer: Rgr2/Ftr6; CR 8; Male Mountain Dwarf; Medium Humanoid; HD 2d8+6+ 6d10+18; hp 73; Init +1; Spd 20 ft; AC 23, Touch 11, Flatfooted 22 (+1 dexterity, +9 *for +1 full plate*, +3 *for +1 heavy steel shield*); Base Atk +8; Grp +12; Atk +14 melee (1d10+7, +1 *dwarven ax*) or +10 ranged (1d8, masterwork light crossbow); Full Atk +14/+9 melee (1d10+7, +1 *dwarven ax*) or +10/+5 ranged (1d8, masterwork light crossbow); SQ Darkvision 60', wild empathy, combat style (archery), favored enemy (orcs); AL LN; SV Fort +12, Ref +7, Will +4; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +14, Jump +14, Knowledge (geography) +4, Languages: Common, Dwarven, Listen +5, Spot +10, Survival +9; Cleave, Combat Reflexes, Power Attack, Quickdraw, Track, Rapid Reload (Light), Rapid Shot, Weapon Focus Dwarven Ax, Weapon Specialization Dwarven Ax.

Possessions: +1 *full plate*, +1 *heavy steel shield*, +1 *dwarven ax*, masterwork cold iron dwarven ax, daggers (4), masterwork light crossbow, 20 bolts, backpack, bedroll, +1 *cloak of resistance*, *eyes of the eagle*.

Encounter Four

Izzt: male hobgoblin; Ftr6/Rog3; CR 9; Medium Humanoid; HD 6d10+12+3d6+6; hp 70; Init +2; Spd 30 ft; AC 18, Touch 13, Flatfooted 16 (+2 dexterity, +5 *for +1 mithral chain shirt*, +1 *ring of protection*); Base Atk +8; Grp +12; Atk +14 melee (1d8+7, +1 *longsword*) or +11 ranged (1d8+4, masterwork composite +4 str longbow); Full Atk +14/+9 melee (1d8+7, +1 *longsword*) or +11/+6 ranged (1d8+4, masterwork

composite +4 str longbow); SA sneak attack +2d6; SQ darkvision 60', evasion, trapsense; AL LE; SV Fort +9, Ref +8, Will +6; Str 18, Dex 14, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +7, Disable Device +6, Hide +10, Jump +7, Languages: Common, Dwarven, Listen +5, Move Silently +10, Search +6, Spot +8, Tumble +10; Cleave, Dodge, Great Cleave, Iron Will, Mobility, Power Attack, Weapon Focus Longsword, Weapon Specialization Longsword.

Possessions: +1 mithral chain shirt, +1 longsword, masterwork cold iron longsword, daggers (4), masterwork composite +4 str longbow, 20 arrows, backpack, bedroll, +1 ring of protection, +1 cloak of resistance.

Owlswipe: Rgr9/Bbn1/Sor1; CR 11; female wild elf; Medium Humanoid (5' 6" tall); HD 9d8+18+1d12+2+1d4+2; hp 80; Init +3; Spd 40 ft; AC 13, Touch 13, Flatfooted 10 (+3 dexterity); Base Atk +10; Grp +13; Atk +13 melee (1d3+3, unarmed attack); Full Atk +13/+8 melee (1d3+3, unarmed attack); SQ rage 1/day, fast movement, favored enemy (human, magical beasts), animal companion, familiar, low light vision, improved combat style (archery), wild empathy, woodland stride, swift tracker, evasion; AL N; SV Fort +10, Ref +9, Will +4. Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb +6, Concentration +6, Hide +15, Knowledge (Nature) +12, Languages: Common, Elven, Listen +11, Move Silently +15, Spot +11, Survival +12; Die-Hard, Endurance, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Run, Track.

Spells Known: (5/4; DC = 9 + Spell Level): Oth – [*dancing lights*, *detect magic*, *disrupt undead*, *light message*]; 1st – [*expeditious retreat*, *shield*].

Possessions: None.

Tigiana Redstone: Wiz7/Rog1; CR 8; female gnome; female wild elf; small humanoid (3' 2" tall); HD 7d4+21+1d6+3; hp 50; Init +2; Spd 20 ft; AC 13, Touch 13, Flatfooted 11 (+1 size, +2 dexterity); Base Atk +3; Grp -1; Atk +3 melee (1d2, unarmed attack); Full Atk +3 melee (1d2, unarmed attack); SA +1d6 sneak attack; SQ trapsense, familiar, low light vision, gnome traits; AL NG; SV Fort +10, Ref +9, Will +4. Str 10, Dex 14, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats: Balance +6, Climb +4, Concentration +17, Craft (alchemy) +15; Disable Device +8, Gather Information +3, Hide +10, Knowledge (arcana) +8, Languages: Common, Dwarven, Gnome, Elven, Orcish, Listen +1, Move Silently +6, Open Lock +6, Search +8, Spellcraft +15,

Spot +4, Tumble +6; Craft Wondrous Items, Eschew Materials, Silent Spell, Skill Focus (Concentration).

Spells Prepared: (4+1/5+1/4+1/3+1/2+1; DC = 14 + Spell Level; DC = 15 + Spell Level for Illusions; Illusionist, banned schools Enchantment and Necromancy). None memorized, no spellbook.

Possessions: 6 flawed rubies (worth 0 gp).

Electrum Horrors (60): CR 3; small size construct; HD 4d10+10; hp 32; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 dexterity, +7 natural); Base Atk +3; Grp +0; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); Full Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5.

Skills and Feats: Climb +8; Point Blank Shot, Precise Shot.

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

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

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

Sonic Gold Horrors (20): CR 6; small size construct; HD 8d10+10; hp 54; Init +2; Spd 30 ft.; AC 22, Touch 13, flat-footed 20 (+1 size, +2 dexterity, +9 natural); Base Atk +6; Grp +4; Atk +9 melee (1d10+3, razor saw); Full Atk +9 melee (1d10+3, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', low light vision, SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11.

Skills and Feats: Climb +13; Cleave, Power Attack, Sunder. Language: Dwarven.

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

save (DC 13) halves the damage. The attack can generate either electrical or sonic damage and the sonic gold horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

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

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

Sonic Platinum Horrors (10): CR 8; small size construct; HD 12d10+10; hp 76; Init +3; Spd 40 ft.; AC 25, touch 14, flat-footed 22 (+1 size, +3 dexterity, +11 natural); Base Atk +9; Grp +8; Atk +13 melee (1d12+4, razor saw); Full Atk +13 melee (1d12+4, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', lowlight vision, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15.

Skills and Feats: Climb +18, Hide +22, Language: Dwarven, Move Silently +18; Cleave, Great Cleave, Power Attack, Sunder.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 15) halves the damage. The attack can generate either electrical or sonic damage and the sonic platinum horror can choose to make the damage non-lethal at the time of the discharge.

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

armor, the razor saw of a platinum horror acts as a +3 weapon.

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

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

Adamantine Horror: CR 10; Small size construct; HD 16d10+10; hp 98; Init +8; Spd 50 ft.; AC 28, touch 15, flat-footed 24 (+1 size, +4 dexterity, +13 natural); Base Atk +12; Grp +13; Atk +18 melee (2d10+7, razor saw); Full Atk +18 melee (2d10+7, razor saw); SA Spell-like Abilities; SQ Electricity immunity, linked mind, spell vulnerability, dark vision 60', low light vision, SR 22; AL LE; SV Fort +5, Ref +9, Will +12; Str 20, Dex 19, Con -, Int 17, Wis 24, Cha 21.

Skills and Feats: Balance +23, Climb +14, Jump+24, Hide +27, Languages: Dwarven, Common, Move Silently +23; Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder.

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

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

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

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

Half-Iron Golem Bugbears (3): Ftr4/Rog3; CR 12; Male Bugbear; Medium Humanoid (7' 1" tall); HD 3d8+4d10+3d6+20; hp 71; Init +2; Spd 20 ft (cannot run); AC 34, Touch 11, flatfooted 30 (+1 dex, +11 natural, +9 for +1 full plate); Base Atk +6; Grp +17; Atk

+19 melee (1d10+18, +1 *alchemical silver halberd*) or +8 ranged (1d10, heavy crossbow); Full Atk +19/+14 melee (1d10+18, +1 *alchemical silver halberd*) or +8 ranged (1d10, heavy crossbow); SA sneak attack +2d6, breath weapon; SQ DR 5/adamantine, darkvision 60', scent, spell immunities; AL NE; Saves: Fort +8, Reflex +9, Will +4; Str 32, Dex 14, Con -, Int 4, Wis 12, Cha 3.

Skills and Feats: Climb +17, Hide +11, Search +2, Spot +14; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Weapon Focus (Halberd), Weapon Specialization (Halberd).

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

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

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

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

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

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

Possessions: +1 *plate armor*, cold iron halberd, +1 *alchemical silver halberd*, *slippers of spider-climbing*, heavy crossbow, cold iron morningstar, 20 bolts, sap.

Half-Iron Golem Elite Griffons (4): CR 9; Large Magical Beast; HD 10d10+30; hp 85; Init +4; Spd 30 ft (cannot run), fly 80 ft (average); AC 24, touch 13, flat-footed 21 (+4 dexterity, -1 size, +11 natural); Base Atk +10; Grp +26; Atk +22 melee (3d6+12, bite); Full Atk +22 melee (3d6+12, bite) and +19 melee (1d4+6, 2

claws); Space/Reach: 10 ft./5 ft.; SA Pounce, breath weapon, rake; SQ Darkvision 60 ft., low-light vision, scent, DR 5/adamantine, spell immunities; AL NE; SV Fort +9, Ref +11, Will +5; Str 34, Dex 18, Con -, Int 1, Wis 11, Cha 2.

Skills and Feats: Jump +26, Listen +6, Spot +10; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

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

Rake (Ex): Attack bonus +19 melee, damage 1d6+6.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks. A Griffon can understand but not speak Common.

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

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

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

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

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

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

APL 2

Encounter One

Elite Grick; Medium Aberration; CR 4; HD 2d8+2; hp 11; Init +4; Spd 30 ft, climb 20 ft; AC 18, Touch 14, Flat-Footed 14 (+4 dexterity, +4 natural); Base Atk +1; Grp +5; Atk +5 melee (1d4+4, tentacle); Full Atk four +5 melee (1d4+4, tentacle) and +0 bite (1d3+2, bite); SQ DR 10/magic, Darkvision 60', scent; AL N; SV Fort +1, Ref +4, Will +6; Str 18, Dex 18, Con 13, Int 3, Wis 16, Cha 3.

Skills and Feats: Climb +12, Hide +5 (+13 on natural rocky areas), Listen +7, Spot +7; Alertness, Track.

Possessions: None

Encounter Five

Electrum Horrors (2): CR 3; small size construct; HD 4d10+10; hp 32; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 dexterity, +7 natural); Base Atk +3; Grp +0; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); Full Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5.

Skills and Feats: Climb +8; Point Blank Shot, Precise Shot.

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

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

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

Encounter Six

Electrum Horror: Ftr2; CR 5; small size construct; HD 6d10+16; hp 50; Init +3; Spd 30 ft.; AC 25, touch 14, flat-footed 22 (+1 size, +3 dexterity, +7 natural, +4 chain shirt); Base Atk +5; Grp +4; Atk +9 melee (1d8+4, razor saw) or +9 ranged (2d4+3 pressure dart); Full Atk +9 melee (1d8+4, razor saw) or +9 ranged (2d4+3 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 19; AL LE; SV Fort +4, Ref +4, Will +3; Str 16, Dex 17, Con -, Int 7, Wis 14, Cha 5.

Skills and Feats: Climb +11; Far Shot, Improved Toughness*, Point Blank Shot, Precise Shot, Rapid Shot.

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

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

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

Possessions: masterwork chain shirt, cold iron pressure darts, alchemical silver pressure darts.

*See Appendix Two: New Rules Items

APL 4

Encounter One

Advanced Elite Grick; Large Aberration; CR 6; HD 6d8+24; hp 51; Init +3; Spd 30 ft, climb 20 ft; AC 18, Touch 12, Flat-Footed 15 (-1 size, +3 dexterity, +6 natural); Base Atk +4; Grp +15; Atk +11 melee (1d6+8, tentacle); Full Atk four +11 melee (1d6+8, tentacle) and +6 bite (1d4+4, bite); Space/Reach 10 ft./10 ft.; SQ DR 10/magic, Darkvision 60', scent; AL N; SV Fort +6, Ref +5, Will +8; Str 26, Dex 16, Con 18, Int 3, Wis 16, Cha 3.

Skills and Feats: Climb +18, Hide +8 (+17 on natural rocky areas), Listen +7, Spot +7; Alertness, Combat Reflexes, Track.

Possessions: None.

Encounter Five

Electrum Horrors (4): CR 3; small size construct; HD 4d10+10; hp 32; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 dexterity, +7 natural); Base Atk +3; Grp +0; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); Full Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5.

Skills and Feats: Climb +8; Point Blank Shot, Precise Shot.

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

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

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

Encounter Six

Electrum Horror: Ftr4; CR 7; small size construct; HD 8d10+18; hp 64; Init +4; Spd 30 ft.; AC 26, touch 15,

flat-footed 22 (+1 size, +4 dexterity, +7 natural, +4 chain shirt); Base Atk +7; Grp +6; Atk +11 melee (1d8+4, razor saw) or +13 ranged (2d4+3 pressure dart); Full Atk +11/+6 melee (1d8+4, razor saw) or +13/+8 ranged (2d4+3 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 21; AL LE; SV Fort +5, Ref +6, Will +4; Str 16, Dex 18, Con -, Int 7, Wis 14, Cha 5.

Skills and Feats: Climb +11; Far Shot, Improved Toughness*, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Pressure Dart).

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

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

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

Possessions: masterwork chain shirt, cold iron pressure darts, alchemical silver pressure darts.

*See Appendix Two: New Rules Items

APL 6

Encounter One

Advanced Bulette: Huge Magical Beast; CR 8; Huge Animal (9' 0" tall); HD 12d10+60; hp 126; Init +3; Spd 40 ft, Burrow 10 ft; AC 23, Touch 11, Flat-Footed 20 (-2 size, +3 dexterity, +12 natural); Base Atk +12; Grp +28; Atk +19 melee (2d8+8, bite); Full Atk +19 melee (2d8+8, bite) and +13 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Scent, Tremorsense, Darkvision 60', Low light vision; AL N; SV Fort +13, Ref +11, Will +7; Str 27, Dex 16, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +21, Listen +9, Spot +3; Alertness, Combat Reflexes, Iron Will, Track, Weapon Focus (Bite).

Possessions: None

Encounter Five

Sonic Gold Horrors (2): CR 6; small size construct; HD 8d10+10; hp 54; Init +2; Spd 30 ft.; AC 22, Touch 13, flat-footed 20 (+1 size, +2 dexterity, +9 natural); Base Atk +6; Grp +4; Atk +9 melee (1d10+3, razor saw); Full Atk +9 melee (1d10+3, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', low light vision, SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11.

Skills and Feats: Climb +13; Cleave, Power Attack, Sunder. Language: Dwarven.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC 13) halves the damage. The attack can generate either electrical or sonic damage and the sonic gold horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

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

clockwork horror in such a group is considered flanked unless they all are.

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

Electrum Horrors (2): CR 3; small size construct; HD 4d10+10; hp 32; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 dexterity, +7 natural); Base Atk +3; Grp +0; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); Full Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5.

Skills and Feats: Climb +8; Point Blank Shot, Precise Shot.

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

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

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

Encounter Six

Sonic Gold Horror: Ftr3; CR 9; small size construct; HD 11d10+21; hp 83; Init +4; Spd 30 ft.; AC 28, Touch 15, flat-footed 24 (+1 size, +4 Dex, +9 Natural, +4 chain shirt); Base Atk/Grp +9/+9; Atk +14 melee (1d10+6, razor saw); Full Atk +14/+9 melee (1d10+6, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', low light vision, SR 21; AL LE; SV Fort +5, Ref +7, Will +6; Str 18, Dex 19, Con -, Int 11, Wis 16, Cha 13.

Skills and Feats: Climb +17, Language Dwarven; Cleave, Combat Reflexes, Hold the Line*, Improved Toughness*, Power Attack, Sunder, Weapon Focus (razor saw).

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC13) halves the damage. The attack can generate either electrical or sonic damage and the sonic gold horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

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

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

Possessions: masterwork chain shirt.

*See Appendix Two: New Rules Items

APL 8

Encounter One

Advanced Elite Bulette; Huge Magical Beast; CR 10; Huge Animal (9' 0" tall); HD 15d10+105; hp 187; Init +4; Spd 40 ft, Burrow 10 ft; AC 24, Touch 12, Flat-footed 20 (-2 size, +4 dexterity, +12 natural); Base Atk +15; Grp +33; Atk +24 melee (3d8+10, bite); Full Atk +24 melee (3d8+10, bite) and +18 melee (2d6+5, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Scent, Tremorsense, Darkvision 60', Low light vision; AL N; SV Fort +17, Ref +14, Will +9; Str 31, Dex 18, Con 24, Int 2, Wis 15, Cha 4.

Skills and Feats: Jump +26, Listen +9, Spot +3; Alertness, Combat Reflexes, Improved Natural Attack (Bite), Iron Will, Track, Weapon Focus (Bite).

Possessions: None

Encounter Five

Sonic Gold Horrors (2): CR 6; small size construct; HD 8d10+10; hp 54; Init +2; Spd 30 ft.; AC 22, Touch 13, flat-footed 20 (+1 size, +2 dexterity, +9 natural); Base Atk +6; Grp +4; Atk +9 melee (1d10+3, razor saw); Full Atk +9 melee (1d10+3, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', low light vision, SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 14, Dex 15, Con -, Int 9, Wis 16, Cha 11.

Skills and Feats: Climb +13; Cleave, Power Attack, Sunder. Language: Dwarven.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC 13) halves the damage. The attack can generate either electrical or sonic damage and the sonic gold horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

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

clockwork horror in such a group is considered flanked unless they all are.

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

Electrum Horrors (6): CR 3; small size construct; HD 4d10+10; hp 32; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 dexterity, +7 natural); Base Atk +3; Grp +0; Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); Full Atk +5 melee (1d8+1, razor saw) or +5 ranged (2d4+1 pressure dart); SQ Electricity immunity, linked mind, spell vulnerability, darkvision 60', low-light vision, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5.

Skills and Feats: Climb +8; Point Blank Shot, Precise Shot.

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

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

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

Sonic Platinum Horrors: CR 8; small size construct; HD 12d10+10; hp 76; Init +3; Spd 40 ft.; AC 25, touch 14, flat-footed 22 (+1 size, +3 dexterity, +11 natural); Base Atk +9; Grp +8; Atk +13 melee (1d12+4, razor saw); Full Atk +13 melee (1d12+4, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', lowlight vision, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15.

Skills and Feats: Climb +18, Hide +22, Language: Dwarven, Move Silently +18; Cleave, Great Cleave, Power Attack, Sunder.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 15) halves the damage. The attack can

generate either electrical or sonic damage and the sonic platinum horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor, the razor saw of a platinum horror acts as a +3 weapon.

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

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

Encounter Six

Sonic Gold Horror: Ftr5; CR 11; small size construct; HD 13d10+23; hp 97; Init +5; Spd 30 ft.; AC 29, Touch 16, flat-footed 24 (+1 size, +5 dexterity, +9 natural, +4 mithral chain shirt); Base Atk +11; Grp +11; Atk +16 melee (1d10+8, razor saw); Full Atk +16/+11/+6 melee (1d10+8, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', low light vision, SR 23; AL LE; SV Fort +5, Ref +7, Will +6; Str 18, Dex 20, Con -, Int 11, Wis 16, Cha 13.

Skills and Feats: Climb +17, Language Dwarven; Cleave, Close Quarters Fighting*, Combat Reflexes, Hold the Line*, Improved Toughness*, Power Attack, Sunder, Weapon Focus (razor saw), Weapon Specialization (razor saw).

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 damage. A successful Reflex save (DC 13) halves the damage. The attack can generate either electrical or sonic damage and the sonic gold horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it

also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. Against magic weapons or armor, the razor saw of a gold horror acts as a +2 weapon.

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

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

Possessions: mithral chain shirt.

*See Appendix Two: New Rules Items

APL 10

Encounter One

Advanced Gargantuan Bulette; Gargantuan Magical Beast; CR 12; Huge Animal (9' 0" tall); HD 18d10+162; hp 261; Init +4; Spd 40 ft, Burrow 10 ft; AC 28, Touch 10, Flat-Footed 24 (-4 size, +4 dexterity, +18 natural); Base Atk +18; Grp +42; Atk +30 melee (3d8+15, bite); Full Atk +30 melee (3d8+15, bite) and +24 melee (4d6+7, 2 claws); Space/Reach 20 ft./10 ft.; SA Leap; SQ Scent, Tremorsense, Darkvision 60', Low light vision; AL N; SV Fort +21, Ref +16, Will +10; Str 40, Dex 18, Con 28, Int 2, Wis 15, Cha 4.

Skills and Feats: Jump +34, Listen +9, Spot +3; Alertness, Combat Reflexes, Improved Natural Attack (Bite), Improved Natural Attack (claws), Iron Will, Track, Weapon Focus (Bite).

Possessions: None

Encounter Five

Sonic Platinum Horrors (3): CR 8; small size construct; HD 12d10+10; hp 76; Init +3; Spd 40 ft.; AC 25, touch 14, flat-footed 22 (+1 size, +3 dexterity, +11 natural); Base Atk +9; Grp +8; Atk +13 melee (1d12+4, razor saw); Full Atk +13 melee (1d12+4, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', lowlight vision, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15.

Skills and Feats: Climb +18, Hide +22, Language: Dwarven, Move Silently +18; Cleave, Great Cleave, Power Attack, Sunder.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 15) halves the damage. The attack can generate either electrical or sonic damage and the sonic platinum horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor, the razor saw of a platinum horror acts as a +3 weapon.

Linked Mind (Ex): All clockwork horrors within 10 miles of a gold, platinum or adamantite horror are

in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked unless they all are.

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

Half-Iron Golem Elite Griffons (2): CR 9; Large Magical Beast; HD 10d10+30; hp 85; Init +4; Spd 30 ft (cannot run), fly 80 ft (average); AC 24, touch 13, flat-footed 21 (+4 dexterity, -1 size, +11 natural); Base Atk +10; Grp +26; Atk +22 melee (3d6+12, bite); Full Atk +22 melee (3d6+12, bite) and +19 melee (1d4+6, 2 claws); Space/Reach 10 ft./5 ft.; SA Pounce, breath weapon, rake; SQ Darkvision 60 ft., low-light vision, scent, DR 5/adamantine, spell immunities; AL NE; SV Fort +9, Ref +11, Will +5; Str 34, Dex 18, Con -, Int 1, Wis 11, Cha 2.

Skills and Feats: Jump +26, Listen +6, Spot +10; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

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

Rake (Ex): Attack bonus +19 melee, damage 1d6+6.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks. A Griffon can understand but not speak Common.

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

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

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

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit

by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

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

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

Encounter Six

Sonic Platinum Horror: Ftr5; CR 13; small size construct; HD 15d10+25; hp 109; Init +5; Spd 40 ft.; AC 31, touch 16, flat-footed 26 (+1 size, +5 dexterity, +11 natural, +4 for mithral chain shirt); Base Atk +12; Grp +13; Atk +19 melee (1d12+9, razor saw); Full Atk +19/+14/+9 melee (1d12+9, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', lowlight vision, SR 25; AL LE; SV Fort +8, Ref +10, Will +10; Str 20, Dex 21, Con -, Int 15, Wis 22, Cha 15.

Skills and Feats: Climb +23, Hide +22, Language: Dwarven, Move Silently +18, Spot +12; Cleave, Combat Expertise, Great Cleave, Improved Toughness*, Power Attack, Sunder, Weapon Focus (razor saw), Weapon Specialization (razor saw).

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC15) halves the damage. The attack can generate either electrical or sonic damage and the sonic platinum horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor, the razor saw of a platinum horror acts as a +3 weapon.

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

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

Possessions: Mithral chain shirt.

*See Appendix Two: New Rules Items

APL 12

Encounter One

Highly Advanced Bulette; Gargantuan Magical Beast; CR 14; Huge Animal (9' 0" tall); HD 24d10+216; hp 348; Init +4; Spd 40 ft, Burrow 10 ft; AC 28, Touch 10, Flat-Footed 24 (-4 size, +4 Dex, +18 natural); Base Atk +24; Grp +48; Atk +36 melee (3d8+15, bite); Full Atk +36 melee (3d8+15, bite) and +30 melee (4d6+7, 2 claws); Space/Reach 20 ft./10 ft.; SA Leap; SQ Scent, Tremorsense, Darkvision 60', Low light vision; AL N; SV Fort +25, Ref +20, Will +13; Str 40, Dex 18, Con 28, Int 2, Wis 16, Cha 4.

Skills and Feats: Jump +40, Listen +9, Spot +3; Alertness, Close Quarters Fighting*, Combat Reflexes, Hold the Line*, Improved Natural Attack (Bite), Improved Natural Attack (claws), Iron Will, Track, Weapon Focus (Bite).

*See Appendix Two: New Rules Items.

Encounter Five

Sonic Platinum Horrors (4): CR 8; small size construct; HD 12d10+10; hp 76; Init +3; Spd 40 ft.; AC 25, touch 14, flat-footed 22 (+1 size, +3 dexterity, +11 natural); Base Atk +9; Grp +8; Atk +13 melee (1d12+4, razor saw); Full Atk +13 melee (1d12+4, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', lowlight vision, SR 20; AL LE; SV Fort +4, Ref +7, Will +9; Str 16, Dex 17, Con -, Int 13, Wis 20, Cha 15.

Skills and Feats: Climb +18, Hide +22, Language: Dwarven, Move Silently +18; Cleave, Great Cleave, Power Attack, Sunder.

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 15) halves the damage. The attack can generate either electrical or sonic damage and the sonic platinum horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor, the razor saw of a platinum horror acts as a +3 weapon.

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

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

Half-Iron Golem Elite Griffons (3): CR 9; Large Magical Beast; HD 10d10+30; hp 85; Init +4; Spd 30 ft (cannot run), fly 80 ft (average); AC 24, touch 13, flat-footed 21 (+4 dexterity, -1 size, +11 natural); Base Atk +10; Grp +26; Atk +22 melee (3d6+12, bite); Full Atk +22 melee (3d6+12, bite) and +19 melee (1d4+6, 2 claws); Space/Reach 10 ft./5 ft.; SA Pounce, breath weapon, rake; SQ Darkvision 60 ft., low-light vision, scent, DR 5/adamantine, spell immunities; AL NE; SV Fort +9, Ref +11, Will +5; Str 34, Dex 18, Con -, Int 1, Wis 11, Cha 2.

Skills and Feats: Jump +26, Listen +6, Spot +10; Improved Natural Attack (bite), Iron Will, Multiattack, Weapon Focus (bite).

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

Rake (Ex): Attack bonus +19 melee, damage 1d6+6.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks. A Griffon can understand but not speak Common.

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

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

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

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem

to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

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

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 15 negates. The save DC is Constitution-based.

Encounter Six

Sonic Platinum Horror: Ftr7; CR 15; small size construct; HD 17d10+27; hp 123; Init +3; Spd 40 ft.; AC 33, touch 17, flat-footed 27 (+1 size, +6 dexterity, +11 natural, +5 for +1 *mithral chain shirt*); Base Atk +15; Grp +16; Atk +22 melee (1d12+9, razor saw); Full Atk +22/+17/+12 melee (1d12+9, razor saw); SA *lightning bolt*; SQ Electricity immunity, sonic immunity, linked mind, spell vulnerability, darkvision 60', lowlight vision, SR 27; AL LE; SV Fort +9, Ref +12, Will +11; Str 20, Dex 22, Con -, Int 15, Wis 22, Cha 15.

Skills and Feats: Climb +25, Hide +22, Language: Dwarven, Move Silently +18, Spot +15; Cleave, Combat Expertise, Great Cleave, Improved Combat Expertise*, Improved Toughness*, Power Attack, Sunder, Weapon Focus (razor saw), Weapon Specialization (razor saw).

Lightning Bolt (Sp): Once every two rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 damage. A successful Reflex save (DC 15) halves the damage. The attack can generate either electrical or sonic damage and the sonic platinum horror can choose to make the damage non-lethal at the time of the discharge.

Construct Traits: A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60' range) and low light vision. Against magic weapons or armor, the razor saw of a platinum horror acts as a +3 weapon.

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

clockwork horror in such a group is considered flanked unless they all are.

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

Possessions: +1 *Mithral chain shirt*.

*See Appendix Two: New Rules Items

Appendix 2: New Rules

Improved Toughness [General] as presented in Complete Warrior

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Hold the Line [General] as presented in Complete Warrior

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Close-Quarters Fighting [General] as presented in Complete Warrior

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. he takes an attack of opportunity, hits and

deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Improved Combat Expertise [General] as presented in Complete Warrior

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

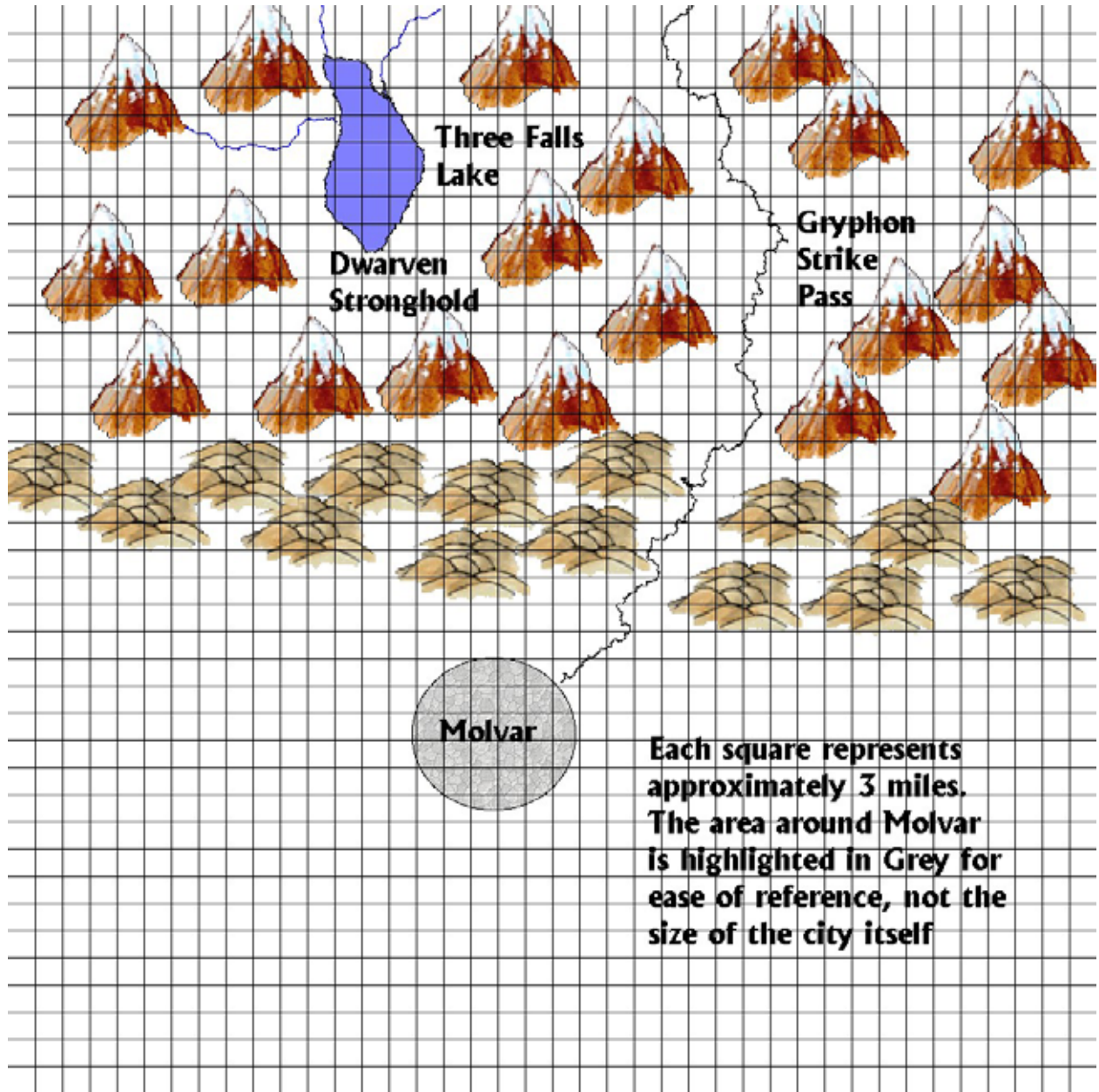
Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

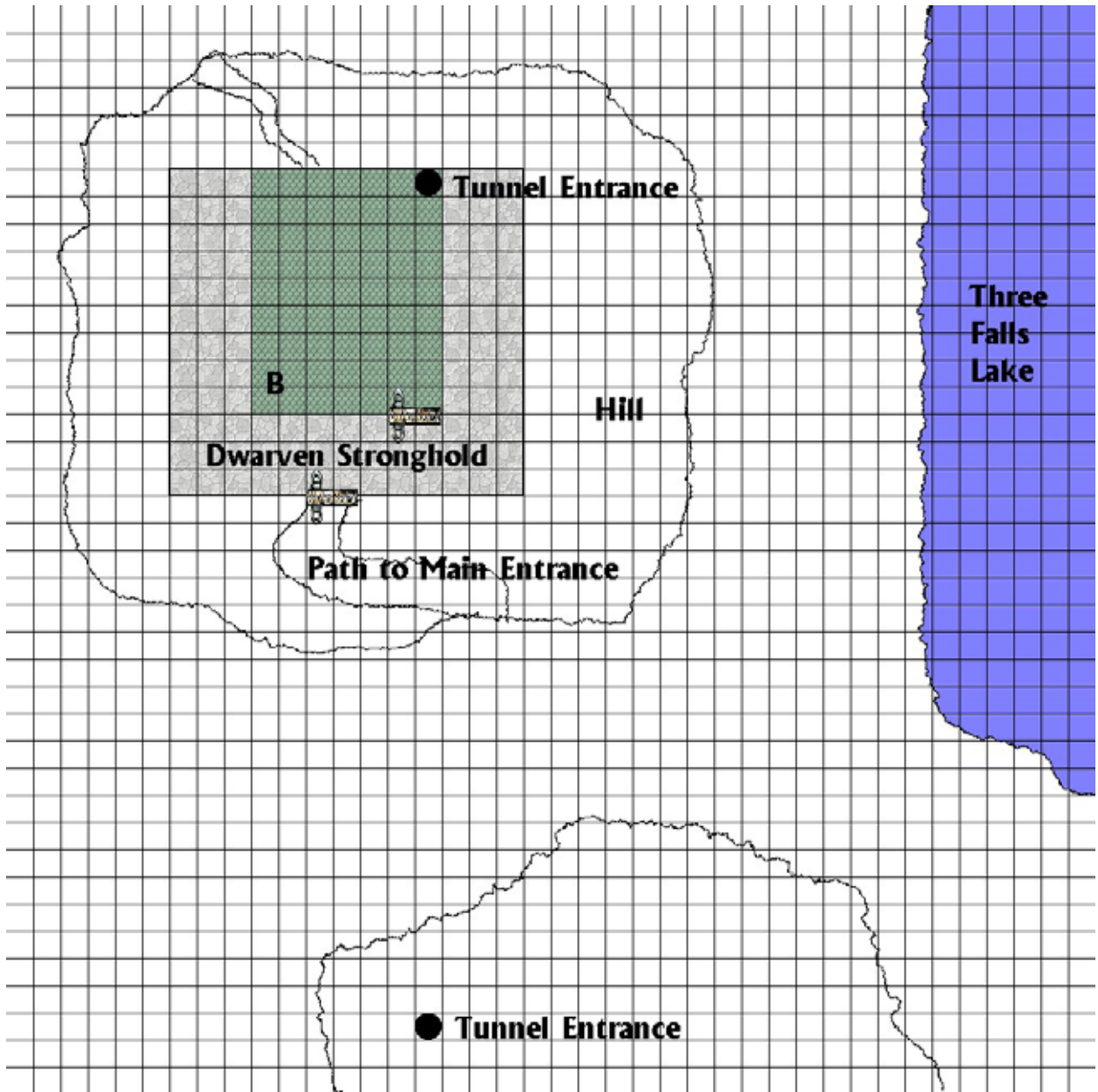
Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

Appendix Three – Maps

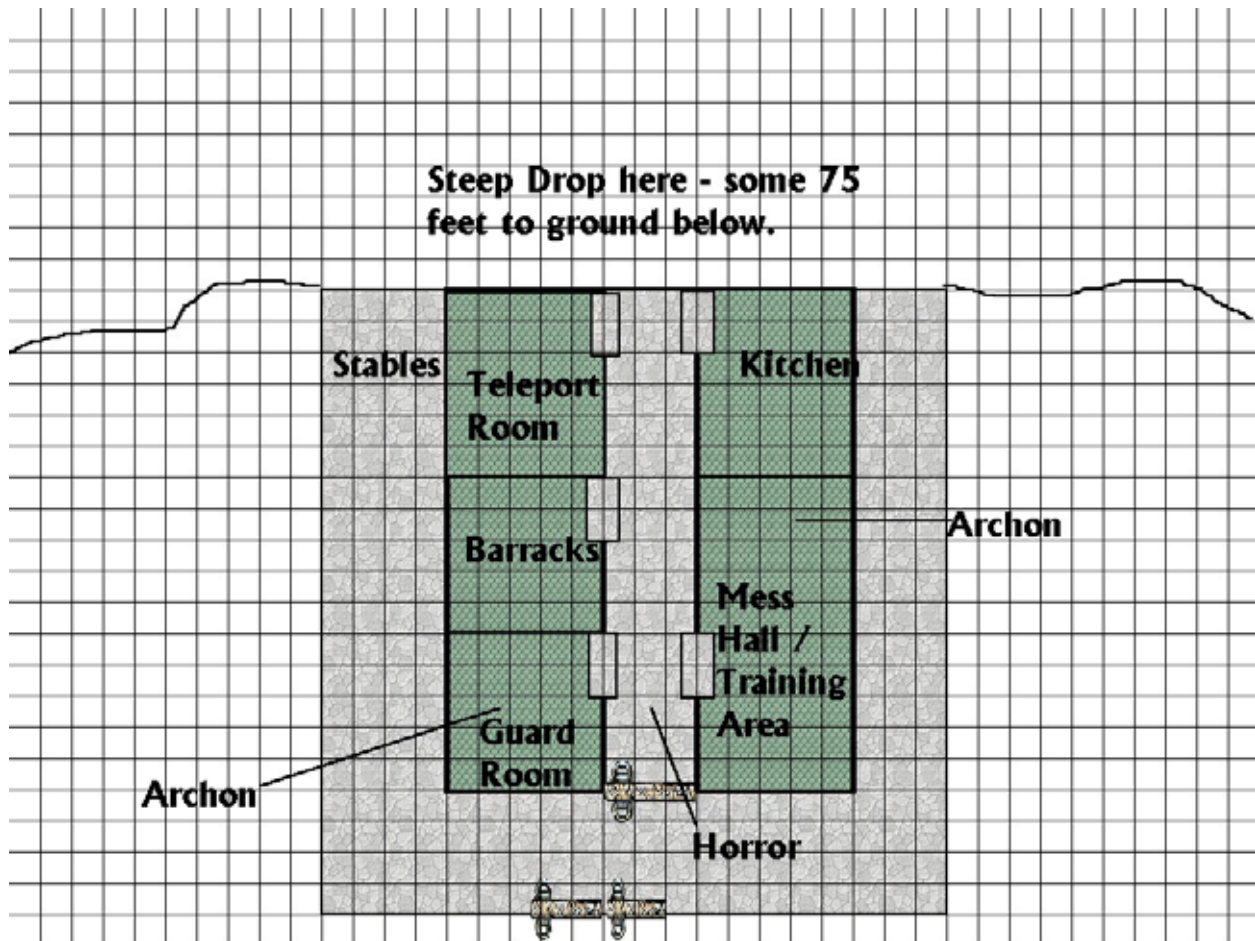
DM Map #1



DM Map #2



DM Map #3



Outer Walls - 20 feet tall, 10 feet thick. Main gates are reinforced wooden doors with solid wooden beams for barring them from the outside. Main Out post is 30 feet tall (sees over the walls) but a single story. There are ladders to the room for observation in all rooms.

Appendix Four

Player Handout #1

Three weeks ago - We were overwhelmed just before noon. I say that without shame but I doubt I will live long enough to explain the actions of our watch. Creatures, with metallic skins, looking more akin to barrels on legs came out of the Guardian Stone. The Guardian Stone that we tend each and every day, with magics that our Elders assure us can never be breached. The same Guardian Stone that lies broken and scattered. I do not know why I am still alive. We destroyed the Owlbears that led the assault, whose wings were replaced by iron. Only numbers overwhelmed us - that and the lightning bolts that came out of the tunnels...

One day after - Now I know. We are kept for experimentation. Five shieldmates were subjected to *disintegration* from the creatures today. They used that ability on the main gate but I do not know why. They leave us our weapons and armor, unless we fall dead, in which case they salvage everything useful. It is useless to fight - Vaarag tried and was dead before his axe lifted. They watch, they all watch. What one sees, they all see. That is what Diral Ironfist tells me and I believe her.

Two Days later - It is my time, I am the last. They seek something in Ket, I can tell from their study of our maps. My name is Jalar Blackhammer. I raise my weapon in defiance and die a clean death rather than help them in whatever they are attempting.