

# Advanced Master Adventures

Game Adventure

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## Earth Unleashed

By Jan Willem van den Brink

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A woman who's wearing hide armor and carries a long staff, stands in the center of the square. She has long brown hair, bright blue eyes, and the tan of someone who spends most of her time outside. She speaks with a loud voice: "Earth and rocks rained down on Wodfeld! The earth trembled! Mother Nature gave us a sign; a warning! She wants us to leave, leave the forest so she can heal it! Twice her warnings came. Who knows what happens the next time? Will Mother Nature warn us again or will Wodfeld be destroyed by her boundless power? Do not wait to find out! Leave while you still can!"





# Advanced Master Adventures

Adventure Module for 4-5 Characters of Levels 7-8

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By Jan Willem van den Brink



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**Earth Unleashed** is an **OSRIC** adventure intended for a party of four or five 7th-level adventurers. The adventure can easily be adjusted to suit weaker or stronger parties. Best if the party has at least a ranger or a druid.

The adventure takes place in the village Wodfeld, situated in the woods. The name Wodfeld could easily be replaced by the name of an existing place in your campaign world, or by a name that fits your campaign world better. The woods in which it lies is not given a name, but it could be any large forest in your campaign world.

### Running the Adventure

It is recommended that you read through the adventure at least once before running it, to become familiar with everything in it. In the adventure, you will find boxed texts, that are meant to be read or paraphrased to the players.

### Adventure Background

More than one hundred years ago, the mad but powerful wizard Farduron made plans to take over a kingdom. He wanted to build an enormous golem, thinking he could literally squash anyone who opposed him with the mighty construct. The wizard, who was extremely wealthy, could build a statue of the desired size, but he wasn't nearly powerful enough to summon and control a spirit that was strong enough to animate such a thing. After years of research and experimentation, the wizard discovered how he could force several spirits from the Elemental Plane of Earth to animate one statue together. He was ready to begin with his plan.

Farduron had two large blocks of stone delivered to his house on the edge of town. He hired the dwarven sculptor Koldar to make statues out of the blocks. When Koldar had finished both statues, Farduron cast a hold person on him and tied him up. The wizard summoned two spirits from the Elemental Plane of Earth, and used them to animate the statues.

The next night he set his house on fire, and left with his dwarven prisoner and the two golems, that carried his belongings. While the other citizens were watching or fighting the fire, the wizard disappeared into the night, unseen. Even though the bodies were never found, the citizens assumed both Farduron and Koldar were killed in the fire that night, just as the wizard expected.

Farduron went into the woods, to a place where he thought no one would ever find him. He let the golems dig out an underground complex, near a river. Farduron forced Koldar to make statues from river-clay, and the wizard turned the statues into golems. He used these golems to expand the underground dwelling and guard the area.

In the main hall of the complex, Farduron had just started building the enormous clay golem – the colossus – he planned to conquer a kingdom with, when his owl familiar discovered the ruins of a large building, several miles from the complex. Farduron decided to make a stone colossus with stones from the ruin, since a stone colossus would be much more powerful than a clay one.

He made new golems, and wanted those to be able to make the trip to the ruins unseen. Farduron could make them invisible himself, but he could not prevent the heavy constructs from leaving an easy to follow trail. To solve this problem, he captured several druids and rangers who wandered too close to his dwelling. Soon he found one, an elven ranger called Syanias, who could make magical items, and forced the elf to create boots that granted the ability to pass without trace. With these boots, the golems could only be noticed by someone who heard them passing by. Farduron could have silenced them, but he thought noise from an invisible source in the forest would be very effective to scare people away, so he didn't. To make sure someone who was brave enough to seek the source of the sound wouldn't live to tell the tale, Farduron commanded the golems to attack and kill any creature that approached within fifty feet, except animals. He then ordered the constructs to go and pick up stones from the ruin.

Several months later, Farduron's colossus was nearing completion. Farduron began summoning the spirits that would animate the gigantic, hollow statue. He completed the summoning ritual for the first time, and a rift to the Elemental Plane of Earth opened. A spirit came through, dragging sand and stones with it. Farduron had great difficulty controlling the spirit. It shook the statue, causing a minor earthquake, before the wizard could force it to stop. When he controlled the first one, Farduron started summoning a second spirit.

A druid who roamed the woods not far from the complex noticed the rain of sand and stones, and the earthquake. He tried to check out what was going on, but could not get past the guarding golems.

The druid decided it was best to warn a more powerful person or organization. He traveled to a temple and told the priests there what he had seen in the woods. The high priest sent a group of powerful clerics and paladins to investigate. With the aid of some teleporting wizards, they were able to travel very fast. The divine warriors destroyed the guarding golems, and witnessed the summoning of the fifth and last spirit.

Farduron succeeded at binding the five spirits to the statue and ordered the animated colossus to dig its way to the surface. A surprised group of clerics, paladins, and wizards saw the colossus' head appear, followed by its arms and torso. It pushed its legs up, and stood up from the ground.

Farduron sat in the chest cavity, unable to look out. To keep the colossus moving, he needed to concentrate on controlling it, but when the construct was standing, the wizard let go for a moment. He cast a couple of disintegrates, to make holes in the chest and back. He wanted to seal these holes with permanent walls of force, but the divine warriors prevented that. After the disintegrates, the clerics and paladins detected the evil wizard. With the help of the wizards, they teleported in and demanded Farduron's surrender. The mad wizard laughed, and attacked them. He was no match for the group of powerful individuals, who killed him.

With the death of Farduron, the spirits in the colossus were freed. They immediately focused their energy on leaving the colossus, slowly detaching their essence from the construct. No longer kept in balance by the spirits, the colossus fell down. The construct crushed some unfortunate clerics and paladins who couldn't get away in time, and destroyed the underground complex. The colossus itself was not heavily damaged, because the spirits' presence still held it together. A couple of minutes later, the spirits managed to break away from the colossus, and fled to their home plane.

The divine warriors who survived the event buried the colossus completely, and went back to their temple. Neither the people in the temple, nor the wizards told anyone about what had happened, because they feared the story might inspire some madman to build a second colossus. The priests wrote a report, but people outside their order were not allowed to read the document.

Three years later, a group of lumberjacks traveled with their families through the woods. They followed the river, searching

for a place to settle. The loggers found a field with on it only young trees, that could easily be chopped down. The river was relatively wide there, and the current calm, because it was the place where Farduron had dug off river-clay. It was an ideal place for the lumberjacks to build a small village. They called it Woodfield.

Now, almost a century later, it is still a thorp. The name Woodfield has been corrupted to Wodfeld.

About one year ago, during a thunderstorm that lasted several days, the magic user Tzago found refuge in the temple of the divine warriors who defeated Farduron. He started reading documents in the library, and a dusty shelf he found the report about the wizard who built an enormous golem. The priests had forgotten all about it, and didn't prevent Tzago from reading it. The document fascinated the magic user. When he left the temple, he stole the document, because he needed it to find the colossus...

### Adventure Synopsis

The adventure starts when the PCs arrive in Wodfeld, where weird things are happening. They witness sand and stones falling from the sky, accompanied by a mild earthquake. The local druid claims it is the work of Mother Nature, who wants the loggers gone.

The PCs are asked to investigate the disappearance of two lumberjacks, who turn out to be killed by a golem. By destroying the construct, the PCs become the enemies of the druid and her companions, who believe the golem is an emissary of Mother Nature.

The PCs discover the underground complex the golem came from, and deal with its inhabitants.

During another earthquake a ghost appears, and tells the PCs about what happened many years before. Invisible golems arrive in Wodfeld, and start attacking the villagers and the PCs. The fight is hardly over when an enormous golem lifts its head out of the earth directly beneath Wodfeld. In the final encounter, the PCs must kill the magic user inside the colossus.

### Character Hooks

*A Mystery:* The PCs hear rumors of earthquakes, and of dirt and rocks raining down on Wodfeld. The adventurous PCs might decide to travel to the village, to find out what's happening there, why it's

happening, and – more importantly – what they can do about it.

*A Paying Job:* Someone with friends or relatives in Wodfeld knows the PCs – perhaps only by reputation, or maybe (s) he has hired them before – and hires them to try to find out what is going on in the village. This person wants the PCs to help the villagers, since (s)he fears the events so far are just preludes of more terrible things yet to come. The PCs get paid 250 gp each, half up front and half if they manage to actually help Wodfeld.

*Just Passing Through:* The PCs might come to Wodfeld for a variety of reasons, and stumble upon the weird events in the small

village. They could be hired by a merchant as guards, or perhaps they are visiting someone they know – a friend, relative, or a business relation. They could even simply visit Wodfeld on their way to another town. The villagers don't let this opportunity slip, and ask the adventurers for help.

### Recent Events in Wodfeld

When the PCs arrive in Wodfeld, eight days have passed since Tzago followed the river upstream in search of the buried colossus. Much to his chagrin, the magic user discovered that a small village had sprung up right where the construct rested according to the documents he had read.



Otibi

Tzago retreated to study the report from the temple until he figured out where the colossus laid exactly. Tzago went back into the forest, in search of the colossus' right foot; the part of the construct that lay furthest away from the village. He summoned an earth elemental and commanded the creature to dig a tunnel to the foot. Tzago was very lucky. The first time, the elemental dug twenty yards straight into the earth with no success, but the second time he found the foot. The next day, Tzago entered the colossus. He made his way to the chest and started summoning spirits to revive the enormous construct. Two days later, the magic user completed the ritual for the first time. A spirit from the elemental plane of earth was forced into the colossus, and upon its arrival sand and stones rained from the sky on the villagers of Wodfeld, and the earth trembled. The Wodfelders were frightened, but assumed it was a weird natural phenomenon. They asked the druid Otibi to investigate.

Three days later the same thing happened again, as Tzago summoned the second spirit. Otibi concluded Mother Nature did this. She warned the Wodfelders for the wrath of nature, and told them they should leave the village. The villagers did not believe what the druid said, however. Some tried to find people who might be able to find out what was happening, and how it could be stopped.

Otibi didn't like that at all. She asked some like-minded individuals to help her defend Mother Nature, and established a small druidic cult in the forest near Wodfeld.

Note: Otibi reveres Mother Nature, who could be replaced by any nature deity in your campaign world.

### Note on Ability Checks

At certain times in the adventure, characters may have to make an Ability Check.

The player rolls a d20. If the result is equal to or less than the PC's ability score in the area called for in the check (Strength, Wisdom, Dexterity, etc.), the check succeeds. A check may have a modifier (-1, -2 etc), the modifier is applied to the ability score before the check is made.

### Wodfeld Today

At this point in time, one can see Otibi standing in Wodfeld's central square

every day for at least half an hour, giving speeches about Mother Nature reclaiming what is rightfully hers. She tells the villagers they will have to move, or they will be destroyed by the force of nature. The interest of villagers was not very high from day one, but now, no one pays attention to the 'ramblings of a mad woman'.

Other than that, life seems to go on as usual in Wodfeld, at least on the surface. The general mood has shifted, however. Most people are a bit frightened, not knowing what will happen next. Nearly all conversations in the Iron Axe Inn are about Wodfeld's current situation, and what can be done about it. It is a somewhat depressing atmosphere.

Wodfeld is a small thorp ruled by Old Martram. Other personalities are Arrol, male human, proprietor of the Iron Axe Inn; Sida, female human, proprietor of the General Store; Lorella, female human, healer; Otibi, female human, druid's cult-leader; Briom, male human, Otibi's unfaithful apprentice).

See map 1: Wodfeld and Vicinity.

#### 1. Iron Axe Inn

The occasional merchant in Wodfeld usually resides in the Iron Axe Inn, in one of the six bedrooms for two that can be rented here. The Inn is run by Arrol (male human), his wife Lonoë, and two servants. Most Wodfelders visit the Inn regularly, and they all gather here for celebrations and important meetings.

Arrol, Lonoë, and their two servants are friendly people, who work hard to keep customers happy, even though they run the only inn in Wodfeld. The rooms in the Iron Axe Inn are not fancy, but they're clean, and the furniture is decent. The menu is limited, but the quality and quantity of the food and drinks are very good, and the price is right.

When Arrol finds out the PCs are in Wodfeld to help deal with the recent troubles, he offers them rooms and meals for free.

#### 2. General Store

At this relatively large store, nearly every mundane item a villager ever needs can be purchased, or ordered. Sida (female human), a wise old lady who most Wodfelders respect greatly, is the proprietor of the store. She is a direct descendant from the original founders of Wodfeld. One of

her sons helps her run the store.

#### 3. House of Prayers

Lorella (female human) set up this small temple a couple of years ago. She doesn't serve a specific deity, but devotes herself to Good, and people of all faiths (except followers of evil deities) are allowed to light a candle or say a prayer in the House of Prayers. Lorella helps the ill and injured, serves as midwife, and does anything else she can to help the Wodfelders. She doesn't charge for any service, and lives by donations.

#### 4. Blacksmith

Old Martram (male human), a veteran from several wars, is Wodfeld's blacksmith. He rarely forges anything else than handaxes and other mundane items, but he knows how to create weapons and armors as well. Martram doesn't have an official position, but effectively he's Wodfeld's mayor.

#### 5. Briom's House

The druid Briom, Otibi's assistant, lives here, together with his mother (see page 9 Event 6, for more information).

#### 6. Wodfeld's Cemetery

Ever since the founding of Wodfeld, over a century ago, the deceased villagers have been buried here.

#### 7. Main Road

This road connects Wodfeld to the outside world. The nearest town is a two day's journey by horse away.

#### 8. River

The river runs from the north to the south, and powers Wodfeld's saw-mill. The loggers use the river to transport wood. They tie trunks together into long rafts, and ride these downstream.

As written, the river is nameless, and the Wodfelders simply call it 'the river'. Feel free to introduce a name for it that suites your campaign world.

### Timeline

Below is a timeline of events, from one week before the PCs arrival in Wodfeld, to the summoning of the last spirit and the rising of the colossus. The timeline is not set in stone, but is intended as a guideline. Feel free to adjust it as you see fit.

Date:	Occurrence:
7 days ago:	Tzago entered the colossus.
5 days ago:	Tzago managed to summon a spirit, and sand and stones rained down on Wodfeld for the first time. The stonecutter golems were released.
2 days ago:	Tzago summoned the second spirit, causing another earthquake and sand-rain.
Present day:	The PCs arrive in Wodfeld (Event 1).
1 day from now:	Tzago summons the third spirit, and the colossus stirs (Event 3). The guardian golem is released (Event 4).
3 days from now:	The fourth spirit is summoned (Event 5).
5 days from now:	The stonecutter golems return. The fifth spirit is summoned, and the colossus rises (Event 7).

## Event 1. Arriving in Wodfeld

The past few hours you've been traveling through a part of the forest with little underbrush. Trees of just three or four different species grow here.

A ranger or a druid in the party can reveal (or an Intelligence check if no one of these classes is present) that the trees close to Wodfeld are all of species that grow very fast, and none are older than five years. The loggers are very careful to maintain the forest, and are assisted in this cause by the druid Otibi and her helpers.

When you approach the small village called Wodfeld, you notice that everything is covered with a thin layer of sand. The trees, the wooden buildings, and all open ground in between. There are a lot of stones on the ground, all about the size of a dove's egg. After passing a couple of relatively small houses, you reach a square at which some larger buildings are located. At the opposite side of the square, a man is shoveling sand and stones from his cart. He's the only person you see around, and it's fairly quiet in the thorp, although you hear the sound of rushing water in the distance,

and a couple of dogs are barking at each other somewhere on your right. On your left, a man with a bandage around his head appears on the road, between a large building with a sign that says 'General Store', and a squat building that has been painted white. He starts crossing the square, quite hastily, with half an eye on the sky above. Halfway across he suddenly notices you. He stops, raises a hand, and then continues to cross the square. He enters the only two-story building you see in Wodfeld, which – according to its sign – is the 'Iron Axe Inn'.

The man is a logger called Wumbor, who has been hit by a stone when Tzago summoned the second spirit from the Elemental Plane of Earth. He fears the sky will fall down one of these days. Since most loggers visit the inn regularly, the PCs could meet a lot of people there, including several NPCs that become important later on.

Like most loggers, Rolgar and Gawin (see Event 4), who usually work together, have a drink there after work, three or four times a week. Rolgar is a tall, muscular man in his forties, with a heavy beard and dark brown eyes. He has a deep, rumbling voice, but he doesn't say a lot. The remarks he does make are usually straight to the point, though. He tends to agree with Gawin on a lot of subjects, especially those concerning the situation in Wodfeld. Rolgar is a very calm individual, who even keeps his temper when expresses his strongest emotions.

Gawin is a sinewy man, with long, blond hair and bright blue eyes. He is in his late thirties, talks a lot, and has an opinion about most anything, and always conveys his thoughts in a passionate way. He tells anyone who wants to listen that Wodfeld is still a great place to live, despite the current troubles. Gawin is also sure that Otibi is nuts, and in his opinion no one should pay any attention to what she has to say.

The druid Briom (see Event 6), who is the apprentice of Otibi, comes in almost every evening, to listen to what everyone else has to say about the current events in Wodfeld. Although the young man doesn't speak much, he is not an inconspicuous person, due to his appearance. Briom is almost six feet tall, has long, dark brown hair, and large, brown eyes. If Briom speaks, it is usually to defend the actions of Otibi. He tends to avoid discussions, and generally

leaves it at simply making his point once. It is in Briom's nature to act like that, but it is also partially due to him not completely agreeing with Otibi's speeches (see Event 2), although he pretends otherwise.

In general, Wodfelders are friendly towards outsiders. They don't get a lot of visitors, and like to hear about things that are going on in distant parts of the world from those who do visit the small village. A typical Wodfelder's starting attitude towards the PCs is friendly. If the PCs are in the village to help solve the problems, and the villagers are aware of it, their attitude becomes helpful.

When the PCs spend some time in the Iron Axe Inn, or talk to villagers elsewhere, they can discover the following pieces of information.

- Five days ago, a minor earthquake struck Wodfeld. That has never happened before, as far as anyone knows. Simultaneously, sand and rocks rained down on the village, from a clear blue sky. Three days later, it happened again. The earthquake was more powerful, and some buildings were damaged. No one knows for what causes this. The druid Otibi says the strange events of late are the result of the Wodfelders' destruction of the forest. She says that Mother Nature has come to chase the villagers away. (Otibi will confirm this if the PCs talk to her.)
- The sand and stones fell in a large, roughly circular area, with a diameter of approximately 250 yards. The center lay on the west side of Wodfeld, southeast of the river. This is where the four houses of the founders of Wodfeld are located. Those buildings endured the most damage from the earthquakes.
- The second occurrence of the weird phenomenon didn't have its epicenter at the exact same spot as the first one, but some fifteen yards to the southeast. (The first was centered on the colossus' right arm, the second on its head.)

## Event 2. Otibi's Speech

This event can occur every day (until event 6 takes place), at any time the PCs happen to be near the square in Wodfeld. Event 2 may coincide with event 1.

A woman who's wearing hide armor and carries a long staff, stands in the center of the square. She has long brown hair, bright blue eyes, and the tan of someone who spends

most of her time outside. She speaks with a loud voice: "Earth and rocks rained down on Wodfeld! The earth trembled! Mother Nature gave us a sign; a warning! She wants us to leave, leave the forest so she can heal it! Twice her warnings came. Who knows what happens the next time? Will Mother Nature warn us again or will Wodfeld be destroyed by her boundless power? Do not wait to find out! Leave while you still can!"

The woman is the druid Otibi (see page 9 for full statistics). Her monologue lasts for about half an hour, but the Wodfelders pay little attention to it. They'd rather not think of the possibility that Otibi is right. If the PCs approach the druid, she'll happily explain to them what has recently happened in the village, and what she thinks of it.

Otibi came to Wodfeld about a decade ago, because she was afraid the lumberjacks would destroy the forest. The Wodfelders actually already replanted a tree for every one they cut down, because they understood that it would destroy their business in the long run if they didn't. Otibi was glad to see that, and decided to help with her knowledge and divine magic. She even accepted Briom (see Event 1) as her apprentice.

But now, the druid has changed her mind. Although the trees are replanted, the animal life in the area has suffered greatly from the logging. Otibi thinks Mother Nature is angry because of that. She thinks it is in everyone's best interest if the Wodfelders would simply leave the area. She has even gone as far as gathering like-minded druids and rangers, to be able to help Mother Nature if necessary (see Event 6 for more information).

The druid's animal companion, a female giant badger called Rish, doesn't want to go into the village and is never with Otibi when she's giving a speech. Otibi is not a very charismatic person, but she truly believes her own words, and fanatically devotes herself to – what she believes to be – the goals of Mother Nature. She enthusiastically tells anyone who shows any interest her views, and tries to convince that person she is right. Her somewhat aggressive method of conveying her thoughts scares off most people, but those who do agree with her tend to share the fanaticism. If one or more of the PCs agree with Otibi – or pretend to agree with her – she

encourages them to do what she does: warning the villagers. She'll ask Briom to keep an eye on the PCs, to see if they are sincere. If that is the case, Briom should invite the PCs to join the Otibi's group of druids and rangers. However, since Briom doesn't really agree with what Otibi is doing himself, he will not do that.

The attitude of Wodfelders quickly becomes indifferent towards PCs who start telling them they should get out while they still can, and the villagers try to avoid such people as much as possible. If a PC repeats Otibi's words in the Iron Axe Inn, Arrol asks him or her to stop doing that, since it's bad for his business.

### Event 3. A Rain of Sand and Stones

This event works best if it occurs when the PCs are outside somewhere.

All of a sudden, the earth beneath your feet begins to shake. A moment later, when you have hardly regained your balance, sand and stones start falling from the sky. The finer grains are blown into your eyes and ears by the wind, which causes some discomfort. The plummeting rocks, however, pose a much greater threat.

The earthquake and sand-rain last five rounds. During that time, anyone standing on the ground must make a Saving Throw vs. Breath Weapon or fall prone. Each round, characters without shelter (be it a roof, or a shield or other large item above their head) must make a Saving Throw vs. Breath Weapon, to avoid being hit by 1d4-1 stones. Each stone deals 1d3 damage. Trees slow the stones down, so the Saving Throw vs. Breath Weapon is made at +2 (save avoids damage).

A couple of minutes after this event, the logger Tolm (male human) discovers 'an enormous piece of rock' right in his backyard (at the point marked with an A on map 2: Wodfeld and Vicinity, GM's Map). Tolm runs to the Iron Axe Inn to tell the other villagers about his discovery. Tolm will happily accompany the PCs to his backyard. If the PCs are not in the Iron Axe Inn, but the villagers do know that they're in Wodfeld to investigate the events, Tolm will go looking for them and tell them what he has found. Other villagers will also come to Tolm's backyard to see the rock, including Otibi, who tells everyone that this is the last warning of Mother Nature.

The villagers all assume the rock fell from the sky, but it is actually a part of the left hand of Farduron's colossus. The hand is shaped like a stylized fist, and doesn't have separate fingers. It is hollow, but filled with sand. The fist had been covered by less than two feet of earth, and the spirit that Tzago summoned pushed it about four feet upward, so it sticks two feet out of the earth.

The movement of the colossus also caused a pile of rubble that was laying in its hollow stomach to collapse, releasing the intact guardian golem that was buried underneath. This golem started carrying out its old orders, given to the construct by its creator Farduron. This will eventually result in the death of two villagers (see Event 4).

Tolm leads you past his house, into his 'backyard', which looks just like a part of the forest beyond, only less dense. It seems that this is the place where the epicenter of the earthquake has been. A number of trees have been toppled by the force of the tremor, and there are large cracks in the earth. Several of these cracks run from a large, smooth piece of stone. The part that sticks out of the ground is shaped like the slightly flattened half of a sphere with a diameter of about four feet.

The PCs can notice several things here: Judging the cracks in the ground, and the earth that has been pushed upward, it is clear that the rock did not fall from the sky, but was pushed to the surface from below (Intelligence Check). Marks of tools can be found on the stone (A dwarf, a ranger or a druid can tell it). The rock is actually not a single piece of stone, but it consists of several blocks that have been put together with great care. It looks as if the blocks somehow melted into each other, and the seams are hardly visible (any dwarf can tell it).

If the PCs do not notice that the rock didn't fall from the sky, they'll soon find out if they start digging, since the diameter of the part of the rock still buried is larger than that of the visible part. Note that not only the colossus' hand, but the entire construct is highly stylized. Without details, and without seeing the whole thing, it's very hard to recognize it. Even if the PCs start digging, it will take days to uncover enough of the construct to reveal what it actually is, although it will soon be clear that it is very large. If they try to move it, they'll find that it's stuck into place. To move it, one must move the entire arm, that weighs nearly 50,000 pounds.

Creating a hole in the fist is quite a bit easier. The colossus is hollow, but the fist is filled with sand. Should the PCs manage to break through the walls and enter the colossus, see The Golem Dungeon on page 12 and map 5 on centerfold for more information.

The PCs may start digging at other places as well, like the epicenters of earlier earthquakes. The colossus lies between ten and twenty feet deep in the ground. Only the left hand in Tolm's backyard and the lower left arm, and the right foot (the entrance to the Golem Dungeon, see below) and lower right leg are closer to the surface.

If the PCs search the surrounding area, they might notice that the cracks run from the rock through a large area. The area right above the colossus' hand and upper arm is riddled with cracks that extend to ten yards to the southeast of the arm. If the PCs search a larger area, they might even stumble across the entrance to the Golem Dungeon (marked with an E on map 2: Wodfeld and Vicinity, GM's Map), and/or the tracks the guardian golem began making just after the earthquake (marked with a dash-dot line on map 2). If the PCs follow the tracks they might find the golem in time to prevent Event 4 from happening (see that event for more information). If they enter the Golem Dungeon, see page 12

## Event 4. The Guardian Golem

### Part 1) Lumberjacks Gone Missing

In this event, two lumberjacks fail to come home after work. The event can take place any time after Event 3, with the default time being the first evening. When the loggers don't show up for dinner, their wives get and call upon the PCs for help.

A very worried looking lady approaches you, with a second woman in tow.

"Hello, I heard you are in Wodfeld to help us with what is going on, is that right?" she asks, but she doesn't wait for the answer. "My name is Nirana, and this is Dyonni. My husband Rolgar went into the woods this morning, with Dyonni's spouse, Gawin. They should have been back for hours, but we haven't seen them. With all that's been going on lately, we're very worried. Who knows what might have happened to them? Would you be so kind to help us and see if you can find them?"

If the PCs agree, Nirana gives them directions to the part of the forest where the two lumberjacks were working that day:

"Cross the bridge, then turn right some thirty or forty yards down the road. Then just go straight ahead. You should have no problem finding them. They were going to work somewhere in the forest near the path that runs there. On the right side, I think."

The PCs should indeed not have any problem finding the lumberjacks, at the spot marked with a B on map 2: Wodfeld and Vicinity, GM's Map. Some other lumberjacks (HD 1-1, hp 3, AC 10, armed with a handaxe Dmg 1d6) might want to go with them, if they overhear the conversation between Nirana and the PCs (at the GM's discretion).

Following Nirana's directions, you find the place where the loggers were working today. Across the path lies one them, flat on his stomach, with an axe still clutched in his dead hands. Apparently someone or something attacked him from behind. The back of his skull is completely crushed. When you get closer, you see the strange tracks left by whoever did this. At first glance it looks like there was just one creature, with large, round feet. You also see the other logger, at the east side of the road. He lies dead, just a few yards away from a tree he and his companion were cutting down, in a very awkward position on his stomach. It looks as if his spine is broken.

Both loggers have been killed by a guardian golem that was created over a century ago by Farduron. The mad wizard ordered the construct to circle his complex, as part of a group of four guardian golems. Farduron had a dozen of these groups roaming around. The golems killed every being they encountered, except animals. They brought the bodies to Farduron, so he could strip them of useful items. Nearly all these golems were quickly destroyed by the group of clerics, paladins, and wizards that defeated Farduron. This guardian golem, however, was part of a group that managed to kill an attacking paladin. The construct brought the dead warrior to its master, and happened to be inside the colossus when it rose. When the colossus fell down again, the guardian golem was trapped underneath a large pile of rubble. This pile collapsed when the colossus

moved its left arm (see Event 3). The guardian golem left the colossus, and is now once again circling the place where Farduron's underground complex once was situated, following orders given over a century ago.

The guardian golem walks around in large circles, indicated on map 2 with a dash-dot line. Although it can run quite fast, the construct walks very slowly, to be able to thoroughly examine its surroundings. It takes the construct almost half an hour to complete the circle, and it had already done that four times before Nirana and Dyonni approached the PCs. Therefore, the tracks marked on the map seem at first glance to be made by a small group of creatures, but are actually the tracks of a single guardian golem that passed several times.

If the PCs investigate the site where they found the dead loggers, they might notice the following things:

- The loggers were both killed with the same kind of blunt weapon(s).
- The loggers tried to run away, but the creature that killed them was faster. It came from the east and continued to move to the west after killing the loggers.
- Judging the distance between the prints, the creature started running when it noticed the loggers, but moved a lot slower before and after the attack.
- The tracks indicate that the loggers were killed by a single, bipedal creature.
- Further away from the bodies, the tracks appear to be from several such creatures, but are actually all from the same creature, who apparently passed there several times.
- Judging the depth of the prints, the creature weighed approximately 500 pounds.
- The creature's legs are about four feet long. If its body has normal proportions, it is about eight feet tall. It ran at a speed of 150 feet per round, but walked at a speed of only 10 feet per round.

If any loggers are with the PCs, they will be devastated by what they see here. If the PCs follow the tracks, the loggers will not accompany them. They know they're no match for whoever or whatever has done this to their fellows. They return to Wodfeld, to inform the other villagers that something very dangerous roams the woods and has killed two Wodfelders already. No villager will go into the woods before the PCs return to tell they've taken care of the threat, except a couple of brave men who pick up the bodies of Rolgar and Gawin with a cart.

Rolgar and Gawin are buried the next day. The people in Wodfeld are very frightened now. The laughter dies away to a minimum, and some villagers start talking about leaving. Nirana and Dyonni don't just talk about it, but actually announce they will leave Wodfeld for good, as soon as possible.

From now on, Otibi adds to her speeches a part about the 'emissary from Mother Nature', who killed two Wodfelders. She warns the villagers that Mother Nature has apparently come to the end of her patience. This all adds to the depressing atmosphere in the village.

### Part 2) Following the Tracks

The PCs might not immediately start following the tracks. If they return to

Wodfeld to tell the villagers about the gruesome murder, the frightened villagers will ask them to go back into the woods, to find and kill the murderer. They fear the killer might enter the village, and attack people there. Most villagers stay inside their houses, and if they really have to go out they walk very fast, in groups of four or more.

The tracks the guardian golem left are clearly visible. There's no check required to follow them. The PCs can follow the tracks to the east, if they want to find out where the creature that killed the loggers came from, or if they somehow didn't notice in which direction the golem was moving. They can also follow it to the west, simply chasing the killer. Since the golem

is walking around in large circles, they will encounter the same things along the way, albeit possibly in a different sequence. There are two mayor occurrences along the track, both detailed below.

One is the encounter with the guardian golem. Where the PCs encounter the construct exactly, is up to the GM to decide. The other is the track left by the golem when it left the colossus, detailed under 'The End of the Track'.

### The Guardian Golem

As mentioned above, the guardian golem walks around in a large circle, which is marked on the map with a dash-dot line. Unless it spots a creature that is not an animal, it moves at 10 feet per round and completes the circle in little less than half an hour. So if the PCs are moving at a normal speed, they'll catch up with the construct. If they move very slowly, however, the golem might attack them from behind. They'll probably hear it coming, though.

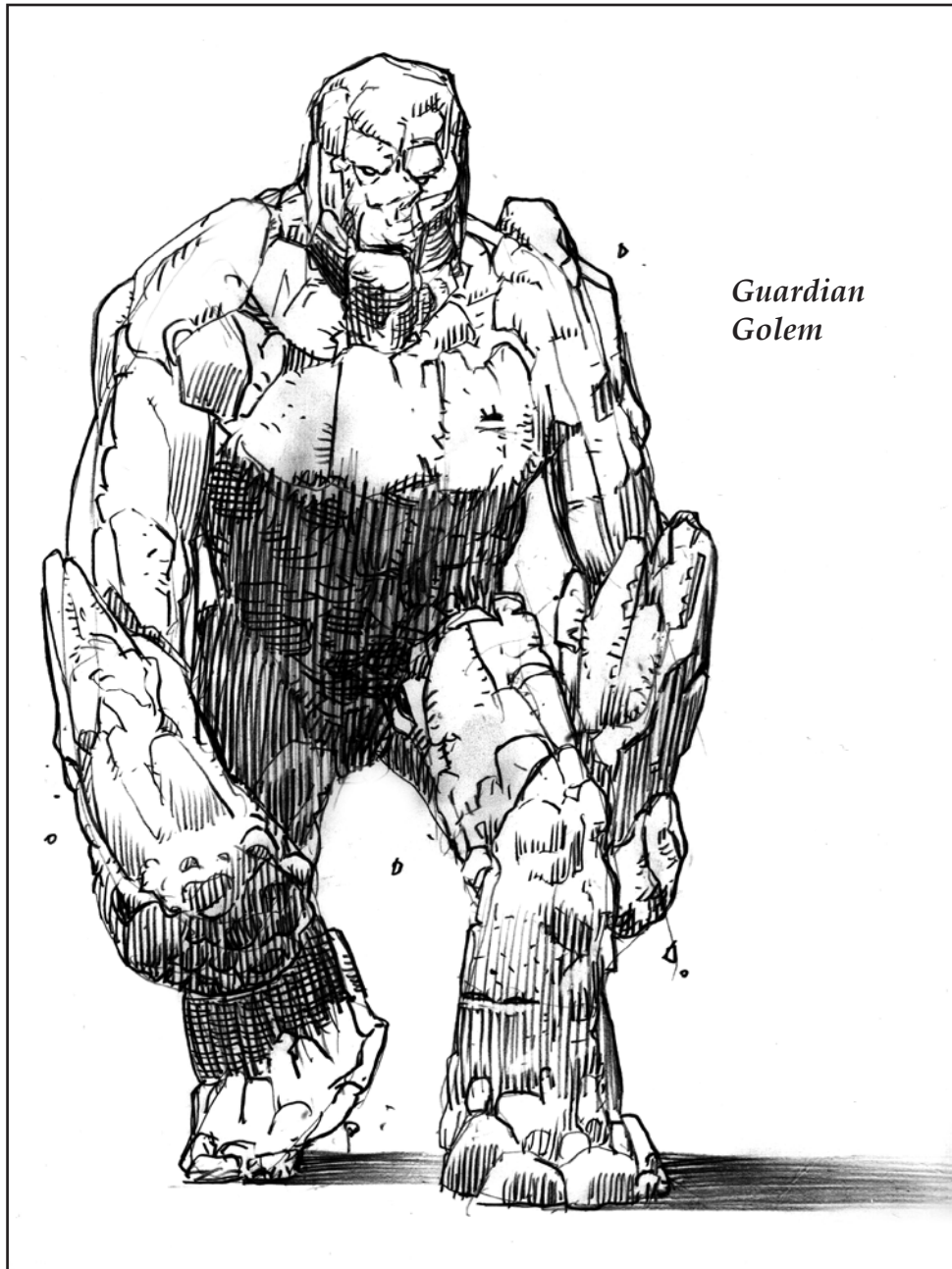
Along the way, the PCs may notice they're walking in a very large circle, if they haven't concluded that before. The center of the circle is marked with a C on map 2: Wodfeld and Vicinity, GM's Map. The entrance to Farduron's underground complex used to be there. There's nothing to see there now, although the lower left arm of the golem is just north of that point, less than ten feet beneath the surface.

**Guardian Golem:** AL N; MV 6; hp 80; AC 5; HD 14; #AT 1; Dmg 3d8; SIZE L

### The End of the Track

When the guardian golem left the colossus, it walked to the south, and then made a turn towards the east at the point marked with a D on map 2. The members of Otibi's cult saw the creature passing by from a distance, but the construct didn't notice them. Otibi thought the golem was sent by Mother Nature, to attack Wodfeld. The druid followed the tracks of the golem and found the place where it had left the colossus. She called this 'Mother Nature's Womb'. Otibi didn't even consider entering such a sacred place. She feared lumberjacks – or even worse: adventurers – would find the tracks, follow them to the 'Womb', and desecrate the place. So the druid swept the guardian golem's tracks away, all the way from the entrance to where the golem turned towards the east. Since Otibi has the trackless step ability, she didn't leave any tracks herself.

On map 2, the entrance is marked with a E, and the point where the golem turned



*Guardian Golem*

towards the east is marked with a D.

When the PCs reach the spot marked with a D, they might notice that the tracks started here, seemingly coming from or going nowhere. When the golem had yet to complete a single circle, this was very obvious, but the difference between (for example) seven or eight tracks is a lot more difficult to notice. A PC who makes a successful Wisdom check, does notice the apparent end (or begin, depending at ones point of view) of the track. If the PCs search the area, they might notice the following things:

- There are more footprints towards the north, but they're much harder to find (need a ranger or a druid to discover).
- Someone has actively tried to hide the tracks. That person, or those persons, obviously knew what (s)he was, or they were doing, and didn't leave any additional prints (need a ranger or a druid to discover).

Following the hidden track towards the north can only be done by a ranger or by magic.

If the PCs actually find the entrance to the colossus, see: The Golem Dungeon, on page 12.

## Event 5. Another Rain of Sand and Stones

This event takes place when Tzago summons the fourth elemental spirit. It can take place the day after the guardian golem killed Rolgar and Gawin, perhaps even at their funeral. The exact moment is left for the GM to decide. This event is just like Event 3, except that the epicenter of the earthquake lies elsewhere, namely at the spot marked with an F on map 2. That is right above the colossus' left knee. See Event 3 for more details.

This time, no part of the colossus is revealed. The villagers are more than just frightened now. Most of them are terrified. Several families announce they will move away in a couple of days, and will not return to Wodfeld before this is all over, if they return at all.

## Event 6. Otibi's Attack

When Tzago summoned the first spirit, causing an earthquake and a rain of sand and stones to hit Wodfeld, Otibi thought Mother Nature was trying to tell the villagers she wants Wodfeld gone. Otibi tried to explain this to the villagers, but

they didn't listen to her. So she turned for help to other druids and rangers in the area around Wodfeld. Otibi picked only those who she expected to agree with her, and managed to convince all in this small group she was right. One very convincing point was the 'spirits' she and several others had heard, two days before the first earthquake. These 'spirits' are actually the invisible stonemason golems that are on their way to the ruin (see Event 7), but neither Otibi, nor the other druids know that. They think the spirits are sent by Mother Nature to keep an eye on the forest around Wodfeld.

The druids have formed a secret cult (although they don't call it that themselves, of course). There's actually one member who thinks Otibi is wrong: the druid Briom. Briom is Otibi's apprentice. He pretends to agree with Otibi and hopes she doesn't do anything foolish, because he still respects his teacher. Unlike Otibi, he was born and raised in Wodfeld, and he doesn't want the village to disappear. Briom hasn't informed anyone else about the cult yet, but is ready to do so when he thinks things are getting out of hand. He has written everything he knows about the cult down, and has made a map that shows the location of the druid's hideout.

When the PCs destroy the guardian golem and/or enter the Golem Dungeon, they directly oppose Mother Nature in Otibi's view. She gathers the druids and rangers in their hideout and tells them it is time to act: the PCs must die. Only two people in the group do not agree with her. One of them, Briom, still pretends he shares Otibi's views. The other, a dwarven druid who goes by the name of Thornbeard, speaks his mind. The other cultists knock this 'traitor' unconscious and imprison him in their hideout.

Briom takes advantage of the confusion, and runs away, to wherever the PCs are staying (probably the Iron Axe Inn). The other cultists are hot on his heels though. Event 6 begins when Briom reaches the PCs, attempts to warn them, and is killed right before their eyes. The text below assumes Briom finds the PCs in the Iron Axe Inn's taproom, and that the PCs know who he is. Feel free to adjust it to the situation in your game as you see fit.

The outer door of the Iron Axe Inn suddenly swings open. The druid Briom storms in, with a scared look on his red face. He stops, just a few paces in, and looks around. The room goes quiet as everyone stares

at the young druid. He sees you and shouts: "They're after you!". He makes ready to run towards you, but then you hear the sound of an arrow penetrating flesh; and another one. Briom's eyes turn glassy and he falls flat on his stomach. One arrow sticks out of his neck, the other out of his shoulder. While the villagers in the taproom start panicking, three people enter. You recognize the druid Otibi, who just nocks another arrow. You've never seen both others before. There's a man armed with a shortspear, and a woman carrying a longbow. Just like Otibi, they're dressed as people who spend a lot of time out in the woods. With these three, an enormous, snarling badger, a wolverine, and a grumbling dog enter the Inn. The druids ignore all other people in the taproom, and focus their attention on you. They have a feral look on their faces and seem resolute.

**Otibi (female human druid 8):** AL N; MV 12; hp 36; AC 5; HD 8; #AT 1; Dmg 1d6+2 (quarterstaff +2); SA Spells; SQ druid's cant, +2 save vs lightning and fire, druid knowledge, wilderness movement, Immunity to Fey Charm, Shapeshift. *Spells (4/4/3/2):* 1- *Animal friendship, detect magic, entangle, speak with animals.* 2- *Barkskin, cure light wounds, heat metal, warp wood.* 3- *Call lightning, hold animal, protection from fire.* 4- *dispel magic (x2)*  
Possessions: quarterstaff +2, leather armor +1

**Rish (giant badger):** AL N; MV 6/3 swim; hp 24; AC 4; HD 3; #AT 3; Dmg 1d3/1d3/1d6

**Dalreth (cultist) (male human druid 5):** AL N; MV 12; hp 23; AC 6; HD 5; #AT 1; Dmg 1d8+1 (scimitar +1); SA Spells; SQ druid's cant, +2 save vs lightning and fire, druid knowledge, wilderness movement. *Spells (4/3/2):* 1- *Animal friendship, detect magic, entangle, shillelagh.* 2- *Barkskin, cure light wounds, heat metal.* 3- *Call lightning, hold animal.*  
Possessions: scimitar+1, leather armor

**Greytooth (Wolverine):** AL NE; MV 12; hp 14; AC 5; HD 3; #AT 3; Dmg 1d4/1d4/1d4+1; SA Musk, +4 to hit

**Shayana (female human Rgr5):** AL CN; MV 12; hp 28; AC 4; HD 5; #AT 2; Dmg 1d8+2/1d4+1 (longsword +1/dagger); SA +1 against humanoids; SQ Alert against surprise, tracking



**Brey (wild dog):** AL N; MV 15; hp 5; AC 7; HD 1; #AT 1; Dmg 1d4

The badger joins the fray, while Otibi tries to stay out of it until she has cast barkskin, protection from fire and heat metal on the fully armored PC. Dalreth tries to cast barkskin, heat metal and entangle before entering melee combat. Shayana, Brey, and Greytooth immediately run towards the PCs. The ranger will attack any human PCs first, and Brey tries to stay close to her. Greytooth simply charges the nearest foe. Otibi fights till the death. Her companions will not surrender as long as their leader is still standing. When Otibi is killed or otherwise incapacitated, and it is clear they can't win the fight, the cultists will try to escape, together with their animal companions. If that's not possible, they surrender.

After the fight, the PCs might learn everything about the cult from one of the cultists, if one is still alive. The cultists are hostile towards the PCs, and try to give them misinformation. If the PCs manage to get to truth out of them, this is what the cultists know:

- The reason they attacked the PCs, as detailed at the beginning of this event.
- The exact location and layout of their

hideout.

- The current inhabitants of the hideout (see the Druid's Hideout, below).

The PCs might also find the papers on Briom's body (see Appendix One: Player's Handouts A and B, on pages 21-22. If they don't, Briom's friends who come collect his body and prepare it for the funeral will find the papers and bring them to the PCs. Briom is buried the next day. The cultists who didn't survive the fight are buried a day later. Those who did survive are locked up in the basement of the Iron Axe Inn, and constantly watched by two lumberjacks, until they are taken away to the nearest big city to go on trial. No one in Wodfeld has ever seen Dalreth or Shayana before. The villagers feel they owe the PCs something for defeating the cultists, since they know Otibi and her helpers could have wiped out the entire village if they wanted to. If the PCs haven't taken them already, the villagers give all valuable items the druids and ranger owned to them, except one Ring of Protection, which they give to Briom's mother.

## The Druid's Hideout

The hideout is actually a giant badgers' lair, dug out by Otibi's animal companion Rish, and Rish's five young. It has three entrance

tunnels. It is very easy to locate these with the information from either Briom's papers or one of the cultists.

The tunnels are just wide enough for a giant badger to easily maneuver through. Note that it's not possible to swing two-handed melee weapons very effectively in the tunnels.

### 1. Giant Badgers

Faint, flickering lights glow from the tunnel leading to area 3, no sound can be heard. If adventurers bring light or noise in one of the tunnels – the badgers are aware of someone entering, and will not be surprised by anyone. Since they're used to cultists entering and leaving the lair, they don't take any real action. To the PCs entering – the badgers attack. To sounds of battle – if they're still alive, Cuvron and Zontro will prepare for battle and then come in to see what's going on. See area 3 for more details.

The tunnel leads to a room where five giant badgers lie, comfortably cuddled up against each other. There are two exits besides the tunnel you entered through.

These giant badgers are the young of Otibi's animal companion Rish. They are full-grown, and as strong as adult giant badgers. The badgers recognize all cult members and have been told not to attack them, via speak with animals. They view anyone else who enters the lair as an intruder, and attack on sight.

**Giant Badgers (5):** AL N; MV 6/3 swim; hp 18; AC 4; HD 3; #AT 3; Dmg 1d3/1d3/1d6

## 2. Druid's Meeting Room

If adventurers bring light or noise in one of the tunnels – the shambling mound is aware of someone entering, and will not be surprised by anyone. It doesn't take any real action, though. To the PCs entering – the plant attacks. To sounds of battle – if they're still alive, Cuvron and Zontro will prepare for battle and then come in to see what's going on. See area 3 for more details.

A long, crude wooden table with eight chairs about it occupies most of this room. Three of the chairs lie on the ground. Next to the tunnel entrance in the south-west wall stands an unlit brazier. Against the wall between the other two tunnels, in the north and east walls, lies a large pile of rotting vegetation.

The heap of rotting vegetation is actually a shambling mound, that's under the control of Otibi's who somewhat managed to charm it. The druid doesn't have a direct purpose for the plant, but when she saw it roaming around not far from Wodfeld a couple of days ago, she thought bringing it under her control was the best thing she could do. That way, she prevented the shambling mound from harming loggers and – far more important to Otibi – animals. Moreover, Otibi reasoned, the powerful plant might prove to be very useful in the future, should she be forced to use violence to drive the villagers of Wodfeld away.

When Thornbeard told Otibi he didn't agree with her plan of killing the PCs, the other cultists attacked the dwarf. It was the shambling mound that knocked the dwarf unconscious, following orders given by Otibi. The plant was too slow to chase Briom, so Otibi left it here. It has orders to attack any creature it has never seen before. A ranger or a druid in the party notices the heap of vegetation is actually a large animated plant.

**Shambling Mound:** AL N; MV 6; hp 42; AC 0; HD 8; #AT 2; Dmg 2d8/2d8; SA Suffocation; SD Electricity make it to grow, no damage if save is made vs cold.

The plant charges the first creature it doesn't recognize that enters the room. It tries to grapple and constrict that creature, before moving to the next victim.

The chairs in the room were knocked over when Otibi and her companions struggled with Thornbeard, and when they ran after Briom a couple of seconds later. A search of the tracks in the room may yield the following information:

- There has been a fight in this room
- An unconscious person has been dragged away from this room, through the northern tunnel
- Six people and the shambling mound where involved in the fight. It was only a short struggle
- Five people plus the plant attacked the sixth person, who was quickly incapacitated
- Four people left the room, running through the south-east tunnel. None of the tracks of these four match the tracks left by the two who dragged the unconscious person through the northern tunnel
- When the fight started, there were seven people in the room, all sitting at the table. One of them was attacked by five others, while the seventh person ran out through the south-east tunnel. This person was not involved in the fighting. Three others went after him when the fight was over

## 3. The Prisoner

This room is illuminated by a small brazier. If Cuvron and Zontro are still in the room, voices can be heard: two people talking in common about how difficult it is to convince the villagers to leave Wodfeld. Cuvron and Zontro attack as soon as they notice the PCs (if they're still in the room). The text below assumes the PCs have encountered Cuvron and Zontro elsewhere already when they enter this room. If the PCs somehow manage to sneak in undetected, the two cultists are sitting at the table, talking to each other.

This room features a small wooden table with two chairs. On the table lie a knife, a half loaf of bread, and a plate with a chunk of cheese on it. A burning brazier lights the room. The smoke disappears through a

small hole in the ceiling, and the fire casts dancing shadows on the walls. Against the back wall lies a dwarf. The young man is tied up and has a wad in his mouth, held in place with a scarf that's tied around his head. The dwarf is dressed in a simple woodsman's outfit, and some basic equipment lies next to him. The top of his head is shaven, and you can see several bruises on it, but he has a long, black beard. The prisoner stares at you with two lively blue eyes.

When Thornbeard was knocked down, and the others chased Briom, Cuvron and Zontro tied Thornbeard up, dragged him to this room and stayed in the hideout to guard him.

**Cuvron (cultist) (male human druid 5):** AL N; MV 12; hp 26; AC 6; HD 5; #AT 1; Dmg 1d6+2 (heavy warhammer +2); SA Spells; SQ druid's cant, +2 save vs lightning and fire, druid knowledge, wilderness movement.

*Spells (4/3/2):* 1- *detect magic, entangle, faerie fire, shillelagh.* 2- *Barkskin, cure light wounds, warp wood.* 3- *Protection from fire, summon insects.*

Possessions: heavy warhammer +2, leather armor

**Xor (Wolverine):** AL NE; MV 12; hp 15; AC 5; HD 3; #AT 3; Dmg 1d4/1d4/1d4+1; SA Musk, +4 to hit

**Zontro (male human Rgr5):** AL CN; MV 12; hp 30; AC 3; HD 5; #AT 1; Dmg 1d8+2 (longsword +2); SA +1 against humanoids; SQ Alert against surprise, tracking

**Nahli (wild dog):** AL N; MV 15; hp 4; AC 7; HD 1; #AT 1; Dmg 1d4

If the cultists hear the sounds of battle, Cuvron casts barkskin. Once that's done, both cultists and their animal companions move as fast as they can through the tunnels towards the source of the sound. In combat, Cuvron tries to use warp wood on any PC's shield and faerie fire before entering the fray. Zontro tries to take out enemy mages first. Xor and Nahli stay close together and simply bite whoever gets in their way.

Since the fight, the prisoner Thornbeard (male dwarf, Clr1) has had some time to think about what has happened the last few days, and came to the conclusion that what the druids were doing is wrong. Now, all he wants to do is take his belongings and travel back to where he came from.

Thornbeard is a passionate individual, and can truly devote himself to certain causes if he thinks they're worth his attention. He often makes decisions based on feelings, without really thinking them through. That is why Otibi chose to contact him. But now he has seen the err in his ways, the dwarf is just as passionate about righting the wrongs he and his former companions have done.

If the PCs untie him, Thornbeard is very grateful. He'll recognize them from Otibi's descriptions, and immediately starts to apologize to them. The dwarf confesses everything he knows about the druids:

Thank you! Thank you all for releasing me. I hardly deserve it after joining with these... madmen. They were wrong, I can see that now. I was wrong. I understand you didn't come to Wodfeld to take up arms against Mother Nature, no, you're here to save the villagers. And besides, that clay being, I don't really believe it was sent by Mother Nature. That hole it crawled out of, it wasn't her womb. It was... well, I don't know what it was. But I'm so very sorry about all this. I stood up against Otibi, but far too late. I should have done something much earlier. I just hope you can forgive me. I'll do anything to help you and Wodfeld. Just ask.

Thornbeard will truthfully answer any questions the PCs might have. These are the things he knows that are of interest to them:

- The names of all members of the cult, and their animal companions.
- Otibi told him she had heard spirits walking through the forest, just after there was an earthquake, and sand and stones rained down on Wodfeld for the first time. The spirits were not visible, and they didn't leave a trail, but their steps could be heard. Otibi was convinced they were sent by Mother Nature to keep an eye on the forest around Wodfeld. Other people in the area had heard the spirits as well, although Thornbeard himself wasn't one of them. (The 'spirits' are actually the stonemason golems. See Event 7, part 3 for more information.)
- Otibi wanted to kill the PCs because they had destroyed an emissary from Mother Nature: the clay golem.

She thought that the construct was sent by Mother Nature because she saw it come out

of a hole in the ground. Thornbeard was with her at the time (the two of them had been in the woods to gather a meal and were on their way back to the hideout), and is happy to show the PCs where it is. The hole is the entrance to the Golem Dungeon (see ahead), and is marked with an E on map 2: Wodfeld and Vicinity, GM's Map.

Next to the dwarf lie his possessions: a heavy wooden shield, a mace, a sling, and a pouch with ten sling bullets. The rest of his belongings lie in area 4.

Thornbeard intends to help Wodfeld, to make up for what his former companions have done the last couple of days, and for what he neglected to do. If he hears about Briom's death, tears fill his eyes, and his determination to help the villagers becomes even greater. If the villagers are willing to accept him, he will help the community as much as he can, and he'll take care of the trees like Otibi and Briom used to do before. Since the Wodfelders don't know Thornbeard, they don't associate him with the druid's cult. They have become wary of druids now, but if he proves they can trust him, he's welcome to stay. Thornbeard is willing to accept whatever comes his way, he will even go on trial if someone insists on that.

#### 4. Sleeping Area

A curtain divides this large room in two parts. In the front lie four bedrolls. There's a pile of backpacks and packed up tents next to the door on one side, and some buckets of water on the other. Behind the curtain, in a slightly smaller space, lie two more bedrolls.

This area was dug out by the badgers just a couple of days ago. The men used the front (except Briom, who slept at home), the women the back. Several small holes in the ceiling provide ventilation. There are six backpacks, holding the basic equipment one needs to survive in the wilderness, such as lengths of rope, knives, fishhooks, whetstones, waterskins, etc. There are also six tents.

### The Golem Dungeon

Farduron built the colossus lying down, for several reasons. First of all, it was the only way the construct would fit into his underground complex. Secondly, the colossus would collapse if it stood upright. The spirits Farduron later summoned to

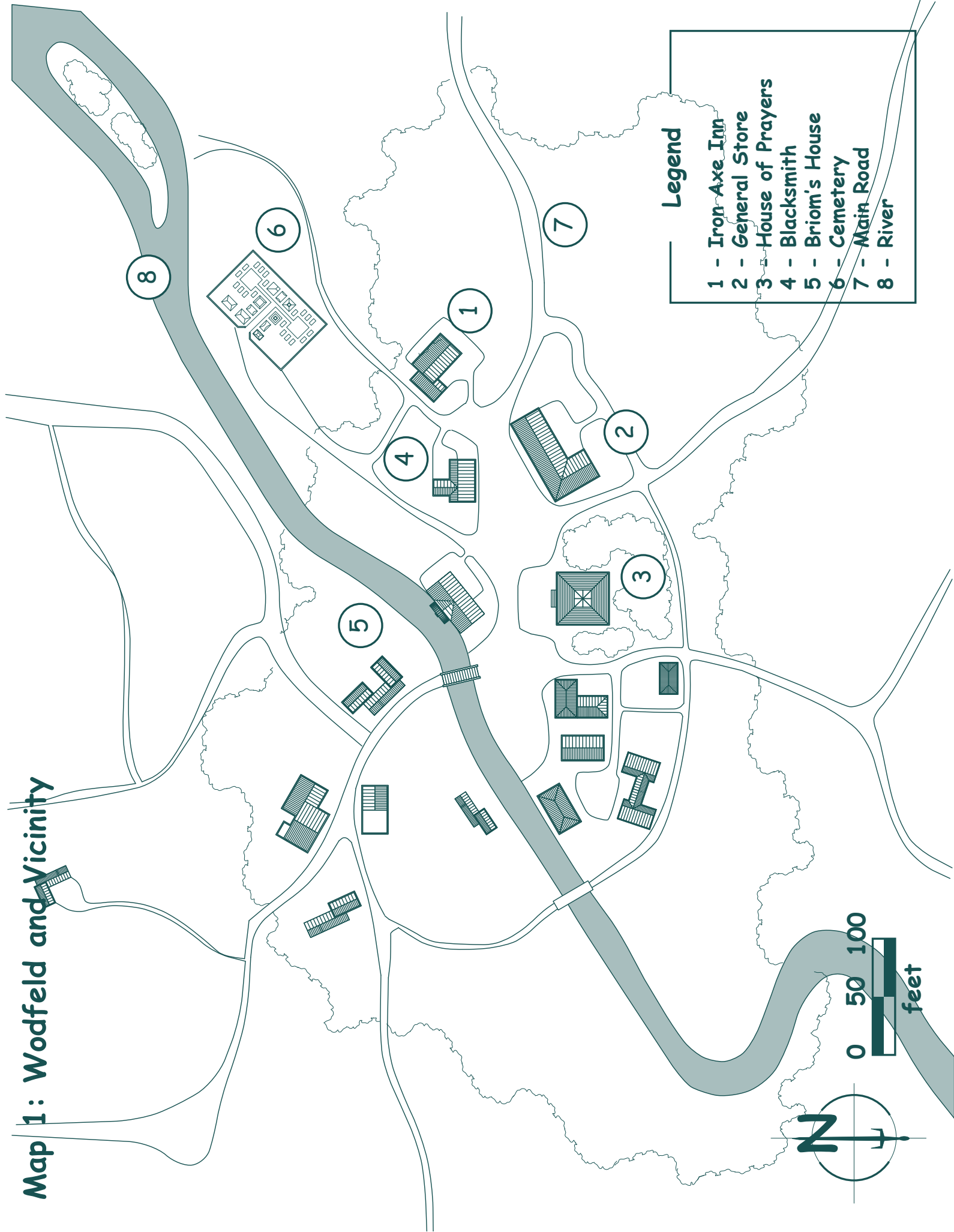
animate it held the structure together and allowed it to move, but while not animated it had to support itself. Farduron knew something about engineering, but not much more than the basics. So to prevent the colossus from collapsing, he simply built a couple of massive walls inside it, that would certainly make the construction strong enough.

His builder golems and the dwarf Koldar did the actual work, while the wizard gave them orders. When the head was completed, Farduron sealed the colossus' neck with a massive wall. He had previously planned to command the colossus from the head, but he concluded it was too small. He moved his control center to the chest cavity, which would also become his living quarters. He built the arms and the chest, and put another massive wall just below the arms. That wall would become the floor of his quarters when the colossus stood upright. The wizard didn't put a door in the wall, since he could use dimension door or teleport to move past it.

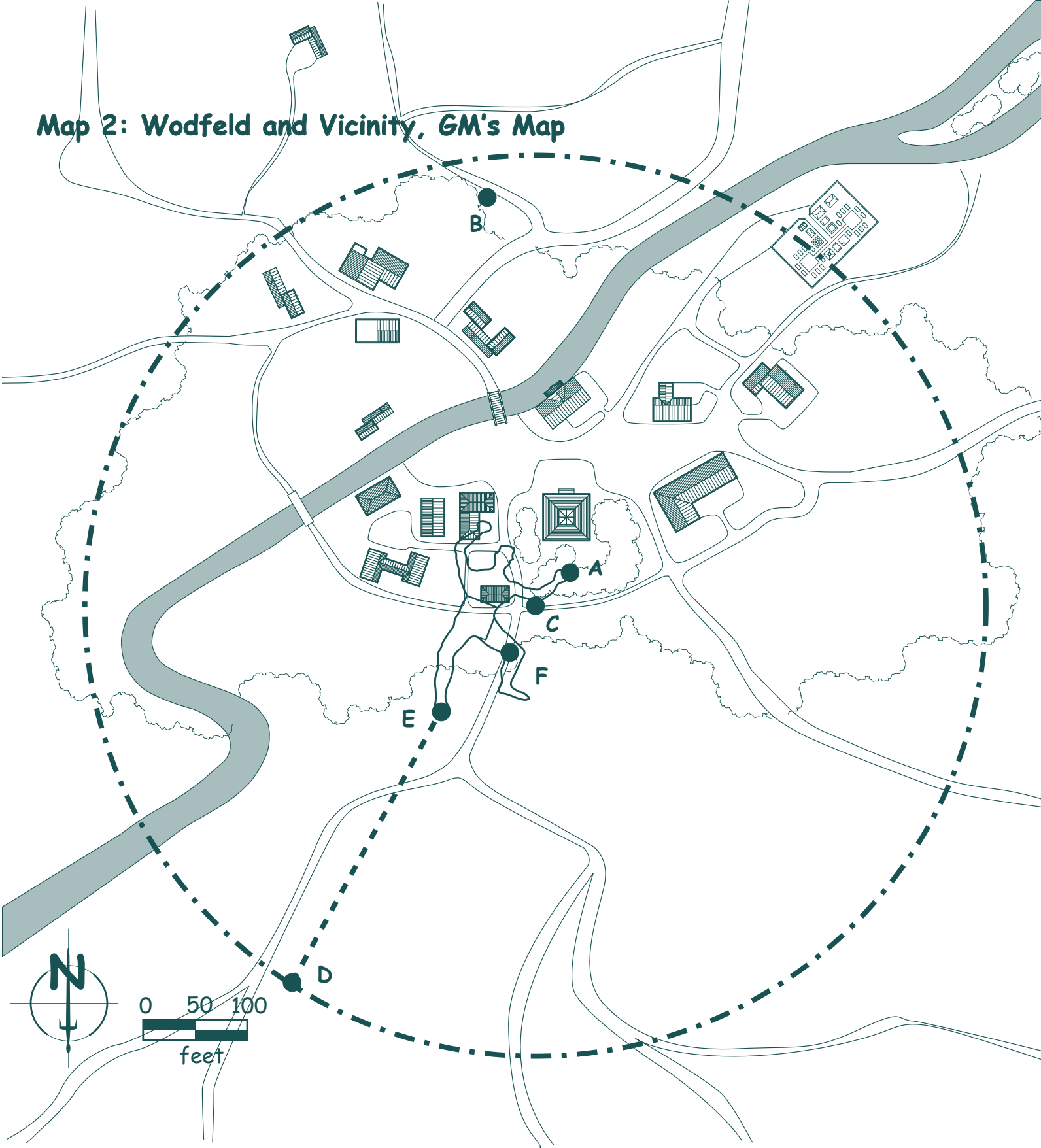
Farduron built the left leg, and sealed it with a wall. Now only the right leg needed to be constructed, and then the colossus would be finished. While his golems were doing this, Farduron started summoning the five spirits he needed to animate the colossus. He thought he would summon the fifth spirit just when the golems had completed the colossus. When he summoned the spirits, and trapped them inside the colossus, the spirits shook the colossus violently before Farduron could control them. That way, they destroyed some of the work the golems had done. So when Farduron summoned the last spirit, the right leg wasn't finished yet. The stonemason golems had just returned with the last slabs of rock that were needed to finish the work. The builder golems still had to seal the hole in the foot that functioned as entrance for the stonemason golems, and they had to seal the right leg with a wall, like they had done with the left leg.

The fifth spirit was summoned to animate the unfinished leg, and the colossus rose, making it impossible for the builder golems to finish their task. Later, when the divine warriors killed Farduron and the giant construct fell down again, the golems were tossed around in the colossus' stomach. They crashed into each other and into the large stones that lay there. At that time, two guardian golems were in the golem, the one that would kill two loggers a century later (see Event 4), and one whose task it was to guard Farduron's prisoners

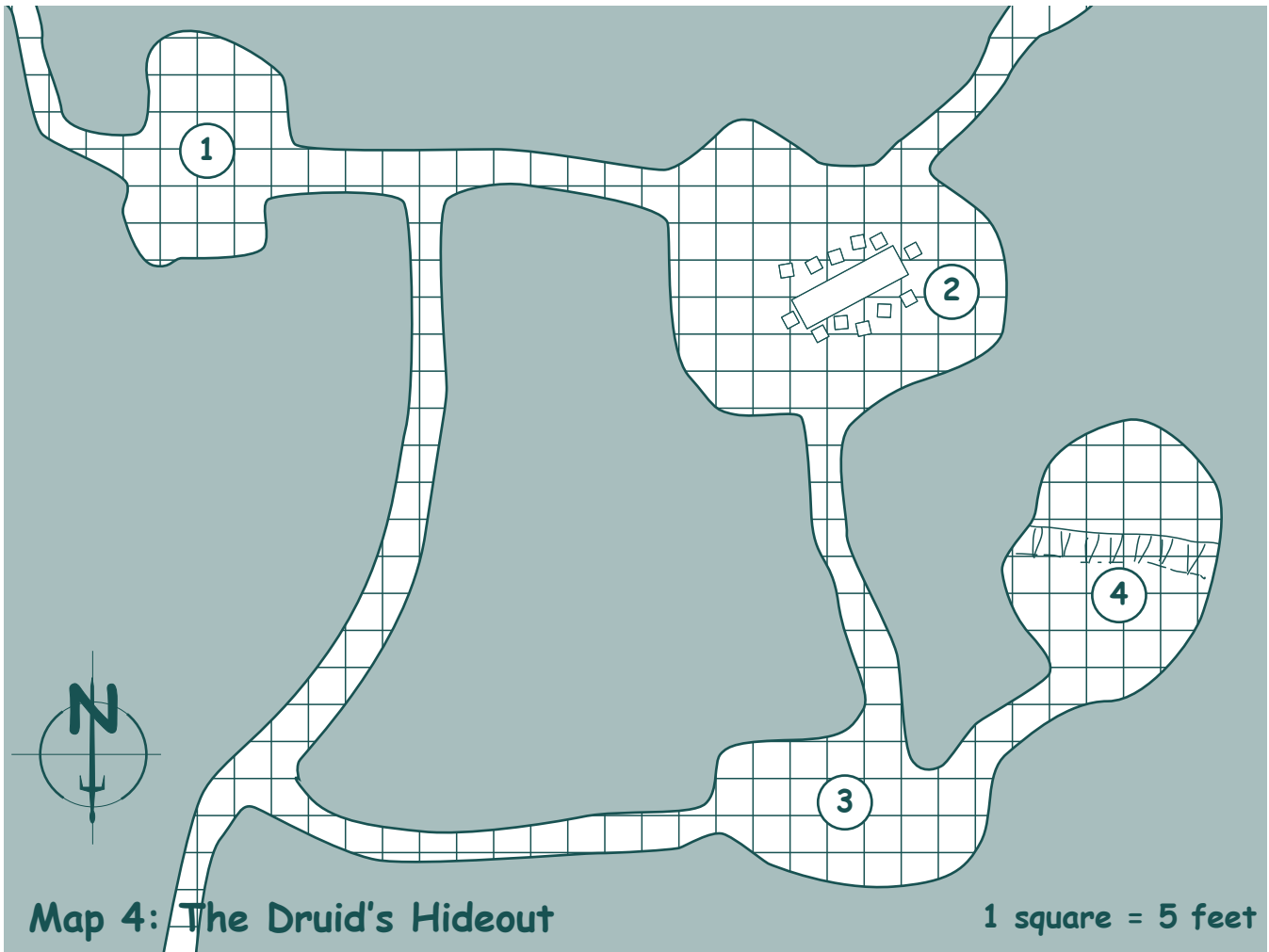
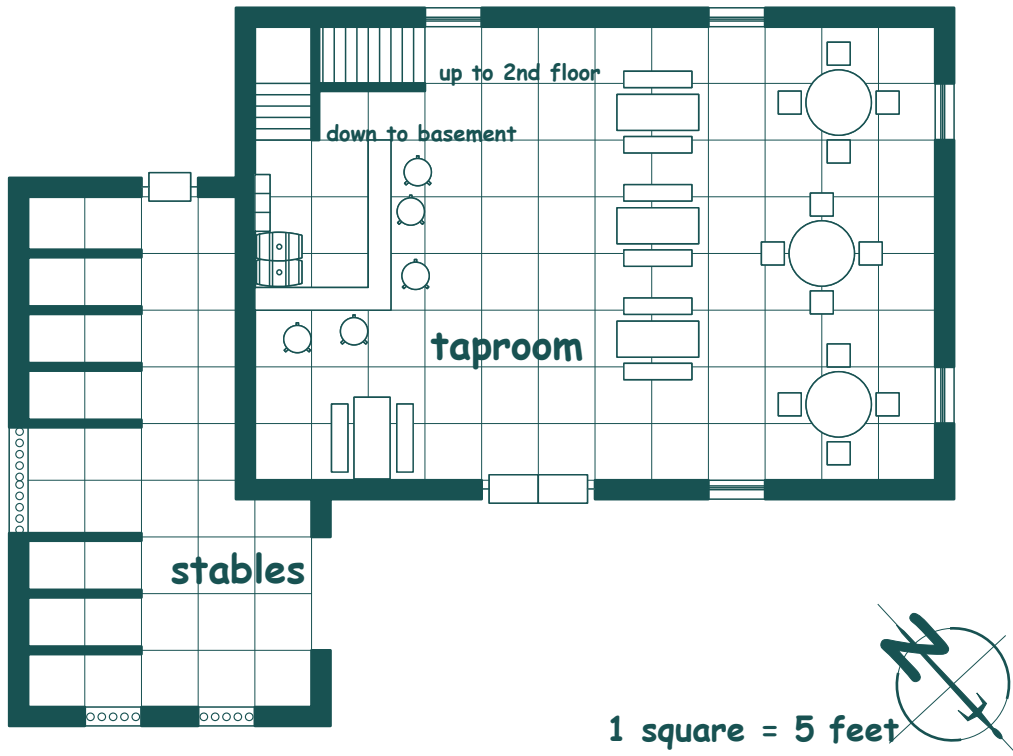
**Map 1: Wodfeld and Vicinity**

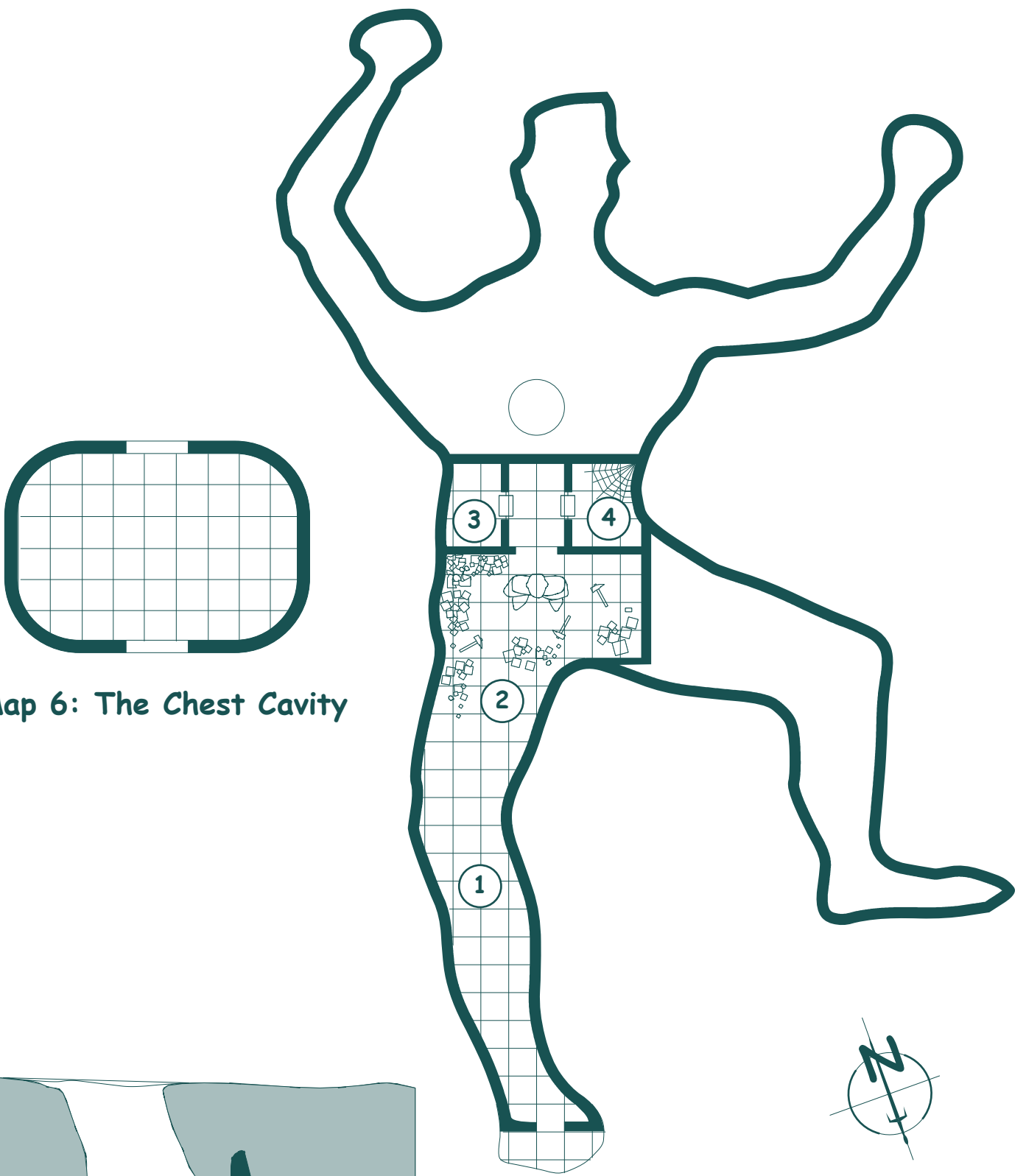


# Map 2: Wodfeld and Vicinity, GM's Map

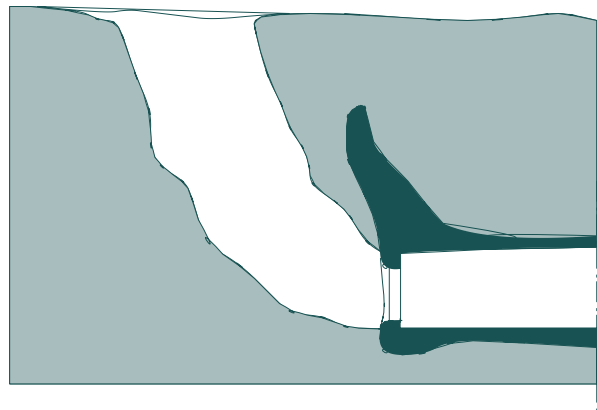


### Map 3: The Iron Axe Inn



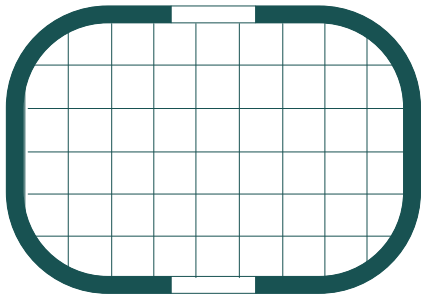


Map 5: The Golem Dungeon



Golem Dungeon Entrance Cross Section

Map 6: The Chest Cavity



1 square = 5 feet

(see area 2). These sturdy golems survived the giant grinder. All builder golems, that weren't very strong, were destroyed, and only four stonecutter golems survived the crash. The four stonecutter golems and both guardian golems were buried beneath slabs of stone and parts of other golems that were destroyed.

When the colossus stirred again during Tzago's recent summonings, several piles of rock collapsed, and the six golems were released. The first time, only the stonecutter golems and one guardian golem could free themselves, and the second guardian golem was still buried beneath the rubble. That golem was freed during the summoning of the third golem (see Event 3).

The golem dungeon is only a small part of the entire colossus; the right leg and the stomach area. Besides these areas, all areas except the chest are empty. Tzago lives in the chest, and he is busy summoning the spirits.

## 0. Entrance

A steep tunnel is dug out between some small trees and bushes. It leads to a wall of large grey stones, over twenty feet below, with a big hole in it. The wall stands vertical in the ground, although a bit lopsided. Although the wall is damaged, and several large cracks run through the stones, the large hole seems artificial. It is a square, ten feet on a side.

See Golem Dungeon Entrance, Cross-Section.

When Tzago came looking for the colossus, he wasn't pleased when he found Wodfeld, right above the place where Farduron's underground complex once had been. The magic user didn't want anyone to know he was there, so he retreated. He studied the documents detailing the rise and fall of the colossus until he figured out where the construct laid exactly. Tzago went back into the forest to search for the part of the colossus that was furthest away from the village. He summoned an earth elemental to dig a tunnel to the colossus' foot. The first time, the elemental didn't find anything but earth, but the second time already it came across the foot. Since there was already a hole in the foot, Tzago didn't even have to use one of his scrolls of *passwall* to enter the colossus. He ordered the elemental to fill the tunnel with earth again, and walked through the leg to

towards the chest.

The stonecutter golems dug a new tunnel a couple of days later, however.

## 1. Tunnel

You enter a long, dark tunnel, built from large, cracked stones. It is roughly cylindrical, some twelve feet in diameter, and gently slopes downwards. Cobwebs cling to the walls and ceiling, and the floor is covered with a layer of dirt and dust. There are large, round footprints in the sand.

The footprints are left by the guardian golem (see Event 4), and the stonecutter golems (see Event 7). The constructs wiped out most of the prints left by Tzago. A Wisdom check is required to notice the footprints Tzago left in the tunnel. A PC who searches the tunnel finds them too.

## 2. Guardian Golem

The tunnel leads to a large chamber, where the floor slopes gently upwards, to the northwest. The ceiling is some twelve feet high at the south side of the room, but at least three feet higher at the north side. The interior of the room looks like it has been struck by an earthquake. There's rubble all over the floor, but most lies in the west side of the room, and there's a large pile in the northwest corner. The floor is covered with pieces of the grey stones the room is built from, rotting pieces of wood, a couple of hammers, chisels and other tools, and numerous parts of clay golems. Heads, arms, and legs are ripped off of the bodies, that are left with only one or two limbs still attached to it. In the center of the northern wall is an open doorway. The only golem that seems to be still functioning is standing in front of it. It's not undamaged, though. Its body features several large dents and cracks.

This area moved quite a bit more than the leg (area 1) during the recent stirring of the colossus. The movements have completely wiped out the prints Tzago left in this area when he walked past the rubble that covered the intact golems, to the northern wall where he used a scroll of *passwall* to enter the chest cavity.

The golem standing in front of the doorway is one of the two guardian golems that were inside Farduron's colossus when it fell down, and the crash caused some damage, although the golem is still functioning. When it managed to escape from underneath the pile of rubble, the golem started carrying out Farduron's last orders again, and it is guarding the prisoners (see area 3 and 4). It attacks any intruders on sight.

**Damaged Guardian Golem:** AL N; MV 6; hp 60; AC 5; HD 14; #AT 1; Dmg 3d8; SIZE L

## 3. Syanias, the Elven Ranger

A penetrating, bestial stench fills the air in this room. Dust and dirt cover the floor. A humanoid figure squats in the northwest corner. He's dressed in rags, and his hair and beard are long and very filthy. His face and body are covered with filth, and it's very hard to make out what race he belongs to. The man wears a surprisingly glittering ring, and a clean bottle hangs from a chain round his neck. As soon as you enter, he starts screaming, at the top of his lungs.

The PCs may notice that the ears of the filthy man are shaped like those of an elf. The man is indeed an elf, whose name is Syanias, a prodigious elf artisan. Farduron captured him and forced him to make Boots of Tracelessness (see Appendix Three: New Magic Item) for the stonecutter golems. When the work was done, Farduron locked the ranger up in this room. The wizard wanted to keep him alive, because he thought Syanias' abilities might come in handy again one day. He gave Syanias a magical Ring of Sustenance, so the elf didn't need food or water, and a Bottle of Air to prevent suffocation. Farduron further ignored Syanias completely.

When the colossus fell, Syanias survived, but hit his head hard on the floor. He sustained brain-damage, and lost consciousness for several hours. When he regained consciousness, Syanias didn't remember who he was, or why he was in the small room he couldn't leave. In time, his condition worsened. He spent decades in an unlit room, 10 by 15 feet, with nothing but a ring and a bottle to keep him company, and he has gone insane. He doesn't think like an elf anymore, but his state of mind is like that of a very smart

dog. He used to be a ranger, but he has lost most of the abilities he once possessed. Syanias' attitude towards anyone who enters the room is unfriendly. If anyone comes within 10 feet, he'll growl and lash out with his long fingernails. Although he doesn't initiate combat, he'll fiercely defend himself if attacked.

If the PCs treat him carefully, they might be able to make Syanias' remember some of what he has long forgotten. They might even be able to communicate with the mad elf on a very basic level, and receive some useful information from him. Syanias will respond to the PCs if they talk to each other in his presence. If they speak common or elven, a spark of Syanias' former self appears. He'll say nothing at first, but he'll stare at the PCs with big eyes, while his mind tries to grasp the concept of words. Syanias' attitude changes immediately to indifferent. If the PCs are not only talking in his presence, but are actually talking to him, Syanias' attitude becomes friendly. He shows great interest to what they are saying, even if he doesn't understand it at all. As soon as the PCs stop talking, Syanias does something he's done thousands of times before, decades earlier: he says something back.

The insane elf simply repeats three or four words the PCs said to him, without knowing what they mean, and then he'll look at the PCs as if expecting an answer. Every time this happens, the conversation might prod his memory and even restore the parts that aren't completely gone yet. Syanias makes an Intelligence check (he has 6) each time. Syanias gets a +1 for every previous check, and a +2 if the PCs are talking to him in elven instead of common. If the elf succeeds at the check, he gains a +7 bonus to Intelligence and Wisdom, and he suddenly remembers all kinds of things he had forgotten all those years. The insane elf responds to this shocking experience by talking about random things, speaking the language the PCs were using (or elven, if they were talking to him in both languages), albeit very broken.

If Syanias is done talking – which takes quite a long time, since he constantly keeps repeating things – or if the PCs interrupt his monologue, he can answer specific questions they have. He'll do that to the best of his abilities. He is still not very smart, though, and his knowledge is severely limited. He only remembers things that were very important to him, and the last things that were on his mind before his loss of memory.

The list below covers all things Syanias

knows anything about. This is also the only information one might get from Syanias' with a speak with dead spell, should he be killed. All the other things he knew long ago are completely gone, and cannot be recovered by any means.

### *Syanias' Memories:*

I am Syanias. I am elf.  
My father is Jadras. My mother is Irlenn.  
Forest is good. Trees, beasts.  
Farduron's magic ring, bottle. Stay alive.  
Birds sing.  
Golems leave no trail with Syanias' boots.  
Sun is light. Warm.  
Walls. Grey stones.  
Human Farduron built rooms. Evil man.  
Bows for hunting. Arrows.  
Golems get grey stones. Not seen, no trail.  
Farduron makes many golems. Army?

**Syanias (male elf Rgr11):** AL CN; MV 12; hp 50, current 10; AC 8; HD 11; #AT 3/2; Dmg 1d2+1 (unarmed); SA Spells (can't cast right now), +1 against humanoid; SQ Alert against surprise, tracking, 90% resistance to *sleep* and *charm*  
Possessions: Bottle of air, ring of sustenance

The PCs might want to take Syanias with them to Wodfeld, but the elf is not very keen on leaving in the room. He's afraid of everything that's outside. The PCs can convince him to leave the prison by talking about the forest, the trees and animals, and the sun. When he actually gets outside, Syanias is very happy. He gives his Bottle of Air to the PCs, to thank them, and because he doesn't need it anymore. He doesn't want to part with his precious Ring of Sustenance.

If the PCs bring Syanias to Wodfeld, they'll have little trouble finding someone among the villagers who's willing to take care of the insane elf. Given enough time, Syanias might relearn a lot of things, although he'll never fully recover. Once he behaves almost like a normal (but not very smart) elf again, he'll leave Wodfeld to go searching for his parents.

## 4. Koldar, the Dwarven Sculptor

A strange smell lingers in this room. The floor is covered with sand and dust, and cobwebs cling to the walls and ceiling. The bones of what at first glance appears to be a single humanoid skeleton lie scattered in the dirt on the ground.

The recent movements of the colossus

caused the bones of the skeleton that lay in this room to scatter. A closer look reveals that the bones are the remains of a short but broad person, with a squarish head; a dwarf.

Koldar, the dwarven sculptor, was kept prisoner in this room. Just like Syanias, Farduron gave Koldar a Ring of Sustenance, to keep the dwarf alive without needing to provide food for him. Unlike Syanias, Koldar didn't get a Bottle of Air, since Farduron let him out of his cell every day to work on the colossus. So when the colossus fell down, and no one came to free Koldar, the dwarf suffocated. His spirit does not rest in peace, however. It still haunts the prison where Koldar died. The spectre is incorporeal and is capable of leaving the prison by simply passing through the walls, but it doesn't do so. It still treats the walls as the edge of its territory, as they were for Koldar when he was still alive. The spectre does venture into the walls themselves, however, it just doesn't go through them entirely.

**Spectre:** AL LE; MV 15 hovering /30 fly; hp 35; AC 2; HD 7+3; #AT 1; Dmg 1d8; SA level drain; SD +1 or better weapon to hit; immune to cold, poison, paralysis, and elemental spells, as well as sleep, charm, hold and other mental attacks.

The spectre is hiding in the northern wall. It attacks any living being that enters the prison. It will only leave the room if the door is open, and only to attack a living being outside the cell. The spectre will haunt the place where Koldar died until destroyed, and even if the prison-door is open, it will not venture more than one hundred feet away from it.

Koldar's Ring of Sustenance lies in the dirt. It can be found with a Wisdom check.

## Other Areas

The left leg, both arms, and the head are empty. Farduron filled the hands with earth, since it are the colossus' main weapons. See Event 7, part 3 for more information about the colossus' chest cavity.

If the PCs find the Golem Dungeon by following the tracks of the guardian golem in Event 4, they might destroy the guardian golem in the colossus and assume it was the one that killed the loggers. If the PCs tell the villagers they've destroyed the killer, the bravest loggers will go into the woods again the next day, and Event 4 may happen all over again.

If the PCs find the Golem Dungeon when

Event 6 has not yet happened, they will trigger that event (see Event 6 for details).

## Event 7, Rise of the Colossus

### Part 1 - The Ghost

This event starts when Tzago summons the last spirit. This causes sand and stones to rain down on Wodfeld, and when the colossus stirs, the ghost of Ezricol the paladin is released. The table below shows what happens each round.

- |         |   |
|---------|---|
| Round 1 | Tzago starts summoning the last spirit, the colossus stirs, and Ezricol flies to Wodfeld. |
| Round 2 | Ezricol arrives in Wodfeld.   |
| Round 5 | The summoning is finished.  |

When Farduron was killed long ago, and the colossus fell down, several of the divine warriors who were standing on the ground where the construct fell couldn't get away in time. All these people died instantly, except one. One person, a paladin called Ezricol, didn't get killed right away. When the colossus toppled, the holy warrior quickly jumped into a shallow hole and lay down. The right leg of the enormous construct fell across the hole, trapping Ezricol beneath it. He expected his companions to destroy the colossus completely, since that was the only way to make sure no one would ever animate the construct again. The paladin hoped they would find him while they tore down the colossus, and desperately tried to stay alive as long as possible.

The others didn't know anyone was trapped underneath the colossus. They thought everyone who had been standing there was crushed. They also didn't destroy the construct completely, thinking it would be safe enough to bury it there, and keep everything secret.

Ezricol slowly suffocated, desperately trying to stay alive. He partially succeeded at that, but it did him no good at all. Although his body died, Ezricol's spirit refused to leave the land of the living, and Ezricol became a ghost (a rare kind of poltergeist to be exact). He didn't leave the hole where he died, still acting as if he was trapped there. He waited more than a century for someone to release him.

When Tzago summons the last spirit, the one he needs to animate the right leg of the colossus, the spirit shakes that leg violently. This results in an earthquake with its epicenter above the colossus' right knee, which causes a crack to open up.

Ezricol's ghost acts as if this is his chance to escape from underneath the colossus. He flies up to the surface, and notices that the colossus is moving again. Ezricol will only find peace when the colossus is completely destroyed and his remains are properly buried. Since he can't accomplish that by himself, he flies in a random direction to find help, which turns out to be towards Wodfeld.

The text below assumes the PCs are in the Iron Axe Inn when Tzago starts summoning the last spirit. Feel free to adjust as you see fit.

Suddenly, the ground begins to shake, for the third time since your arrival in Wodfeld, and you hear sand and stones falling on the roof of the Inn. When you look out the window, you see people quickly running for shelter.

One round later, Ezricol arrives:

Above the noise of the earthquake and sand-rain, you hear a man's voice from outside, screaming "Help me! Anyone! Please, help me!"

Assuming the PCs go out to check what's going on, read or paraphrase the following:

The screams continue, and the sound grows louder, as the man apparently moves in your direction. It's coming from the south side of Wodfeld. After a moment, you see a man walking towards you from that direction. He wears an armor, and carries a sword and a shield with a large symbol on it. The man and his equipment are completely grey, as if all color has been sucked out of him. As he approaches, you see light shining through his body, that looks as if it's composed of smoke. The man walks right through a tree and desperately cries: "Please help me!"

While the PCs are dealing with the ghost, the summoning is continuing. Anyone who's standing on the ground must make a Dexterity check each round during the earthquake, or fall prone.

Each round, PCs without shelter must make saving throw versus Breath Weapon, to avoid being hit by 1d4-1 stones. Each stone deals 1d4 damage. Trees slow the stones down, so the save for anyone who takes shelter underneath one is made at +5,

and the damage per stone only 1d2.

Ezricol's patron deity is Irllostos, the lawful good Protector of the Weak. A successful Intelligence check made by a cleric reveals that the symbol on the shield, a globe held by two hands, is Irllostos' holy symbol. Feel free to replace Irllostos with a deity from your campaign setting.

**Ezricol (visible poltergeist):** AL LG; MV 6; hp 4; AC 10; HD 1d4hp; #AT 1; Dmg Nil; SA fear, telekinesis; SD, silver/magic weapons to hit

If the PCs ignore Ezricol, he'll fly right up to them, and demands to be heard. If they attack him, the ghost flees, flying straight down into the earth. A round later, he appears at a safe distance, and shouts to the PCs that he can help them 'stop this evil'. Ezricol keeps coming back, until the PCs listen to him, or until they somehow manage to destroy the ghost.

Ezricol is a bit hysteric, and he constantly shouts his answers to the PCs, even if they're only a couple of feet away from him. He gives very short answers to questions the PCs ask him, and he's constantly moving around, as if nervously pacing.

If the PCs eventually manage to bring the colossus down, Ezricol calms down, and can tell them the whole story (see Ending the Adventure, page 18).

The most obvious questions the PCs could ask Ezricol are listed below. The paladin answers any other questions the PCs might have to the best of his abilities.

### Questions and Answers:

Who are you?

My name is Ezricol. Before I died, I was a paladin.

With what can we help you?

Destroy the colossus! Kill its animator!

Colossus? What are you talking about?

It's the gargantuan golem, it's buried here.

Someone is animating it again! You must kill whoever is doing that!

What do you know about what's going on here?

An enormous golem is buried here! It's causing this earthquake! If we let its animator get away, there's no telling of what he might do!

How can we stop the golem or the mage?

Kill the animator! As soon as the chest appears, jump through the hole and kill the animator!

What's causing the earthquake?  
The colossus' movements in the earth. You must destroy it!

How come stones are raining down on Wodfeld?

I don't know. That's not important now!  
Kill the colossus's animator!

### Part 2 - Lull

As suddenly as it began, the earth stops shaking, and the rocks and earth cease to fall from the sky.

When the last spirit is summoned, Tzago

wants to start moving the colossus. It takes the magic user some time to gain complete control over all five spirits, though. While he is doing that, nothing happens outside. This gives the PCs time to talk to Ezricol, and get a fair amount of information from him. The ghost still doesn't calm down, however.

The lull lasts at least five rounds, but how long exactly is left for the GM to decide. As a rule of thumb, it should end as soon as the PCs are done talking to Ezricol.

### Part 3 - Golems

This part of the event starts when Tzago orders the colossus to dig itself out. While

he is doing that, the stonecutter golems return with the stones they have collected from a far away ruin. The table below shows what happens each round.

- Round 1 – The colossus starts digging, causing an earthquake.
- Round 2 – The first two stonecutter golems arrive in Wodfeld.
- Round 3 – Villagers begin fleeing their houses, and the colossus' left hand becomes visible.
- Round 4 – The colossus' right hand appears. The third stonecutter golem arrives.
- Round 5 – The colossus' head appears.
- Round 6 – The fourth stonecutter golem arrives.
- Round 7 – The colossus pulls its upper body free from the earth. Tzago stops moving the construct.

Tzago



### Round 1

When Tzago has summoned all five spirits using his scrolls, and is able to control them, he starts moving the colossus. The magic user commands the construct to dig its way out of the ground. This results in an earthquake, that causes trees to topple and buildings in Wodfeld to collapse. While the ground is shaking, people run out onto the streets, afraid their houses will collapse with them in it.

Anyone who's standing on the ground must make a Dexterity check each round during the earthquake, or fall prone.

Suddenly, the earth begins to shake again. There are no rocks falling from the sky, but the earthquake seems to be worse than those you've experienced before. Large cracks open up where the ground is torn apart, while bulges are formed elsewhere. The noise of creaking trees is added to that of the quaking earth. Several trees are completely uprooted and topple. Most of the sturdy buildings in Wodfeld seem to survive the earthquake – at least for now – although the front of the smithy collapses, when the ground that supports it suddenly drops away.

### Round 2

After collecting stones from a far away ruin, north of Wodfeld, the stonecutter golems return to the colossus. The golems were damaged when the colossus fell down, but they're still capable of carrying out the orders given to them by Farduron. The constructs will attack any sentient being they encounter. They pass through Wodfeld on their way to the entrance of the

Golem Dungeon, and attack anyone who's walking around outside. The villagers who are their targets, aren't named, but you might want to change them into people the PCs have met earlier in the adventure, to make matters a bit more personal.

As the earthquake continues, you see doors being thrown open. People flee their houses, afraid that the buildings would collapse with them in it. A young woman leaves the general store, when a golem suddenly appears next to her, seemingly out of thin air. It looks like an animated, six feet tall clay statue, that's wearing leather boots. The woman screams in terror, and runs away, in your direction. The golem drops a slab of stone it is holding, and runs after her. The construct is just some ten feet behind the woman, and it's quickly gaining on her.

At the west side of Wodfeld, a second golem appears from nowhere. It drops a block of stone too, and raises a clay fist to crush the skull of a terrified logger, who dodges the blow just in time, and jumps behind a cart that's standing there.

**Damaged Stonecutter Golem (2):** AL N; MV 6; hp 18; AC 5; HD 8; #AT 1; Dmg 1d10; SD invisibility once per day; SIZE M; Possessions: All stonecutter golems wear a pair of Boots of Tracelessness (see Appendix Three: New Magic Item).

A third stonecutter golem arrives in Wodfeld in round four. A fourth golem arrives in round six.

### Round 3

The logger Tolm leaves his house not a moment early. He's barely two steps away as the building collapses. As the smoke clears, you see the large piece of rock behind Tolm's house, the rock the logger showed you after the first earthquake since your arrival in Wodfeld. "That's the colossus' hand!" Ezricol screams in your ears. The rock indeed looks a bit like a fist, with very little detail. The fist and arm slowly move upwards, uprooting numerous trees on the south side of Wodfeld.

While the colossus is digging its way out, the PCs may interact with it. See page 20 for its full statistics.

Climbing the colossus can be done only when that part of the construct doesn't move. If it moves only a thief can climb on it with -10% penalty. A PC who is standing on top of a part of the colossus can move at half speed with a successful Dexterity check. The check is at -3 if the colossus is moving. A failure by 2 or less means the PC can't move for 1 round. A PC falls down on the colossus on a failure of 3 through 8. A PC falls off of the construct on a failure of 9 or more.

See map 5 for a global overview of the colossus.

### Round 4

A very loud, creaking noise on the west side of town draws your attention. You see a second stone fist that is raised high into the air, with half a house stuck on it. A second house, just south of the first, collapses as the colossus' arm is pushed up from underneath it.

The third stonecutter golem arrives in Wodfeld in this round. It comes from the north, invisible. The construct becomes visible as soon as it starts attacking, and it attacks the first creature it encounters.

### Round 5

The colossus stretches its arms. They tower some seventy feet above Wodfeld. With two enormous slams, the construct plants both elbows in the ground, ready to pull its body out of the earth.

### Round 6

One of the houses on the south side of Wodfeld is pushed upwards. Together with the earth it was built upon, the house slides to one side, and falls back to the earth, while the colossus' head – now freed from this burden – rises into the air. The head has a roughly spherical shape, without any facial features, and a diameter of some twenty feet.

The fourth stonecutter golem arrives in Wodfeld in this round.

### Round 7

The text below assumes the PCs are looking at the back of the colossus. Feel free to adjust as you see fit.

The colossus braces itself and pulls its upper body out of the earth. Tons of earth are pushed aside, and trees snap like twigs as the enormous construct lifts its head and upper body, pulling them up between the arms. Its head towers eighty feet above the forest floor. There's a large hole in the back, some thirty feet above the ground.

"The evil animator is inside the chest!" Ezricol screams. "Climb through the hole! Kill the animator!"

After this round, Tzago stops concentrating on moving the colossus, so the construct stops, and with it, the earthquake. The magic user, unaware of the PCs, wants to summon an earth elemental to throw out all the sand and stones that fell through the holes in the colossus' chest when it lifted itself up, out of the ground.

See Map 6: The Chest Cavity, for a battlegrid of the colossus' chest. Both holes, in the back and in the chest, are thirty feet above the ground. They're round, with a diameter of 10 feet. Besides flying or climbing, PCs can reach the holes with Ezricol's help. The ghost is willing to use his telekinesis ability. Unlike other poltergeists he can lift up to 300 pounds with it, and move that weight 20 feet upwards per round.

The following text describes what the PCs see once they reach a hole. It assumes Tzago has already summoned the elemental. Feel free to adjust as you see fit.

It is a mess in the chest of the colossus. Furniture that apparently stood upright before the construct started moving, has been thrown against the wall on the right side. A table, a chair, a bed, and some wooden boxes lie in the chest of the colossus. Everything is covered with sand that fell through the holes when the construct pushed its body up. A four feet tall creature, entirely composed of rock and earth, is busy throwing the dirt out again. A long, thin man, with a somewhat unkempt appearance, is standing in the center of the area, overlooking the working elemental. He holds a stone that seems to be burning in one hand.

**Tzago (male human magic user 9):** AL NE; MV 12; hp 22; AC 6; HD 9; #AT 1; Dmg 1d4+1 (dagger +1); SA Spells; *Spells*

(4/4/3/2/1): 1- *burning hands, feather fall, magic missile, shield*. 2- *continual light, mirror image, ray of enfeeblement, web*. 3- *dispel magic, fireball, gust of wind*. 4- *confusion, minor globe of invulnerability*. 5- *monster summoning III*

Possessions: dagger +1, amulet of protection +2, gloves of dexterity +2, ring of sustenance, the keys to the wooden boxes, empty scrollcase (once contained scrolls of geas and monster summoning VII, expended to animate the colossus)

When Tzago stops commanding the colossus, the first thing he does is summoning an ogre, using a monster summoning III spell. After that, he waits for the ogre to clear the chest cavity.

As soon as he notices the PCs, Tzago commands the ogre to attack them, and he casts minor globe of invulnerability. With these spells as protection, he tries to blow flying foes (if there are any) away with gust of wind. If the PCs come too close, Tzago uses fireball if he can target two or more foes at once. If not, he'll cast more defensive spells like mirror image and shield.

Tzago doesn't surrender before the PCs have incapacitated him somehow, or until he's brought down to 4 hp or less.

There are four wooden boxes, that are all locked. Tzago has the keys to the locks in his possession.

One of the boxes contains some valuable items. There's a pouch with money that belongs to Tzago, but the other objects are things Farduron left behind in the colossus. The divine warriors who killed the wizard didn't find these items, but Tzago – who spent more time searching the colossus – did. There is a portrait of Farduron, made by a fairly well known painter called Pyrloq (worth 100 gp); an ink-pot carved from bone with five moss agates set into it, and a bone inkpen with a sixth agate (worth 90 gp); a brown diamond (worth 3,000 gp); and a pouch with 2 pp and 21 gp.

An other box contains all kinds of papers. This includes Tzago's diary (Player's Handout C). The box also contains notes from both Tzago and Farduron. The notes detail the summoning of spirits from the elemental plane of earth, and the way to control the colossus. See Building, Animating, and Controlling the Colossus, page 20. There is also a magic user scroll of geas, a scroll of passwall, and a scroll of monster summoning V in the box.

One of the boxes holds the screws, bolts, and tools Tzago planned on using to bolt his furniture to the floor with.

The fourth box contains Tzago's clothes, a bedroll, and a blanket.

## Ending the Adventure

### Failure

If the PCs fail to stop Tzago, the magic user will take the colossus to the nearest city, where he'll smash some buildings to get the attention of everyone, before commanding the citizens of the city to bring him their wealth. If they refuse, he will smash some more buildings, and – if he feels that's necessary – some people, until they give in. If the valuables brought to him satisfy the magic user, he'll travel to the next city.

Tzago will most likely not come very far, however. He can't seal the holes in the colossus with wall of force, like Farduron planned to do, so powerful people might be able to get past the colossus' attacks and enter the construct. They can also simply wait for Tzago to fall asleep. With his Ring of Sustenance, the magic user doesn't need to sleep a lot, but two hours a day give ample opportunity to take action against him.

Tzago might already be stopped in the first city he arrives in, but he could also be lucky, and terrorize several cities before he is stopped.

### Success

If the PCs manage to kill Tzago, the spirits immediately flee the colossus. The construct is sitting in a relatively stable upright position, its body supported by its arms, and it doesn't collapse after this. If the PCs incapacitate Tzago in some other way, the spirits cannot escape.

With Tzago defeated, Ezricol calms down, and he'll tell the PCs everything he knows:

"Years ago – there was no village here, back then – my order came here to investigate the reports from a druid who had seen golems guarding this part of the forest. We got here just in time to witness the colossus getting up from the lying position it was built in. We detected an evil person inside the construct's chest, and found out it was a mage who was controlling the golem. When the colossus was standing upright, the mage created a couple of holes so he could see where he was going. One hole in the chest, and one in the back. I suppose he wanted to seal it with a wall of force or something, but we didn't give

him the time to do that. Our leaders, the most powerful individuals in the group, quickly entered the colossus, with the help of teleporting wizards. The mage inside didn't want to surrender, and they killed him, and then the colossus collapsed. Me and some others were underneath it when that happened. The others all got killed, but I managed to avoid being crushed by diving into a hole. I expected my order would destroy the colossus completely, and hoped they would find me if they did. But apparently, they thought burying the thing was good enough. They obviously didn't know anyone was still alive underneath it. Clinging to life, hoping I would be rescued, I died. And became what I am now.

Please destroy the colossus. Tear it apart completely! And find my remains – give me a proper burial. Only then I will find peace. Until then, I'll hide, in the ethereal plane."

Ezricol sighs, and in the blink of an eye, he disappears.

If any of the villagers died during the last event, Wodfeld mourns once more. The victims will be buried the next day. Most of the villagers whose houses were destroyed by the colossus are determined to rebuild their homes and stay in Wodfeld. Others – mostly those who have lost family members during the events of the last days – travel to nearby towns. They stay with relatives or friends for a while; until they find a new home elsewhere, or until they're ready to move back to Wodfeld.

Despite their losses, most villagers realize it could have been a lot worse if the PCs had not been there to stop Tzago. They'll help the PCs with anything they want, like demolishing the colossus. If the PCs leave, the Wodfelders will destroy the hated construct themselves. When the colossus is being destroyed, someone is bound to find the bones of those who died a century before, including Ezricol, when the colossus fell on top of them. The villagers will give the deceased a proper burial at the cemetery in Wodfeld.

When the colossus is torn apart completely, and Ezricol's remains are buried (either by the people in Wodfeld, or by the PCs themselves), the ghost appears one more time to the PCs. He thanks them for releasing his spirit, and then he fades away, having finally found peace.

## Appendix One: Player's Handouts (GM's Reference)

### Player's Handout A: Briom's Letter

To all citizens of Wodfeld, This letter is a warning for all of you. As you all know, Otibi thinks Mother Nature is trying to get rid of Wodfeld. Otibi wants to help her if that is necessary. I don't think she has a real plan or anything, but she has gathered some like-minded people, so she can make a difference if needed. I too am part of this secret companionship, although I don't agree with much of what Otibi and the others say. I'm just there to see if they don't plan on doing anything that's foolish, like destroying Wodfeld, and to warn you if they do.

If you read this letter, they DO plan to do something I cannot allow. If I have time for it, I'll add to this letter what the plan is exactly. Since there's not much more I can do for you now, I'll simply tell you all I know about Otibi and her companions, and I hope it will do some good.

Well, Otibi is the leader. Besides her and me there are three more druids: Dalreth, Cuvron, and Thornbeard. Thornbeard is a dwarf. Then there's also Shayana and Zontro, who both have a pet hound. Otibi can also count on the help of Rish, the dire badger. Both Dalreth and Cuvron have made friends with a wolverine.

Otibi has made a hiding place, just south of Wodfeld. I've made a drawing of where it is. It's a dire badgers' sett, built by Rish and her family. There are three entrances, which aren't really hidden (since Otibi figured no one would wander into such a tunnel without a good reason).

That's all I know. I hope it is enough to help you.

Briom

PS. I myself will leave Wodfeld. I don't think anyone would ever be able to fully trust me anymore after this, so it's best if I just leave. Maybe I'll come back in a couple of years, I don't know. Tell my mom I love her.

### Player's Handout C: Excerpts from Tzago's diary

The entries in the diary aren't dated. The most interesting entries are presented below, in chronological order.

Sitting out the storm in the temple proved to be a good idea! I found a document in

the library about an enormous stone golem, called the 'colossus'

The clerics and paladins killed the animator, over one hundred years ago. But they didn't destroy the golem itself! The document is fairly detailed. Maybe I will be able to find the golem and animate it myself!

Finally I have found the right place. But some lumberjacks have built a village right on top of where I think the colossus lies!

They must not see me, or they might ruin everything! I'll need to find a way to sneak in, unseen. Maybe the documents give me a clue about the exact location of the colossus.

Today I have entered the colossus. It is huge! Sitting here in the chest of the construct, I'm thrilled with excitement! The possibilities I have if I can get this thing to do what I want are endless. Whole cities will grovel at the feet of the colossus, and bring me their wealth! No man will ever laugh at me again!

I have found some notes left by the wizard who created the colossus, a man called Farduron. They will be an invaluable resource when I start summoning spirits from the Elemental Plane of Earth.

The spirits are strong! But I won the mental struggle with one of them! It went into the colossus' right arm. Next time, I'll try to steer it into the part I want!

The second summoning was successful! I managed to push the spirit into the colossus' head. I'm exhausted, but very pleased. To control the power of five such beings must be phenomenal!

The third spirit now inhabits the left arm. Only two more to go, before I'm ready! The lumberjacks will jump out of their skin when they see my golem arise from underneath their village!

The summoning of the fourth spirit went as planned. I managed to steer it into the left leg without difficulty. Just one more to go! But first, I've got to rest for a while. When there are five spirits in the colossus, I want to be able to immediately let it dig itself out. I've waited long enough!

(This is the last entry in the book.)

## Appendix Two: New Monsters

### Guardian Golem

**FREQUENCY:** Rare  
**NO. APPEARING:** 1d6  
**SIZE:** L  
**MOVE:** 60ft  
**ARMOR CLASS:** 5  
**HIT DICE:** 80hp (14 HD)

**ATTACKS:** 1  
**DAMAGE:** 3d8  
**SPECIAL ATTACKS:** None  
**SPECIAL DEFENCES:** None  
**MAGIC RESISTANCE:** Immune to mental spells  
**LAIR PROBABILITY:** Nil  
**TREASURE:** None  
**INTELLIGENCE:** Non-  
**ALIGNMENT:** N

A guardian golem's body resembles that of a tall, lean humanoid. It has long legs and long arms. Its 'hands' are massive lumps of clay, without separate fingers. These fists are only meant to be used as weapons. A guardian golem stands about 7 1/2 feet tall and weighs about 500 pounds.

#### Combat

Guardian golems simply hit their designated foes with their fists. Except the traits all golems have, guardian golems don't have any special defenses. It is therefore easy to hit these golems, but they are very tough and can suffer a lot of damage without it hampering them.

#### Construction

A guardian golem can only be sculpted from a single block of clay weighing at least 750 pounds. Rare oils and ointments, worth 1,000 gp, are required to make the clay more susceptible for receiving the spirit that is the animating force for the golem.

### Stonecutter Golem

**FREQUENCY:** Rare  
**NO. APPEARING:** 1d8  
**SIZE:** M  
**MOVE:** 60ft  
**ARMOR CLASS:** 5  
**HIT DICE:** 36hp (8 HD)  
**ATTACKS:** 1  
**DAMAGE:** 1d10  
**SPECIAL ATTACKS:** None  
**SPECIAL DEFENCES:** can cast invisibility once per day  
**MAGIC RESISTANCE:** Immune to mental spells  
**LAIR PROBABILITY:** Nil  
**TREASURE:** None  
**INTELLIGENCE:** Non-  
**ALIGNMENT:** N

From a distance, a stonecutter golem looks like an animated clay statue of a dwarf. Its body is very rough though, and doesn't show much detail. Its 'hands' are shaped like very large chisels. A stonecutter golem stands about 4 1/2 feet tall, and weighs about 350 pounds.

#### Combat

Although they're not built to fight,

stonecutter golems are dangerous combatants, due to their high strength and their chisel-shaped hands.

A stonecutter golem can become invisible once per day. This ability is equal to the invisibility spell. Note that the golem becomes visible if it attacks.

A stonecutter golem wears usually boots that allow it to move through any type of terrain without leaving tracks or scent, as if affected by a continuous pass without trace spell (see Appendix Three: New Magic Item).

### Construction

A stonecutter golem can only be sculpted from a single block of clay weighing at least 500 pounds. Rare oils and ointments, worth 750 gp, are required to make the statue more susceptible for receiving the spirit that will animate the golem.

### Farduron's Colossus

**FREQUENCY:** Unique

**NO. APPEARING:** 1

**SIZE:** H

**MOVE:** 120ft

**ARMOR CLASS:** -2

**HIT DICE:** 135hp (30 HD)

**ATTACKS:** 2

**DAMAGE:** 6d10/6d10

**SPECIAL ATTACKS:** None

**SPECIAL DEFENCES:** Freedom of movement

**MAGIC RESISTANCE:** Immune to mental spells

**LAIR PROBABILITY:** Nil

**TREASURE:** None

**INTELLIGENCE:** Non-

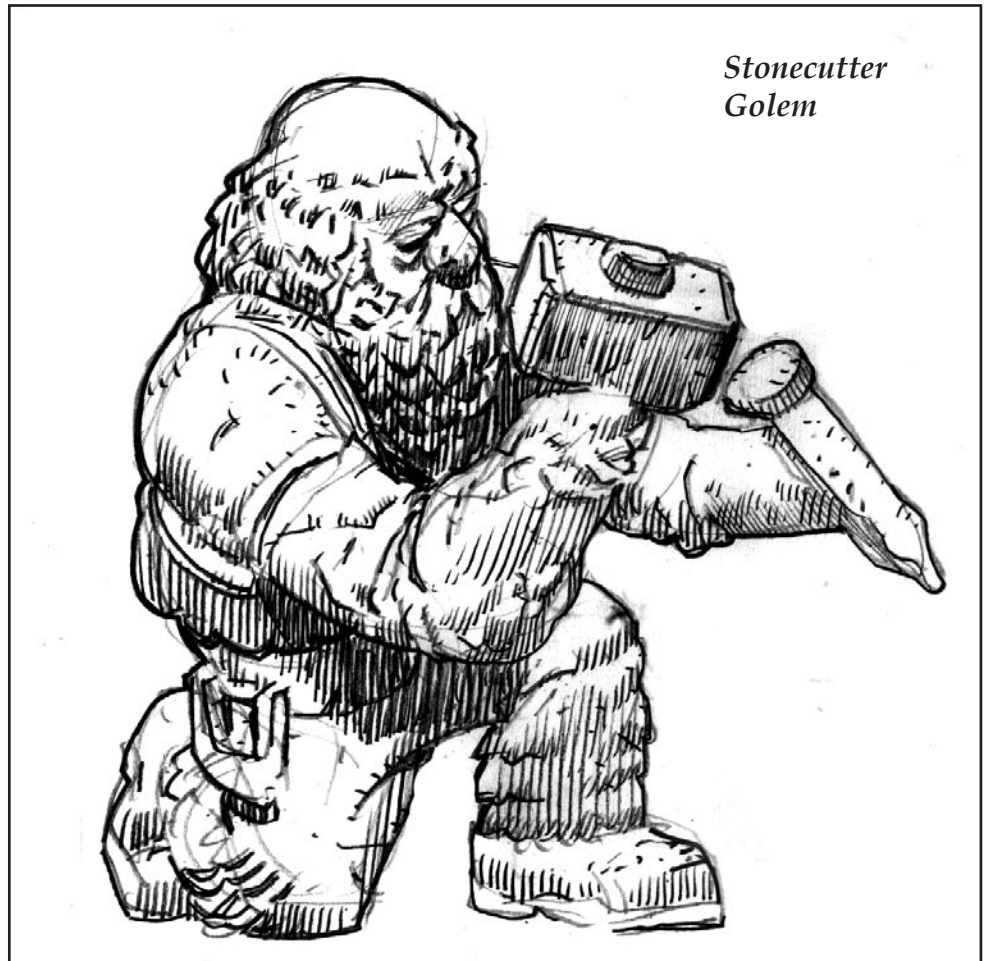
**ALIGNMENT:** N

Farduron's colossus looks like an enormous human made from stone. It doesn't have facial features, and its whole body is stylized. The colossus' hands form its weapons, and are basically fists of stone, filled with earth. The construct is hollow, although massive walls have been built inside it, to prevent the enormous structure from collapsing. There are two large, round holes in the colossus: one in the chest and one in the back.

Farduron's colossus stands over 150 feet tall. Although the colossus is hollow, it weighs about 375,000 pounds.

### Combat

The colossus can completely destroy most anything with a single blow from its mighty fists. Farduron's colossus continually benefits from the same advantages as granted by a ring of free action.



*Stonecutter  
Golem*

### Building, Animating, and Controlling the Colossus

Building Farduron's colossus requires about 200 large slabs of stone, weighing between 250 and 300 pounds each. The colossus costs 950,000 gp to create, which includes 125,000 gp for the body. Creating the body requires five consecutive Intelligence checks at -5 penalty. To make the body susceptible for receiving the five spirits that will animate the colossus, the spells imprisonment and sympathy must be cast. Both spells must be cast five times.

Animating Farduron's colossus requires completing the summoning ritual five times. Each time, the animator must cast geas and monster summoning VII (a special version allowing elemental spirit summoning). When the ritual is completed, a rift between to the Elemental Plane of Earth opens, and an elemental spirit is pulled through. Should the summoner ever die, the enchantment is broken, and the spirits can flee the colossus and return to their home plane.

Although the creator and animator of the colossus need not be the same person, only the animator can control the construct. He needs to be inside the colossus to command

it. The spirits that animate the colossus don't move at all, if not mentally ordered to do so by the person who summoned them. Moving the colossus by commanding the five spirits that animate it requires the full concentration of the one who's in control. If he fails to concentrate, the colossus immediately stops moving altogether. This might cause the construct to topple, if it's in an unstable position. The person who's controlling the colossus needs to establish the mental bond between him and the spirits again before he can regain command of the colossus.

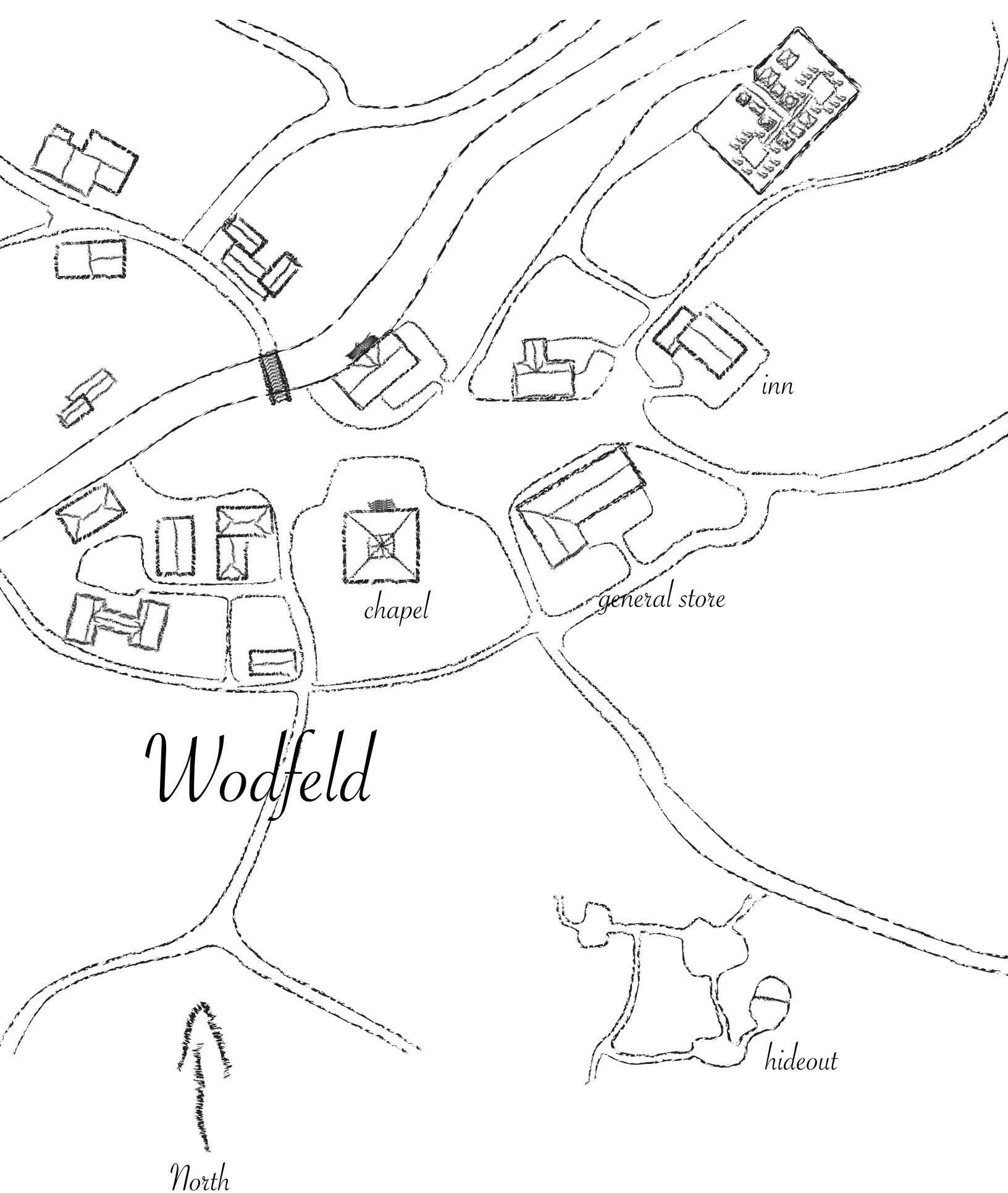
## Appendix Three, New Magic Items

### Boots of Tracelessness

These boots allow the wearer to move through any type of terrain and leave neither footprints nor scent, as if affected by a pass without trace spell.

### Ring of Sustenance

By simply wearing this magical ring, the user does not need to eat and drink to survive.



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# Advanced Master Adventures

Game Adventure

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## Earth Unleashed

By Jan Willem van den Brink

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A woman who's wearing hide armor and carries a long staff, stands in the center of the square. She has long brown hair, bright blue eyes, and the tan of someone who spends most of her time outside. She speaks with a loud voice: "Earth and rocks rained down on Wodfeld! The earth trembled! Mother Nature gave us a sign; a warning! She wants us to leave, leave the forest so she can heal it! Twice her warnings came. Who knows what happens the next time? Will Mother Nature warn us again or will Wodfeld be destroyed by her boundless power? Do not wait to find out! Leave while you still can!"

Earth Unleashed is an OSRIC adventure intended for a party of four or five 7th-level adventurers.

The adventure can easily be adjusted to suit weaker or stronger parties. Best if the party has at least a ranger or a druid.

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