

GEO5-07

Bound in Clockwork

A One-Round D&D[®] LIVING GREYHAWK[™] Grand Duchy of Geoff Regional Adventure

Version 1.0

by Brad Lester and Eric Menge

Circle Reviewer: Steve Conforti

Playtesters: Eric Bluntzer, Alisa Clary, Sean Hillman, Jose Ortiz, Byron Roberts, Wes Wright

The two moons of Oerth, Luna and Celene, continue their dance across the heavens. Slowly their faces change to the match the ancient chart. The time has come. The key is turned, and the gate opens to a prison fashioned from time itself. A Grand Duchy of Geoff regional adventure for APLs 8-12, and Verse Three of the Song of the Queen in Solitude. At least one character in the party must have played GEO5-05 *A Key with No Teeth*.

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

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For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three

character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Grand Duchy of Geoff pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

GEO5-05 *A Key with No Teeth* is the second verse in the Song of the Queen in Solitude. This story arc consists of three, one-round modules: GEO5-03 *The Weight of Words*, GEO5-05 *A Key with No Teeth*, and GEO5-07 *Bound in Clockwork*.

Heike Heinriksdotter is a cloud giant who was once a spy in the High Court of Gyruuff. As a result of the Hochcon interactive delve; the PCs captured Heike at Caer Rhiniog. During her interrogation (conducted online using Yahoo groups) by the PCs, Heike revealed that the relationship between the cloud giants and the Sakhut is strained. Actions by the Sakhut (banning worship of certain gods, bringing the formians into the empire, associating with evil creatures such as the Spawn of Thyrm, and the punishment of Maira Lachlansen for simply questioning the Sakhut's actions) leave the cloud giant leadership open to consider alternatives. The PCs forced Heike (by giving her freedom) to swear an oath to help the Tyv (the common races of the Flanaess). She promised to introduce them to the cloud giant leadership to make their case.

GEO5-03 *The Weight of Words* dealt with the journey to a cloud giant fortress deep in the Crystallist Mountains and the great debate that led to the cloud giants finding that the tyv were worthy of sharing air with the giants. This determination meant that the giants could treat with the smaller races and make a peace.

While at the cloud giant fortress, the PCs discovered Queen Maeve's puck. He is being forced to serve the Sakhut because they hold his mistress captive. He begged the PCs to free her so that he does not have to serve the giants any more. Heike overheard this conversation and began digging. After several months, she discovered where the Sakhut are hiding Queen Maeve. She could not take any further action herself, so she wrote the resourceful tyv who won the cloud giant debate.

In GEO5-05 *A Key with No Teeth*, the PCs learned some of the truth about Queen Maeve. She is the Faerie Queen of the Pits of Sharpest Frost, a realm in the Lands of Dark Winter. The PCs also collected the four tones needed to open the gateway to the Clockworks where Maeve is being held on the Plane of Time. The portals will only open when Luna is full and Celene is waning half.

This adventure begins on the 19th of Patchwall when the moons are in their proper alignment.

Adventure Summary

Introduction

This section describes the setting and makes the PCs aware that the gate to the Plane of Time will soon open.

Encounter One

The PCs meet Gwydion of the Twained Elm who recommends that the PCs free Queen Maeve at all costs to restore the Balance and break the Sakhut's hold over the goblins. They also meet Burkan, the leader of the Cyvrin, who suggests that they leave Maeve imprisoned but try and break the Sakhut's control over the goblins. Archmage Aedan's familiar, Tathan, delivers a questionnaire for the PCs regarding the Plane of Time.

Encounter Two

The party crosses through the gate into the Plane of Time and arrives on a massive hour hand a good distance away from the Clockworks. The PCs become familiar with the Winds of Time and the Erratic Nature of Time. They learn the difficulties involved in changing levels within the Clockworks. Before exploring the Clockworks, the PCs meet the modrons that maintain the place and the zelekhut that protect it from damage. The zelekhut tell the PCs where the prisoner is being kept.

Encounter Three

The party arrives at the upper level of the Clockworks near the location where Queen Maeve is held. They encounter the Sakhut's special guards protecting the entryway. The PCs must collect the missing clock weights and clock faces to repair the door mechanism before they can open it and gain access to Queen Maeve.

Encounter Four

The party ascends to the upper level of the prison and locates Queen Maeve enveloped in a column of temporal energy. After overcoming the dazing effects of the Eternal Circle, the PCs must figure out a way to move the Queen out of the column of energy and/or a method of breaking the Sakhut's hold over the goblins.

Encounter Five

As soon as Queen Maeve's fascination is broken, she immediately realizes that she has been imprisoned and takes her anger out on the PCs. She believes that they are the Sakhut. The PCs must calm her down before she kills them.

Encounter Six

Once Queen Maeve tells the PCs the back story of the Sakhut or they break the chain connecting Maeve to the Sakhut's demiplane, Arbrozzar, a frost giant wizard who serves as the Sakhut's warden, arrives with his jailers. The PCs must defeat the Sakhut's forces before they can leave the Clockworks.

Encounter Seven

As they depart the prison, a Sakhut shows up with overwhelming force to recapture Maeve or re-establish the control over the goblins. The PCs retreat through the Clockworks and flee through the portal which closes behind them.

Conclusion

Four possible outcomes:

The PCs free Queen Maeve, break the Sakhut's control over the goblins, and exit the Plane of Time.

The PCs do not free Queen Maeve, but do break the Sakhut's control over the goblins, and exit the Plane of Time.

The PCs do not free Queen Maeve, do not break the Sakhut's control over the goblins, but exit the Plane of Time.

The PCs do not free Queen Maeve, do not break the Sakhut's control over the goblins, and do not exit the Plane of Time.

Preparation for Play

At least one of the PCs must have played GEO5-05 *A Key with No Teeth*. Collect the chord information from those players and determine which portal or portals the PCs can go through. The PCs will choose a portal in **Encounter Two**.

Collect the following information from the players.

- Player Name and RPGA Number
- Character's Name
- Character's Race/Class/Level(s)
- Character's Init Bonus
- Character's Spot Bonus
- Six random d20 rolls

To speed things up during play, the authors recommend that the DM randomly roll a d6 to determine the order in which to use the PCs' random d20 rolls. Add the PCs Spot bonus to the first roll for use in **Encounter Two**. Add the PCs' Init bonus to the other d20 rolls to determine initiative for use in later Encounters. You can do this while character introductions take place.

Tell the players to keep a list of spells that are present on their person (with durations) handy for the DM's reference.

Spellcasting: There are NPC clerics, druids, and wizards of available both before and after the adventure. Their maximum level is 15th, and the availability of spells is limited to *Player's Handbook* spells only.

Divinations: No divinations work over the northwestern corner of Geoff or over the fallen city of Derelion in the Dim Forest.

Introduction

The adventure begins as 19 Patchwall CY 595 approaches. At least one of the PCs must have played GEO5-5 *A Key with No Teeth*. Read the following to those PCs who have played the earlier adventure.

Time marches on. The two moons of Oerth, Luna and Celene, continue their dance across the heavens. As the month of Patchwall slips by, you notice that the moons are approaching

the phase that will reveal the gates to the Plane of Time.

You have in your possession four forks, each holding a chord. These chords will open one of the gates when the forks are struck against the portal in a particular order. Somewhere beyond the gate are the Clockworks, the place where Unseelie Queen Maeve is held prisoner.

The PCs who have the chords must round up other PCs to help. The PCs must create the reasons why they should come together for this adventure. If necessary, remind the PCs with the chords that traveling to other planes is highly dangerous.

Allow the PCs to come together and make introductions. The PCs can make preparations to enter the Plane of Time as they see fit. Note what spellcasting and other actions that the PCs take.

During their preparations, the PCs are approached by three important NPCs. Go to **Encounter One**.

Encounter One: Personal Requests

Before the PCs travel to the plane of time, several interested parties approach them and ask them to take certain courses of action while they are in the Plane of Time. None of these NPCs know anything regarding the status of any fey NPC or the cloud giant Heike.

Unleash Queen Maeve

The first to approach the PCs is Gwydion of the Twained Elm, who asks the PCs to free Queen Maeve. He finds the PCs wherever they are.

Several days before you plan to depart, a man with a mandolin strapped across his back approaches. "Ah <insert PC's name that played GEO5-05>, I thought I might find you here. I wish to discuss something with you regarding an upcoming event. Is there someplace we—" his gesture includes the entire group, "can talk privately?"

Assuming the party talks to Gwydion, continue with the box text below.

"My thoughts have been troubled ever since you brought to my attention the situation involving Queen Maeve. I am concerned for the Balance. Queen Maeve is a natural part of the Balance, although an unseelie one. If she

has been held prisoner outside her realm, I fear that this is disrupting the Balance in Faerie. When things happen in Faerie, they tend to flow over into our realm."

"Only the gods would know what things might befall us if the Balance is not restored. I implore you to quickly seek the release of Queen Maeve and see her back to her realm. Only with her safely back in her realm can the Balance be restored."

Gwydion of the Twained Elm is an Old Lore Bard and part of the College of Canaith. He is very friendly with any fellow collegians and respectful to members of the Old Faith, nobility, and clergy of Old Faith gods. He is unfailingly polite and witty. He is more than willing to help the PCs on their quest.

Gwydion of the Twained Elm: male human Brd6/Drd6; hp 80; see *Appendix Five*.

Gwydion has the following information points to include in the conversation.

- Maeve is an unseelie queen of Dark Winter. She is a powerful fey spirit of cold and night.
- Maeve rules her land of snow from a castle chiseled from ice.
- Maeve's court contains goblins, spriggans, and redcaps.
- Maeve is married to the seelie King Merlin who rules the Home Beneath the Snowy Boughs, a fey realm of Dark Winter.
- Maeve appears in many fairy tales as a sinister force. She is capricious, selfish, and unpredictable. Blizzards are often blamed on her.
- There is a tale of Maeve tempting children away using sugared delicacies. Each time she appears, she is a bit further inside the woods. Eventually the children are lost in the woods and never find their way home.
- Gwydion knows quite a bit regarding Queen Maeve. However, he has never met her face to face. He is aware of the information presented about Queen Maeve in **Appendix Five**. When relaying this information to the PCs, make it very general sounding; Gwydion would not mention a specific item, for example.

When the conversation is over, Gwydion wishes the PCs well and asks them to tell him about the journey when they return.

Bind Queen Maeve

Burkan ap Carteira has inherited the library of High Mage Abinar and is now leading the Cyvrin. He provided information on the planar gates in GEO5-05 *A Key with No Teeth*. PCs that played that module recognize him.

Burkan asks the PCs to leave Queen Maeve. He finds the PCs wherever they are.

The next day, a group of five men approach you—all of them displaying an Army of Liberation armband of the Cyvrin. Four of the men protect the fifth who has a frown on his face that speaks volumes about the concerns filling his mind.

If anyone but the party is within listening distance, Burkan has the guards drive them off before beginning.

After looking around to make sure no one is eavesdropping, Burkan drops his voice and says, “<insert PC’s name that played GEO5-05>, I have started going through some of High Mage Abinar’s notes in the library. Based on his scribblings, I must warn you not to release that fey queen, oh what was her name? Maeve, yes, do not release Queen Maeve. I fear that releasing her would bring nothing but suffering down on us and the rest of humanity in the Flanaess. Such a creative group as you should be able to undo whatever bind is upon her without releasing her. Things are bad enough as they are without introducing another threat.”

Burkan, a serious and intense man, has risen to become the head of the Cyvrin. He is not the High Mage of Geoff but is the next best thing. Burkan hates the giants with a passion as they ate his family, and he is determined to see them thrown out of Geoff.

Burkan ap Carteira: male human Wiz13 (diviner); hp 65; Craft (alchemy) +13, Knowledge (arcana) +19, Knowledge (history) +10, Knowledge (local) +10, Knowledge (planes) +12; Knowledge (religion) +10, Sense Motive +8, Spellcraft +19.

Burkan has the following talking points to weave into the conversation.

- The fey are dangerous and chaotic creatures. They cannot be trusted and should be avoided if at all possible.
- Cold iron terrifies the fey. They share this trait along with their rampant chaotic natures with the demons. Burkan believes that the two may have had common roots at some point.
- Queen Maeve is rotten to the core. She is a force of cold, dark, and evil. She torments humanity whenever she can and sows chaos among mortals. Having her locked away is a good thing for Geoff.
- ***“Do the ends justify the means? Vargalian brought down a curse upon the Keo to defend Geoff. While this worked, the curse created the swordwraiths that plagued the Stark Mounds for centuries. Many heroes argued passionately that I should not use this knowledge to lash out at the giants, and I have refrained from doing so. Releasing a power for chaos and winter is not much different from creating the swordwraiths.”*** These events were covered in SHE3-03 *Shades of Gray*.

Discovery on the Plane of Time

The Archmage Aedan of the Russet Tower sends his familiar, Tathan, to ask the PCs to collect information on the Plane of Time. Aedan recently acquired the blink dog Tathan from the winner of the Brewfest Familiar Pit Fighting contest in Aberglain. Tathan is able to locate the PCs wherever they are.

The day before you head out to the gateway, a yellow dog approaches your group, his nose sniffing the ground as he moves along. The unusual thing about this dog is that after taking a few steps it vanishes and reappears twenty feet or so closer to you, still sniffing. As he gets close to <insert name of the most attractive female PC (or other character if an attractive one is not available) who played GEO5-05>, he raises up his head and says, “I have a message for you from Master Aedan.” Attached to his collar is a scroll.

If the PCs do not allow Tathan to approach, modify the box text accordingly. He stops at a respectful distance and talks to the PCs.

Before you can bend down to take the scroll, the dog rears up on its hind legs and places its front paws on your shoulders and gives you a

fresh round of sniffing with its wet nose. The dog says, "Master Aedan requires information regarding your journey to the Temporal Energy Plane. Once your task is complete, please fill out this questionnaire and return it to him. He can be found at the Russet Tower."

Wait until the PC says they are taking the message, then continue. Give the party **Player Handout #1**.

At the adventure premiere, the PCs must complete the handout at the end of the module and return it to the DM. The DM should submit it with the Critical Events Summary.

After you remove the scroll, the dog gives you a big wet lick on the side of the face and then drops back down to the ground. It walks a tight circle in front of your party then sits down facing you.

Give the players a chance to read the handout before continuing.

"Master Aedan was most adamant that I remind you to be as thorough as possible when completing the form. Master Aedan also said that you probably already forgot, so I was to remind you to strike the forks against something solid to make them release their chord. Stone works best, but a hard wood or metal will do."

Tathan knows quite a bit regarding the Plane of Time. However, neither he nor Aedan have ever traveled there personally. Tathan is generally aware of the items listed in **Appendix Seven**. When relaying information to the PCs, make it very general and do not mention anything specific.

If the PCs ask Tathan a question that cannot be answered from the information points above and the DM decides an Archmage's familiar would not know, then Tathan's answer is **"I am sorry, but Master Aedan did not mention anything about that."**

When the conversation is over, Tathan says, "Very well, good luck and Master Aedan looks forward to seeing your report." The dog starts walking away from you and then vanishes.

When the PCs ready to enter the Plane of Time, go to **Encounter Two**.

Encounter Two: The Clockworks

The portal that the PCs go to depends upon which chords they collected in GEO5-05 *A Key with No Teeth*. If more than one PC collected chords, the PCs can choose which portal they use. Please see **Judge Aid #1** for a map of the locations.

1. Rena, Losa, Mor, and Abado: An outcropping overlooking Pregmere that has a hot spring boiling at its base. This locale was introduced in GEO2-05 *One Good Turn*.
2. Mor, Rena, Dora, and Losa: The drainage lagoon in old Midwood. This locale was introduced in GEO2-01 *A Wise Man's Son*.
3. Losa, Rena, Mor, and Vela: An abandoned mine in the Crystallist Mountains. This locale was introduced in GEO2-02 *Veins of Trust*.
4. Abado, Tun, Losa, and Rena: A partially collapsed tunnel beneath the Griffon's Watch. It was a side tunnel off the main tunnel to the abandoned gnomish town of Dewerd. This locale was introduced in GEO2-03 *Last of Nine*.
5. Losa, Tun, Rena, and Dora: An old chamber in the foothills of the Barrier Peaks. This locale was introduced in GEO4-08 *Massacre at Clearsky*.
6. Rena, Losa, Tun, and Vela: A cavern in the Oytwood that once laired a wyvern. This locale was introduced in GEO1-08 *Floating Down the River*.

The PCs will need to find a hard surface to strike the forks against; any solution that is close to the requirement stated by Tathan works. Anything reasonable that the PCs suggest will work.

When the PCs have gathered themselves together and are ready to play the chords, read the following.

You strike the forks against the <insert hard surface description the PCs chose> one after another. The sounds do not fade away, instead they build upon each other. Once all four chords are struck, their combined sound is loud, but not unpleasant. The sound fills the area and echoes in your ears. Shortly after the last chord is struck, ripples emanate from the surface of the <insert hard surface description> like when a pebble is dropped into a still pond. The air near you becomes a swirl of opaque

mists; you can see the vague shape of something vast beyond the mists.

The portal is now open to the Plane of Time. When the PCs pass through the gate and enter the Plane of Time, read the following.

You step through the swirling portal. Your insides are shifted and pushed. Your balance leaves you, and you stumble forward. A chiming bell can be heard in the distance and the ticking of a hundred clocks surrounds you.

And then you are through.

You are standing atop a long strip of metal that is suspended in mid-air. The end of the metal strip, where you are standing, widens into the shape of a spade. Behind you is the wispy portal back to the Flanaess.

The sky above and below you is dark, but spirals of dust whip across the empty void, carried by a fiercely blowing wind. The metal path leads to a massive clockwork structure some distance away.

Use one of the random d20 rolls plus the PCs Spot bonus to determine each PCs Spot check. A successful check (DC 10+APL) allows the PC to notice the following.

Determine the type of debris that would be around the gate chosen by the PCs. For example, if they chose the Crystallist mines, use 'gravel' in the box text below.

As you examine your new surroundings, you notice some <insert debris type> falling from the portal. As it falls a short distance from the metal path, an invisible wind quickly pushes it away. It breaks up and scatters on the wind.

The metal path is a giant minute hand 1,000-ft. long and 20-ft. wide. The PCs have only one way to go, towards the massive clockwork structure at the other end of the minute hand. The PCs can leave the minute hand, if they have a means of flying. However, if they fly more than 10 ft. from the path (or from anywhere in the Clockworks), the PCs suffer the Winds of Time. See **Appendix Seven** for information.

The PCs can send their animal companions and familiars back into the Prime Material Plane if they so choose. The gate is two-way.

If the PCs rest (i.e. to recover spells or heal up), while they are in the Plane of Time, they incur one TU in addition to the TU cost for the module per rest stop due to the erratic nature of time. This

happens each time the PCs stop to rest. Nothing bothers them when they do so.

Ask the PCs how they intend to move down the path. A form of movement other than a 5-ft. step, single move, or double move requires a roll on the erratic time chart in **Appendix Eight**. This includes charging, flying, using the extra attacks provided by the haste spell or similar effects. This applies to NPCs as well.

Regardless of how fast the PCs move along the path, the minute hand moves away from the gate behind them. When the PCs are halfway between the gate and the Clockworks, read the following:

Shortly after you begin your journey along metal path toward the clockwork structure, a loud "TOCK!" sound resonates around you, and the path suddenly shifts to the left. Looking back, the path no longer ends at the gate. It now ends almost a hundred feet to the side of the glowing portal.

The movement of the hand completes a revolution once a year. The hand does not move again while the PCs are in the Clockworks.

PCs whose weight is supported by the minute arm (i.e. those who are not floating or flying) must make a Balance check (DC 10) or fall down from the sudden movement. Those that fail by more than 5 must succeed a Reflex Save (DC 10+APL) to catch the side of the minute hand or they fall off the hand entirely and plummet down into the Winds of Time below.

PCs whose weight is not supported by the minute arm find themselves 25 ft. away from the arm (in the Winds of Time) as it sweeps out from underneath them. Since gravity is subjective away from the Clockworks, the PCs can move themselves to within 10 ft. of the arm, before downward gravity kicks back in. PCs capable of flying can fly back to the arm, but experience the consequences of the erratic time chart.

The Winds of Time is full of tiny dust particles that suffocate the PCs. PCs that fall off the hand or are left behind as it moves must be rescued quickly before they suffocate per the rules in the DMG (pg. 304).

When the minute hand moved, the end of the minute hand shifted 70 ft. clockwise from the portal. PCs have to fly or use another means to get back to that portal.

When the PCs get closer to the main Clockworks, read the following.

Ahead of you is a massive structure made entirely out of clockwork; gears the size of palaces turn slowly. Cogs, springs, and chains link them together, so that every part spins in perfect unison. Your eyes try to take it all in, but it's too vast and the movement is too complex.

Above the whirling collection of cogs is a slowly turning disk that dwarfs the structure below it. The outer rim of the disk is divided by color. The half currently further from you is white, while the closer half is black. Inside the disk is a series of geometric designs. Energy, like sheets of lightning, fills the open spaces of the disk.

The disk spins very, very slowly. A pillar of energy lances down to the mechanical structure below, providing the energy that turns the gears.

The disk overhead is a physical manifestation of the Eternal Circle. PCs can identify what it is with a successful Knowledge (Nature), Knowledge (Religion), or Knowledge (Planes) check (DC 15).

Climbing through the Clockworks

When the PCs enter the clockwork structure, it seems odd and bizarre. Cogs, springs, and gears all move. Clocks of all sorts (sundials, water clocks, hourglasses, etc.) are on everything. Impress upon the PCs that this environment was not meant for humans to travel through.

The clockwork construction is a maze of moving parts. The only way into the whirling mass of material off the metal walkway is to find a gear or chain heading up and then hold on for dear life. Hopefully, you can get out of the way without getting caught in something.

PCs must make a Balance, Climb, or Jump check (DC 5+APL) to weave from the minute hand onto the first level of the clockworks. A successful check allows the PC to jump off onto the next level without injury. A failed check means the PC made it to the next level, but got caught in the clockwork mechanism somehow (be imaginative) and takes lethal crushing damage as follows: 1d4 at APL 8, 2d4 at APL 10, and 3d4 at APL 12.

PCs making a successful Knowledge (architecture and engineering) check (DC 5+APL) gain a +2 bonus to the Balance, Climb, or Jump check. They must make the Knowledge check for each Balance, Climb, or Jump check they attempt. Animal companions do not willingly enter the

Clockwork structure. PCs must make a one-time successful Handle Animal check (DC 15+APL) to get the creature to "climb" into the structure. However, if the creature fails a Balance, Climb, or Jump check, they take d6 damage instead of d4 damage. Animals cannot benefit from the Knowledge (architecture and engineering) check. PCs can leave their animals on the minute hand at the entrance to the Clockworks.

After they make the first difficult climb from the minute hand to the Clockworks, the PCs encounter the inhabitants of the prison. Most of the inhabitants are near mindless constructs that are so similar to modrons that they are the essentially the same creatures.

After making your way up from the metal pathway, you find yourself in a small clearing of sorts. Several small humanoid shaped clockwork creatures are performing various tasks. Some are cleaning various surfaces; lubricating parts; repairing damaged or worn gears, springs, or chains; adjusting tension springs and wind clocks; and pouring water into water clocks. The tick-tock noise here is quite loud.

Unless stated otherwise, the PCs suffer a –8 penalty to Listen checks due to the background noise while they are in the Clockworks.

If asked whether the creatures look different from one another, explain that they all radiate the same red color and the only way to tell them apart is to watch what function they fulfill. Or the PCs can ask the creatures directly. When roleplaying the clockwork creatures, use a metallic voice with a short and choppy speech pattern.

If the PCs want to talk to a modron and do not specify which type, use the box text as is. Otherwise, modify it as necessary. To get its attention, the PC must touch the modron.

You approach the clockwork creature. It does not acknowledge your presence; it keeps devoutly performing its assigned duty.

Assuming the PC touches the modron.

The mechanical creature stops and turns to face you. It scans up and down your body. Just when you think it would start speaking, it sprays a foul smelling liquid on your shoes and begins wiping it off. It says in short stuttered Common, "Very dirty, must clean." Several moments later, several other similar

mechanical creatures appear and begin the same task on each member of the party.

Although the creature tries to answer the PCs questions, it never stops trying to clean the PCs shoes. This portion of the encounter should be really short; the modron passes the PCs off to the guardian if the questions get too difficult.

Q: What is this place?

A: **"The Clockworks."**

Q: What does this place do?

A: **"Measure Time."**

Q: What are you?

A: **"A modron."**

Q: What is a modron?

A: **It blinks at you in incomprehension.**

Q: What do you do?

A: **"Clean."**

Q: Where is Queen Maeve?

A: **"Information not known."**

Q: Where is the prisoner?

A: **"Information beyond my function."**

Q: Is there somebody higher up I can talk to?

A: **"You can speak with the protectors."**

Q: Where are the protectors?

A: **The modron looks around the area then says, "Around."**

The modron's sole purpose in life is to fulfill its primary task. Except for the information provided above, if the information is not related to its primary task, the modron does not know. **"It is beyond my function."** or **"Information not known."**

If the PCs ignore the modrons or when they move on after talking to them, go to the meeting with the Zelekhut. The PCs must make another round of Balance, Climb, or Jump checks as described above.

Give the PCs a Listen check (DC 15+APL), do not forget the -8 penalty, to hear the wall open up for the Clockwork guardian. Those that hear the wall open see the creature step out of its closet. Otherwise, they are startled to see it appear out of nowhere.

The zelekhut's speech patterns are not broken as with the modrons. It is easier to understand. Use a deeper voice for these creatures.

This clockwork creature resembles a centaur in shape. It wears ornate golden armor over alabaster skin. A bright red energy glows from within. It carries no weapons or other equipment, but it blocks the way further into the structure. In a slow, deep tone it says, "This Protector does not recognize you. Identify yourselves and state your purpose for being here."

The PCs may pass as long as they do not say they are here to damage the Clockworks. Assuming they do not, the zelekhut allows them to pass with the following warning.

"Conduct your operations and depart. If you damage the Clockworks, the protectors will hunt you down, regardless of where you go in the multiverse, until punishment is meted out. Verify that you have received this threat."

Damage to the Clockworks means damaging any of the clocks or the inhabitants of the Clockworks.

Punishment is imprisonment on Mechanus for 10 TU. The only exception to this rule is that the PCs may damage the guards at Queen Maeve's prison door because they have been corrupted by the Storm King. The protector does not mention this exception, however.

If the PCs do damage the Clockworks or attack the protectors, the constructs fight back. Use multiple groups as necessary to subdue the PCs or drive them out of the Clockworks.

All APLs

Zelekhut (Inevitable) (10): hp 82; see *Monster Manual* p. 160.

If the PCs ask the protector questions, here are some common answers.

Q: What is this place?

A: **"This place is termed the Clockworks."**

Q: What does this place do?

A: **"This place measures time."**

Q: What are you?

A: **"I am a zelekhut."**

Q: What is a zelekhut?

A: **"My instructional etching says I am a Protector."**

Q: What do you do?

A: **"Stop those that damage the Clockworks, find them if they flee."**

Q: Where is Queen Maeve?

A: **"I am not aware of such a mechanism in the Clockworks."**

Q: Where is the prisoner?

A: **"A being is being held in suspension in the spike of temporal energy." It points to the top of the Clockworks under the great spinning circle.**

Q: How do we get there?

A: **"Make your way through the Clockworks".**

Unless it is a question related to the information above, the protector answers all questions with, **"That is beyond my purpose."**

When the conversation is over, continue with the following.

The creature steps in to an alcove and the walls close up around it. Once the walls are closed you cannot see the creature, although you get the feeling that it can see you.

When the PCs continue through the Clockworks, climbing up toward the circle, they must make another round of Balance, Climb, or Jump checks as described above.

After two hours of false starts, dead ends, sometimes-cramped quarters, and a near-death maze of moving parts between levels, you finally approach the top of the Clockworks. Along the way, you see many more modrons and various other constructs moving around.

The majority of mechanical creatures are functional variations of the cleaning modron. No other guards are seen; although the PCs can find locations where they think guards may be located behind the walls.

Go to **Encounter Three**.

Encounter Three: Bound in Time

Eventually, the PCs find Maeve's prison, but a gate and a puzzle block the entrance.

You have never seen so many ways of marking time. Some you recognize, others you do not.

You make your way among the spinning gears, gouts of water, and the sharp points of sundials. You deftly avoid the swinging pendulums and sinking counterweights. However, nothing looks out of place—as far as you can tell, every piece in this place has a purpose. All the while, the large spinning disk can be made out above—its white-hot energy lancing down into the Clockworks. Its simplicity is striking.

You climb up, nearly reaching the center of the maelstrom of mechanical activity. A smooth, solid cylinder stands out from the rest of the mechanical surroundings; it is easily hundreds of feet tall and more than ten yards in diameter with a perfectly smooth, but dull, surface.

Atop the cylinder is a very large cog spinning in time with the wheel above. This cog drives all of the other mechanisms around it. The lance of white-hot energy from the wheel above appears to penetrate deep into the cylinder.

The only entrance into the cylinder is a large doorway which is sealed shut. To the right of the portal, a single modron works on a mechanism that is the only one of its kind on the cylinder.

The PCs have reached the gate to Maeve's prison in the Clockworks. The PCs must solve an elaborate mechanical puzzle to gain access to her.

Once the Storm King bound Maeve here, he destroyed the mechanism that opened the gate to her prison. Unfortunately for him, the modrons constantly repair the mechanism. So he sends Arbrazzar back from time to time to destroy it anew.

Put the PCs in a marching order and use **Judge Aid #2**. When the first PC gets within 20 feet of the door, a proximity alarm spell alerts the Sakhut-controlled protectors and they pop out of the walls before the PCs can speak with the modron. The modron continues to perform its repairs as the fight ensues.

The guards here radiate purple energy instead of the red energy radiated by the other guards. They announce, **"Prevent unauthorized entry!"** They cannot be talked out of attacking the PCs. If the PCs flee the map, the NPCs do not follow. However, they take up positions around the door. The PCs cannot talk the other guards in the

Clockworks into attacking the Sakhut's guards as they are not a threat to the Clockworks.

APL 8 (EL 11)

Zelehkuth (Inevitable) (2): hp 82; see *Monster Manual* p. 160.

APL10 (EL 13)

Zelehkuth, Advanced (Inevitable) (2): hp 130; see *Appendix Two*.

APL 12 (EL 15)

Zelehkuth, Advanced (Inevitable) (4): hp 130; see *Appendix Three*.

Tactics: The zelekhut activated their *true seeing* ability before entering combat. One of them charges into the front of the party, while the other charges towards the rear of the party (same in teams of two at APL 12).

The zelekhut open up with a *hold monster* spell on the PCs closest to the prison door, then charge into the fray. Once they have started physically attacking a target, the zelekhut do not change targets until that target is down.

If the zelekhut incapacitate the entire party, it takes them 20 minutes to move the bodies to a location where they can be tossed into the Winds of Time. Go to **Conclusion D** in this case.

Treasure: The PCs can loot non-magical precious stones and metals from the bashed remains of the corrupted protectors.

APL 8: L: 0 gp, C: 650 gp, M: 0 gp.

APL 10: L: 0 gp, C: 1150 gp, M: 0 gp.

APL 12: L: 0 gp, C: 1650 gp, M: 0 gp.

Examining the Doorway

The gear-repairing modron does not react as the PCs approach. It is finishing repairs to the door lock. The PCs have the opportunity to ask the modron questions before it moves on to its next task. If the PCs attack the modron, it runs off calling for the protectors. This starts an ad-hoc combat using the zelekhut stats from **Encounter Two**.

Looking around the modron's shoulder, you see it replacing gears in an elaborate mechanism. The centerpiece of the mechanism consists of three weight-driven clocks, each with its own chain. The clock faces and the counter weights are missing. A

lever is expertly molded into the left wall of the mechanism.

For a picture of the mechanism give the PCs **Player Handout #2**.

Some common questions the PCs may ask are listed below. Use the same type of metallic voice from earlier in the module when answering.

Q: What is this place? or What is inside?

A: **"This unit does not know."**

Q: What are you doing?

A: **"This unit repairs gears."**

Q: Why are you repairing gears?

A: **"They were damaged."**

Q: Damaged by whom?

A: **"This unit does not know."**

Q: Parts seem to be missing, do you know where they are?

A: **"In the repair area."**

Q: How does this mechanism work?

A: **"Time and weight must synchronize."**

Q: Where are the other repair units?

A: **"Repairing or in the repair area."**

Q: When will the other units return?

A: **"This unit does not know."**

Q: Can you show us to the repair area?

A: **"Follow me."**

If the PCs ask other questions, unless it is something involving the repair of gears, the answer should be **"It is beyond my function."** or **"Information not known."**

A successful Search check (DC 25) reveals that the mechanism is trapped (the proximity *alarm*). A successful Disable Device check (DC 25) reveals that the trap has already gone off but resets in approximately five minutes. A second successful Disable Device check (DC 28) allows the PC to disable the *alarm* spell. If the PCs destroyed the guards, the modrons cannot recreate them. The Sakhut must go to where the zelekhut are created and get new units manufactured.

If the PC wishes to override the door lock, a successful Disable Device check (DC 5+APL) reveals that the locking mechanism is too complex to override.

The metal that makes up the door and cylinder is of unknown origin and resistant to any form of damage the PCs can generate. Aside from a tiny hairline crack along the outline of the door, the door is flush with the rest of the cylinder. The PCs cannot use travel spells to get beyond the door because the Plane of Time is not connected to the planes necessary for those spells to work. The PCs must fix the mechanism and open the door to enter. No other method, regardless of how clever, works.

There is no other entrance into the cylinder. If the PCs attempt to enter by the top where the energy enters, they enter the Winds of Time as soon as they are 15-ft. above the floor. This cylinder stands in the Winds and is not damaged by them.

Once the PCs have exhausted their questions, the modron heads to the repair area. The PCs can follow it to an area filled with various clock parts. If the PCs wander about on their own, they can find the needed clock faces and counterweights.

The PCs must find the weights that make the clocks work. Go to [Gaining Weight](#) for a discussion of what awaits the PCs at the repair area.

The PCs must also replace the clock faces. Go to [Taking Measure](#) below for a discussion of the difficulties in replacing them.

Other than the clock faces and counterweights, there is nothing in the repair area that is of value for the PCs to take.

Gaining Weight

After the Sakhut destroyed the mechanism, the modrons collected the pieces of the three weights and took them to the repair area. The modrons repaired the weights stored them in a sealed box.

After several minutes of avoiding spinning cogs, you come out onto a cog the size of a castle. It is covered with an assortment of weights – some so small that hundreds would not fill your hand, others as large as a house. Modrons move about the area performing various duties.

On a nearby workbench, a modron places a long, thin rod into a box the size of a large book, closes it, and then moves away.

The modron has placed the last counterweight that the PCs need into the box for eventual shipment to the lock. It will take another three days (costing 3 TUs) for the proper delivery

modron to come fetch the box. The modrons here do not know how to open the box.

If the PCs take a close look at the box, read the following.

The box is very heavy and is made of iron, It is attached firmly to the table. A series of square tiles is inset into the box's lid, and each tile has a different set of moons and suns. One tile is missing, but a variety of tiles are scattered around the table.

Give the PCs **Player Handout #3**. The box is *sovereign glued* to the workbench which is part of the cog so it can't be moved. If the PCs bash the box open, they automatically set off the trap with each hit. In addition, the bashing damages the counterweights inside, requiring a day for the modrons to repair the weights.

The tiles already set into the lid are locked in place and cannot be moved or removed.

The PCs must solve the tile puzzle to open the box. The PCs must select the proper tile to complete the matrix. If the PC select the wrong tile and place it on the box's lid, they set off the trap. The trap automatically resets each time the loose tile is removed, requiring a new disable device check. The PCs cannot completely disable the trap.

NOTE: If a PC uses a spell such as *unseen servant* or *mage hand*, the trap feeds back and affects the caster.

APL 8 (EL 6)

Puzzle Lid Trap: CR 6; magical; touch trigger; automatic reset (see text above); spell effect (*greater glyph of warding* [blast], 16th level cleric, 8d8 sonic, DC 20 Reflex save half damage); multiple targets (all targets within 5-ft.); Search DC 24; Disable Device DC 28.

APL 10 (EL 8)

Puzzle Lid Trap: CR 8; magical; touch trigger; automatic reset (see text above); spell effect (*greater glyph of warding* [blast], 18th level cleric, 9d8 sonic, DC 20 Reflex save half damage); multiple targets (all targets within 5-ft.); Search DC 30; Disable Device DC 28.

APL 12 (EL 10)

Puzzle Lid Trap: CR 10; magical; touch trigger; automatic reset (see text above); spell effect (*greater glyph of warding* [blast], 20th level cleric, 10d8 sonic, DC 21 Reflex save

half damage); multiple targets (all targets within 5-ft.); Search DC 30; Disable Device DC 30.

The correct answer is the third one from the left in the top row. It has a sun above a moon with a tock in the upper left corner, a tick in the upper right corner, a tick in the lower left corner, and a tock in lower right corner.

Give the players 10 real world minutes to solve the puzzle. After that, they should guess and try one at a time until they get it. Otherwise, the PCs will not have enough time to finish the module in the slot.

The puzzle has two different factors going on simultaneously. The center part has either (1) a sun on top with a moon below, (2) a moon on top with a sun below, or (2) two moons. There is one of each in each line horizontally and vertically. The missing tile has a sun on top with a moon below.

The ticks and tocks outside the suns and moons are a bit trickier. There are four positions around the suns and moons. Looking at the same position as you read across or down a line, there are always two of one word and one of the other (two ticks with one tock, or two tocks with one tick).

Example: Look at the top row of tiles. The left tile and the middle tile both have a tock of the top left positions. Therefore, the right tile has a tick in the top left position.

Example: Look at the left column. The top left position has a tock in the upper tile and a tick in the middle tile. Therefore, the bottom tile could have either a tock or a tick. In this case, there is a tock.

If the PCs need a hint or find a modron to ask, it says. **"Must operate along the axes. Must operate along the axes."**

If the PCs need more of a hint, then with an Intelligence check (DC 10+APL), they notice there is a pattern that goes vertically or horizontally.

If the PCs need more of a hint, then with an Intelligence check (DC 12+APL), they notice that the suns and moons are in a separate pattern from the ticks and tocks.

If all else fails, they can use trial and error. This is painful as the trap goes off repeatedly.

When the PCs solve the puzzle, they can open the box and retrieve the three weights.

As the tile goes into place, a faint click can be heard from within the box. A sheet of energy plays over the box and then disappears.

If the PCs open the box.

Inside the box, set in form-fitting recesses, are three weights. One is adamantine, one is iron, and one is silver. They are each a foot long.

They do not detect as having any alignment auras, but do detect as having a faint transmutation aura.

If the PCs have the clock faces, they can return to the prison gate. If they do not, they need to go to the next area to get them.

Taking Measure

After the Sakhut destroyed the mechanism, the modrons collected the pieces of the three clocks and took them here. The modrons have the clocks on the table, as they have not gotten one of the faces back together.

After wandering further through the repair area, you come out on an enormous cog filled with clock faces – some the size of a large coin, others easily sixty feet across. Modrons move about the area performing various duties.

On a nearby workbench, clock faces the size of tea-cup saucers are in various states of repair.

Three of the clock faces are identical. Of them, two look ready to be attached to a clock; the third is missing the numbers present on the other two.

Two of the clocks are ready to go. The third one is still a work in process. If the PCs take a close look at the broken clock, put them in a marching order and read the following.

NOTE: If a PC uses a spell such as unseen servant or mage hand, the trap feeds back and affects the caster.

The clock face itself is whole, but has holes where the numbers should be. Tiny grooves connect various points where numbers could be. A tiny lever is masterfully set into the edge of the clock face. Flipping the clock face over shows that the lever seems to release the numbers from the clock face. In the table around the clock face are a series of numbers from one to twelve. Each number has pegs on it that slide in the tiny grooves.

Give the PCs **Player Handout #4**.

The PCs must put the numbers 1 through 12 on the clock face so that they are in their proper position.

Aside from the magic on the trapped release lever, the clock faces do not have any magical or alignment auras.

Each of the numbered plates has pegs on the backside that are perfect for sliding in the grooves on the clock face. The pegs also have a ball on the end so they only can fit into the holes at the ends of the grooves.

The plates are enchanted so that they cannot be placed directly into their correct positions (with the exception of the last plate placed). Instead, the PCs must place the numbered plate in at one of the ends of the grooves and slide it to the other end. Once a position has been filled a new numbered place cannot be loaded at that position. When a plate slides into position, it locks there with an audible click. The last number can be placed into position without having to slide it.

If the PCs wish to remove the plates and start again, the lever on the back ejects all the plates. Doing this triggers the trap, which resets every time. The PCs must disarm the trap anew each time they pull the lever.

APL 8 (EL 6)

Clock Face Lever Trap: CR 6; magical; touch trigger; automatic reset (see text above); spell effect (chained *reciprocal gyre*, 10th level sorcerer, see *Appendix Six*, DC 18 Will save for half, Fort save to avoid stun); single target; Search DC 24; Disable Device DC 24.

APL 10 (EL 8)

Clock Face Lever Trap: CR 8; magical; touch trigger; automatic reset (see text above); spell effect (chained *reciprocal gyre*, 10th level sorcerer, see *Appendix Six*, DC 18 Will save for half, Fort save to avoid stun); single target; Search DC 28; Disable Device DC 28.

APL 12 (EL 10)

Clock Face Lever Trap: CR 10; magical; touch trigger; automatic reset (see text above); spell effect (chained *reciprocal gyre*, 10th level sorcerer, see *Appendix Six*, DC 19 Will save for half, Fort save to avoid stun); single target; Search DC 32; Disable Device DC 32.

This puzzle is not difficult, as you can start with any plate. Simply place it across from where it

belongs and then slide it to its proper location. Then take the plate that belongs where you started sliding the previous plate and slide it into place.

Example. Place the 11 plate in at the 6 o'clock position and slide to the 11 o'clock position. Place the 6 plate at the 1 o'clock position and slide to the 6 o'clock position. Place the 1 plate in the 8 o'clock position and slide to the 1 o'clock. Repeat until all are done.

If the PCs need a hint, they can find a modron who says, "***Time is a pattern. Time is a pattern.***"

If the PCs need more of a hint, then an Intelligence check (DC 10+APL) tells them they should have a strategy before they place the first plate.

If the PCs need more of a hint, then an Intelligence check (DC 12+APL) tells them it matters not where the first plate is placed.

If all else fails, they can use trial and error. This is painful as the trap goes off repeatedly.

When the PCs solve the puzzle, they have all the numbers on the clock and can snap the hour hand back onto the face of the clock. Strangely, there is only one hand on each of these clocks.

As soon as you snap the last number plate in place, a sheet of energy washes over the three identical looking clock faces.

The clock faces now have a faint transmutation aura.

If the PCs have the weights, they can return to the prison gate. If they do not, they need to go to the next area to get them.

Opening the Prison

When the PCs have the weights and the clock faces, they can reassemble the mechanism. For a picture of the mechanism see **Player Handout #2**.

First the PCs must set the clock faces into the mechanism. The clocks can be placed into the mechanism in any order. Doing so requires about 10 minutes of work for each clock and a successful Craft (Clockmaking) [or other appropriate Craft skill per DM's discretion] check (DC 15). The PCs can Take 10 or try again, but each try takes another 10 minutes. If the PCs do not have an appropriate Craft skill, they may use an Int check at DC 15, but it takes 20 minutes per attempt. Only one other PC can assist a time. A separate check must be made for each clock.

The PCs can ask a modron to do the task. However, it takes 30 minutes to locate a modron to accomplish the task and the modron takes 10 minutes per clock to accomplish the repair. This will prompt a roll on the erratic time table in **Appendix Eight**.

Second, the PCs must hang the weights from the chains to the left of the clocks. There is one chain associated with each clock face. Hanging the weights does not require any checks, and any of the weights fit on any of the chains.

As the last component clicks into place, a faint burst of energy erupts from the mechanism and sheets of energy play around the entire area and everyone in it. The energy eventually fades away.

To operate the mechanism, the PCs must raise the weights using the chain and lock them in position. They must then set the clocks to their rightful settings. Then they must pull a lever on the left side of the mechanism, which will cause the weights to drop.

Each clock has one hand. Before the PCs pull the lever, ask them if they are adjusting the hands of the clocks. If the PCs do not have a preference, roll 1d12 for each clock face to randomly determine where each hand begins, re-rolling any 12s.

The three weights are made of different materials, so they spin the hands at different speeds. All three weights wind down in 12 seconds.

- The hand on the clock associated with silver weight moves 5 hours around the clock before the weight reaches the end of its chain.
- The hand on the clock associated with the iron weight moves 7 hours.
- The hand on the clock associated with the adamantine weight moves 12 hours.

The hands continue around the clock until they run their allotted time.

For example, if all three clock faces were set to 1 o'clock, the clock with silver weight would turn five hours to 6 o'clock, the clock with the iron weight would turn seven hours to 8 o'clock, and the clock with the adamantine weight would turn one complete revolution back to 1 o'clock.

For the gate to open, all the minute hands of the clock must end their revolution at 12 o'clock. So the silver must be set at 5 o'clock, the iron at 7

o'clock, and the adamantine at 12 o'clock. The PCs must have the clocks run to open the door. They cannot just set all the clocks at 12 o'clock and have the door open.

If the PCs need a hint and ask around, a modron tells the PCs, ***“The clocks must be synchronized.”***

Note: If the PCs have a key of Dalt that will open any door, this item only has this power on Oerth. It does not function on the Plane of Time.

When the PCs have synchronized the clocks, the gate opens. Read the following:

As the weights come to a rest, all of the hour hands point to twelve and a single chime sounds. A vertical seam of energy splits the door in half. Slowly, ever so slowly, the two halves swing inward, and a bright light plays out of the room beyond.

Assuming the PCs enter the doorway, continue with the following.

A wide spiral staircase curves around the inside wall of the metal cylinder. The center of the shaft is consumed by a column of white hot energy that radiates down the shaft. Looking down, you cannot see the bottom. The top of the shaft is the large cog you saw from the outside. The air in the room is full of energy and the hairs on your arms stand on end.

Unless the PCs did something very time consuming, assume that three hours have passed since the PCs entered the Plane of Time. However, each hour that passes on the clock with the adamantine weight tolls that amount of time off of all spells currently cast by the PCs. If the PCs let the weight run its full course (which is necessary to solve the puzzle), then all spells that have a duration of 12 hours or less expire. All others have their duration shortened by 12 hours.

Since it is likely that the PCs will pull the weight at least twice, any spell with a duration of 24 hours or less expires during this encounter.

There is nothing below this point that would interest the PCs. To get to **Encounter Four**, they must go up.

Encounter Four: A Prisoner in Time

If the PCs look, they notice a lever that opens the door from the inside. However, there is no puzzle mechanism associated with it. When the PCs ascend the stairs, read the following.

You climb the metal stairs to the upper-most cog of the Clockworks. From here, you can see the enormity of the clockwork structure. Off in the distance, you see the metal pathway that leads to the gateway home.

On top of this cog, there is nothing to shield you from the massive wheel that spins above you. Its energy is like a storm about to burst. Your hair stands on end and the hum that gets into your head makes thinking difficult.

A pillar of brilliance lances down from the circle into a pool of light on the floor. A woman is floating in the energy stream. Motes of light drift past her as she stares up in rapture at the great wheel that spins endlessly above her.

For a picture of the area, see **Player Handout #5**.

The PCs must actively look away from the Eternal Circle. If they do not, consider it a gaze attack. Each round, the PCs who do not avert their gaze must make a Will save (DC 15+APL) or be fascinated (see *Players Handbook* p. 308). The PCs stare slack jawed at the Eternal Circle until their view of the Eternal Circle is blocked by purposefully shielding their eyes or by anything that provides total cover.

If by some chance all the PCs fail their Will save and stand motionless at the Great Circle, then they are trapped there—caught in the same web that holds Maeve. After many hours, a modron comes by to maintain the prison and bumps one of the PCs, breaking the fascinate spell for that PC. This PC can then rouse the others. This cost the PCs 1 TU in addition to any other costs incurred in this module.

If a PC looks at the Eternal Circle, read the following.

Above you is a disc that is as long as the sky itself. The outer rim is shaped like two dragons—one white, one black—who are eating each other's tails. The interior of the disk is a shifting mosaic of light and shadow. There is a pattern to it and you can see tantalizing bits of engravings on its surface.

The Circle is turning, as it always has, and as it always will.

In addition, the presence of the Eternal Circle dominates everything that happens below it. The Circle is distracting, and all spell casting requires a Concentration check of DC 15+spell level. In addition, all characters are dazzled (-1 to all attacks rolls, Search and Spot checks).

If they PCs approach Maeve to take a closer look, read the following.

Trapped inside the conduit of temporal energy is an incredibly beautiful woman, but she is obviously not human. Her skin is a light blue that contrasts with her red and full lips. Locks of long black hair curl and sinuously move, even though she is bound in the stream of energy. She wears a revealing snowy white gown that billows around her. Her eyes are a deep blue of unfathomable depths and they are locked upon the Eternal Circle that spins above her.

Around her waist is a cold iron chain, wrapped six times. One end of it stretches away from her in a taunt line. The chain disappears into thin air about twenty feet away from Maeve.

Give the PCs **Player Handout #6**. See **Appendix Five** for descriptive text about Queen Maeve. The PCs have a choice here. They can free Queen Maeve or they can break the Sakhut's control of her and her Court.

Freeing Maeve

To free Maeve, the PCs must remove her from the column of temporal energy and block her sight of the Eternal Circle. The PCs can determine this with a successful Knowledge (arcane) (DC 10+APL) roll or just some logical guesswork. Removing her from the pillar of energy could prove difficult as any physical object that touches the stream of energy immediately ages and decays.

With a Knowledge (arcane) check (DC 15+APL), PCs looking at pillar of energy can tell that it is pure temporal energy, and they realize that touching it would age them significantly.

If a PC touches the energy directly, the PC must make a Fortitude save (DC 20) or suffer the effects of a *disintegrate* spell (22d6 points of damage) per round spent in the column of energy.

If the PC is reduced to 0 hit points by the damage, the PC's body is reduced to dust and blown away.

The following items can be used to move Maeve in the pillar of temporal energy:

- Force effects. Any spell that produces a force effect such as *unseen servant*, *telekinesis*, or the Bigby's series of spells can move her. *Mage hand*, however, cannot move her, as she is too heavy.
- Adamantine weapons or shields. Adamantine can stand up to the ravages of time. However, the entire weapon or shield must be made of adamantine to be effective. Otherwise, the non-adamantine portions of the weapon decay and destroy the weapon. A large or tower shield made of adamantine can be used directly to push Queen Maeve out of the column of energy. Smaller adamantine shields or the flat edges of adamantine weapons must be used carefully and cleverly to successfully move Maeve and avoid hurting her (DM discretion). Unless it specifically states on an AR that the straps that hold the shield are made of adamantine, they are destroyed by the energy. This means the shield cannot be used for the remainder of the adventure (adjust the PC's AC stats appropriately). The PC can repair the shield straps before the next adventure at no cost. A *make whole* spell will repair any item damaged by the ravages of time.
- Adamantine chain. The chain wrapped around Maeve can be re-used to sweep her out of the energy field. The PCs must unwind her first as described below. Removing the chain from Maeve sets off an *alarm* that triggers Arbrozzar's arrival in **Encounter Six**.
- Bull Rush. PCs can Bull Rush Maeve per the rules in the *Player's Handbook* p. 154. Entering the temporal energy field triggers the damage as defined above. There is no attack of opportunity and for the purposes of the bull rush, assume Maeve makes a 10 on her strength check. In order for both the PC and Maeve to move out of the field, the PC must roll a 15 or better on his or her Str check or remain in the field until the next turn.

Freeing Maeve automatically removes the chain (the portions of it touching Maeve vaporize) woven around her waist and breaks the Sakhut's control of the goblins. It also alerts the Sakhut who send Arbrozzar to investigate. He arrives in **Encounter Six** once the PCs finish interacting with Maeve in **Encounter Five**.

Once the PCs have Maeve out of her pillar of energy, go to **Encounter Five**.

Breaking the Sakhut's Control

To break the Sakhut's control of the goblins, the PCs must either sever the chain or remove it from around Maeve.

With a Spellcraft (DC 15+APL) check, PCs looking at the chain can tell that it has some sort of enchantment (compulsion) effect. A Spellcraft (DC 20+APL) reveals that the chain is passing through a planar boundary.

If the PCs decide to sever the cold iron chain, they can easily do so. It has the hardness of 8 and has 10 hit points. The PCs can also remove the chain from Maeve by pulling on it. This slowly spins her in place and unwinds the chain.

Any action that removes the chain from Maeve alerts the Sakhut who send Arbrozzar to investigate. He arrives in **Encounter Six**. If the PCs sever the chain, the Sakhut must forge a new one, which takes time. The goblins will therefore be unreliable in the next battle with the tyv. If the PCs just unwind Maeve, then the Sakhut rebind her and the goblins are enthralled for the next battle.

If that the PCs leave Maeve imprisoned, go to **Encounter Six**.

Encounter Five: Queen Maeve's Fury

As soon as Maeve is out of the pillar of temporal energy, she regains her senses and is furious.

The faerie queen bursts free of the pillar of temporal energy and the chain that was wrapped around her disintegrates. Her eyes blaze with the intensity of small suns. Twirling, twisting locks of hair snake around her in as if every strand had a life of its own.

"How dare you cage me so!" Her beautiful face is contorted in rage. "You will suffer like no one has ever suffered!"

Maeve assumes that the PCs are the Sakhut and attacks them. While she was trapped inside the pillar of energy, Maeve was unaware of anything that went on around her. She is aware that some length of time has passed, but fey are not very good with time and she does not know how long she has been trapped.

Since Maeve can change her size at will, it does not occur to her that the PCs are not giant-sized. Also, there are likely six PCs at the table and there are six Sakhut. Most importantly, she is very, very angry and is looking for someone to take it out on.

All APLs (EL 26)

Queen Maeve: hp 351; see *Appendix Five*.

Tactics: Remember the Concentration check required before all spell casting. This affects Maeve as well. She uses incapacitating spells like *force cage*, *hold person*, *silence*, *Tasha's hideous laughter*, and especially *Tasha's irresistible dance*. She wants to torture her toys before she kills them. While she attacks, she constantly changes size from medium to gargantuan.

Maeve attacks each round and accuses the PCs of imprisoning her, abusing her, and usurping her power. Each round, she says one of the following.

- ***"Did you think that would hold me forever? You of all people should know that nothing is forever!"***
- ***"You freely made the bargain. Do not blame me if the price is not to your liking."***
- ***"Fie on you, Sakhut! I curse you and each of your sons. You will not find me so weak again."***

Each round, add more comments that make it more obvious that Maeve thinks the PCs are the Sakhut. If necessary, give the PCs Sense Motive checks (highest roll wins) to get the hint.

The PCs must make convincing arguments and Diplomacy checks to calm Maeve down.

Allow each PC to make an attempt via roleplay to calm her down. At least half of the party must succeed (PCs cannot assist each other) before she believes they are not the Sakhut and calms down. Each party member must make a successful Diplomacy roll (DC 10+APL). Maeve takes the opportunity to toy with each of the PCs in the combat rounds as they make their attempts.

For each point brought up by the PCs, reduce the DC by 1 for everyone.

- Pointing out that the PCs are not giants.
- Flattering her beauty, power, wit, and grace. Maeve is vain and flattery gets the PCs everywhere. This point can be made more than once.
- Completely placing themselves at her mercy.

For each of these points brought up by the PCs, increase the DC by 1 for everyone.

- Making a comment that insults her intelligence (DM's discretion).
- Bringing up the names of any other female fey lords.
- Not showing proper respect to a fey lord (not bowing, language use, etc.)

Once they have her calmed down, Maeve is willing to talk to the PCs. For roleplaying Maeve, please see her complete description in *Appendix Five*.

She can tell the PCs the following through a conversation. The PCs must ask her specifically, however, as Maeve volunteers nothing.

- She is Maeve, Unseelie Queen of the Pits of Sharpest Frost—a land of Dark Winter. Meritrocious Prankster is her puck. Pucks are faerie jesters and advisors.
- The goblins are her servants. She gifted the goblins to the Sakhut as part of a deal she made with them.
- The Sakhut approached her a long time ago. She cannot remember how long ago it was. They needed help against the dwarves, who were invading the giants' mountain homes.
- She made a deal with the Storm King. She gave him the goblins to help in their wars against the dwarves. In return, she would return in 101 years and take the greatest treasure of the Jotunreike.
- After 101 years, she appeared to the Storm King and demanded her payment. The Storm King offered her jewels and wealth but those were not the greatest treasure of the Jotunreike. Instead, she took all the Sakhut, every one of them, back to Faerie with her as trophies. This was her payment as they were the greatest treasure the giants had.
- As with all Faerie bargains, there was a release clause to the imprisonment of the Sakhut. They would remain the prisoners of Maeve until nine gods bound beneath the earth by a man born of a mortal woman were freed in a single day.
- This actually happened not long ago. Maeve had not expected it to occur so soon, so the Sakhut surprised her and captured her. They brought her here and imprisoned her beneath the Eternal Circle.

- The Storm King is extremely dangerous, as he has moved beyond a mortal's life. He has pulled his soul from his own body and hidden it somewhere. Until his soul is destroyed, the body cannot permanently die.
- The Sakhut were storm giants, but their stay in Faerie has changed them. They manifested powers that she had not seen before.

When Maeve has answered the PCs' questions, you are getting short on time, or it seems dramatically appropriate, go to **Encounter Six** where her jailors arrive.

Encounter Six: The Warden Arrives

If the PCs did not free Maeve, then Arbrozzar and his associates arrive a minute after the PCs disrupt the link between the Storm King and Maeve.

If the PCs freed Maeve from the energy column, Arbrozzar arrives with several reinforcements when she finishes her tale. Freeing Maeve triggers alarms at the Storm King's Citadel in Thunderhead. The Storm King sends no one less than the frost giant archmage Arbrozzar.

If the PCs released Queen Maeve, read the following:

As your conversation with the still simmering fey winds down, a ripping sound announces the arrival of a group of giants at the edge of the cog. The large frost giant in the back points at you and says, "Thieving Tyv! Cease this at once! You dabble in things totally beyond your knowledge and control. Do know what you are about to unleash on Oerth? No one will be safe. Brethren, quickly subdue her before she can cause trouble!"

Maeve laughs in evil delight. "It is too late for that, little worm. When I get done with you. . ." She raises an eyebrow at the frost giant and nothing happens. As the giants spread out, she looks to you and says, "I cannot sense my realm, my strength is weakened."

"That's makes it all the easier to put you back in your cage," sneers the frost giant wizard. "Be careful brethren, she still can be dangerous."

Regardless if they freed Maeve, continue with the following.

"Thanks to your consequences-be-damned approach to existence, I must clean up this mess you have made. Perhaps now you understand why the Sakhut's way is better and you will accept your place in the order of things. You belong at their feet! Leave the way you came, and I shall spare your lives. Otherwise, I will take your carcasses back to the Storm King to savor and enjoy."

Unless the PCs surrender or flee, Arbrozzar and his minions attempt to kill the PCs and put Maeve back into her trance. If they can pin her in a grapple, she is forced to stare at the Clockworks and is fascinated. If she is fascinated, she does not assist the PCs against Arbrozzar. Otherwise, Maeve joins the battle on the side of the PCs. See **Judge Aid #3** for a map of the cog.

Arbrozzar left his quicken rod and his spellbook at home. He sends his familiar back through the rift to inform the Sakhut of the situation.

Important Note: Maeve's participation in the battle reduces the EL by 2 since Maeve is so powerful. Use Maeve to offset Arbrozzar's power. If the PCs are handling the encounter on their own, have her toy with the giants. If the PCs did not free Maeve, they may want to run. If they run, use the same mechanism presented in **Encounter Seven**.

Do not forget the require Concentration checks for everyone when spellcasting.

APL 8 (EL 12)

Arbrozzar: hp 214; see *Appendix One*.

Frost Giant (2): hp 136; see *Appendix One*.

APL10 (EL 14)

Arbrozzar: hp 244; see *Appendix Two*.

Frost Giant (4): hp 136; see *Appendix Two*.

APL 12 (EL 16)

Arbrozzar: hp 250; see *Appendix Three*.

Frost Giant (4): hp 136; see *Appendix Three*.

War Troll (2): hp 138; See *Appendix Three*.

Tactics: The PCs will likely focus on Arbrozzar. Maeve can incapacitate the weaker giants or undo some of the spells cast by Arbrozzar. Her goal is to level the playing field and enjoy a fun game of death, chaos, and mayhem. Arbrozzar wants to disable the PCs as quickly as possible. However, he uses his protective spells or greater invisibility if he is taking damage from certain types of attacks.

At APL8: Round One – Arbrozzar casts *freezing fog* on the largest concentration of PCs. One giant moves to engage the PCs, the other seeks to entangle Maeve. Maeve *forcecages* the giant after her. Round Two – Arbrozzar uses *prismatic ray* on a PC. Giants continue as before. Maeve toys with the giant in the *forcecage*. Round Three – Arbrozzar continues to use offensive spells against the PCs. Giants continue as before. Maeve *forcecages* a second giant. Rounds Four and beyond – Arbrozzar seeks to disable the PCs. Giants continue as before (if possible). Maeve distracts Arbrozzar to minimize his impact on the PCs.

At APL10: Round One – Arbrozzar casts *freezing fog* on the largest concentration of PCs. One giant moves to engage the PCs, the other seeks to entangle Maeve. Maeve *forcecages* the giant after her. Round Two – Arbrozzar uses *prismatic ray* on a PC. Giants continue as before. Maeve toys with the giant in the *forcecage*. Round Three – Arbrozzar cast *bands of steel* on a PC. Giants continue as before. Maeve *forcecages* the second giant. Rounds Four and beyond – Arbrozzar seeks to disable the PCs. Giants continue as before (if possible). Maeve distracts Arbrozzar to minimize his impact on the PCs.

At APL12: Round One - Arbrozzar casts *sunburst* on the largest concentration of PCs. Three frost giants move to grapple Maeve. The remaining frost giant and two war trolls advance on the PCs that are not blinded. Maeve casts *forcecage* on one of the giants targeting her. Round Two – Arbrozzar casts *maze* on the strongest looking fighter type PC. The frost giants continue to grapple Maeve. The giant/war troll team attack non-blinded PCs. Maeve casts *forcecage* on another of the giants attacking her. Round Three – Arbrozzar casts *windwall* to protect himself from archers. Giant/war trolls continue on as before. Maeve uses her stunning glare to stop another giant or a war troll if the PCs are having problems. Round Four – Arbrozzar casts *sunburst* and uses two of the six beams on PCs. He holds the rest for other turns. The giants and war trolls continue on as before. Maeve moves to the location of the PC caught in the *maze* spell and casts *freedom*. Rounds Five and beyond – Arbrozzar tries to incapacitate the PCs to eliminate their threat (he can kill them later). Once he neutralizes the PCs, he eventually pins Maeve and forces her to look at the Eternal Circle to fascinate her. The giants and war trolls continue to attack PCs. Maeve seeks to keep as many of the PCs in the fight as possible.

Treasure: The PCs only have time to loot weapons and loose items such as rings, necklaces, potions, scrolls, etc. They do not have the time to remove armor before the Sakhut arrive in **Encounter Seven**.

APL 8: L: 27 gp, C: 0 gp, M: potion of *remove blindness* (x6) (25 gp each), potion of *fly* (x2) (67 gp each), potion of *cure serious wounds* (x2) (67 gp each), wand of *magic circle against good* (10 charges) (75 gp), *headband of intellect +4* (1333 gp), +1 *greataxe* (x2) (195 gp each), +1 *mithral buckler of fire resistance* (1585 gp).

APL 10: L: 27 gp, C: 0 gp, M: potion of *remove blindness* (x10) (25 gp each), potion of *fly* (x4) (67 gp each), potion of *cure serious wounds* (x4) (67 gp each), wand of *magic circle against good* (10 charges) (75 gp), *headband of intellect +4* (1333 gp), *amulet of natural armor +3* (1500 gp), *ring of freedom of movement* (3333 gp), +1 *greataxe* (x4) (195 gp each), +3 *mithral buckler of fire resistance* (2251 gp).

APL 12: L: 27 gp, C: 42 gp, M: potion of *remove blindness* (x14) (25 gp each), potion of *fly* (x6) (67 gp each), potion of *cure serious wounds* (x6) (67 gp each), potion of *invisibility* (x2) (25 gp each), potion of *protection from energy (acid)* (x2) (67 gp each), wand of *magic circle against good* (10 charges) (75 gp), *headband of intellect +6* (3000 gp), *amulet of natural armor +3* (1500 gp), *ring of freedom of movement* (3333 gp), *ring of wizardry III* (5833 gp), *orange prism ioun stone* (2500 gp), +1 *greataxe* (x4) (195 gp each), +3 *mithral buckler of fire resistance* (2251 gp).

When the PCs have defeated Arbrozzar and looted the bodies, go to **Encounter Seven**.

Encounter Seven: Escape in the Nick of Time

After Arbrozzar is defeated, Maeve recommends that they leave this place as quickly as possible. As this place has no connection to Faerie, Maeve cannot teleport back to her realm. She needs to get back to the Flanaess, and she wants the PCs to lead her out.

The Sakhut arrives shortly after the PCs begin their escape. The Sakhut himself moves slowly because of the erratic time, but he urges his escort on ahead of him.

All APLs (EL 26)

Group A

Færde the Sakhut: hp 466; see *Appendix Four*.

Group B

Cloud Giants (10): hp 179; see *Monster Manual* p. 120.

Group C

Fire Giants (18): hp 146; see *Monster Manual* p. 121.

Fire Giant Clerics (6): hp 231; see *Appendix Four*.

Group D

Winter Wolves (8): hp 58; see *Monster Manual* p. 256.

Frost Giant Jarls (4): hp 243; see *Monster Manual* p. 122.

PCs must find their way out of the Plane of Time. This involves returning to the minute hand and figuring a way to make the leap across the gap between the minute hand and the gate the PCs entered.

Queen Maeve looks towards the location where Arbrozar and his group appeared. Faint traces of energy play over the area. A hint of concern flickers in her eyes. "We must leave this place now. Others are coming," she says.

Assuming that the PCs agree and depart, continue with the box text. The PCs can reset the lever on the outside of the door to close it.

You quickly make your way down the spiral staircase. Just as you start your journey through the Clockworks toward freedom, a loud ripping sound echoes through the area.

Looking up through the spokes in the cog you were on earlier, you see a large group of giants and winter wolves assembling. Frost and fire giants, along with their canine companions, are making their way to the center of the cog and the spiral staircase while the cloud giants begin jumping from the cog, slowing falling. All the while, a large purple-skinned giant directs activities with a black falchion.

If the PCs have never seen Fjærde and his falchion Andre before, a successful Knowledge (local) check (DC 5+APL) allows them to surmise this from local rumors and stories told by others.

Fjærde looks in your direction, points with Andre, and utters something. A vapor-cloaked

giant nods and makes her way towards the staircase.

As with their ascent into the Clockwork structure, the PCs must make three Balance, Climb, or Jump checks (DC 5+APL) to successfully make their way down the structure to the large minute hand that leads to the gate. Queen Maeve easily navigates the structure because she can change size at will to avoid damage.

Do not forget the erratic time effects for any action beyond 5-ft. step, single move, or double move.

Since the giants are larger creatures, they must take a different path through the structure. In between the three checks, build up suspense by allowing the PCs to just avoid giant attacks. Failure of a check means that PCs are able to reach their intended level, but they take damage (as stated in Encounter Two).

Under no circumstances should the judge force combat between the giants and the PCs. If the PCs want to stand and fight, by all means, allow them to do so. Use the creatures listed above and bring them in groups a round at a time (starting with Group D and working towards Group A).

You make your way across the long metal pathway and reach the end. A gap more than 20 yards wide remains between you and escape.

Remind the PCs that the effects of the Winds of Time begin 10 ft. away from the pathway. The Winds stop 10 ft. from the exit as well, so only the middle 50 ft. of the gap is in the Winds of Time.

If the PCs did not free Queen Maeve, they must find their own way across the 70-ft. gap. Regardless of the method they choose, the gateway closes once all are through the gate. The enemy cannot follow them.

If the PCs cannot escape, they must face the forces following them. The DM can run the fight on the walkway if he or she chooses, but eventually, the PCs will be thrown off into the Winds of Time to die; their bodies unrecoverable. Go to **Conclusion D**.

If the PCs freed Queen Maeve and cannot figure a way across, Queen Maeve does the following:

"Stay back," says Queen Maeve as she grows to colossal proportions. Her hair snakes across the gap, but a good twenty feet remains from the tips of her locks to the gate beyond.

“Quickly, climb my hair and leap from my hands,” she yells. You barely hear her voice coming from the Winds of Time. You cannot imaging the effort must she be expending to enable you to hear her.

If the PCs decide to make the jump, use the long jump rules on p. 77 of the *Player's Handbook*. The PCs can use Maeve's hair to get the 20-ft. distance required for the long jump. In order to avoid falling off, the PC must make a successful Balance check (DC 5+APL) while moving along her body. The jump check is DC 20. Do not forget that the middle 50 ft. of the gap is in the Winds of Time; the PCs must hold their breath while moving through this area.

The DC of the Balance check takes into account the PCs holding their breath and the unstable nature of the path they are walking. Queen Maeve's hair quivers as the PCs move across. The PCs' footsteps and grasping hands tickle her as they move around various parts of her body.

Five rounds after the PCs arrive at the end of the pathway, the winter wolves arrive and begin to nip at Queen Maeve's legs. She holds them at bay by kicking them off into the Winds of Time. However, the additional motion increases the Balance check mentioned earlier to DC 20.

As you make your way across the gap, twelve large white wolves sprint across the walkway. The lead wolf starts biting Maeve's leg. She kicks the wolf, which gives a surprised yelp, and it flies off into the Winds of Time.

Only two wolves at a time can attack Maeve's legs due to their size and the size of the walkway.

Five rounds after the wolves arrive; Fjærde makes his way onto the walkway.

At the other end of the walkway, the giant with the huge adamantite falchion makes his way across the walkway, weapon in hand. As he approaches the wolves, he nonchalantly knocks them out of his way into the Winds of Time.

At that point, Queen Maeve returns to a standing position and tosses (softball style) any remaining PCs across the gap toward the exit. The PCs must make a successful Reflex save (DC 5+APL) to catch the edge of the small platform jutting out from the gateway. Otherwise they fall off into the Winds of Time and must be saved by the other PCs.

As he closes in on Maeve, the death giant knocks the winter wolves out of his way into the Winds of Time. Just as the death giant swings his weapon, Maeve jumps across the gap, collects any remaining PCs near the gate, and goes through the portal. She uses her hair to guide her to the floating opening.

When Maeve and all the PCs are through the gate, the gate closes behind them. Any dead bodies left behind are thrown out into the Winds of Time for disposal. Anyone left behind alive eventually dies and is thrown out into the Winds of Time.

If the PCs freed Queen Maeve, broke the Sakhut's control over the goblins, and exited the Plane of Time, go to **Conclusion A**.

If the PCs did not free Queen Maeve, but broke the Sakhut's control over the goblins, and exited the Plane of Time, go to **Conclusion B**.

If the PCs did not free Queen Maeve, did not break the Sakhut's control over the goblins, but exited the Plane of Time, go to **Conclusion C**.

If the PCs did not free Queen Maeve, did not break the Sakhut's control over the goblins, and did not exit the Plane of Time, go to **Conclusion D**.

Conclusion

Conclusion A - The PCs Freed Maeve

Once out of the Plane of Time, Maeve can return back to the Pits of Sharpest Frost.

It is night when you emerge from the gate to the Plane of Time. A pleasant autumn breeze wafts past you, and the stars twinkle merrily overhead.

Queen Maeve, now just a large creature, stretches as if she was just waking up from a long nap. Her hair spirals and weaves around her, like a dark halo made of inky serpents. "And now mortals, I shall return to my realm to see what shambles it is in. I'll send my Puck along shortly to discuss rewards."

Her locks caress your cheeks in a disturbingly feminine motion. "I will be in touch soon. I owe the Sakhut a gift, and in this it is better to give than to receive."

Her wicked smile hangs in the air after she fades away. With a blink, you realize it is just the crescent-shaped moon.

The PCs earn the **Favor of Queen Maeve** and the **Favor of Gwydion of the Twained Elm**.

If the PCs return the questionnaire to Archmage Aedan, read the following.

As you approach the Russet Tower, Archmage Aedan and his familiar Tathan meet you in what was the tower's courtyard. The Archmage snatches the questionnaire from you and begins reading it. As he walks back into his Tower, your presence obviously no longer of importance, he says absent-mindedly over his shoulder, "I must study this closely. Return in a few days and I will provide you a reward." He disappears into the Tower, his familiar following faithfully behind him. Just as he disappears out of sight, you hear him exclaim, "I knew it! Those old fools were wrong again! Who-hoo!"

The PCs earn the **Favor of Archmage Aedan**.

Conclusion B - The PCs Left Maeve Captive

Once the PCs are out of the Plane of Time without freeing Queen Maeve, but having broken the Sakhut's hold over her court, continue with the following:

It is night when you emerge from the gate to the Plane of Time. A pleasant summer breeze wafts past you, and the stars autumn merrily overhead. With the Storm King's hold of the goblins at least temporarily broken, you stare at the crescent-shaped moon contemplating what else your actions on the Plane of Time have wrought on Oerth and elsewhere.

The PCs earn the **Favor of Burkan of the Cyvrin**.

If the PCs return the questionnaire to Archmage Aedan, read the following.

As you approach the Russet Tower, Archmage Aedan and his familiar Tathan meet you in what was the tower's courtyard. The Archmage snatches the questionnaire from you and begins reading it. As he walks back into his Tower, your presence obviously no longer of importance, he says absent-mindedly over his shoulder, "I must study this closely. Return in a few days and I will provide you a reward." He disappears into the Tower, his

familiar following faithfully behind him. Just as he disappears out of sight, you hear him exclaim, "I knew it! Those old fools were wrong again! Who-hoo!"

The PCs earn the **Favor of Archmage Aedan**.

Conclusion C - Escaped the Plane of Time but Failed in the mission

It is night when you emerge from the gate to the Plane of Time. A quiet, barely moving breeze wafts past you, and the stars would normally be twinkling now, but clouds block your view. A face coldly stares back at you, a slight merriment in its corners. With a blink, you find yourself staring at a crescent-shaped moon peeking through the clouds.

The PCs earn no favors.

Conclusion D - Failed in the mission and did not escape the Plane of Time.

Your remains become part of the eternal wind that whips across the Plane of Time. The echoes of a pleased chuckle follow you as you answer Nerull's call.

The PCs earn no favors.

The End

Experience Point Summary

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

Encounter Three

Defeat the Purple Guards

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Defeat the Puzzle Lid Trap

APL 8 180 xp.

APL 10: 240 xp.

APL 12: 300 xp.

Defeat the Clockface Lever Trap

APL 8: 180 xp.

APL 10: 240 xp.

APL 12: 300 xp.

Encounter Six

Defeat Arbrozar and his minions

APL 8 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

Story Award

Freed Queen Maeve

APL 8: 20 xp.

APL 10: 40 xp.

APL 12: 60 xp.

Calmed Queen Maeve

APL 8: 10 xp.

APL 10: 20 xp.

APL 12: 30 xp.

Broke the Sakhut's Goblin Control

APL 8: 20 xp.

APL 10: 40 xp.

APL 12: 60 xp.

Only Disrupted the Sakhut's Goblin Control

APL 8: 10 xp.

APL 10: 20 xp.

APL 12: 30 xp.

Discretionary roleplaying award

APL 8: 40xp.

APL 10: 50 xp.

APL 12 60 xp.

Total possible experience

APL 8: 1150 (1125) xp.

APL 10: 1460 (1350) xp.

APL 12: 1170 (1575) xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter

description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Three:

APL 8: L: 0 gp, C: 650 gp, M: 0 gp.

APL 10: L: 0 gp, C: 1150 gp, M: 0 gp.

APL 12: L: 0 gp, C: 1650 gp, M: 0 gp.

Encounter Six:

APL 8: L: 27 gp, C: 0 gp, M: potion of *remove blindness* (x6) (25 gp each), potion of *fly* (x2) (67 gp each), potion of *cure serious wounds* (x2) (67 gp each), wand of *magic circle against good* (10 charges) (75 gp), *headband of intellect +4* (1,333 gp), +1 *greataxe* (x2) (195 gp each), +1 *mithral buckler of fire resistance* (1,585 gp).

APL 10: L: 27 gp, C: 0 gp, M: potion of *remove blindness* (x10) (25 gp each), potion of *fly* (x4) (67 gp each), potion of *cure serious wounds* (x4) (67 gp each), wand of *magic circle against good* (10 charges) (75 gp), *headband of intellect +4* (1,333 gp), *amulet of natural armor +3* (1,500 gp), *ring of freedom of movement* (3,333 gp), +1 *greataxe* (x4) (195 gp each), +3 *mithral buckler of fire resistance* (2,251 gp).

APL 12: L: 27 gp, C: 42 gp, M: potion of *remove blindness* (x14) (25 gp each), potion of *fly* (x6) (67 gp each), potion of *cure serious wounds* (x6) (67 gp each), potion of *invisibility* (x2) (25 gp each), potion of *protection from energy* (acid) (x2) (67 gp each), wand of *magic circle against good* (10 charges) (75 gp), *headband of intellect +6* (3,000 gp), *amulet of natural armor +3* (1,500 gp), *ring of freedom of movement* (3,333 gp), *ring of wizardry III* (5,833 gp), *orange prism ioun stone* (2500 gp), +1 *greataxe* (x4) (195 gp each), +3 *mithral buckler of fire resistance* (2,251 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 27 gp, C: 650 gp, M: 3,783 gp – Total: 4,460 gp (1,300 gp).

APL 10: L: 27 gp, C: 1150 gp, M: 9,747 gp – Total: 10,924 gp (2,300 gp).

APL 12: L: 27 gp, C: 1692 gp, M: 20,939 gp – Total: 22,658 gp (3,300 gp).

Items for the Adventure Record

Special

Favor of Queen Maeve: You have performed a valuable service for Queen Maeve of the Pits of Sharpest Frost by freeing her and have earned her favor. When the PC exercises this favor, Queen Maeve makes the following available:

APL 8 – *Rod of piercing cold* (lesser) (Frostburn)

APL 10 – *Rod of piercing cold* (normal) (Frostburn)

APL 12 – *Rod of piercing cold* (greater) (Frostburn)

This favor counts only as access and the PC must pay the standard market value for the item. Until this favor is expended, the character is deemed to have influence with Queen Maeve. Mark this favor as used when consumed. Favor Level A.

Favor of Archmage Aedan: You returned the questionnaire to the Archmage and the information you provided allowed him to win an age-old bet with another group of wizards regarding the Temporal Energy Plane. When the PC exercises this favor, Archmage Aedan shares a goblet of the finest wine made in Celene with you and provides access to *dust of dispersion* (Complete Arcane): He has one bag at APL 8, two bags at APL 10, or three bags at APL 12. This favor counts only as access and the PC must pay standard market value for the item. Until this favor is expended, the character is deemed to have influence with Archmage Aedan. Mark this favor as used when consumed. Favor Level C.

Favor of Gwydion of the Twained Elm: For releasing Queen Maeve from her prison, Gwydion will speak on your behalf at some future date (at DM discretion). Mark this favor as used when consumed. Favor Level C.

Favor of Burkan of the Cyvrin: For not releasing Queen Maeve from her prison, Burkan will speak on your behalf at some future date (at DM discretion). Mark this favor as used when consumed. Favor Level C.

Erratic Nature of Time: Certain actions taken by you during your visit to the Plane of Time cost you _____ additional TU(s).

Item Access

APL 8:

- *large masterwork battleaxe* (Adventure; DMG)
- *wand of magic circle against good* (Adventure; DMG)
- *headband of intellect +4* (Adventure; DMG)
- +1 *large greataxe* (Adventure; DMG)
- +1 *large mithral buckler of fire resistance* (Adventure; DMG)

APL 10 (all of APL 8 plus the following):

- *scroll of true seeing* (Adventure; DMG)
- *amulet of natural armor +3* (Adventure; DMG)
- *ring of freedom of movement* (Adventure; DMG)
- *+3 mithral buckler of fire resistance* (Adventure; DMG)

APL 12 (all of APLs 8, 10 plus the following):

- *headband of intellect +6* (Adventure; DMG)
- *hand of glory* (Adventure; DMG)
- *orange prism ioun stone* (Adventure; DMG)

Appendix One – APL 8

Encounter Six

Arbrozzar: Frost Giant Wiz9; CR 13; Large Giant (cold); HD 14d8+84 plus 9d4+54; hp 214; Init +4 (Improved Initiative); Spd 40 ft.; AC 24, touch 13, flat-footed 24 (-1 size, +9 Natural, +4 *mage armor*, +4 shield); Base Atk +14; Grp +27; Atk +24 melee (2d8+13/20, masterwork battleaxe); Full Atk +24/+19/+14 melee (2d8+13/20, masterwork battleaxe); Space/Reach 10 ft./10 ft.; SA Rock throwing, rock catching; SQ Immunity to cold, low-light vision, rock catching; vulnerability to fire; fire resistance (10); AL NE; SV Fort +17, Ref +7, Will +16; Str 28, Dex 10, Con 23, Int 20 (24), Wis 18, Cha 8.

Skills and Feats: Climb +26, Concentration +23, Craft (jewelry) +22, Intimidate +9, Jump +30, Knowledge (arcana) +20, Knowledge (the planes) +10, Spellcraft +23, Spot +28; Craft Wondrous Item, Energy Substitution, Improved Familiar, Improved Initiative, Iron Will, Practiced Spellcaster, Quicken Spell, Scribe Scroll.

Languages: Giant, Common, Draconic, Goblin, Infernal.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Wizard Spells Prepared* (4/6/6/5/3/2; DC=17+spell level): 0 lvl – *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st – *expeditious retreat*, *magic missile* x3, ~~*mage armor*~~, ~~*shield*~~; 2nd – *clairvoyance*, *electric (scorching) ray*, *freezing (scorching) ray*, *glitterdust*, *mirror image*, *scorching ray*; 3rd – *dispel magic*, *bands of steel*, *acid (fire)ball*, *lightning bolt*, *windwall*; 4th – *orb of cold*, *greater invisibility*, *lesser globe of invulnerability*; 5th – *freezing fog*, *prismatic ray*.

*Arbrozzar casts as a 13th-level caster.

Spellbook: 0 – *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st – *alarm*, *lesser acid orb*, *cause fear*, *comprehend languages*, *expeditious retreat*, *feather fall*, *identify*, *grease*, *mage armor*, *magic missile*, *protection from good*, *shield*, *summon monster I*, *Tenser's floating disk*, *true strike*, *ventriloquism*; 2nd –

arcane lock, *bear's endurance*, *bull's strength*, *darkness*, *false life*, *fox's cunning*, *glitterdust*, *locate object*, *mirror image*, *protection from arrows*, *scorching ray*, *spectral hand*, *summon monster II*, *touch of idiocy*; 3rd – *bands of steel*, *blink*, *clairaudience/clairvoyance*, *dispel magic*, *displacement*, *fireball*, *greater magic weapon*, *haste*, *hold person*, *lightning bolt*, *nondetection*, *protection from energy*, *sleet storm*, *slow*, *summon monster III*, *windwall*; 4th – *arcane eye*, *confusion*, *dimension door*, *Evard's black tentacles*, *fire trap*, *greater invisibility*, *ice storm*, *lesser globe of invulnerability*, *orb of cold*, *phantasmal Killer*, *polymorph*, *summon monster IV*, *wall of ice*; 5th – *acid fog*, *baleful polymorph*, *break enchantment*, *cloudkill*, *cone of cold*, *dominate person*, *feeblemind*, *freezing fog*, *Mordenkainen's private sanctum*, *mind fog*, *permanency*, *prismatic ray*, *Rary's telepathic bond*, *sending*, *summon monster V*, *symbol of pain*, *teleport*, *wall of force*.

Possessions: masterwork battleaxe, headband of intellect +4, +1 mithril buckler of fire resistance, *potion of remove blindness* in a distinctly shaped bottle (2), *wand of magic circle against good* (10 charges).

Frost Giant: male giant; hp 136; see *Monster Manual* p. 121 with the following modifications: AC 23, touch 8, flat-footed 23; Atk +19 melee (3d6+14/x3, greataxe); Full Atk +19/+14 melee (3d6+14/x3, greataxe).

Possessions: +2 chain shirt, greataxe +1, *potion of fly*, *potion of remove blindness* in a distinctly shaped bottle (2), ~~*potion of resist energy (fire)*~~ 20, *potion of cure serious wounds*.

Appendix Two – APL 10

Encounter Three

Zeলেখut, Advanced (Inevitable): CR 11; Large Construct (Extraplanar, Lawful); HD 16d10+30; hp 130; Init +0; Spd 35 ft. in plate barding, fly 40 ft. (average) in plate barding; AC 27, touch 9, flat-footed 27; Base Atk +12; Grp +22; Atk +18 melee (2d6+6 plus 1d6 electricity /19-20, spiked chain); Full Atk 2 +18 melee (2d6+6 plus 1d6 electricity /19-20, spiked chain); SA Spell-like abilities; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +7, Ref +5, Will +10; Str 22, Dex 11, Con -, Int 10, Wis 17, Cha 16.

Skills and Feats: Diplomacy +4, Listen +14, Search +9, Sense Motive +18, Spot +14, Survival +3 (+5 following tracks); Great Fortitude, Ride-By Attack, Spirited Charge, Iron Will, Weapon Focus (Spiked Chain), Improved Critical (Spiked Chain).

Spell-like Abilities: At will – *clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature, true seeing*; 3/day – *hold monster* (DC 18), *mark of justice*; 1/week – *lesser geas* (DC 17). Caster level 8th. The save DCs are Charisma-based.

Skill: A zeলেখut has a +4 racial bonus on Search and Sense motive checks.

Feats: Due to its centaur-like construction, a zeলেখut qualifies for feats as if it had the Mounted Combat feat.

Encounter Six

Arbrozzar: Frost Giant Wiz13; CR 15; Large Giant (cold); HD 14d8+84 plus 13d4+78; hp 244; Init +4 (Improved Initiative); Spd 40 ft.; AC 29, touch 13, flat-footed 24 (-1 size, +12 natural, +4 *mage armor*, +4 buckler); Base Atk +16; Grp +29; Atk +26 melee (2d8+13/20, masterwork battleaxe); Full Atk +26/+21/+16/+11 melee (2d8+13/20, masterwork battleaxe); Space/Reach 10 ft./10 ft.; SA Rock throwing, rock catching; SQ Immunity to cold, low-light vision, rock catching; vulnerability to fire, fire resistance (10); AL NE; SV Fort +18, Ref +8,

Will +18; Str 28, Dex 10, Con 23, Int 21 (25), Wis 18, Cha 8.

Skills and Feats: Climb +26, Concentration +27, Craft (jewelry) +22, Intimidate +9, Jump +30, Knowledge (arcana) +24, Knowledge (the planes) +15, Spellcraft +24, Spot +32; Craft Arms and Armor, Craft Rod, Craft Wondrous Item, Energy Substitution, Forge Ring, Improved Familiar, Improved Initiative, Iron Will, Practiced Spellcaster, Quicken Spell, Scribe Scroll.

Languages: Giant, Abyssal, Celestial, Common, Draconic, Goblin, Infernal.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Wizard Spells Prepared* (4/6/6/6/4/4/3/2 DC= 17+spell level): 0 lvl – *detect magic, mage hand, ray of frost, touch of fatigue*; 1st – *expeditious retreat, magic missile x3, ~~mage armor x2~~*; 2nd – *clairvoyance, electric (scorching) ray, freezing (scorching) ray, glitterdust (f), mirror image, ~~scorching ray (f)~~*; 3rd – *acid (fire)ball (x2), dispel magic, ~~haste (f)~~, greater magic weapon, lightning bolt, protection from energy (lightning), windwall*; 4th – *orb of cold, ~~Evard's black tentacles (f)~~, greater invisibility, rainbow pattern*; 5th lvl – *acid fog, dominate person, freezing fog, wall of force*; 6th lvl – *greater dispel magic, ~~imbue familiar with spell-like ability~~, summon monster VI*; 7th lvl – *sword of darkness, spell turning*.

*Arbrozzar casts as an 17th-level caster.

(f) spells marked thus have been imbued into Nalthok (who is not present)

Spellbook: 0 – *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st – *alarm, lesser acid orb, cause fear, comprehend languages, expeditious retreat, feather fall, identify, grease, mage armor, magic missile, protection from good, shield, summon monster I, Tenser's floating disk, true strike, ventriloquism*; 2nd – *arcane lock, bear's endurance, bull's strength, darkness, false life, fox's cunning, glitterdust, locate object, mirror image, protection from*

arrows, scorching ray, spectral hand, summon monster II, touch of idiocy; 3rd – blink, clairaudience/clairvoyance, dispel magic, displacement, fireball, greater magic weapon, haste, hold person, lightning bolt, nondetection, protection from energy, sleet storm, slow, summon monster III; 4th – arcane eye, confusion, dimension door, Evard's black tentacles, fire trap, greater invisibility, ice storm, lesser globe of invulnerability, orb of cold, phantasmal killer, polymorph, rainbow pattern, summon monster IV, wall of ice; 5th – acid fog, baleful polymorph, break enchantment, cloudkill, cone of cold, dominate person, feeblemind, freezing fog, Mordenkainen's private sanctum, mind fog, permanency, prismatic ray, Rary's telepathic bond, sending, summon monster V, symbol of pain, teleport, wall of force; 6th – contingency, imbue familiar with spell-like ability, legend lore, Otiluke's freezing sphere, planar binding, summon monster VI, true seeing, wall of iron; 7th – arcane sight, delayed blast fireball, energy immunity, ethereal jaunt, insanity, limited wish, plane shift, prismatic spray, sword of darkness, spell turning, teleport object, waves of exhaustion.

Contingency: If Arbrozzar says the words "encase me in the power of magic" in giant, his contingency is triggered, casting *lesser globe of invulnerability* on him.

Possessions: masterwork battleaxe, amulet of natural armor +3, +3 mithril buckler of improved fire resistance, headband of intellect +4, ring of freedom of movement, potion of remove blindness in a distinctly shaped bottle (2), scroll of true seeing, wand of magic circle against good (10 charges).

Frost Giant: male giant; hp 136; see *Monster Manual* p. 121 with the following modifications: AC 23, touch 8, flat-footed 23; Atk +19 melee (3d6+14/x3, greataxe); Full Atk +19/+14 melee (3d6+14/x3, greataxe).

Possessions: +2 chain shirt, greataxe +1, potion of fly, potion of remove blindness in a distinctly shaped bottle (2), ~~potion of resist energy (fire)~~ 20, potion of cure serious wounds.

Appendix Three – APL 12

Encounter Three

Zeলেখut, Advanced (Inevitable): CR 11; Large Construct (Extraplanar, Lawful); HD 16d10+30; hp 130; Init +0; Spd 35 ft. in plate barding (7 squares), fly 40 ft. (average) in plate barding (8 squares); AC 27, touch 9, flat-footed 27; Base Atk +12; Grp +22; Atk +18 melee (2d6+6 plus 1d6 electricity /19-20, spiked chain); Full Atk 2 +18 melee (2d6+6 plus 1d6 electricity /19-20, spiked chain); SA Spell-like abilities; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +7, Ref +5, Will +10; Str 22, Dex 11, Con -, Int 10, Wis 17, Cha 16.

Skills and Feats: Diplomacy +4, Listen +14, Search +9, Sense Motive +18, Spot +14, Survival +3 (+5 following tracks); Great Fortitude, Ride-By Attack, Spirited Charge, Iron Will, Weapon Focus (Spiked Chain), Improved Critical (Spiked Chain).

Spell-like Abilities: At will – *clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature, true seeing*; 3/day – *hold monster* (DC 18), *mark of justice*; 1/week – *lesser geas* (DC 17). Caster level 8th. The save DCs are Charisma-based.

Skill: A zeলেখut has a +4 racial bonus on Search and Sense motive checks.

Feats: Due to its centaur-like construction, a zeলেখut qualifies for feats as if it had the Mounted Combat feat.

Encounter Six

Note: Arbrozzar's CR has been reduced by 1 to reflect that he has already cast many of his spells.

Arbrozzar: Frost Giant Wiz15/Archmage2; CR 17; Large Giant (cold); HD 14d8+84 plus 15d4+78 plus 2d4+12; hp 250; Init +4 (Improved Initiative); Spd 40 ft.; AC 29, touch 13, flat-footed 24 (-1 size, +12 natural, +4 *mage armor*, +4 buckler); Base Atk +18; Grp +31; Atk +28 melee (2d8+13/20, masterwork battleaxe); Full Atk +28/+23/+18/+13 melee (2d8+13/20, masterwork battleaxe); Space/Reach 10 ft./10 ft.; SA Rock throwing, rock catching; SQ

Immunity to cold, low-light vision, rock catching; vulnerability to fire; AL NE; SV Fort +19, Ref +12, Will +22; Str 28, Dex 10, Con 23, Int 22 (28), Wis 18, Cha 8.

Skills and Feats: Climb +26, Concentration +35, Craft (jewelry) +22, Intimidate +9, Jump +30, Knowledge (arcana) +29, Knowledge (dungeoneering) +11, Knowledge (nature) +11, Knowledge (the planes) +20, Spellcraft +29, Spot +34; Craft Arms and Armor, Craft Rod, Craft Wondrous Item, Empower Spell, Energy Substitution, Forge Ring, Improved Familiar, Improved Initiative, Iron Will, Practiced Spellcaster, Quicken Spell, Quicken Spell-like ability (greater dispel magic), Scribe Scroll.

Languages: Giant, Abyssal, Celestial, Common, Draconic, Goblin, Infernal.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Wizard Spells Prepared*
(4/7/6/12/6/6/5/4/3/2 DC= 19+spell level): 0 lvl – *detect magic, mage hand, ray of frost, touch of fatigue*; 1st – ~~*comprehend languages, expeditious retreat, magic missile x3, mage armor x2*~~; 2nd – *clairvoyance, electric (scorching) ray, freezing (scorching) ray, glitterdust (f), mirror image, scorching ray (f)*; 3rd – ~~*acid (fire)ball, clairaudience, clairvoyance, fly, haste (f), greater magic weapon x2, lightning bolt, windwall, protection from energy (acid), empowered ray of enfeeblement x2 (f)*~~; 4th – ~~*confusion, Evard's black tentacles (f), greater invisibility x2, rainbow pattern, stonewall*~~; 5th lvl – ~~*baleful polymorph, dominate person (f), feeblemind, high arcana, antifire sphere, wall of force*~~; 6th lvl – ~~*acid fog, greater dispel magic, high arcana, high arcana, imbue familiar with spell-like ability*~~; 7th lvl – ~~*clone, delayed blast fireball, spell turning, quickened fireball*~~; 8th lvl – ~~*horrid wilting, maze, antifire sphere*~~; 9th lvl – ~~*gate, time stop*~~;

*Arbrozzar casts as a 22nd-level caster.

(f) spells marked thus have been imbued into Nalthok (who is not present)

Spellbook: 0 – *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st – *alarm, lesser*

acid orb, cause fear, comprehend languages, expeditious retreat, feather fall, identify, grease, mage armor, magic missile, protection from good, shield, summon monster I, Tenser's floating disk, true strike, ventriloquism; 2nd – arcane lock, bear's endurance, bull's strength, darkness, false life, fox's cunning, glitterdust, locate object, mirror image, protection from arrows, scorching ray, spectral hand, summon monster II, touch of idiocy; 3rd – blink, clairaudience/clairvoyance, dispel magic, displacement, fireball, greater magic weapon, haste, hold person, lightning bolt, nondetection, protection from energy, sleet storm, slow, summon monster III, windwall; 4th – arcane eye, confusion, dimension door, Evard's black tentacles, fire trap, greater invisibility, ice storm, lesser globe of invulnerability, phantasmal killer, polymorph, rainbow pattern, summon monster IV, wall of ice; 5th – acid fog, antifire sphere, baleful polymorph, break enchantment, cloudkill, cone of cold, dominate person, feeblemind, Mordenkainen's private sanctum, mind fog, permanency, Rary's telepathic bond, sending, summon monster V, symbol of pain, teleport, wall of force; 6th – contingency, imbue familiar with spell-like ability, legend lore, Otiluke's freezing sphere, planar binding, summon monster VI, true seeing, wall of iron; 7th – arcane sight, delayed blast fireball, energy immunity, ethereal jaunt, insanity, limited wish, plane shift, prismatic spray, spell turning, teleport object, waves of exhaustion; 8th – clone, discern location, horrid wilting, mind blank, polar ray, power word stun, prismatic wall, symbol of death, symbol of insanity; 9th – time stop, energy drain, gate.

High Arcana (Mastery of Shaping): Arbrozzar has sacrificed one 6th-level spell slot to gain mastery of shaping. The archmage can alter area and effect spells that use one of the following shapes, burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube.

High Arcana (Spell-Like Ability): Arbrozzar has sacrificed a 5th-level spell slot to master this ability. The archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. Using a slot three levels higher than the chosen spell

allows him to use the spell-like ability four times per day. Arbrozzar has used a 6th-level spell slot to use *disintegrate* two times per day.

Contingency: If Arbrozzar says the words "sheath me in the power" in giant, his contingency is triggered, casting *globe of invulnerability* on him.

Spell-like Ability: Arbrozzar can cast *disintegrate* as a spell-like ability using his high arcana twice per day.

Possessions: masterwork battleaxe, *amulet of natural armor* +3, +3 *mithril buckler of improved fire resistance*, *hand of glory*, *headband of intellect* +6, *ioun stone (orange prism)*, *potion of remove blindness (uniquely shaped bottle)* (2), *ring of evasion*, *ring of freedom of movement*, *ring of wizardry III*, ~~*rod of quicken*~~ ~~*spell*~~, *scroll of true seeing*, *wand of magic circle against good (10 charges)* 250 gp of diamond dust.

War Troll: CR 12; Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7; Spd 30 ft., in breastplate (6 squares); base speed 40 ft.; AC 31 (-1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28; Base Atk +12/+7/+2; Grp +22; Atk +23/+18/+13 melee (2d8+15/19-20, Masterwork greatsword) or +15/+10/+5 ranged (2d6+10/x3, Masterwork composite longbow (+10 Str)); Full Atk +23/+18/+13 melee (2d8+15/19-20, Masterwork greatsword) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 (1d6+5); or +15/+10/+5 ranged (2d6+10/x3, Masterwork composite longbow); Space/Reach 10 ft./10 ft.; SA Dazing Blow; SQ Damage Reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20; AL LE; SV Fort +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10.

Skills and Feats: Listen +9, Spot +10; Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (greatsword).

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes.

The creature can reattach the severed member instantly by holding it to the stump.

Description: These hulking creatures stand upright. Although they have the feral features of a troll, their rubbery green skin has a dark, metallic tinge and they wear substantial armor. The creatures hold greatswords with ease and they are clearly skilled warriors.

Possessions: potion of remove blindness in a distinctly shaped bottle, potion of invisibility, potion of protection from energy (acid).

Frost Giant: male giant; hp 136; see *Monster Manual* p. 121 with the following modifications: AC 23, touch 8, flat-footed 23; Atk +19 melee (3d6+14/x3, greataxe); Full Atk +19/+14 melee (3d6+14/x3, greataxe). SQ energy resistance (fire) 20.

Possessions: +2 chain shirt, greataxe +1, potion of fly, potion of remove blindness in a distinctly shaped bottle (2), ~~potion of resist energy (fire) 20~~, potion of cure serious wounds.

Two of these giants are under the effects of an antifire sphere cast by Arbrozzar.

Appendix Four – Sakhut and Escort

Fjærde, Prince of Storms: male Sakhut giant
Wiz6/Spellswor7: CR25; Huge giant; HD
25d8+275 plus 6d4+66 plus 7d8+77; hp 466; Init
+5 (Dex); Spd 35 ft. (base speed 50 ft.); AC 51
(-2 size, +5 Dex, +3 deflection, +1 insight, +16
natural, +5 shield, +13 full plate), touch 17, flat-
footed 46; Base Atk +28; Grap: +57; Atk +52
melee (3d6+34/15-20, huge falchion) +34
ranged (3d6+15/20, huge masterwork
composite longbow [+15 Str bonus]); Full Atk
+52/+47/+42/+37/+32 melee (3d6+34/15-20,
huge falchion) or +34/+29/+24/+19/+14 ranged
(3d6+15/20, huge masterwork composite
longbow [+15 Str bonus]); Size/Reach 15 ft./15
ft.; SA Channel spell 4/day, Spell-like abilities;
SQ eldritch mastery, ignore spell failure 25%,
low-light vision, natural willpower; AL LE; SV
Fort +37, Ref +22, Will +33; Str 52, Dex 20, Con
32, Int 30, Wis 16, Cha 10.

Skills: Bluff +6, Climb +24, Concentration
+55, Craft (armor) +21, Craft (weapons) +21,
Diplomacy +12, Intimidate +22, Jump +27,
Knowledge (arcane) +28, Knowledge
(dungeoneering) +19, Knowledge (local) +19,
Knowledge (nature) +19, Knowledge (nobility
and royalty) +19, Knowledge (the planes) +24,
Listen +30, Perform (sing) +11, Sense Motive
+14, Spellcraft +29, Spot +30, Swim +18.

Feats: Arcane Strike, Awesome Blow,
Cleave, Combat Expertise, Combat Reflexes,
Craft Arms and Armor, Dodge, Improved
Buckler Defense, Improved Bull Rush, Improved
Combat Expertise, Improved Critical (Falchion),
Karmic Strike, Power Attack, Practiced
Spellcaster, Quicken Spell, Quicken Spell-Like
Ability (*greater dispel magic*).

Languages: Common, Abyssal, Aquan,
Auran, Draconic, Dwarven, Elven, Giant, Goblin,
Infernal, Orc, Sylvan, Undercommon.

Possessions: *Andre – the Fearsome Blade
of the Sakhut* (see below), *amulet of natural
armor* +3, *bag of holding*, *belt of giant strength*
+6, *adamantine* +4 *buckler of heavy fortification*,
cloak of resistance +5, *glamered mithril* +5 *full
plate*, *gloves of dexterity* +4, *headband of
intellect* +6, *dusty rose prism ioun stone*, *pale
green prism ioun stone*, 2 *pearls of power* (1st
level), 2 *pearls of power* (2nd level), *pearl of
power* (3rd level), *potion of blindness* (2) in

specifically shaped bottle, *ring of evasion*, *ring of
protection* +3, *scroll of freedom of movement*
(2), *steadfast boots*, assorted potions, assorted
scrolls, masterwork huge composite longbow,
masterwork huge dagger, diamond dust for
stoneskin.

Spell-Like Abilities: At will—*detect magic*,
greater dispel magic, *magic missile*. 3/day—
dimension door, *globe of invulnerability*. Caster
level 20th.

Eldritch Mastery (Su): The Sakhut have an
extensive familiarity with and an intuitive grasp
of arcane magic. They can use spell completion
items (such as scrolls) as if they had the
wizard's class spell list and were of the
appropriate level to cast the spell. They can use
spell trigger items (such as wands and staves) as
if they had the wizard's class spell list.

Spell-Like Abilities: Unlike most giants, the
Sakhut have a strong innate resistance to
mental compulsion, illusion magic, and the like.
The Sakhut have a +6 racial bonus to Will
saves.

Bonus Feat: At 2nd level, a spellswor
advances his art, gaining a bonus feat. This
bonus feat must be either a metamagic feat or
one drawn from the list of bonus feats allowed to
a fighter.

Channel Spell (Sp): At 4th level, a spellswor
can channel any spell he can cast into his melee
weapon. Using this ability requires a move
action, and the spellswor uses up the prepared
spell or spell slot as if he had cast the spell. The
channeled spell affects the next target that the
spellswor successfully attacks with his weapon
(saving throws and spell resistance still apply).
Even if the spell normally affects an area or is a
ray, it affects only the target. The spell is
discharged from the weapon, which can then
hold another spell. A spellswor can channel
his spells into only one weapon at a time. Spells
channeled into a weapon are lost if not used in 8
hours.

Ignore Spell Failure (Ex): Beginning at 1st
level, a spellswor's hard work and practice at
merging spellcraft with weaponplay starts to pay
off. As an extraordinary ability, he ignores a
portion of the arcane spell failure chance

associated with using armor. This reduction starts at 10% and gradually increases to 30%. A spellsworn subtracts the given percentage value from his total spell failure chance, if any.

Caster Level: Fjærde is 10th level caster, but because of his *ioun stone* and Practiced Spellcaster feat, he casts as a 15th level caster.

Spells memorized: 4/7/7/5/5/4 (DC 20+spell level); 0—*arcane mark* (2), *light*, *message*; 1st—*obscuring mist*, *ray of enfeeblement* (3), *shocking grasp* (2), *true strike*; 2nd—*resist energy* (2), *scorching ray* (3), *touch of idiocy* (2); 3rd—*displacement* (2), *heroism* (2), *wind wall*; 4th—*assay resistance*, *Evard's black tentacles*, *orb of force*, *solid fog*, *stoneskin*; 5th—*quicken true strike*, *quicken true strike*, *reciprocal gyre* (2).

Spells known: 0th—all; 1st—*alarm*, *charm person*, *color spray*, *comprehend languages*, *detect secret doors*, *endure elements*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *obscuring mist*, *protection from chaos*, *protection from good*, *ray of enfeeblement*, *shield*, *shocking grasp*, *Tenser's floating disk*, *true strike*, *unseen servant*; 2nd—*arcane lock*, *continual flame*, *darkness*, *darkvision*, *detect thoughts*, *false life*, *flaming sphere*, *fog cloud*, *gust of wind*, *knock*, *invisibility*, *Melf's acid arrow*, *mirror image*, *protection from arrows*, *resist energy*, *scorching ray*, *shatter*, *see invisibility*, *touch of idiocy*, *web*; 3rd—*arcane sight*, *dispel magic*, *displacement*, *explosive runes*, *fireball*, *fly*, *haste*, *heroism*, *keen edge*, *lightning bolt*, *magic circle against chaos*, *magic circle against good*, *nondetection*, *protection from energy*, *ray of exhaustion*, *sleet storm*, *slow*, *stinking cloud*, *tongues*, *wind wall*; 4th—*assay resistance* (CA), *detect scrying*, *dimension door*, *Evard's black tentacles*, *fear*, *fire shield*, *greater invisibility*, *orb of force* (CA), *polymorph*, *solid fog*, *stoneskin*; 5th—*baleful polymorph*, *break enchantment*, *cloudkill*, *cone of cold*, *false vision*, *feeblemind*, *overland flight*, *permanency*, *Rary's telepathic bond*, *reciprocal gyre* (CA), *teleport*, *wall of force*.

Contingency: Fjærde has a *contingency* cast upon him that if he is ever rendered helpless (unconscious, paralyzed, or dead, but not stunned), he is teleported back to the Storm King's Citadel in northwestern Geoff.

Permanency: Fjærde has the following spells made permanent upon him *arcane sight*, *darkvision*, and *see invisibility*.

Andre – the Fearsome Blade of the Sakhut: Gargantuan adamantine +3 bane (human) vicious falchion of thundering.

This intelligent weapon was once Andre, the second son of the Storm King. He was slain long ago while fighting against the dwarves. They killed him with *Dusk*, which severed his ties to this plane. The Storm King preserved his life by capturing it in this blade.

Andre has the following abilities scores: Int 18, Wis 18, Cha 10. He has 120 ft. darkvision, blindsense, and hearing. He can communicate using telepathy and can speak Common, Giant, Dwarven, and Elven. Andre has the special purpose to rebuild the Sakhut Empire.

He has the following abilities:

- 10 ranks in Spot (+14 total)
- 10 ranks in Listen (+14 total)
- *cure moderate wounds* 3/day
- *fly* 3/day
- *haste* 3/day

Dedicated Power: *dimension door* on self and wielder. Andre always uses this power to preserve the life of his brothers or to help his family in a battle that would rebuild the giant empire.

In addition, Andre has one additional power that is his most fearsome. Andre has all the powers of a *rod of absorption* except that the number of available charges resets when the blade is completely immersed in the blood of dwarves during a day-long ceremony. It currently has absorbed 10 spells.

Tactics:

Fjærde prefers to go into battle prepared. He casts *freedom of movement* (from a scroll for 70 minutes), *heroism* (+2 morale bonus to attacks, saves, and skill checks for 150 minutes), *resist energy* (fire and cold for 150 minutes), and *stoneskin* (DC 10/adamantine for 150 minutes) on himself before entering battle. Fjærde makes full use of his *arcane sight* and *see invisibility* to figure out what sort of magics the PCs are using and to plan his attacks.

Right before battle, or as close to it as possible, Andre casts *haste* and *fly* on Fjærde. Fjærde does not use his flight ability at first, to mislead

the PCs. For similar reasons, he has his glamered full plate appear as silken robes, like those a wizard would wear. He also does not let on that he can see invisible right away. He casts *displacement*, if he has the opportunity, and *assay resistance*, if he is facing an obvious spellcaster.

Once battle is joined, Fjærde attempts to reduce the numbers of opponents as quickly as possible. He ignores heavily armored melee warriors and targets archers first. He then works on wizards and rogues.

Andre uses its *dimension door* ability to place Fjærde within reach of two PCs – preferably those at the top of the above list. Andre acts on Fjærde's turn in the initiative order, but his actions do not count toward Fjærde's actions for the round (DMG p. 268). Andre is the caster -- not Fjærde, so the Prince of Storms can take action on the same round that Andre uses its *dimension door* ability.

Fjærde has two styles of attack: a full round attack, which he uses against PCs with low armor class and a single massive attack, which he uses on a PC with high armor class. He positions himself to cleave as often as possible.

For the full round attack, Fjærde uses a swift action to channel a spell into his sword using his arcane strike feat. He then takes a full attack with a power attack for 5 on a weak PC with attack rolls of +55/+50/+45/+40/+35/+55 (assuming that *haste* and *heroism* are up; also add in the arcane strike bonus). Each hit does 3d6 +36 (magic and strength) +10 (power attack) +2d6 (human bane) +2d6 (vicious) + a d4 for each level of the spell arcane strike). If he crits, remember the thundering ability of his falchion. Fjærde takes 1d6 points of damage from the vicious ability. Fjærde varies the power attack and level of the spell channeled as needed.

For his single massive attack, Fjærde casts a quickened *truestrike* as a swift action. He then uses a move-equivalent action to channel a spell into his sword, using his spellsword ability. Fjærde prefers to use *ray of enfeeblement*, *scorching ray*, *touch of idiocy*, or *magic missile*. He then takes a power attack (+25) and strikes the PC with an awesome blow (as per the feat) with a +50 (assuming that *haste* and *heroism* are up) attack roll. If he hits, he does 3d6 +36 (magic and strength) +50 (power attack) +2d6 (human bane) +2d6 (vicious). The PC must

make a Reflex save (DC = damage dealt) or be knocked 10 feet back and fall prone. If Fjærde crits, double the base and power attack damage and remember the thundering ability of his falchion. Fjærde takes 1d6 points of damage from the vicious ability. Fjærde varies the power attack and level of the spell channeled as needed.

Because of his *ring of evasion* and the special properties of Andre, Fjærde does not fear spellcasters. Instead, he uses his sword to absorb spells targeted at him. He relies upon his *freedom of movement* to escape entanglements. In fact, he will cast *Evard's black tentacles* or *solid fog* on top of himself to restrict the PCs' movement, if it seems beneficial for him to do so. In addition, Fjærde uses his quickened *greater dispel magic* to pull spells off of a heavily enchanted PC.

Fjærde always wins grapple checks because of his *freedom of movement*. Also, he cannot be tripped because of his steadfast boots. His falchion and buckler are both made of adamantine, which make them difficult to sunder.

If a PC is actually hitting him with his AC 51, Fjærde uses his combat expertise to raise his armor class to the point that he will not be hit. If that does not work, Fjærde takes his single massive blow as a sunder on the PC's weapon.

Fjærde is smart. He adapts his strategies as he needs to. If he is in over his head, he quickly departs the scene to get reinforcements.

Frost Giant: male giant; hp 136; see *Monster Manual* p. 121 with the following modifications: AC 23, touch 8, flat-footed 23; Atk +19 melee (3d6+14/x3, greataxe); Full Atk +19/+14 melee (3d6+14/x3, greataxe).

Possessions: +2 *chain shirt*, *greataxe* +1, potion of *fly*, potion of *remove blindness* in a distinctly shaped bottle, potion of *resist energy* (fire) 20, potion of *cure serious wounds*.

Fire giant cleric: fire giant Clr4; CR 12; female Large Giant (Fire); HD 19d8+133; hp 231; Init +1; Spd 30 ft.; AC 30 (-1 size, +1 Dex, +8 natural, +9 armor, +3 shield) touch 10, flat-footed 29; Base Atk +14; Grp +30; Atk +27 melee (2d6+18/19-20, medium greatsword) or +15 ranged (2d6+12/x2 plus 2d6 fire, rock); Full Atk +27/+22/+17 melee (2d6+18/19-20, medium greatsword) or +15 ranged (2d6+12/x2 plus 2d6 fire, rock); SA Feat of strength, rebuke undead (15/day), rock throwing, spontaneous casting;

SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; Size/Reach 10 ft./10 ft.; AL LE; SV Fort +21, Ref +9, Will +15; Str 34, Dex 12, Con 24, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration, +17, Knowledge (religion) +4, Spellcraft +4, Spot +20; Divine Metamagic (Quicken), Extra Turning x3, Power Attack, Practiced Caster, Quicken Spell, Weapon Focus (greatsword)*.

Feat of Strength (Su): Once per day, as a free action, this character may perform a feat of strength to gain an enhancement bonus to Strength equal to her cleric level. This lasts 1 round.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Spontaneous Casting (Ex): An evil cleric (or a neutral cleric of an evil deity), cannot convert prepared spells to *cure* spells but can convert them to *inflict* spells.

Cleric Spells Prepared (5/4+1/3+1; save DC 14 + spell level, Caster Level 8th): 0 – *create water, detect magic, detect poison, guidance, light, mending*; 1st – *bless, cure light wounds, divine favor, protection from good**, *shield of faith*; 2nd – *bull's strength**, *calm emotions, resist energy*.

* designates domains spells

Domains: Strength and War.

Possessions: +2 *cloak of resistance*, +1 *greatsword*, +1 *full plate of light fortification*, +1 *heavy shield*, *lesser strand of prayer beads*, potions of *remove blindness* in a distinctly shaped bottle, scroll of *heal*, scroll of *wind wall*, 3 Heated Rocks, two holy symbols of Surtr.

Appendix Five – NPCs

Maeve, Faerie Queen of Dark Winter

Medium-Size Fey (Cold, Chaotic)

Hit Dice: 36d6+252 (351 hit points)

Initiative: +10 (Dex)

Speed: 30 ft. (12 squares)

Armor Class: 47 (+10 Dex, +14 deflection, +13 natural), touch 34, flat-footed 37

Base Attack/Grapple: +18/+21

Attack: *Rod of Withering* +22 melee (1d6 plus 1d4 Strength and 1d4 Constitution) or touch +22 melee (1d10 cold).

Full Attack: *Rod of Withering* +22/+17/+12/+7 melee (1d6 plus 1d4 Strength and 1d4 Constitution) or touch +21/+16/+11/+6 melee (1d10 cold).

Face/Reach: 5 ft./5 ft.

Special Attacks: Glamer, lose the way, stunning glance, spell-like abilities, spells.

Special Qualities: DR 15/cold iron and axiomatic, fast healing 5, fey traits, flexible proportion, geasa, immunity to cold, low-light vision, spell resistance 36, unearthly grace, vulnerability to fire.

Saves: Fort +30, Ref +44, Will +44

Abilities: Str 16, Dex 31, Con 24, Int 37, Wis 31, Cha 39.

Skills: 741 skill points concentrating in Appraise, Bluff, Diplomacy, Forgery, Hide, Knowledges, Intimidate, Listen, Move Silently, Sense Motive, Sleight of Hand, Spellcraft, Spot.

Feats: Ability Focus (Glamer), Danger Sense (CV), Enlarge Spell, Eschew Materials, Extend Spell, Extraordinary Concentration (CV), Improved Initiative, Maximize Spell, Piercing Cold (Frostburn), Quicken Spell, Sculpt Spell (CA), Snowcasting (Frostburn), Widen Spell.

Environment: Cold forests

Organization: Solitary

Challenge Rating: 26

Treasure: Quadruple Standard

Alignment: Chaotic neutral

Advancement: --

The woman seated on the throne of tarnished silver is simultaneously compelling and disturbing. She has the form of an incredibly beautiful woman, but she is obviously not human. Her skin is a light blue that contrasts with her red and full lips. Locks of long black hair curl and sinuously move, as though they were alive. She wears snowy white robes that billow

around her. Most arresting are her eyes. They have no pupils. Instead, they are the deep blue of unfathomable depths.

Maeve is a faerie queen and the ruler of the Pits of Sharpest Frost, a realm in the Lands of Dark Winter. As a queen, Maeve is one of the most powerful faeries in existence and has thousands of lesser faeries serving her. She is tied to her realm in many ways and her power diminishes noticeably if she departs her realm. Therefore, she is loath to leave the Pits. Instead, she sends fey minions to carry out her will beyond the borders of her realm.

Maeve is part of the Unseelie Court of Faerie, so her realm is a dark and unpleasant place. She is married to King Merilin who rules the Seelie realm of the Home Beneath the Snowy Boughs. She despises him and he is not overly fond of her either, but they are both lords of Dark Winter and bound together by the laws of Faerie.

As an Unseelie faerie, Maeve is capricious and cruel but not fiendishly evil. She has a sadistic streak but primarily she likes to create chaos. She enjoys upsetting people, ideas, arguments, societies, or anything else that is peaceful and boring. Her mood swings are sudden and severe. She has no patience with matters that bore her and moves from one project to another without hesitation.

Maeve can understand, speak, and read any language. When mortals hear her speak, they hear her in their native tongue.

COMBAT

If forced into combat, Maeve uses her spells to her best advantage. Each round, she uses her Flexible Proportions power to change her size and move. She flits randomly from size to size, as the mood takes her. Maeve fights like a cat – toying with her opponents and letting them think they have a chance.

Flexible Proportions (Su): Maeve can assume any proportion from the size of a grain of sand to the tallest tree in the forest. As a swift action, Maeve can alter her size from Fine to Colossal. When Maeve uses this action, her form swirls and becomes intangible, freeing her from any grapples, entanglements, or other physical restrictions on her movement. If she uses a move action with the swift action, she can move

up to 60 ft. before reforming. Since this power is related to Maeve's glamer ability, the change in size does not affect Maeve's ability scores though her AC and Attack Bonus are adjusted accordingly.

Geasa (Su): Every faerie king and queen has one event that is their undoing. If this one event comes to pass, they die instantly and cannot be restored to life. Examples of geasas are: having a certain word spoken with them, touching a certain object, or having a child. Maeve's geasa is a secret that she tells no one. If Maeve is slain in a manner that is not her geasa, she slowly reforms in her throne room over the course of a year.

Faerie Glamer (Sp): At will and as a standard action, Maeve can create illusions that are extremely believable. Faerie glamers create a shadow/figment that cannot extend beyond 36 10-ft. cubes but includes visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. Only the most astute can see through her glamer (Will Save DC 31) and even those who would otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glammer has a single flaw in it, which reveals its true nature. The flaw is subtle and only prolonged searching or someone who knows the subject well can identify it. As long as the faerie glammer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glammer leaves the plane, Maeve must concentrate to maintain the illusion. Maeve can concentrate on one item per point of Intelligence bonus (for a total of 13 items) without interfering with her ability to function normally. Maeve tends to forget to concentrate on faerie glamers outside of Faerie and lets them lapse.

Spell-Like Abilities: At will – *detect thoughts* (DC 26), *disguise self*, *teleport* (self only). Caster level 8th. The save DCs are Charisma based.

Spells: Maeve casts arcane spells as a 20th-level sorcerer.

Sorcerer Spells Known (6/10/10/9/9/9/9/8/8/8; save DC 24 + spell level): 0 – *arcane mark*, *dancing lights*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*; 1st – *expeditious retreat*, *mage armor*, *obscuring mist*, *protection from law*, *silent image*; 2nd – *ice darts*; *phantom assailants*, *resist energy*, *see*

invisibility, *zone of glacial cold*; 3rd – *arctic haze*; *blood snow*, *fly*, *suggestion*; 4th – *charm monster*, *column of ice*, *rainbow pattern*, *unluck*, *wall of ice*; 5th – *baleful polymorph*, *boreal wind*, *dominate person*, *flesh to ice*, *freezing fog*; 6th – *entomb*, *freezing glance*, *greater dispel magic*; 7th – *force cage*, *greater arcane sight*, *insanity*; 8th – *binding*, *Otto's irresistible dance*, *polymorph any object*; 9th – *frostfell*, *wail of the banshee*, *weird*.

Stunning Glance (Su): As a standard action, Maeve can stun a creature within 30 ft. with a look. The creature must succeed on a DC 27 Fortitude save or be stunned for 2d4 rounds. This is similar to a gaze attack, except that Maeve must take a standard action, and those merely looking at her are not affected. The save DC is Charisma-based.

Unearthly Grace (Su): Maeve adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Realm Powers

As a faerie lord, Maeve receives many powers that only function when she is within her realm.

Block Divination (Su): As a free action, Maeve can block divination magic of all mortals (those without divine rank) within a mile of her location.

Faerie Queen's Aura (Ex): While on her throne, the mere presence of Maeve can deeply affect mortals. They might find her presence delightful, awe-inspiring, or terrible, depending upon Maeve's whim. Maeve can create an aura that can extend from 0 ft. (effectively non-functional) to encompass her entire throne room or anything in between. Any creature who makes a successful saving throw (Will save DC 24) is immune to the power for one day. This is an enchantment (compulsion), mind-affecting ability. Maeve can choose from the following effects each round as a free action.

Adoration: Affected beings just stare at Maeve in fascination. They can defend themselves normally but can take no actions. This lasts one round for each point of her Charisma modifier (14 rounds).

Fright: Affected beings become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from Maeve makes them frightened and they flee as quickly as they can, although they choose the path of their flight.

Realm Mastery (Su): Maeve has absolute mastery of her realm. She can set the temperature, determine the weather, fill the area with scents and sounds, erect buildings, alter landscape, and change the flora and fauna.

Realm Sense (Ex): Maeve instantly senses all non-fey within her realm in Faerie.

Remote Sensing (Ex): As a standard action and while she is on her throne, Maeve can perceive everything within 100 ft. radius of any of the members of her court. The remote sensing power can cross planes and can penetrate any barrier except a divine shield or an area otherwise blocked by a deity. Remote sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect. She can extend her sense to two remote locations at once and still sense what's going on nearby.

Senses (Ex): Maeve can see, hear, touch, and smell at a distance of 1 mile when within her realm.

Gwydion of the Twained Elm: Human (Flannae-Oeridian-Suel) Brd6/Drd6; CR 12; Medium Humanoid (human); HD 6d6+6d8+24; hp 80; Init +1; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+1 Dex, +4 leather, +2 deflection); Base Atk +8/+3; Grp +8; Atk +9 melee (1d6/18-20, rapier) or +10 ranged (1d6/20, shortbow); Full Atk +9/+4 melee (1d6/18-20, rapier) or +10/+5 ranged (1d6/20, shortbow); Space/Reach 5 ft./5 ft.; SA Bardic Music 6/day, Bardic Knowledge +9, Bardic Spells, Druid Spells, Spontaneous Casting; SQ Animal Companion (Quickstep), Bonus Language, Nature Sense, Resist Nature's Lure, Trackless Step, Wild Empathy, Wild Shape 2/day, Woodland Stride; AL N; SV Fort +8, Ref +8, Will +12; Str 10, Dex 12, Con 10 (12), Int 14, Wis 14, Cha 18 (22).

Skills and Feats: Bluff +13, Concentration +16, Diplomacy +27, Disguise +9, Gather Information +11, Handle Animal +11, Intimidate +12, Knowledge (arcane) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (nature) +9, Knowledge (nobility) +7, Knowledge (Sheldomar) +7, Perform (Stringed Instruments) +17, Ride +9, Sense Motive +10, Spellcraft +12, Tumble +9; Arcane Strike, Improved Toughness, Natural Spell, Negotiator, Persuasive, Practiced Spellcaster (Druid).

Languages: Common, Draconic, Druidic, Dwarven, Elven, Flan, Gnome, Halfling, Sylvan.

Bardic Music (6/day): fascinate, inspire courage +1, inspire competence, suggestion.

Bard Spells Known (3/4/3; save DC 16 + spell level): 0 – *dancing lights, ghost sound, mage hand, message, prestidigitation, summon instrument*; 1st – *alarm, charm person, silent image, Tasha's hideous laughter*; 2nd – *glitterdust, suggestion, tongues*.

Druid Spells Prepared (5/4/4/2; save DC 12 + spell level): 0 – *cure minor wounds, detect magic, detect poison, know direction, purify food and drink*; 1st – *entangle, faerie fire, longstrider, pass without trace*; 2nd – *barkskin, delay poison, resist energy, spider climb*; 3rd – *greater magic fang, windwall*.

Possessions: masterwork shortbow, goodberries (5), masterwork harp, masterwork rapier, *amulet of health +2, cloak of charisma +4, +2 glamered wild leather armor, gloves of arrow snaring, ring of protection +2, scroll of glibness, scroll of good hope, scroll of haste, scroll of invisibility, wand of cure light wounds*.

Description: Gwydion of the Twained Elm is an immensely handsome man of mixed ancestry. He is in his mid-thirties and is starting to gray a little, making him look more distinguished. He is several inches shy of six feet, and he is slender and fit. His skin is bronze, and he pulls his rich brown hair back into a loose tail. His eyes are amber, which is unusual, but not unheard of among the Flannae. He keeps his beard neatly trimmed. His finely tailored clothes are mainly solid colors with elaborate knot work trim. His armor is glamered to appear as part of his clothing. His enchanted cloak is a masterwork in needlepoint, and he cherishes it greatly.

Gwydion is an Old Lore Bard and part of the College of Canaith. Like many of his colleagues, he serves the nobility of Geoff and the druids of the Old Faith as a diplomat, advisor, and ambassador. Through the years, he has traveled extensively on Geoff's behalf. His adventures even took him to Faerie, where he met his friend Dewdrop, who now accompanies him. He is currently serving as Grand Duke Owen's representative to the Court of the Land in Niole Dra.

Geoff's ambassador to Keoland is the nephew of Melwyn Greatarm, the late Ilwyr of Araul Antherth, which makes him a cousin of the beautiful Ffiona Ebontress. He joined the College of Canaith at an early age and has mastered its instruction, lore, and secrets. He

knows many of the secrets of the Old Faith druids and the Fey, including the use of the Ways of the World. In addition, his connections to nobility and magnetic personality allow him to work the halls of kings and further the goals of the Old Faith and the Grand Duke.

Gwydion wants to be liked and admired. He constantly feels the need to make a positive impression and win people's trust. Fortunately, he is very good at it. He has a way of looking at and talking with a person and making them feel incredibly important. He prefers to reach accords and consensus where everyone is content and accepts the decision. He has difficulty forcing difficult decisions and delivering unpopular news.

Gwydion's need to impress is even more acute when he deals with an attractive woman. His looks and charm turn many heads, and Gwydion certainly does not resist their attentions. Gwydion has not felt the need to settle down, and his frequent romantic liaisons remain liaisons.

But for all of that, Gwydion is a very clever and insightful man. He is wise enough to feel out the wants and needs of a person and then intelligent enough to leverage this information. He is skilled at convincing people that agreeing to his proposals fulfills their wants and needs. He is one of the best diplomats in the College of Canaith and very well respected by his peers.

Tactics: Gwydion is not a melee fighter, and he knows it. But he is incredibly resourceful. He has survived numerous attempts on his life and more forthright battles. He prefers to avoid combat using his bardic abilities, spells, or skills.

If at a disadvantage, Gwydion flees to find allies or negate the advantage. His animal companion has safely carried him from more than one ambush.

In combat, Gwydion uses his abilities wisely. He prefers to cast spells and use his bardic abilities.

He casts *barkskin* and *longstrider* on himself and *greater magic fang* on Quicksilver. With his practiced spellcaster feat, he casts these spells at 10th level. He casts *glitterdust*, *suggestion*, and *Tasha's hideous laughter*, if his foes appear weak-willed. If melee combat is required, Gwydion wild shapes into an animal. He prefers taking the shape of a leopard in combat because he likes the speed. When he is in animal shape and making multiple attacks in one round, he will use his Arcane Strike feat to

sacrifice arcane spells to increase his attack and damage. Because he has the Natural Spell feat, he can cast spells (including his bardic spells) in animal form.

Gwydion uses his wild shape ability in a variety of circumstances. He takes the shape of an eagle when he wants to fly, a baboon when he wants to climb, a dog when he wants to be inconspicuous, and a porpoise when he wants to swim.

Quickstep (druid animal companion): light warhorse; CR --; large animal; HD 7d8+28; hp 63; Init +2; Spd 90 ft.; AC 23, touch 11, flat-footed 21 (-1 size, +2 Dex, +8 natural, +4 chain shirt); Base Atk +5; Grp +13; Atk +9 melee (1d4+4/20, hoof); Full Atk +9 melee (1d4+4/20, 2 hooves) and +4 melee (1d3+2/20, bite); Space/Reach 10 ft./5 ft.; SQ Evasion, devotion, low-light vision, link, scent, share spells; AL N; SV Fort +8, Ref +7, Will +6; Str 18, Dex 15, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4, Survival +5; Endurance, Fleet of Foot, Run.

Tricks: Attack, Come, Home, Defend, Stay, Track.

Possessions: horseshoes of speed, masterwork chain shirt barding.

Dewdrop: female pixie; hp 4; see *Monster Manual* p. 236.

Appendix Six – Rule Changes

New Feats

Energy Substitution (*Complete Arcane*)

Prerequisite: Any other metamagic feat. Knowledge (arcana) 5 ranks

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy-substituted spell uses a spell slot of the spell's normal type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Practiced Spellcaster (*Complete Arcane*)

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class is increased by 4. This benefit cannot increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

A character with two or more spellcasting classes (such as a bard/sorcerer or ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class.

Quicken Spell-like Ability (*Monster Manual III*)

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: The creature can use one of its spell-like abilities as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke attacks of

opportunity. The creature can perform another action – including the use of another spell-like ability – in the same round that it uses a quickened spell-like ability. The creature can use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (rounded down) –4. For a summary, see the table below. For example, a creature that uses its spell-like abilities as a 15th level caster can only quicken spell-like abilities duplicated spells of 3rd level or lower. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes attacks of opportunity unless otherwise noted.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

New Spells and Invocations

Arctic Haze (*Frostburn*)

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Effect: Fog spreads in a 30-ft. radius 20-ft. high

Duration: 10 min./level

Saving Throw: Fortitude half

Spell Resistance: No

A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point. The fog obscures all sight, including darkvision, beyond 5 ft. A creature 5 feet away has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't see to locate the target).

In addition, the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.

A strong wind (21+ mph) disperses the fog in 4 rounds; a severe wind (31+ mph) disperses the

fog in 1 round. Dispersing the fog in this manner, however, causes damage to those within its area as the icy shards whip past. A strong wind causes 4 points of damage per round (half cold); a severe wind causes 8 points of damage (half cold).

Bands of Steel (*Complete Arcane*)

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Str DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Str check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocked.

Blood Snow (*Frostburn*)

Transmutation [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Area: 20-ft. square of snow/level

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must cast this spell on a snow field. You corrupt an area of fallen snow, imbuing it with negative energy. Each round, a creature in contact with blood snow must succeed on a Fortitude save or take 1d2 points of Constitution drain. In addition, anyone failing a saving throw is nauseated for the duration of the spell.

Boreal Wind (*Frostburn*)

Evocation [Cold]

Level: Bard 5, cleric 5, druid 4, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400-ft. + 40-ft./levels)

Effect: Gust of wind (20 ft. wide, 20 ft. high) emanating out from you to the extreme of the range

Duration: 1 round + 1 round/2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. As a stronger form of *gust of wind*, this boreal wind automatically extinguishes candles, torches, and similar protected or unprotected flames, including lanterns. Large fires (such as bonfires, a blacksmith's coals, or even a house fire) have a 50% chance to be extinguished by the boreal wind. Forest or grassland fires are too large to be extinguished by this spell.

All creatures caught in the area take 1d4 points of cold damage per caster level (maximum 15d4 points of damage). A successful Fortitude saving throw negates the gust's effects. Those that fail the save are pushed away from the caster a distance of 3 feet per caster level. Creatures that remain in the area past the first round must make an additional saving throw each round.

A *boreal wind* can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, overturn tents, and blow down small huts, scuttle a small boat, and blow gases or vapors to the edge of the range.

The wind can change direction if you actively direct it (a move action for you); otherwise, it merely blows in the same direction.

Column of Ice (*Frostburn*)

Conjuration (Creation) [Cold]

Level: Druid 3, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./2 levels)

Effect: One column of ice, 10-ft. radius and 5 ft./level in height

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: No

A column of ice rises from the ground, lifting any object or creature (including you) standing in the area into the air. Creatures making a Reflex saving throw can choose to avoid the column. Moving or fighting atop the ice column requires a DC 10 Balance check. Those who fail fall prone and must immediately succeed on a DC 12 Reflex saving throw or slip off the column, taking commensurate falling damage.

Creatures atop the column as it rises may be smashed against the ceiling or other overhead obstructions, which deals 4d6 points of damage.

Magical Ice Column: 10 feet thick; hardness 16; hp 160; break DC 90; Climb DC 30.

Arcane Material Component: A 2-inch rod of ice.

Entomb (Frostburn)

Evocation [Cold]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Area: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

An *entomb* spell traps living creatures in a block of ice, suffocating them. The spell entraps the target with a thick layer of ice from head to toe. Those that make a successful Fortitude saving throw can shake off the ice immediately though they still take 6d6 points of cold damage. If the creature fails its saving throw, it is held within the ice and immediately begins to suffocate per the drowning rules (see page 304 of the *Dungeon Master's Guide*). In addition, the creature takes 2d12 points of cold damage and 1 point of Constitution damage per round from contact with the ice.

Other than attempting to escape, creatures entombed can perform actions that only require mental or verbal activity.

Escaping from the ice block requires a DC 20 Strength check or the application of 20 points of fire damage.

Material Component: A clear gemstone with a minimum value of 500 gp.

Flesh to Ice (Frostburn)

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert ice sculpture. If the sculpture resulting from this spell is broken, melted, or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*. Only creatures made of flesh are affected by this spell.

Material Component: Water and a drop of blood.

Freezing Fog (Complete Arcane)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Effect: Fog spreads in 20-ft. radius, 20-ft. high

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

A bank of freezing mist billows out from the point you designate, obscuring all sight (including darkvision) beyond 5-ft. Creatures in the first 5 feet of the mist have concealment while creatures farther inside have total concealment.

Each round on your turn, the frigid mist deals 1d6 points of cold damage to each creature and object within it. The *freezing fog* is so thick that any creature attempting to move through it progresses at a maximum speed of 5 feet (regardless of its normal speed) and takes a –2 penalty on all melee attack rolls and damage rolls and a –6 penalty on ranged weapon attack rolls (but not ranged spell attack rolls). A creature or object that falls into the fog from above is slowed, so that each 10 feet of mist it passes through effectively reduces overall falling distance by 10 feet.

Freezing fog also coats all solid surfaces in its area with a slick, icy rime, and on your turn each round, each creature in the area of the fog must

make a successful Reflex save or fall. A creature that manages to stand must make a DC 10 Balance check in order to move, falling if it fails its save by 5 or more. Creatures in a *freezing fog* can't take a 5-ft. step.

A severe wind (31+ mph) disperses the cloud in 1 round. The spell does not function underwater.

Freezing Glance (*Frostburn*)

Enchantment [Cold]

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./2 levels)

Effect: One living creature

Duration: 1 round/level; see text

Saving Throw: Will negates

Spell Resistance: Yes

Your eyes become wintry tombs that destroy the spark of life in those who meet your stare. Each round you may target a single living creature. It must make a Will saving throw or be frozen in place.

Frozen creatures cannot move, attack, cast spells, or defend themselves; they are considered immobile, losing shield and Dexterity bonuses to Armor Class and taking a further -4 penalty to Armor Class. Frozen creatures are entitled to an additional saving throw if attacked, but this provides no immunity to the gaze. A creature that has been immobilizing with a freezing glance, then restored to motion after an attack, can still be the target of the same freezing glance in a later round.

Though the gaze attack ends rather quickly, frozen creatures remain immobile for 1 minute per level. In some cases, this can cause serious damage through exposure to the elements.

Frostfell (*Frostburn*)

Transmutation [Cold]

Level: Druid 8, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 round

Range: Medium (100-ft. + 10-ft./level)

Area: 20-ft. cube/level

Duration: 1 hour/level

Saving Throw: Fortitude partial; see text

Spell Resistance: See text

The area you designate becomes a frigid and icy environment, immediately dropping the

temperature by 3 temperature bands. For example, if the temperature is moderate, it drops to extreme cold (see page 9). If the new temperature is below the cold band, all water is turned to ice and all earth and stone becomes everfrost to a depth of 10 feet per caster level. Air within the area freezes, resulting in a heavy snowstorm lasting for the duration of the spell. Snow accumulates only if the ground temperature is below the moderate band.

Living creatures caught within the area when the spell is cast instantly turn to ice (as per the flesh to ice spell). If a creature successfully saves, *frostfell* deals 1d6 points of frostburn damage per caster level (maximum 20d6). Creatures entering the area after the spell has been cast do not take this damage; however, all creatures in the area are subject to the normal effects of cold, snow, and ice for the durations of the spell.

Objects in the area, including those held by creatures, are instantly covered in a thin layer of frost, making them slippery. When a creature uses a frosted item (a weapon, lockpicks, a potion, and so on), it must succeed on a DC 10 Dexterity check or it drops the item before it can be used.

Cold spells cast within the area gain a +1 caster level. Multiple *frostfells* may be cast into the same area to increase the effects (dropping the temperature by an additional 3 bands). The temperature band cannot be dropped below unearthly cold, no matter how many times *frostfell* has been cast.

Arcane Material Component: A pinch of dust and a few drops of water.

Ice Darts (*Frostburn*)

Conjuration (Creation) [Cold]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./2 levels)

Effect: One or more ice darts

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A sharp, transparent icicle shoots from your fingertip. You may fire one dart, plus one additional dart for every two levels beyond 3rd (to a maximum of five darts at 11th level). Each dart requires a ranged touch attack to hit and deals 2d4 points of damage, half of which is cold damage.

Imbue Familiar with Spell-like Ability (Complete Arcane)

Universal

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of *imbue familiar with spell ability* have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

The spell can be dispelled; if this spell fails, the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells but regains it again if it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Lesser Acid Orb (Complete Arcane)

Conjuration (Creation)[Acid]

Level: Sorcerer/Wizard 1, War Mage 1

Components: V, S

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One Orb of Acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid 2 inches across shoots from your palm at its target, dealing 1d8 points of damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold (Complete Arcane)

Conjuration (Creation)[Cold]

Level: Sorcerer/Wizard 4, War Mage 4

Components: V, S

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One Orb of Cold

Duration: Instantaneous

Saving Throw: Fortitude Partial

Spell Resistance: No

An orb of cold 3 inches across shoots from your palm at its target, dealing 1d6 points of cold damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes blinded for 1 round. A successful Fortitude saves negates the blinded effect but does not reduce the damage.

Phantom Assailants (Complete Arcane)

Illusion (Phantasm) [Fear, Mind-affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 4 points of Wisdom damage and 4 points of Dexterity damage (2 points each on a successful Fortitude save). If the subject of

a phantasmal assailant succeeds in disbelieving and is wearing a helm of telepathy, the spell can be turned back upon you with the same effect.

Prismatic Ray (*Complete Arcane*)

Evocation

Level: Sor/Wiz 5, warmage 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect (see the accompanying table).

Prismatic Ray

1d6	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)

Sword of Darkness (*Complete Arcane*)

Necromancy [Evil]

Level: Sor/Wiz 7, wu jen 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Effect: Black blade of negative energy

Duration: 1 round per level (D)

Saving Throw: None

Spell Resistance: Yes

This spell functions as *sword of deception*, except you cause a black blade of pure negative energy to appear and attack opponents at a distance, as directed by you. A *sword of darkness* bestows one negative level on each successful hit against a living creature, threatens a critical hit on a roll of 19-20, and bestows an additional negative level on a critical hit. Negative levels usually have a chance of permanently draining the subject's levels, but the negative levels from *sword of darkness* don't last long enough to do so. However, if the subject gains at least as many negative levels as it has Hit Dice, it dies.

If the sword strikes an undead creature, it grants that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) that last for up to 1 hour.

Material Component: A katana, bastard sword, or longsword, which is shattered against a stone while casting the spell.

Reciprocal Gyre (*Complete Arcane*)

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 points of damage (Will save for half). In addition any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted

spell effects can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material component: A tiny closed loop of copper wire.

Unluck (Complete Arcane)

Divination

Level: Bard 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls), two separate rolls are made and the worse results applied.

A creature carrying a stone of good luck is immune to the effect of unluck, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

Zone of Glacial Cold (Frostburn)

Conjuration [Cold]

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100-ft. + 10-ft./level)

Effect: 20-ft. radius

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No

You create a zone of icy cold within the spell's area, dealing 1d6 points of cold damage per round.

Arcane Material Component: A snowball.

Appendix Seven – Plane of Time

The Plane of Time (Temporal Energy Plane) has the following traits based upon the traits presented in the *Manual of the Planes*, p. 208-210.

Access: Portals to the Plane of Time only appear at certain times, when the two moons of Oerth are in specific positions. The portals form in remote, wild locations, far from civilization. The portals require a portal key (a series of chords played in succession) to open.

Subjective Directional Gravity: Travelers choose their own down just as they would on the Elemental Plane of Air, although this does little good when caught in a windstorm. However, the gravity for the Clockworks is already determined and downward is away from the Eternal Circle.

Erratic Time and Timeless: The Temporal Energy Plane is timeless with regard to such mundane matters such as hunger, thirst, and sleep. It has the erratic time trait compared to the Material Plane, however. When characters leave the Plane of Time, check how much time has passed in the Material Plane during their sojourn using the *Erratic Time Effects Table* (see **Appendix Eight**).

Even a few hours on the Temporal Energy Plane may turn into weeks away from the Material Plane, and long-term visitors (or prisoners) may find themselves exiled from their home time line, never to return.

Infinite Size: At the very least, the Temporal Energy Plane is as large as the Material Plane.

Alterable Morphic: Objects remain where they are unless affected by physical force or magic.

No Elemental or Energy Traits: The Temporal Energy Plane is neither positive- nor negative-dominant. However, parts of its eternal windstorm may have either the minor positive-dominant or the minor negative-dominant trait.

Enhanced Magic: Spells and spell-like abilities that have time-based effects, including such spells as haste and time stop are extended (as the Extend Spell feat). Spells and spell-like abilities that are already extended are unaffected by this trait. A time stop spell is particularly useful on the Temporal Energy

Plane because it creates a bubble around the user that protects against the effects of the dust-laden winds. Such a bubble then drifts across the plane.

Limited Magic: Spells that affect wind and weather do not affect the winds on the Temporal Energy Plane. These winds are moved not by natural causes, but by the relentless advance of entropy through the cosmos.

Because the Plane of Time does not connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Temporal Energy Plane. These spells include, but are not limited to: *astral projection, blink, dimensional anchor, dimension door, ethereal jaunt, etherealness, greater shadow conjuration, greater shadow evocation, Leomund's secret chest, shades, shadow conjuration, shadow evocation, shadow walk, summon monster (i-ix), summon nature's ally (i-ix), summon swarm, teleport, teleportation circle, teleport without error, and vanish*.

Movement and Combat: The normal rules for combat on the Plane of Time do not apply as long as the PCs remain in the Clockworks.

Winds of Time: The greatest immediate danger on the Temporal Energy Plane is the eternal wind that sweeps through it, billowing with the dust that used to be worlds, leveled by the power of time. The Winds of Time do not affect characters in the Clockworks.

The wind blows medium creatures 1d6x10 feet (and small or smaller creatures 2d6x10 feet) and the dust carried with the wind can suffocate unprotected characters. See *Dungeon Master's Guide* pg. 304. Note that the PCs do not suffer from the Winds of Time while walking on the minute hand or when they are inside the Clockworks.

Appendix Eight

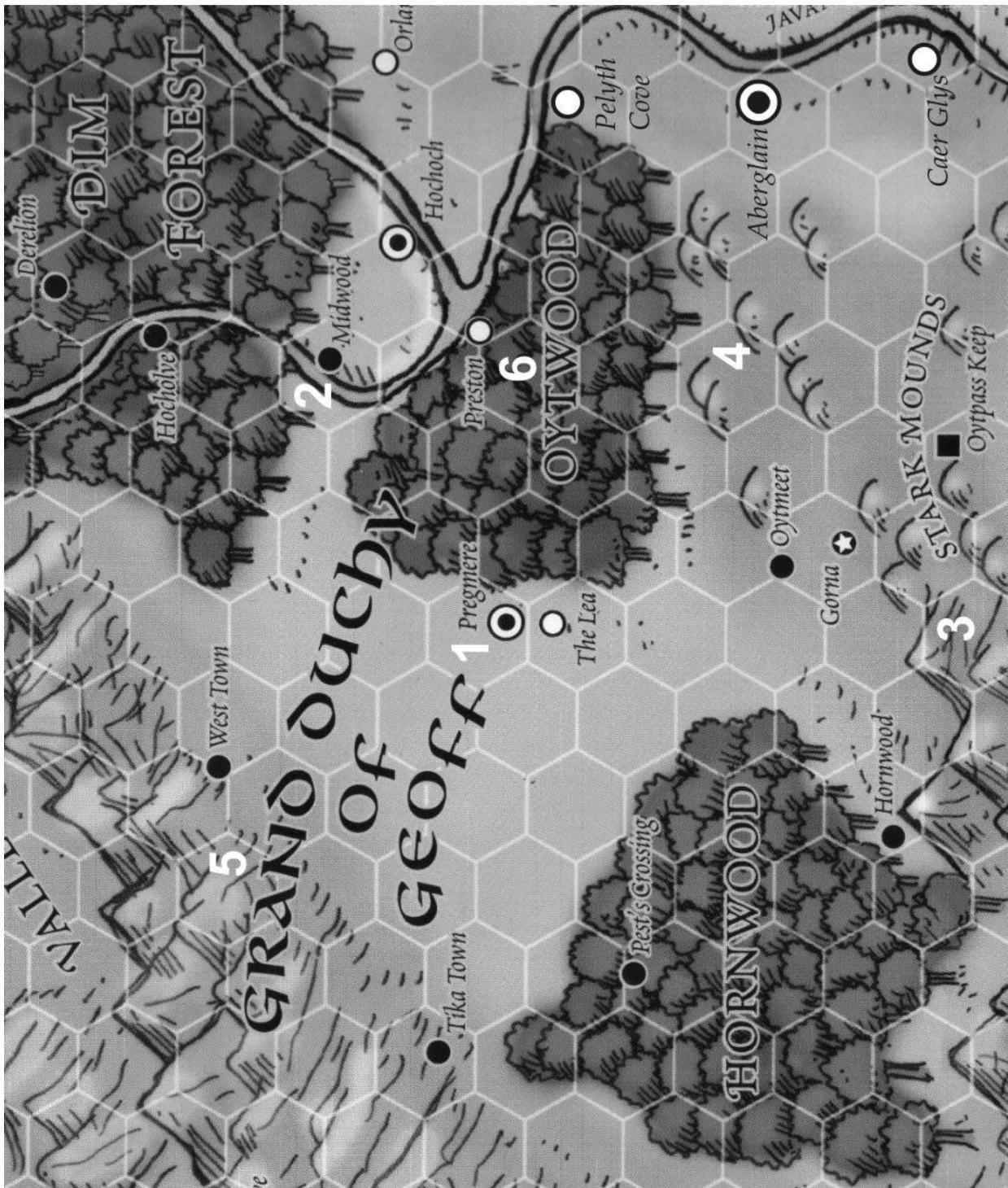
Ask the PCs how they intend to move down the path. Any form of movement faster than double move requires a roll on the erratic time chart below.

d10 Roll	Erratic Time Effects		
	Movement	Actions	Spell Durations
1	5 ft.	Limited to a single action	Advance 6 hrs.
2	Normal	Normal	Advance 6 hrs.
3	Normal	Limited to a single action	Unchanged
4	5 ft.	Normal	Unchanged
5	Normal	Normal	Unchanged
6	Normal	Normal	Unchanged
7	+30 ft*	Normal	Unchanged
8	Normal	One additional action is gained	Unchanged
9	Normal	Normal	Advance 6 hrs.
10	+30 ft*	One additional action is gained	Advance 6 hrs.

* When movement is extended, the PC must move the entire distance. For example, a PC with a 30-ft. move rolls a 7 on the table above. The PC's movement is now 60 ft. If the PC takes a move action, he must move the full 60 ft.; he cannot move less than that. Thus the PC cannot take a 5-ft. step.

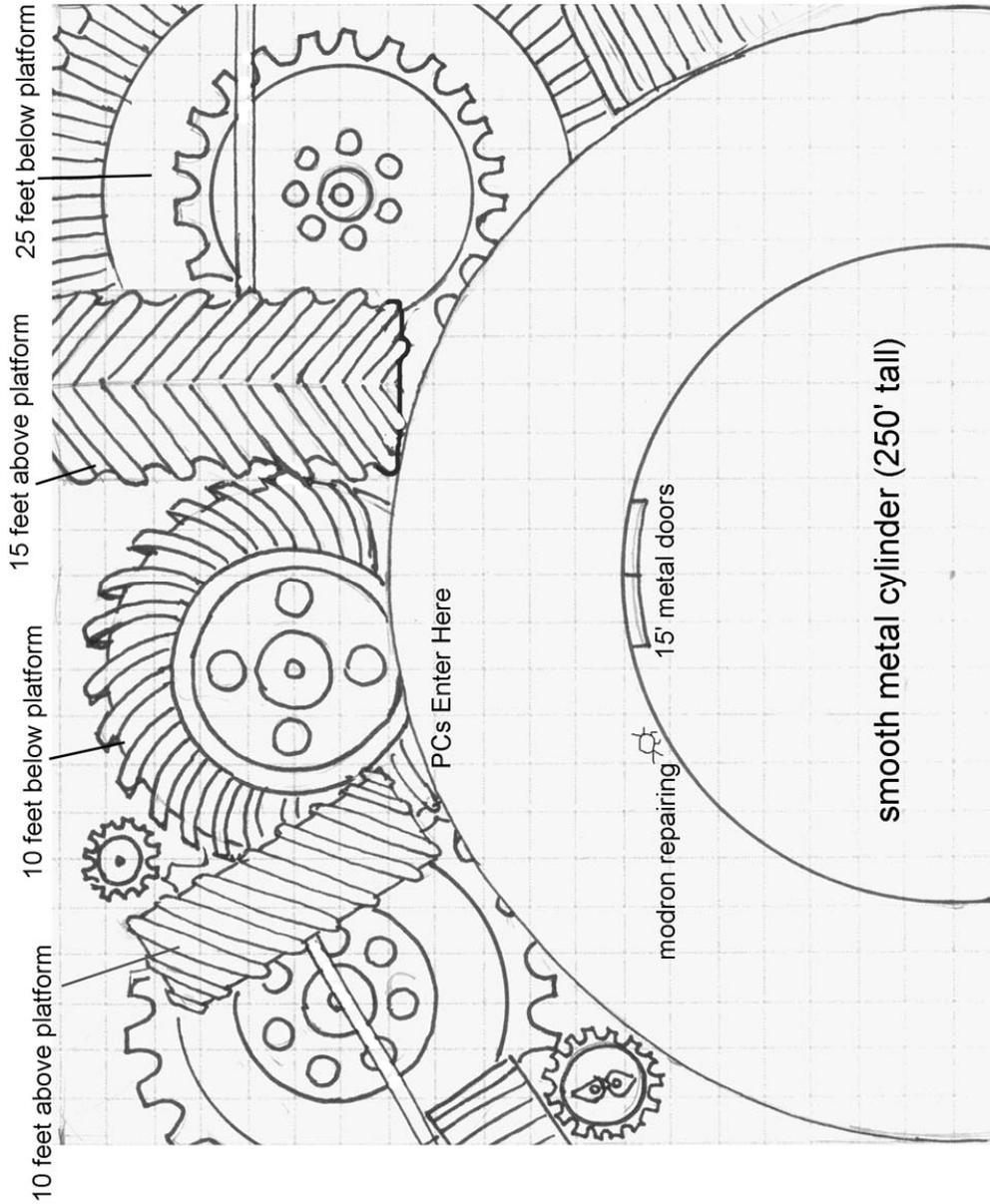
The effects on this table last until the PC's next turn.

Judge Aid #1

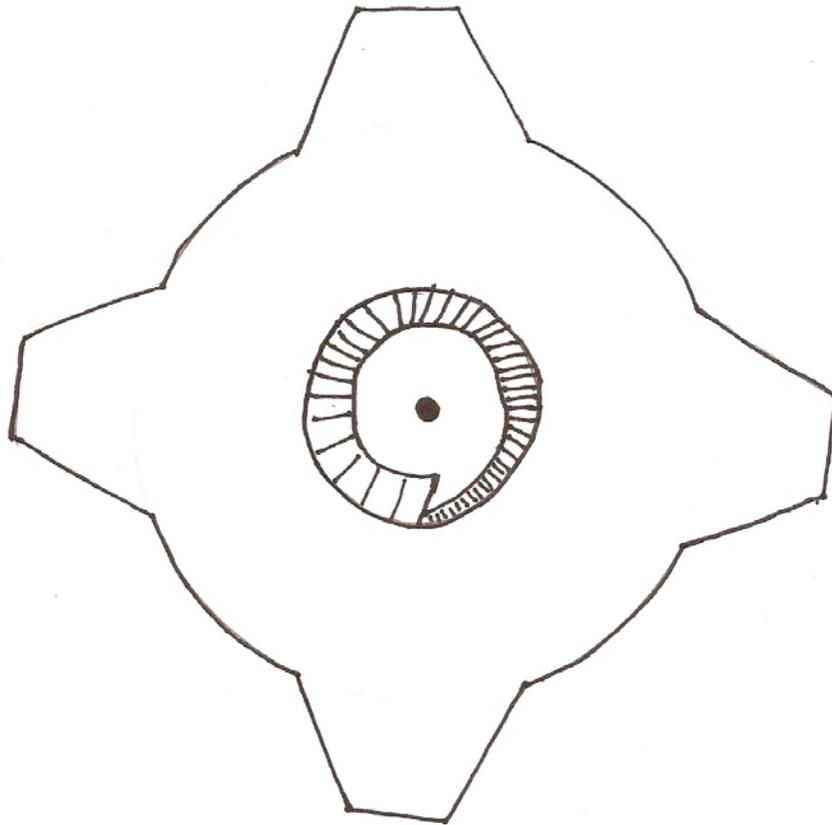


Judge Aid #2

Clockworks Shaft



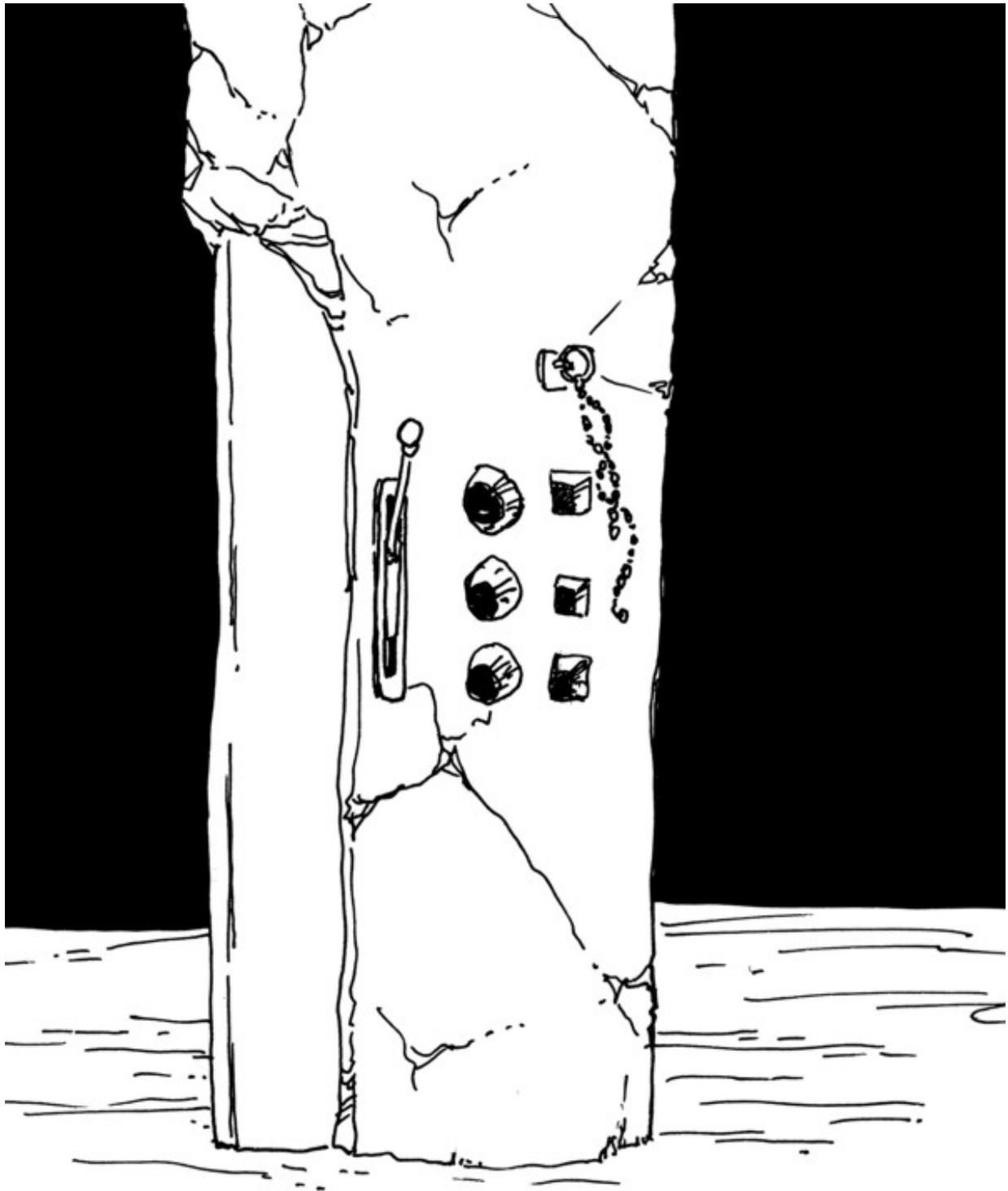
Judge Aid #3



Player Handout #1

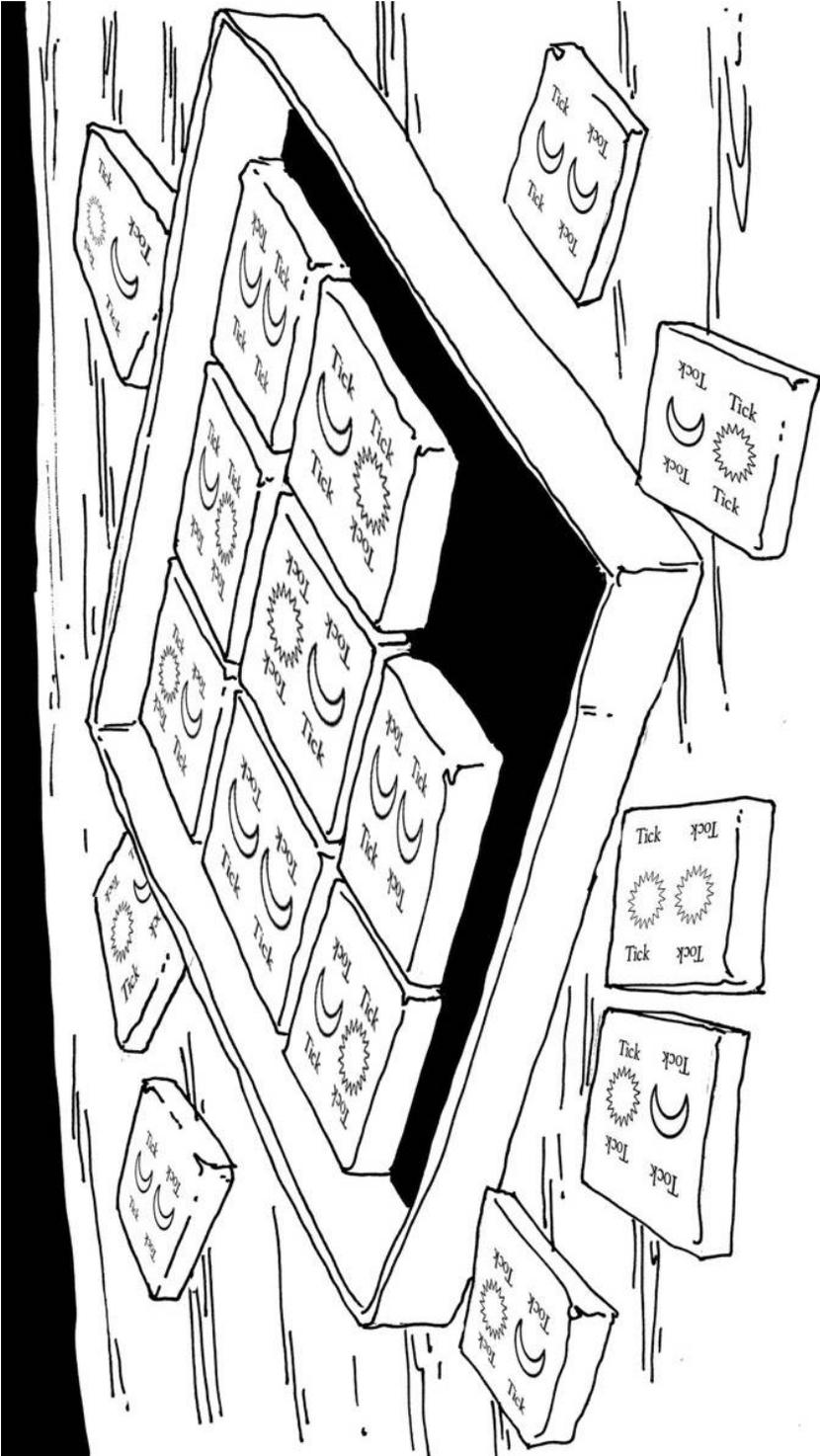
- 1) What method did you use to gain access to the Temporal Energy Plane?
- 2) What other methods of entry did you observe?
- 3) Did you notice boundaries within the Temporal Energy Plane? Or did it seem to go on forever?
- 4) Describe any terrain features observed.
- 5) Describe any inhabitants observed.
- 6) List any organized political structures or cultural items of note.
- 7) List any erratic time effects observed and what triggered them.
- 8) What impact did the Temporal Energy Plane have on the use of arcane or divine magical energies?
- 9) Did the Plane demonstrate any positive or negative energy traits?
- 10) Describe the effects of the "Winds of Time" and how strong they were.
- 11) What manifestations of temporal energy or "time" did you observe?
- 12) Note any other unusual items of note.

Player Handout #2



"Missing Time" by David Esbri

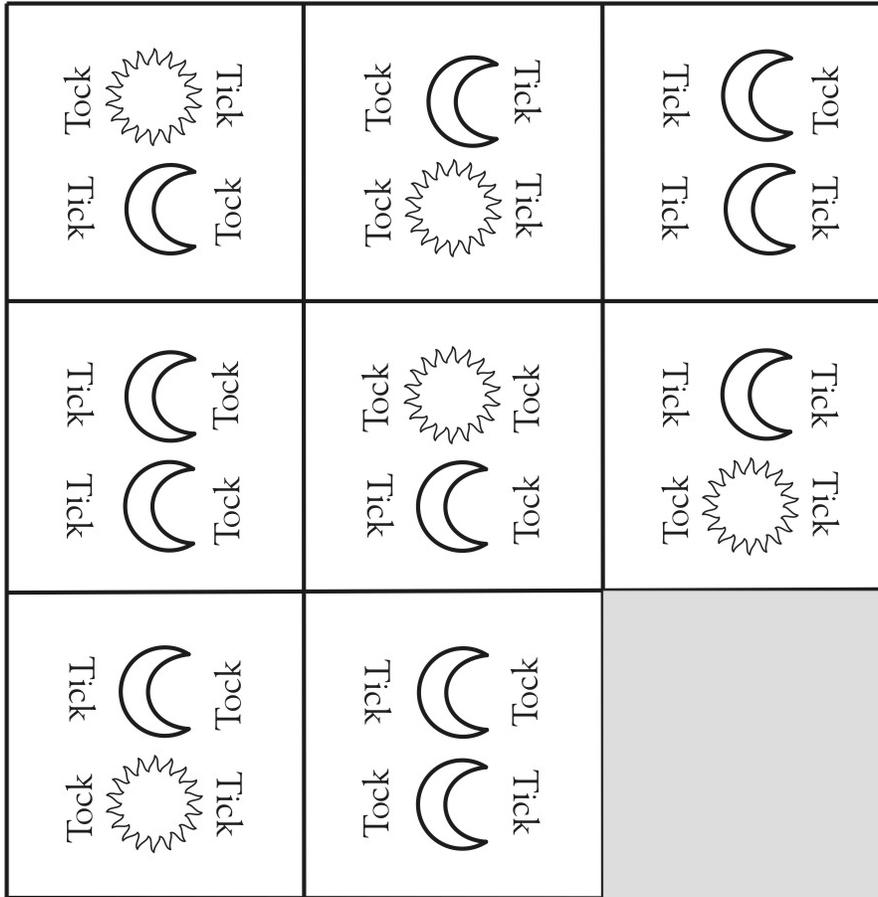
Player Handout #3



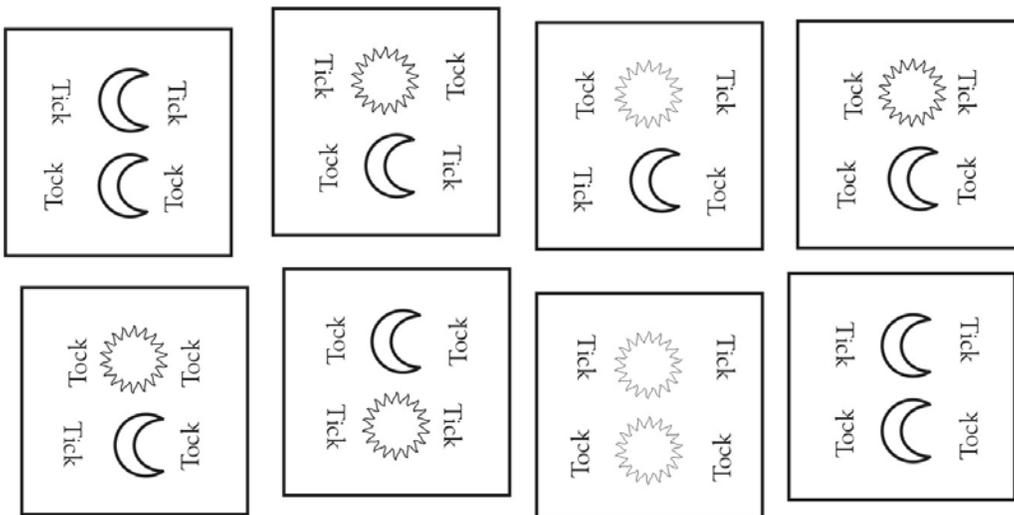
“The Puzzle Lid” by David Esbri

Player Handout #3 Continued

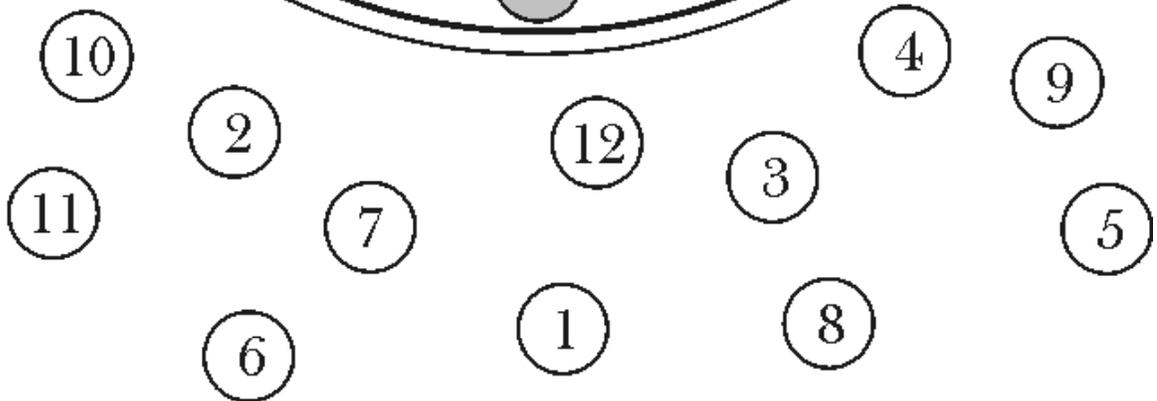
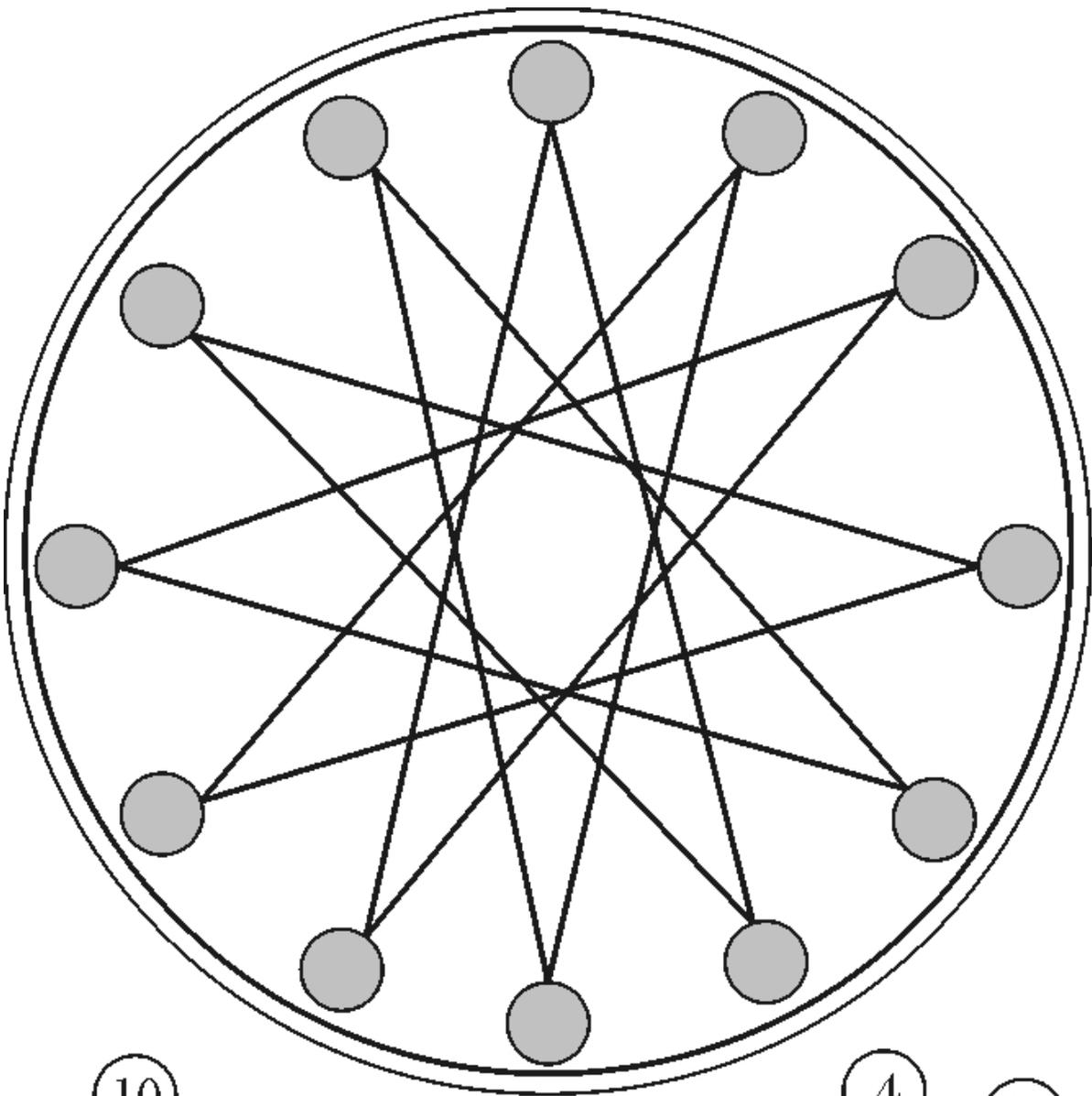
Design on the lid of the chest.



Tiles Scattered on the Workbench



Player Handout #4 Continued





"The Queen in Solitude" by David Esbri



"Portrait of the Queen of Dark Winter" by David Esbri

Critical Events Summary

One of the benefits of playing this adventure at the convention when it premieres is that your actions count toward the official results of this adventure. This adventure GEO5-07 *Bound in Clockwork* premieres at HochCon 2005. If you are playing at the premiere, please fill out this form and return it to the Geoff Triad at the convention.

Judge Name: _____

Judge RPGA number: _____ Slot #: _____

Did the party release Queen Maeve or leave her bound?

(Release / Bound) (circle one)

If they left her bound, did the party break the chain or remove it?

(Break / Remove) (circle one)

Did the party kill the frost giant wizard, Arbrazzar?

(Yes / No) (circle one)

Did the party kill Fjærde, Prince of Storms?

(Yes / No) (circle one)

Include the completed Player Handout #1 if the PCs desire to gain Aedan's favor.

Judge Notes: (please list any noteworthy actions taken by the PCs, if any)