



# Wicked

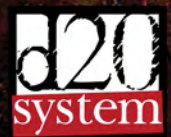
FANTASY FACTORY



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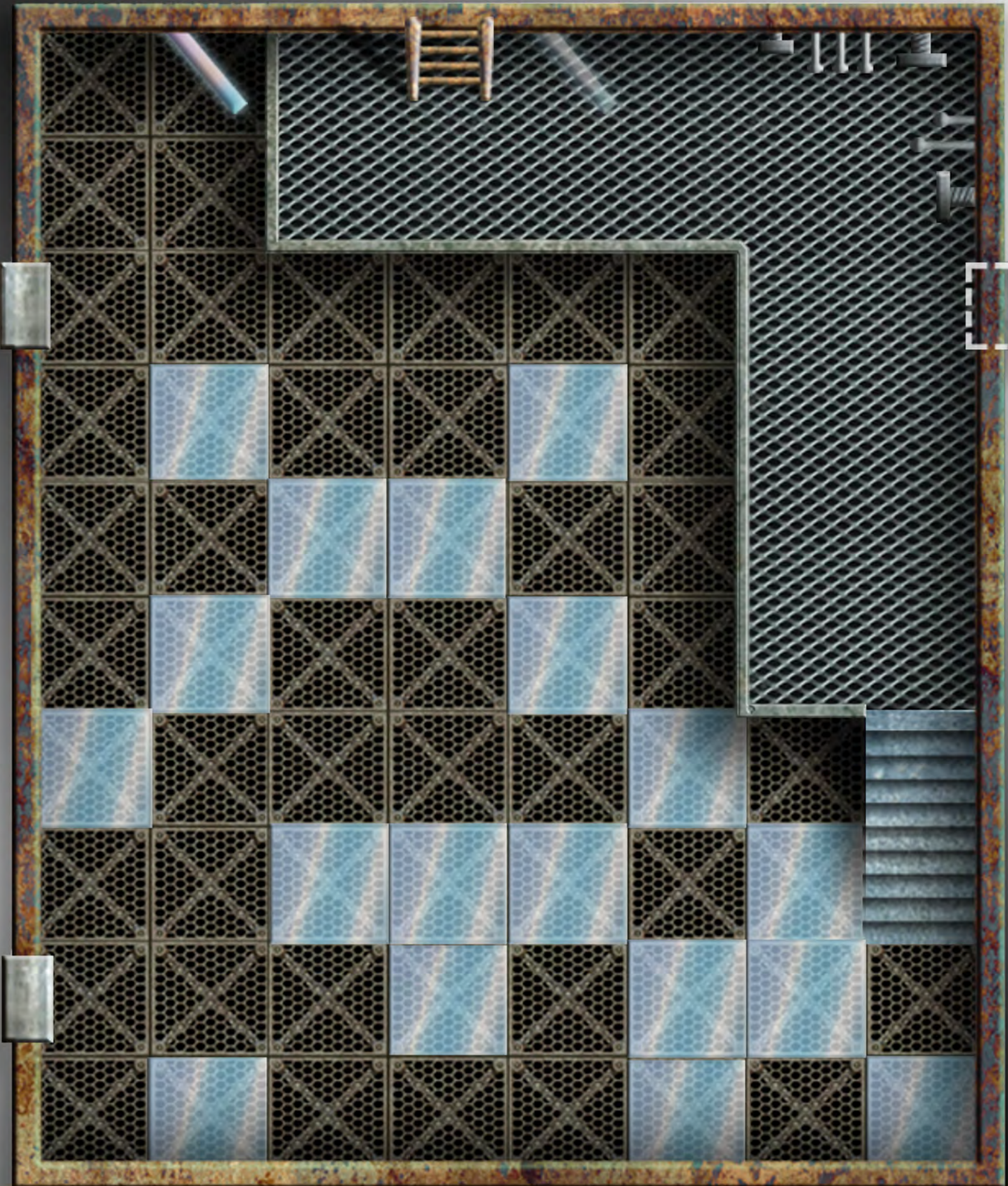
## AGAINST THE IRON GIANT

A LEVEL 3 ADVENTURE



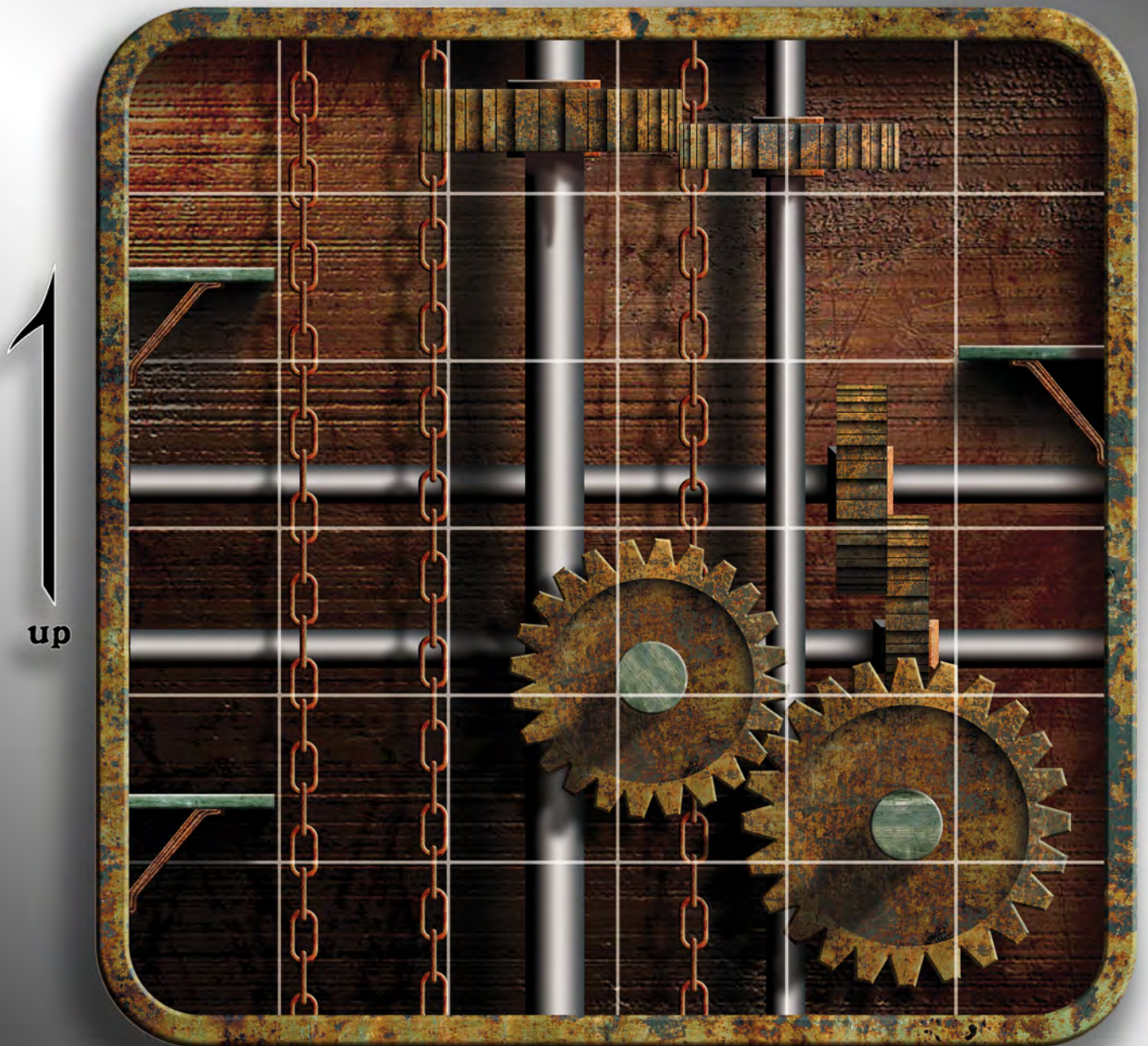


# Area 2-2 Battle Map





# Area 7-3 Battle Map



**NOTE: This is a cross-section. Miniatures maneuver vertically rather than horizontally.**



# AGAINST THE IRON GIANT

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AGAINST THE IRON GIANT

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# INTRODUCTION

Your adventures are already exciting. Characters explore dungeons, crush monsters, and score loot. But maybe you want your adventures to be more. Maybe you want adventures that are over-the-top, in-your-face, BADASS THRILL RIDES! Maybe you want adventures that are things of LEGEND! Maybe you want adventures that are WICKED SICK! That's what Wicked Fantasy Factory gives you: axes hacking, spells exploding, and blood spewing. Don't just crawl through dungeons — make them sorry they ever met you!

*Against the Iron Giant* is a Wicked Fantasy Factory adventure for four to six heroes of 2nd–4th level. The party's total levels should be 12–18. All characters will have a good time in this adventure; the party should include at least one healer (like a cleric) and one or two characters with serious combat potential (fighters, barbarians, paladins, and so forth). Characters with an interest in ancient lore will find morsels to tickle their intellectual taste buds.

Though it's designed for characters of around 3rd level, you can easily adjust the adventure to challenge heroes of higher or lower level. See the "Adjusting the Challenges" sidebar for ideas.

**Adventure Summary:** In *Against the Iron Giant*, the heroes confront a gigantic, iron-shod, town-crushing, monster-smashing war machine. The Iron Giant, long dormant beneath the earth, is awake again. The driven Rayne Darklin now controls the Iron Giant from within, and the enormous construct contains an army of cultists and hired guns as well as defenses and traps almost as old as the world. The heroes sneak into the Iron Giant and battle their way through the great construct, finally putting the hurt to Rayne in the giant's mechanical brain.

## ADVENTURE BACKGROUND

Several years ago, Rayne Darklin was a fiery young student newly enrolled at one of the world's few schools for higher education. She studied to become a cleric of a good and lawful god, planning to move out into the world to defeat his enemies and preach his word.

Rayne was quickly disillusioned. The teachers and the ideas they taught seemed uptight and overly strict, focusing more on the letter of the deity's doctrines than the spirit in which they were given. Rayne's parents pressured her, though, so she suffered through the courses in growing dissatisfaction.

One day about a year ago, one of Rayne's teachers returned from an expedition abroad. Rayne overheard him telling a colleague that he had discovered something that both excited and frightened him; he would not say what it was; only that he would keep it hidden for now. Curious and chafing at authority, Rayne broke into the teacher's secret vault. The only item within was a stone chest. Within that chest were crackling pieces of parchment that Rayne could read only with the help of a magic scroll. They told a story that had her reading, awestruck, even as her candle winked out.

The parchment pieces were from a manuscript so ancient it was a wonder they had not deteriorated — they must have been mag-

ically preserved, and still they flaked and broke in her hands. The manuscript stated that, when the world was newly formed, the "First God" created a great construct of deific proportions. Similar in some ways to a golem on a godlike scale, this new construct god was called the Cosmic Guide. The First God created the Cosmic Guide to oversee and guide the world. While the Cosmic Guide was not actually sentient, its instructions were so complex that it seemed hyperintelligent.

The First God disappeared, and the Cosmic Guide served its function well for a long time. However, eventually living beings grew resentful of this artificial caretaker. In addition, the later gods — including the "good" god whom Rayne was learning to follow — grew envious of the Cosmic Guide's power and prestige. The gods and their priesthoods organized to overthrow the Cosmic Guide and erase all knowledge of its existence. The Cosmic Guide wasn't programmed to deal with this eventuality, and so capitulated easily.

The Cosmic Guide's followers were not so easily dismissed. Centuries of persecution and bigotry passed before the other gods' priesthoods were satisfied that they had wiped out the Cosmic Guide's followers. However, unbeknownst to them, many of those followers' sacred writings remained, hidden. Thousands of years later, Rayne Darklin held just such a document in her hands.

In addition to discussing this mythology, the ancient writings offered proof of its veracity: the ancient followers of the Cosmic Guide had built a gigantic construct supposedly in its image. Called Shak'vanna-ron, or the Iron Giant, it was a combination golem and fortress. While it resembled a colossal humanoid composed of dark gray metal, its inside was hollow, allowing creatures to live within and control its movements. It was an enormous war machine, a mobile fortress of incredible power.

The ancient documents also gave clues as to where the Iron Giant was hidden: buried deep in the chasms of an alpine mountain range.

Rayne stole the writings and took them to her friends and fellow students Minh Alaya and Shan Shalutch. Her friends were just as bitter as she about the priesthood. The three women then recruited to their friend Ix Revon, a scoundrel and rogue who roamed the city and did his best to flout the law and authority figures whenever possible. All four were disillusioned and, to various degrees, horrified at what they considered the ancient perfidy of the gods they now worshiped.

It was time for a change. They would uncover the Iron Giant and return it to wakefulness. They would use it to expose the gods' ancient deception and bring back worship of the Cosmic Guide — with themselves as its high priesthood. They had become clerics of the Cosmic Guide.

They accomplished the first part of their plan. With help from the ancient writings and years of effort, they discovered the Iron Giant, unearthed it, and rekindled the arcane magic that animated it. Along the way, they discovered a tribe of orcs in the mountains where the Iron Giant was hidden. The orcs had seen the giant, buried deep in the caverns, and (correctly) believed it to be an ancient relic of divine importance. Their wise men wore armor reminiscent of the Iron Giant, and the tribe was more ordered and disciplined than most. After some initial misunderstandings, the orcs joined the growing cult and added their muscle to the clerics' wisdom.

*Continued on page 5...*



# JUICE UP YOUR GAME!

Wicked Fantasy Factory adventures are like other adventures, but with *XTREME!!* added in big, red, underlined letters. Send your game blasting to the next level with the following (optional) components!

## PHAT LEWT!

All WFF adventures have awesome loot scattered throughout, but only one piece of *phat lewt*, somewhere in the adventure — maybe in the boss's stash, maybe in some secret room. This piece of phat lewt is — wait for it — worth at least as much as the rest of the adventure's treasure combined! Yes, that's right: WFF adventures provide *double* the normal amount of treasure compared to your standard adventure, and half that loot is wrapped up in a single item. That means there's at least one crazy-cool piece of loot in each adventure, and it also means that GMs can easily remove the phat lewt if they prefer adventures of a poorer nature.

## FINISH HIM!

You chop the monster. It dies. Cool, but how much cooler would it be if you planted a foot on its chest, ripped out its arms, and golf-clubbed it out of the dungeon?

In WFF adventures, heroes have *finishing moves*. Each hero gets to make up his own finishing moves. Here's what you need to know about them:

- ✦ The most important thing about finishing moves is that they are flashy and over-the-top. Think video games in which you dismember, decapitate, and explode your opponent — and seven rib cages clatter from the sky. You want your finishing move to strike terror into your enemies; to make even the staunchest dragon piddle its scales when it sees you tear out its ally's intestines, or incinerate its head with a blast of fire, or plug arrows into — BAM! BAM! BAM! — both eyes and its crotch.
- ✦ A finishing move is a separate sort of attack. It is completely different than your skills, feats, proficiencies, and everything else. It is independent of your weaponry and your specific spells. You can create a finishing move that uses your weapons or spells if you like, of course, but you can also create finishing moves in which you do interesting things without them. (See below for some examples.)
- ✦ When can you use a finishing move? You can attempt a finishing move only once per combat. Other than that, you can attempt it whenever you like, but if it doesn't take out your opponent (i.e., if you fail), you screw it up somehow and probably wish you had just swung your sword in the time-honored tradition.
- ✦ What if you succeed on your finishing move? You destroy your enemy in some gruesome, impressive, and/or awe-inspiring way. And you get bonus XP!
- ✦ How do you know when to use your finishing move? In a WFF adventure, the GM should let you know when an enemy is nearing finishing move range. He should say, "This guy's looking pretty woozy!" or "You could probably bring

the pain to this guy!" or maybe "Finish him!" The general rule of thumb is that the GM should let slip this information when the bad guy is down to about 10% of his hit points. Of course, if you think you can take him out before this point, you're welcome to try your finishing move at any time.

- ✦ Finishing moves work the same way on all monsters, no matter if they're incorporeal, ethereal, or whatever. Even if your finishing move doesn't incorporate a magic weapon, you do not suffer a miss chance against these creatures.

## INVENTING YOUR FINISHING MOVE

The first step is to decide what your finishing move looks like. Remember: flashy, gruesome, and over-the-top! Remember that you might have to use it on creatures with various anatomies, so make sure it's versatile, or invent a different one for different creature types (or just variants on your primary move). Also remember that your finishing moves don't have to involve the weapon you normally wield or the spells you normally cast — or, in fact, any weapon or spell at all.

Then, determine whether your finishing move is *melee*, *ranged*, or *magic*. The answer should be obvious, since you've already decided what it looks like.

## PERFORMING YOUR FINISHING MOVE

A finishing move is a full-round action that does not provoke attacks of opportunity. To perform it, follow these steps:

1) Select the target. If your finishing move is a melee move, the target must be within your melee reach. If your finishing move is ranged or magic, you must have line of sight to the target, and it must be within 30 feet.

2) Roll a d20. Add the following:

- ✦ If you have a melee finishing move, add your base attack bonus + your Strength bonus. (If you have Weapon Finesse, you can instead add your Dexterity bonus.)
- ✦ If you have a ranged finishing move, add your base attack bonus + your Dexterity bonus. If the target has cover from you or is in melee, your roll takes the appropriate penalties — but Precise Shot and similar feats can help you overcome these, as normal.
- ✦ If you have a magic finishing move, add your (highest) caster level + your key spellcasting ability (Intelligence, Wisdom, or Charisma).

Note that you don't get to add bonuses for magic weapons, Weapon Focus, and so forth on this roll!

3) If your total is greater than or equal to the bad guy's AC, you might take him down! (Note that the bad guy might benefit from cover and/or concealment, however.) Roll a number of d6 equal to half your character level, rounded up. (For example, a 3rd-level hero rolls 2d6. A 10th-level hero rolls 5d6.) If your total is greater than or equal to the number of hit points the target has remaining, your finishing move is successful. Describe it in gory detail!



(Note: Yes, even magic finishing moves must beat the bad guy's AC, primarily because it's just easier if all finishing moves follow the same rules. If the GM wants to change this rule, and replace AC with 11 + the bad guy's Will save bonus, or something, go for it.)

4) If you successfully perform a finishing move, the poor sap is worth an additional +50 XP per Challenge Rating. Congratulations! This bonus XP is divided among the party as normal, primarily to prevent cries of "kill stealer!"

5) If you failed, something goes wrong. The bad guy dodges out of the way, or pulls out of your grip, or you slip on a kidney and make a fool of yourself. Nothing horrible happens, but you pretty much wasted your turn this round.

## OTHER FINISHING MOVES

You're welcome to add more than one finishing move to your repertoire or invent them on the fly as your rolls succeed. Be aware, though, that finishing moves are often a signature of a mighty hero, and the masses learn to identify him based on his moves!

## FINISHING MOVE EXAMPLES

The following are some examples of finishing moves. You are welcome to use these directly or use them to inspire your own.

- ✦ Rondo, the axe-wielding dwarf barbarian, kicks his opponent in the privates so hard that important parts of his anatomy explode out his head!
- ✦ Laeriel, the elf archer, pins her opponent's feet to the ground with two well-placed arrow shots, and a third mighty shot tears the helpless foe's head from his shoulders!
- ✦ Mathees, the human sorcerer, causes his foe's head to crack open — his brain then floats out and bludgeons the body to pulp!
- ✦ Xanna, the halfling rogue, backflips onto her opponent's shoulders, plunges her daggers into his eyes, then uses them as handles to swing back to the ground!

## NO CHEATING!

Do not abuse the finishing move rules! Examples of abuse include:

- ✦ Using finishing moves on creatures that are unconscious or dying.
- ✦ Hitting a creature as lightly as possible ("Hey, sorcerer, want to come over here and hit this guy with a staff for a few rounds?") until you think he's finishable.

- ✦ Using your finishing move on helpless creatures outside of combat. ("Let's tie this guy to a chair, heal him a little bit, then finish him!")
- ✦ Anything else that diminishes the cool, dramatic aspects of finishing moves.

The GM has the right to tell you that finishing moves don't work under these and any other circumstances he decides. If you stop thinking "Finishing moves are cool!" and start thinking "Finishing moves are dumb," it's time to look at what the players are doing with them.

## MOOKS

Stupid, dirty little kobolds. Don't you want to just hack your way through hordes of the little buggers? Well, in WFF adventures, you can!



Certain monsters are *mooks*. These are little weenies just begging to be killed. This mook symbol — shown at left — designates mooks.

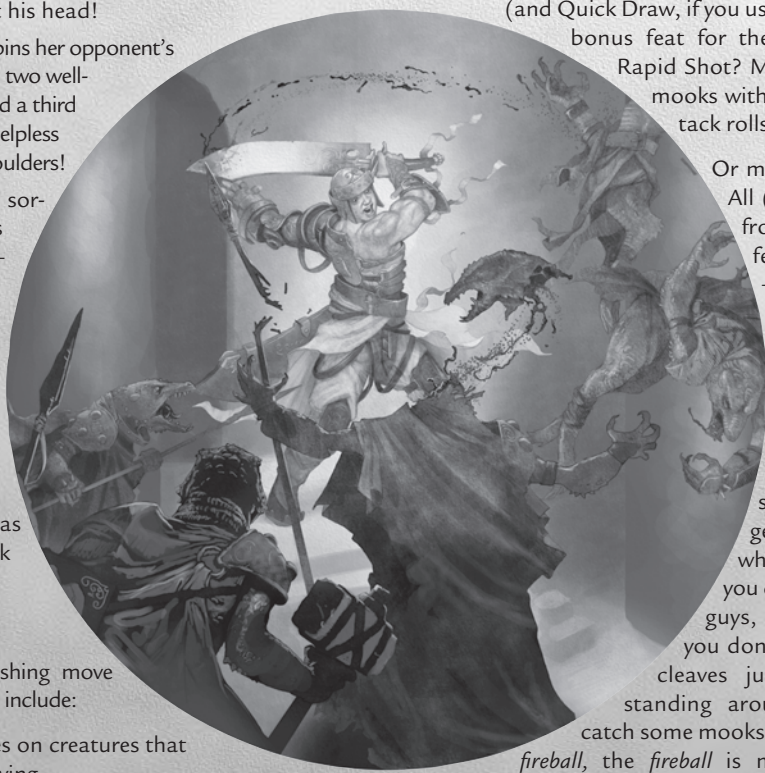
When fighting mooks, *every* character has both the Cleave and Great Cleave feats as bonus feats. What if you already have Cleave? Why, you get a +4 bonus on attack rolls when you cleave. Already have both Cleave and Great Cleave? Have a +4 bonus on cleaving attack rolls *and* damage rolls!

Is ranged combat more your game? As long as you target at least one mook with a ranged attack, you get Rapid Shot (and Quick Draw, if you use thrown weapons) as a bonus feat for the round. Already have Rapid Shot? Make the attacks on the mooks with no penalty on your attack rolls!

Or maybe you prefer spells? All (harmful) spells benefit from the Maximize Spell feat in regard to mooks — so burn up those suckers!

Note that you get Cleave and Rapid Shot only when you drop a mook. If you're fighting a bunch of mooks and some non-mooks, you get the bonuses only when you drop a mook — you can cleave *into* other bad guys, but if you drop them, you don't get additional bonus cleaves just 'cause mooks are standing around. Similarly, if you catch some mooks and non-mooks in your *fireball*, the *fireball* is maximized against the mooks, but not the other guys.

And yes, you are welcome to attempt your finishing move on mooks when they're at full hit points!





## The Big Badass

Each WFF adventure also has at least one bad guy who's head and shoulders above everyone else. He's the *big badass*, and it's going to take a lot to bring him down. This symbol designates the big badass.




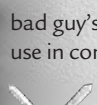
The big badass gets a free resurrection. When you take him to 0 hit points (even with a finishing move), he picks himself off the floor, roars his defiance, and jumps back up to full hit points. He comes back from anything — even spells like *disintegrate* and *finger of death* — as with the spell *true resurrection*. (He usually returns in some spectacular way — see his character description in each individual adventure for details.) Yikes!

Once you take him out a second time, though, he's gone for real. If you take him out with a finishing move the first time, you force him to use his resurrection, but you don't get any bonus XP. If you FINISH HIM the second time, though, he's worth bonus XP as normal.

## E-Z Stat Blocks

You're probably familiar with stat blocks in adventures and other gaming material. They're important, but, more often than not, they're stuffed full of useless information. How often do you need to know a bad guy's Charisma score? *Occasionally*, yes, but not often.

Wicked Fantasy Factory stat blocks are small and streamlined. You could call these E-Z stat blocks. All the information

you are likely to need in an encounter is presented in a few lines. This icon  denotes defensive information, like hit points and AC, while this icon  denotes offensive information like the bad guy's attack bonus and damage. Feats the bad guy can use in combat, like Combat Reflexes and Power Attack, and

other special abilities like breath weapons and damage reduction, are also included. Where possible, all the information you need to use such an ability in combat is provided in parentheses. For example, an entry might read "breath weapon (30-ft. cone, 8d6 fire, DC 18)" or "Combat Reflexes (+3 attacks)."

A more traditional, longer stat block appears beneath the E-Z stat block. Just in case you need to know the bad guy's Charisma score.

## Movie Rights

Wicked Fantasy Factory adventures are big and awesome and worthy of becoming summer blockbuster movies. Let's pretend that happened with the adventure that *your* group plays. Before you start the adventure, think about this: Who would play the main bad guys in the movie? Ask your players the same question: Who would play their characters in the movie?

The "actors" upon which you decide don't have to be alive; in fact, they don't have to be actors, or even real people! If players think Genghis Khan would do great in this role, or the Wicked Witch of the West is the perfect fit for a sorcerer character, or Mr. T of 20 years ago is a ringer for someone's fighter, wonderful!

Continued from page 2...

Triumphant, the cultists boarded the Iron Giant and thundered from the mountains to spread the Cosmic Guide's word. They started with the small towns around the mountains.

Their first effort met with little success. Even with the Iron Giant looming in the background, the townsfolk refused to give up worship of their gods. Incensed, Rayne returned to the Iron Giant and stomped the town into smithereens — with extra stomping on the town's temples. The same situation and outcome repeated itself several times. Finally, Rayne decided she had to destroy the temples *before* she demanded converts. She doesn't particularly care what else she steps on in the process.

Now, the Iron Giant clomps around the countryside, decimating towns. After the giant crushes the town's temples (and, usually, most of the town) and defeats any resistance, Rayne demands that the survivors convert to worship of the Cosmic Guide. At this point, few argue; those who do she ignores in disgust.

No one is strong or powerful enough to go up against the Iron Giant. The countryside it terrorizes does not clearly belong to any one kingdom, so no powerful characters or giant armies have emerged to challenge it. A couple local nobles with standing forces tried to combat it; the Iron Giant decimated them. Before long, the Iron Giant will set its sights on thickly settled areas.

As the Iron Giant approaches its next target, *your* heroes learn about it. They certainly can't defeat it in a straight fight — but they can take it apart from within.

## GM'S SECTION

GMs are overworked and underpaid. To help you out as much as possible, check out this cool chart of all the encounters in the adventure!

*Area:* The encounter area.

*Pg.:* The page on which the encounter begins.

*Type:* If the encounter likely involves primarily combat (C), a trap (T), a puzzle (P), or roleplaying (R).

*Encounter:* A brief description of the encounter.

*EL:* The Encounter Level.

Area	Pg.	Type	Encounter	EL
1-2	13	C	Orc cultist	1/2
1-3	14	C	MC-1X maintenance construct	1
1-4	16	P/C	GC-13A guardian construct	4
1-4	16	C	Ix Revon	4
2-2	18	P/C/T	Traps, 4 orc cultists, Minh Alaya	5
2-4	21	P	Picture tile puzzle	—
2-4	21	T	Scorching ray trap	1
2-4	21	C	Orc cultist and Ix Revon	4
3-1	22	C	2 chokers	4
3-2	23	X	MC-1X maintenance construct	1
3-3	23	C	Orc cultist	1/2



4-1	24	P	Holy symbol puzzle	—
4-2	25	C/T	Gray ooze, slime	5
4-3	25	C/P	GC-13A guardian construct	4
4-4	26	C	MC-1X maintenance construct, 4 orc cultists, Shan Shalutch	4
4-5	27	P	Construct controlling puzzle	—
5-1	27	T/P/R	The Encompassing Mind	5
5-1	27	C	2 SD-2Z sentry drones	4
5-2	29	P/T	Lightning arc trap	4
5-3	30	P/T	Enchanted zombies	4
6-1	31	C/P	8 orc cultists, Chompy, 2 MC-1X maintenance constructs, GC-13A guardian construct	5 or 7
6-1	31	P	The giant's heart puzzle	—
6-2	33	C	3 hobgoblins	2
6-3	34	C	3 hobgoblins	2
6-4	34	C	Shadow	3
7-1	35	T	Gear and chain trap	2
7-2	36	C/R	1x Revon	4
7-3	36	C	6 orc cultists, Rayne Darklin	6

## A HEROIC START

Getting the heroes involved with this adventure requires two things: letting them know about the Iron Giant's horrible rampage of destruction, and telling them about the secret door leading into its right foot. It helps if the heroes are already in a location that's within a couple hours (at most) of the Iron Giant's next target: the town of Footprint. Unfortunately, the town is about to live up to its name.

The heroes should see clearly that the danger is *immediate*. If they don't go out and stop the giant now, it's going to kill a lot of people. More people than usual, in fact; Footprint is larger than the giant's previous targets, and the local militia and a band of knights have organized to resist it. Of course, the giant is going to crush them utterly.

The possibilities for involving the heroes are myriad; you might use one of the following, or make up one that's way better for your campaign.

- ▣ **What Have I Done?** Rayne had another cleric friend (in addition to Minh and Shan) who assisted with her plan: Tarya Neel. Tarya flees the Iron Giant, horrified at what the cult has become. She encounters the heroes as she searches desperately for *someone* who might be able to stop the giant — maybe she finds them in an inn or tavern, maybe she happens upon them on the road. (Instead of Tarya, the renegade might be a

## ADJUSTING THE CHALLENGES

Though *Against the Iron Giant* is designed for around four heroes of around 3rd level, you can run the adventure for larger or smaller groups of higher or lower level. To avoid slaughtering them utterly or turning the adventure into a cakewalk, you might want to adjust the adventure a bit. The following suggestions should help.

**For Weaker Parties:** Replace all GC-13A construct guardians with SD-2Z sentry drones. Remove two levels from 1x Revon and one level from Rayne Darklin. Halve the number of orc cultists in areas 4-4, 6-1, and 7-3. Halve the damage dice for all traps, rounded up (e.g., a trap that dealt 3d6 damage now deals 2d6 damage) and reduce their Search and Disable Device DCs by 1. (This change reduces the CR of all traps by half, rounded up.) Remove one choker from area 3-1. Remove the gray ooze from area 4-2. Halve the number of rays the Encompassing Mind in area 5-1 can fire (this change reduces its CR to 3). Remove one SD-2Z sentry drone from area 5-1. Reduce the DCs to overcome the lightning arc trap in area 5-2 by 2 (in addition to reducing their damage dice by half). Remove one hobgoblin from areas 6-2 and 6-3.

**For Stronger Parties:** Add two levels to 1x Revon and one level each to Rayne Darklin, Minh Alaya, and Shan Shalutch. Make all orc cultists 2nd-level adepts. Increase the damage dice for all traps by half, rounded down (e.g., a trap that dealt 3d6 damage now deals 4d6 damage) and increase their Search and Disable Device DCs by 1. (This change increases the CR of all traps by 1.) Add one choker to area 3-1. The Encompassing Mind (in area 5-1) has rays that deal 2d4 points of damage, and its attack bonus is +5 (it is now CR 6). Add one SD-2Z sentry drone to area 5-1. Increase the DC to overcome the lightning arc traps in area 5-2 by 2 (in addition to increasing their damage dice). Make the hobgoblins in areas 6-2 and 6-3 2nd-level warriors.

character the heroes already know, such an old friend or relative, or even an enemy driven to desperate measures.)

Tarya explains that the Iron Giant approaches Footprint even as she speaks, and it is capable of tremendous destruction. She tells the heroes that they can infiltrate the giant through a secret door in its right heel. She tells them anything else you'd care to divulge at this point from the "Adventure Background" section, maybe adding a few notes about magic gears, *power gems*, and/or the broken super weapon (see the "Side Quest — Assemble the Super Weapon!" sidebar, below), then she gets the hell out of Dodge.

This hook is good for heroes who want to learn of the adventure and then get to it. Also, the hook starts with action — though not combat — which is good. It also lends a human element to the adventure immediately: the heroes know that, while the Iron Giant looks like a big giant construct, there are people inside it (which is something you may or may not want to reveal at this point). This hook also works well if you want to create a connection between the heroes and an NPC, or if you want to reveal some of the adventure's background at this point.



✦ **Must... Crush...**

**Bones!** Some of the orc cultists aren't content to allow the Iron Giant to have all the fun! A group of them (four; use the statistics from area 1-2) exit the Iron Giant and head into Footprint before the giant gets there (or while it's still on the border posturing). They sneak past the militia and other forces arrayed against the giant — they are, after all, not looking for orcs — and flit through the town's alleys and other secret places, indulging their orkish tendencies. Unfortunately, they run into the heroes, who could be in Footprint for any number of reasons — perhaps in an ill-informed attempt to combat the Iron Giant (which would make their presence less of a coincidence).

The heroes probably defeat the orcs handily. What is important in the encounter is that the heroes learn of the danger the giant poses (if they somehow don't know already) and the secret entrance in its foot. The last surviving orc might offer the information in exchange for his life. The heroes might overhear one orc yell to another (conveniently in Common!), "Let's get back to the giant! Remember, the right foot!" or something of the kind.

This hook is good because it starts with action, which is always good. It's a good hook for players who like combat and want to get to fighting right away. It may make the Iron Giant seem more monstrous than it does in other hooks; the heroes may be under the misapprehension that bloodthirsty orcs control it.

- ✦ **Check it Out.** The heroes might discover the secret entrance in the giant's foot by seeing someone emerge from it. They are on their way to combat the giant but quickly (perhaps with the help of an NPC) realize that a frontal assault is pointless. Some reconnaissance work allows them to see someone — a group of orcs (as above) or a cultist (Minh, Shan or Tarya) looking for converts— exit from the secret door.

This hook works well as a reward for players who enjoy scouting ahead. If the heroes don't know how to get into the giant but spend some time and resources attempting to discover a weak point, you should allow them to do so.



## The Cosmic Guide, The Iron Giant, and Knowledge Checks

Did the gods destroy the Cosmic Guide in ancient times, or did they merely imprison it? Or something else? Rayne's archaic writings do not say, and the fate of the Cosmic Guide (if it really existed) remains a mystery (a mystery that, if you like, you and your players can uncover). However, those who worship it find that they gain spells and other powers, as do clerics of all faiths. Whether the Cosmic Guide supplies these spells or they come from the cleric's inner strength and faith, none can say.

Clerics of the Cosmic Guide can choose from the Magic, Protection, and Strength domains. (If you have access to sources with additional domains, you might swap out one of two of these with a domain you feel is more appropriate.) The Cosmic Guide is neutral in alignment. Its holy symbol is a triangle within a hexagon; the triangle's points touch the hexagon's sides.

The Cosmic Guide and the Iron Giant have been absent from the world for centuries, if not longer. A DC 40 Knowledge (religion) check reveals a few rumors about the existence of the construct, but nothing else. Third-level heroes are unlikely to succeed on such a check; anyway, it's more fun if the heroes discover the information over the course of the story!



# ENTERING THE IRON GIANT

The adventure begins when the heroes approach the Iron Giant. They do so just as it reaches the town of Footprint. A paltry militia and a dozen or so knights (1st-level fighters) from the local barony have mobilized in a desperate and futile effort to repel the construct. A few particularly stupid townfolk also get caught in the crush, having run out to the outlying buildings or to keep their soldier friends company. Read or paraphrase the following when you are ready to begin. (You may have to alter the text depending on how you drew the heroes into the adventure.)

The tales did not prepare you for the sight. Towering into the sky, far taller than the tallest building in the town, is a gargantuan humanoid constructed of dark gray metal. In some ways it resembles a giant, armored warrior. Its fists are plated with adamantine. A fiery glow comes from its eye slits and from a grate where its mouth should be; on the back of each hand is an enormous gem. The gems glow blue with magical power. The Iron Giant approaches; with every footfall the earth shakes.

The forces arrayed to combat the Iron Giant seem like rats milling about before an irate explorer crushes them from existence. They shrink back as the giant's shadow falls over them, but then one brave knight gathers his courage and shouts a war cry. The others take up the cry and rush forward. A couple arrows arc from slits in the giant's shoulder, and one great ballista mounted atop its right shoulder fires glowing, exploding spears into the throng. Scorched bodies heave into the air. The giant's foot descends.

The heroes enter the Iron Giant as battle rages around it. ("Battle" taken loosely: the soldiers slash ineffectually at the giant's feet and keep a wary gaze on the sky.)

Hopefully the heroes will realize they can't combat the Iron Giant directly, but its stats are included below. For more information on its abilities, see Appendix 2: New Monsters.

**The Iron Giant:** Init -3, Spd 40 ft.; ♥ hp 301, AC 39, touch 9, flat-footed 39; DR 40/magic, DR 20/adamantine and epic, DR 10/-, fast healing 15, immunity to magic, construct traits; ✘ Atk +26 melee (5d10+18 plus knockdown, stomp), Full Atk +26 melee (5d10+18 plus knockdown, stomp) and +26 melee (4d10+18 plus knockdown, slam); Space/Reach 70 ft./30 ft.; adamantine fists, arsenal, divine thunder (22d8, DC 39), giant attacks, knockdown (DC 39), trample (5d10+27, DC 39), tremors (30 ft., DC 39).

A number of possibilities exist for running this encounter; what's important is that the heroes get inside the giant at the end of it.

## OPTION 1: STRAIGHT ENCOUNTER

You could run the infiltration as a normal encounter. Have the heroes roll for initiative, and make one roll for the militia and knights (initiative bonus +0) and another for the giant and the cultists within. Don't worry too much about how many people the giant crushes with its attacks. The giant shouldn't go for the heroes, because it would probably kill them; however, a stray arrow or ballista bolt might deal some damage. (See statistics for the archers and ballista crews in areas 6-3, and 6-5.) The heroes might fall down a lot from the giant's tremors ability. Eventually, though, they should reach the giant's right foot.

## OPTION 2: DRAMATIC DESCRIPTION

You could simply describe the situation. Something along the lines of:

You race past wild-eyed militiamen, arrows streaking around you. The giant's left foot thunders to the ground, sending men and women sprawling and kicking up a gout of earth. The right foot lifts, and you throw yourself forward, racing beneath it and spinning around. The foot pounds into the ground, not 10 feet from you; the shock-wave knocks you to the ground. You are winded momentarily, then shake your head and pull yourself up. The foot is there in front of you: stationary for the time being. A broken and bloody arm protrudes from beneath it.

## OPTION 3: THE "ENTER THE GIANT" MINI-GAME!

Though it takes a bit longer, this method is probably the most fun. A mini-game, common in video games, is a small game within the larger game. This one works as follows.

As the heroes race to the Iron Giant, various dangers confront them. Your best bet is to assume the heroes get separated in the confusion and meet up at the giant's foot, but if you'd like to alter the following information to apply to a group of heroes rather than a single hero, go head.

Roll on the table below for each hero to determine what happens to her. Depending on how dangerous you want the race to the giant to be (and how much the players enjoy the mini-game), you can roll a single time for each hero, or five times, ten, or however many you like. Three is a good default number.

As the heroes confront these dangers, emphasize the chaos around them: the running militiamen and knights, the giant's thunderous footfalls, arrows flashing in both directions, exploding spears from the ballista, outlying building collapsing in flames, and the like.

d12	Result	d12	Result
1	Loose horse	7	Giant attack
2	Ballista explosion	8	Gift
3	Desperate militia	9	Caught in the rush
4	Discovery	10	Headway
5	Uneven ground	11	Rubble
6	Tremors	12	Concerned knight

1. **Loose Horse:** A wounded, wild-eyed horse charges directly at you!

The hero can make a single attack of opportunity against the horse (the wounded animal has AC 14 and 5 hit points) or attempt a DC 14 Reflex save to leap out of the way. If the attack misses or does not kill the horse, or if



the hero's Reflex save fails, the horse plows past him, dealing 1d4+4 points of damage in the process.

2. **Ballista Explosion:** A flaming spear streaks from the sky and hits the ground nearby. It explodes in a gout of sparks and flame!

The hero must make a DC 13 Reflex save or take 1d6 points of damage.

3. **Desperate Militia:** A wounded, wild-eyed militia man swings his sword at you as you run by!

The hero can attempt to dodge out of the way or make a single attack (or cast a spell with a casting time of 1 standard action or faster) before the crazed soldier lands his blow.

If the hero dodges, he gets a +2 dodge bonus to AC. The militiaman's attack is +3 melee (1d6+1/19–20, short sword). If the hero attacks, the soldier has an AC of 13 (touch 12, flat-footed 11) and 3 hit points remaining. *Real* heroes would strike for nonlethal damage, of course.

In any case, the hero runs on after the attack, leaving the soldier behind him.

4. **Discovery:** A flaming ballista bolt plunges toward a nearby knight and explodes. The horse flops over and the knight hurtles into the air, scorched and dead. Something he held, though, flies up, up, and over, arcing toward you! You reach up a hand and snatch it out of the air.

Roll 1d4 to see what the hero acquires:

d4	Result
----	--------

- |   |   |
|---|---|
| 1 | A masterwork longsword.   |
| 2 | A <i>potion of cure light wounds</i> .  |
| 3 | A silver holy symbol, with the icon picked out in gold (worth 50 gp).   |
| 4 | A flask of acid! The hero must make a DC 13 Reflex save to catch the flask lightly or it breaks open in his hand. |

5. **Uneven Ground:** The ground here has been churned and chopped into an uneven mess.

The hero must make a DC 13 Balance or Tumble check to avoid turning an ankle on the uneven ground and taking 1d6 points of nonlethal damage. Until he heals this damage, his base land speed is reduced by 5 feet.

6. **Tremors:** The Iron Giant's fist momentarily blocks out the sun, then speeds toward the ground. It crashes into the earth about 20 feet away; the ground shakes violently.

The hero must make a DC 15 Balance check (to keep his footing) or a DC 15 Jump check (to leap into the air as the fist strikes) or fall to the ground. As he pulls himself up, something else happens: roll again on the table.

7. **Giant Attack:** A shadow falls over you. You look up to see the Iron Giant's foot (or fist) poised above you. It descends, like a great boulder falling from heaven.

The hero must make a DC 14 Reflex save to leap away from the attack. If the save succeeds he takes no damage. If it fails, fortunately he was just at the edge of the giant's attack; the giant clips him, or shattered ground rockets into him. He takes 1d6 points of damage.

8. **Gift:** As you race toward the giant, dodging people and craters, you find yourself running next to a beleaguered-looking woman. Her hair clings to her forehead and one side of her face is a mass of blood. "Friend," she pants, "I cannot do this any longer, but I see you still have some fight left in you. Please, take this, and godspeed." She presses something into your hand as she falls behind.

Roll 1d4 to see what the woman gives the hero:

d4	Result
----	--------

- |   |   |
|---|---|
| 1 | Two flasks of alchemist's fire.         |
| 2 | Scroll of <i>scorching ray</i> .        |
| 3 | <i>Potion of lesser restoration</i> .   |
| 4 | <i>Potion of cure moderate wounds</i> . |

9. **Caught in the Rush:** You find yourself surrounded by people: dirt-spattered men and women clutching useless weapons, armored knights atop rearing horses. Someone pushes you from behind; someone else thumps into your side, crushing you against a knight. You find yourself carried with the rush.

The hero must make a DC 14 Fortitude (to grit his teeth and take it) or Reflex (to slip away) save to avoid taking 2d4 points of nonlethal damage. The crush lasts for only moments before the crowd disperses.

10. **Headway:** You dodge running men and women, leap over holes and bodies, and spin away from arrows streaking around you. You are invincible!

The hero encounters no problems.

11. **Rubble:** You come to the remains of a collapsed wall.

The hero can make a DC 10 Climb or Jump check to bypass the wall. Failure means he doesn't make it on the first try, and as he tries again (i.e., takes a 10 and probably makes it), something else happens; roll again on this table.

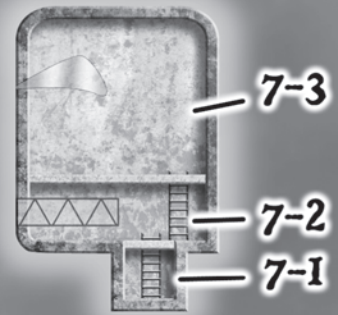
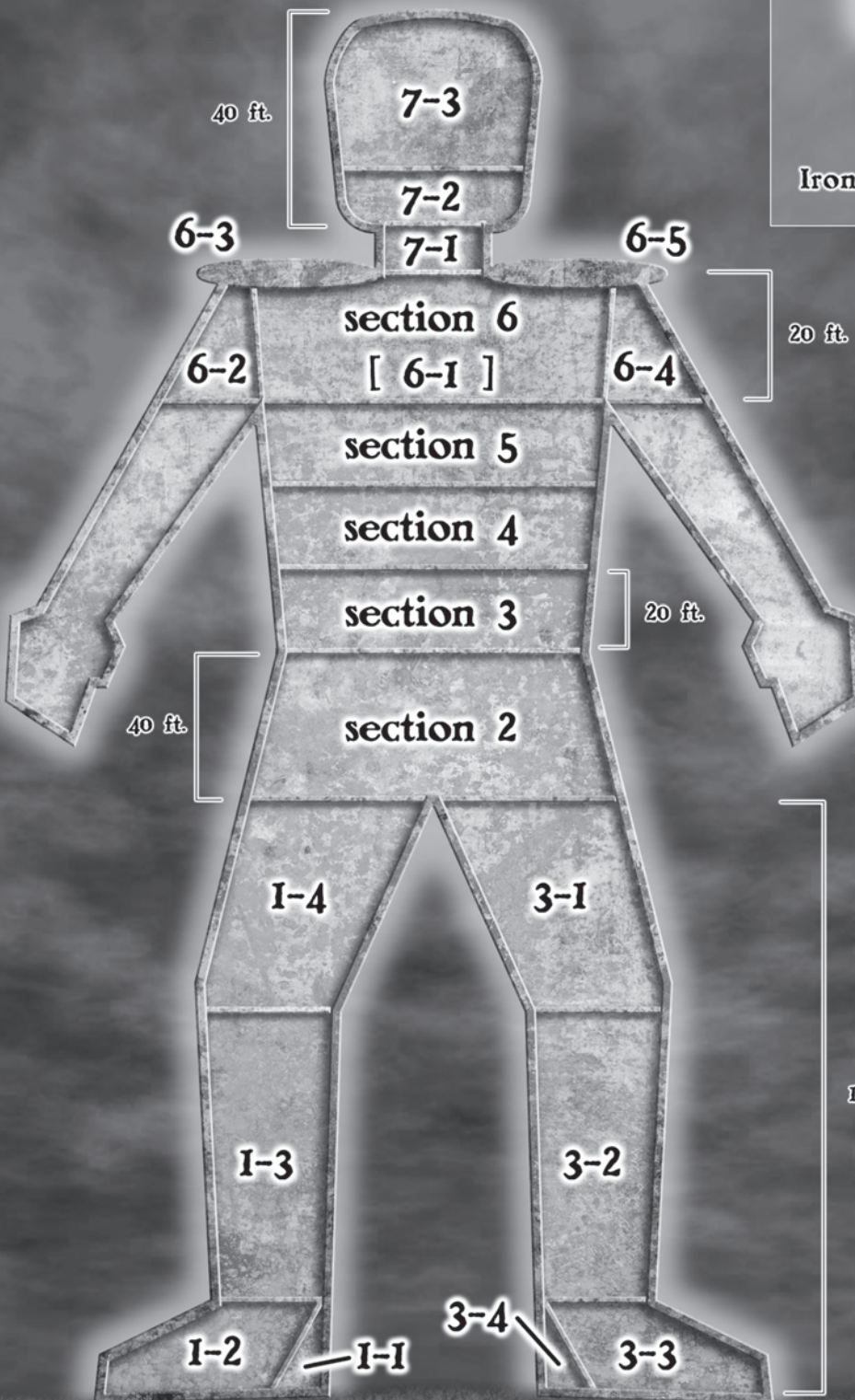
12. **Concerned Knight:** An armored man stands in front of you perhaps ten paces, holding out one gauntleted hand in a placating gesture. "Sir (or madam), you must not approach further. This foe is beyond us. I command you to turn back!"

The hero has many options to bypass the knight, but he must do so quickly. Swift-thinking and the proper words (a DC 15 Bluff, Diplomacy, or Intimidate check) gets by him. A DC 15 Tumble check allows a hero to dodge around him with no worries. Simply trying to run past him invites an attack: +4 melee (1d10+3/19–20 nonlethal, bastard sword); fortunately, the knight strikes for nonlethal damage. A hero might stop and duel him (hp 12; AC 18, touch 17, flat-footed 11; Atk +8 melee (1d10+3/19–20, bastard sword)), but for each round that passes in combat, roll again on this table. Ignore results that depend on the hero moving toward the giant (such as 11: Rubble or 10: Headway).

## XP AWARD

If the heroes complete the "Enter the Iron Giant" mini-game, award them XP as if they had defeated a CR 3 bad guy.





Iron Giant's head: detail



# INSIDE THE IRON GIANT

The Iron Giant is an ancient arcane construct. Its interior resembles a cross between futuristic technology and high magic: polished stones glow in various nooks, and humming gold wires trace patterns on the walls and floor. Things in the giant move as its internal mechanisms work: platforms shoot in and out of the walls, panels slide up and down, odd pieces of metal swing to and fro, and the like. In most rooms is the holy symbol of the Cosmic Guide — a triangle within a hexagon, with the triangle's points touching the hexagon's sides — traced in gold or bronze.

In some areas (depending on your whim) before area 4-2, a small patch of mucuslike slime might be hidden somewhere on

the wall, floor, or ceiling (Search DC 25). This is a remnant from the gray ooze in area 4-2 that the cultists have not yet eliminated.

The walls, ceiling, and floor are squares of magically-reinforced steel. Various protrusions and glowing gems of arcane purpose stud the walls, making for easy handholds. Doors are heavy, black iron constructions with wheels in the center to latch and unlatch them.

A soft glow pervades the Iron Giant, lighting all areas with normal illumination unless otherwise noted. Ceiling height varies, but is 20 feet unless noted otherwise.

The giant doesn't include a kitchen, lavatories, or similar accoutrements. However, people within it find that they don't really get hungry, need to use the lavatory, or even get tired — they take on a few golemlike qualities themselves.

The entire giant radiates overwhelming transmutation magic.

The giant moves and turns (crushing the town of Footprint) as the heroes adventure within it, but directions in the area descriptions assume the giant is facing south (as shown on the map). Therefore, if a description refers to the "east wall," that's the wall on the right side of the room as you look at the map, no matter which direction the giant faces.

Characters within the giant feel faint movements as the giant turns, walks, and fights. Sometimes a great shudder runs through the giant as it smashes or stomps the ground, or a loud hum and discharge sounds when it uses its divine thunder ability. The effects of these occurrences are at your discretion, but they should rarely affect combat (at most forcing DC 10 Balance checks to keep from falling prone). However, it's a good idea to mention such things to the players every once in a while; doing so reminds them that the heroes are in a giant warmachine that is currently smashing a town to smithereens.

Walls and doors have the following statistics unless an area's description notes otherwise. A number of secret doors are also scattered about the complex.

**Steel Walls:** 3 in. thick; hardness 20; hp 180; break DC 50; Climb DC 15.

**Iron Door:** 2 in. thick; hardness 10; hp 60; burst DC 28.

**Steel Secret Door:** 2 in. thick; hardness 10; hp 60; burst DC 28; Search DC 20.

Throughout the Iron Giant are a number of small hatches that lead to narrow shafts. These shafts are for maintenance and ventilation and carry important animating energy throughout the construct; heroes may think of other uses for them.

Each hatch is made of steel and is three feet wide. They are usually located near the floor, but not always. A DC 10 Search check or DC 15 Spot check allows a hero to detect a hatch. Opening a hatch requires a full-round action, a DC 15 Strength check, and, if bad guys are around, the hero must make a Move Silently check (with a -4 circumstance penalty) to remain quiet. The hatches are made of steel mesh, and characters can see through them, but they take a -4 penalty on Spot checks to do so. Hiding behind a hatch provides a +10 circumstance bonus on Hide checks.

## Entering the Giant Through Other Means

The heroes might try to enter the Iron Giant through someplace other than the secret door in its foot. Doing so is not ideal, as they could cut out a good deal of the adventure and get themselves killed in the process, but heroes can be stubborn.

**Eyes and Mouth:** The heroes might try to enter through the giant's eye slits or mouth grille. Unfortunately for them, permanent *walls of force* keep these barricaded.

**Shoulders:** Hatches on top of the giant's shoulders allow access to the interior (see areas 6-3 and 6-5). Of course, getting up to them might be a problem.

Accessing the shoulder hatches requires the heroes to *get* to them; they're two hundred feet above the ground. Flying would work, but 3rd-level heroes are unlikely to possess this capability. They would also make themselves targets for arrows and ballista spears (see areas 6-3 and 6-5). If you feel particularly nasty, the shadow from area 6-4 could confront them as well.

Climbing is also dangerous. The Iron Giant's exterior offers some hand and footholds, but climbing a leg is especially dangerous because it moves. Climbing a leg has a DC of 35 when it's moving (say, every other round or so, unless you feel like being generous or cruel). The Climb DC to scale an unmoving leg and the rest of the giant is 25.

If a hero attempts to climb the giant, you might have a group of orc cultists emerge from the secret door, or the shadow from area 6-4 passes through a wall to combat this threat. Hopefully, doing so reveals to the heroes that there's an easier way.

If the heroes *do* manage to enter through the shoulders, they could, theoretically, bypass a good portion of the adventure. You can let them do so if you like; certainly their resourcefulness deserves some reward. However, you may also decide that the heroes must deactivate the gems in the giant's feet (areas 1-2 and 3-3) in addition to its shoulders before they can access the head through area 6-1. You might also rule that the ballistae *cannot* blow holes in the giant's head as described in area 6-3.



Moving in the narrow (3-foot-wide) tunnels beyond a hatch is easy for Small and smaller creatures; Medium creatures must make DC 15 Escape Artists checks each round or make no progress. Creatures larger than Medium cannot fit in the tunnels. Moving up and down vertical tunnels requires DC 10 Climb checks.

**Steel Hatch:** 1 in. thick; hardness 10; hp 30; remove DC 15.

## GRAB EVERYTHING THAT'S NAILED DOWN!

The Iron Giant is full of mystic glowing gems, humming gold tracery, and similar arcane implements that imbue it with animation and its various powers. Heroes might think they can pry these off the walls and make loads of cash.

Abandoning with these treasures is not easy, and requires breaking off a portion of the wall (with the statistics given above). Even then, the item loses any magic properties and becomes dark, uninteresting, and worthless. Its removal does not affect the giant in any meaningful way (unless otherwise noted in the text).

## MAGIC GEARS

A common item of treasure in this adventure are *gears of the Iron Giant*, shortened to “*gears*.” These are loose metal gears about six inches in diameter with a varying number of teeth. The gears are dark steel and each is marked with a large, faintly glowing, yellow rune. A character can place such a gear on a sleeve of armor (any heavy armor works, as do the plate mail sleeves the cultists wear). The gear attaches to the armor, though the wearer can remove it easily.

While attached, the gear rotates, providing a benefit to the wearer; usually +2 to an ability score. A character can place up to five such gears on his arm, interlocking the teeth and gaining the benefits of each gear. Each gear that provides an ability score bonus has the same rune but has a different number of teeth depending on the ability score to which it is keyed. (All *gears of +2 Str*, for example, have three teeth.)

Unless otherwise noted, a gear provides an enhancement bonus. A *gear of +2 Str*, for example, provides a +2 enhancement bonus to Strength.

These magic gears are scattered throughout the Iron Giant, and heroes can loot them from fallen enemies as well.

Within the Iron Giant, characters can detach and reattach the gears as they like. Once a character exits the giant, however, characters cannot detach the gears from their pieces of armor and a gear functions only for the character wearing it when it exits the giant. Therefore, though the gears remain useful after the adventure, the heroes can't sell them for anything (because they won't work for anyone else), and eventually they'll want to replace their armor, in all likelihood. (Of course, you can rule instead that the gears retain their full power even outside the giant, though in this case they are valuable treasures indeed — each is worth about 6,000 gp.)

The gears radiate faint transmutation magic.

## POWER GEMS

Also scattered about are a number of *power gems*. These are strong pieces of cut glass two inches in diameter (hardness 10, hp 10, break DC 20). They carry arcane magic that allows the constructs within the Iron Giant to function. While attached to

a construct, they glow with contained magic. When removed from a construct, they flicker.

A spellcaster can intuitively sense the latent magic power within a *power gem*, and knows that he can tap that power to fuel his spells. As a standard action that does not provoke attacks, a spellcaster can draw the magic power from a *power gem*. Doing so allows him to recall a cast spell or used spell slot of a level shown on the table below. (The items function much like *pearls of power*.)

Color of Power Gem	Spell Level Recalled
Red	0 or 1
Green	0, 1, or 2
Blue	0, 1, or 2*

\* The blue gem can be used twice before its power is exhausted.

After a spellcaster taps a power gem's magic in this way, the gem crumbles to dust. Moderate transmutation; CL 13th; Craft Wondrous Item, creator must be able to cast spells of the level to be recalled; Price 200 gp (red), 800 gp (green), 1,600 gp (blue).

## GIANT-SPECIFIC MAGIC ITEMS

A number of items in the Iron Giant — specifically the gears and power gems, but also, perhaps, the super weapon (see the “Side Quest — Assemble the Super Weapon!” sidebar) — function only within the Iron Giant. The purpose of these items is to provide the PCs with some cool loot, but not overpower them in future adventures. However, the players might feel cheated if all their cool items fall inert when they step out of the giant.

To prevent this feeling, make sure the players know that these items function only within the giant. You can be as overt as telling them directly, GM-to-players, or you can be more subtle: the items pulse in time to the giant's internal rhythm, or the PCs overhear Ix or an orc talking about the items, or the PCs find a note from a cleric who went on an outside sortie and discovered the items didn't work.

## SECTION 1: RIGHT LEG

Hopefully the heroes enter the Iron Giant through its right foot. The following areas are keyed to the associated maps. Boxed text is meant to be read aloud or paraphrased to the players.

### AREA 1-1: ENTRANCE

The secret door opens into a small, rectangular room in the Iron Giant's right foot. A dark iron door stands against the far wall.

The interior of the giant is like something out of a mad wizard's workshop. A soft yellow glow suffuses everything, pulsating slightly. A magic hum drones in the background, and the air feels slightly electric. Sparking gold tracery runs in 90-degree angles around the ceiling, floor, and walls. Strange protrusions, polished stones, and glowing gems dot the walls, seemingly at random. Several rectangular metal plates on the wall slide up and down, in time to the giant's movements.

For now, the foot is at rest. The giant's foot may remain planted for as long as you like; when it moves, the heroes' lives are more difficult. See the “The Moving Giant” sidebar.





## SECTION 1: RIGHT LEG

### AREA 1-2: RIGHT FOOT (EL 1/2)

More of the strange arcane gadgetry is scattered about, including a glowing, blue glass sphere on a pedestal and a glowing yellow circle in the middle of the floor. This glowing circle is directly below a similar hole in the ceiling, which is ringed with glowing yellow. On the wall is a large symbol in bronze: a triangle within a hexagon, with the triangle's points touching the hexagon's sides.

Also in this room in an iron chair, apparently bolted to the far wall. An orc sits in this chair, looking absolutely astounded at your entrance. The orc wears a black cloak, a dark breastplate of hide armor, and a sleeve of plate mail on its left arm. A gear with a single glowing rune turns on its plate mail sleeve, and a leather harness straps it to the chair.

The yellow circle in the floor is a *levitation pad*. Stepping onto it — or into the space above it, all the way up to area 2-1 — creates a *levitation* effect. The *levitation* lasts only so long as the character remains in the 10-foot-diameter, cylindrical column of space above the pad, and its magic only works while the giant's foot is at rest. (Thus, using the pad is dangerous if the giant is in motion, as the *levitation* could give out at any time.) The occupants use it as an elevator to move through the leg.

The glass sphere, which radiates strong transmutation magic, converts energy from the giant's motion into arcane energy to power the magic field in area 2-2. Characters can rotate it one "click" counterclockwise. Doing so changes its glow from blue to red and causes the energy field to flicker (though the characters won't be able to see it from here). Shutting down the field requires the heroes to perform a similar maneuver with the glass sphere in the other foot. Heroes can also destroy the sphere (hardness 10, hp 20, break DC 25) for a similar effect.

Hanging on a hook near the orc's chair is a black cloth hood with runes picked out in gold thread. It is eyeless and radiates moderate evocation magic. If a character places this hood over his head, anything he says is transmitted via a *sending* spell to the giant's left foot (area 3-3); anyone in that foot can hear him and respond simply by speaking.

Also in this room is a hatch near the floor. The hatch leads to a vertical tunnel that stretches up the giant's leg. Hatches along its length lead into areas 1-3, 1-4, and, at its terminus, 2-1. See "Inside the Iron Giant," above, for more information on these hatches and tunnels.

**Bad Guy:** The orc cultist is ostensibly here as a guard, and also ostensibly to heal anyone who returns from a sortie. Really, the orc's duty is more a position of punishment, as the foot's constant movement makes him intensely motion sick. The orc holds a *gear of +2 Wis*, though, which is standard for this guard position. (It's actual purpose is to introduce the heroes to these magic items early.)



**ORC CULTIST:** Init +1, Spd 20 ft.; ♣ hp 8, AC 15, touch 11, flat-footed 14; ✕ Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *obscuring mist*).

**Orc Cultist, Adp1:** CR 1/2; Medium humanoid (orc); HD 1d6+5, hp 8; Init +1; Spd 20 ft. (hide armor — base 30 ft.); AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +3; Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +3; Str 16, Dex 13, Con 14, Int 8, Wis 15, Cha 6.

## The Moving Giant

When the Iron Giant moves, life becomes difficult for characters in its legs and feet. In a round in which the Iron Giant moves (maybe just because you want to shake things up a little), if the heroes are in combat, roll 1d20 to see what point in the initiative order the foot moves. When that number comes up, each character (bad guys as well as heroes) must make a Balance check (DC given on the table below). (If the heroes aren't in combat, they must simply make the Balance checks.)

If the check fails, the character is violently tossed about, takes 1d6 points of damage, and falls prone in a nearby square of your choosing.

Location	Balance DC*
Foot (area 1-1, 1-2, 3-3, or 3-4)	20
Lower Leg (area 1-2 or 3-2)	15
Upper Leg (area 1-3 or 3-1)	10

\* A character gets a +2 circumstance bonus on his check if he braces against a wall or similar object.





**Skills and Feats:** Concentration +6; Toughness.

**Possessions:** Heavy mace, hide armor, plate mail sleeve, holy symbol of the Cosmic Guide, *gear of +2 Wis*.

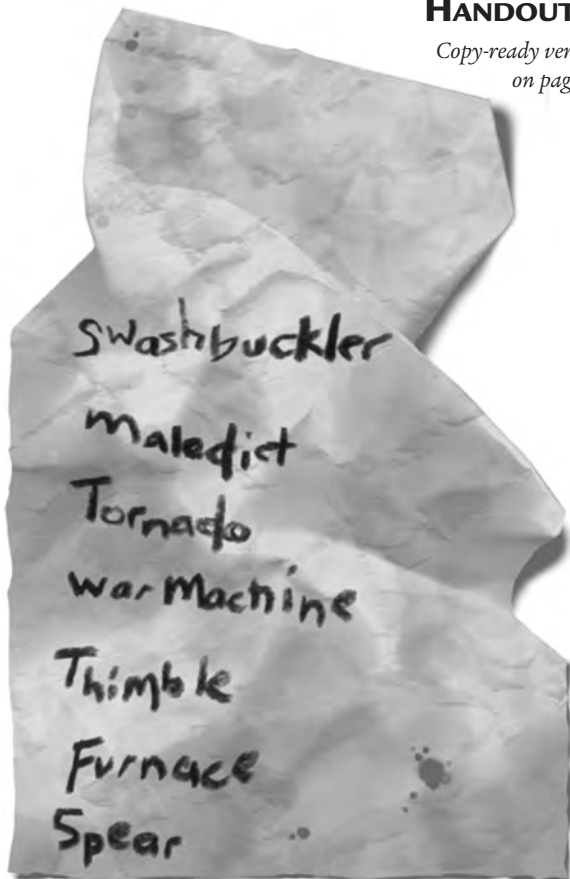
**Spells (3/2):** 0—*cure minor wounds, detect chaos, light*; 1st—*cure light wounds, obscuring mist*.

**SQ—Light Sensitivity (Ex):** Orcs are dazzled (–1 on attack rolls, Search, and Spot checks) in bright sunlight or within the radius of a daylight spell.

**Tactics:** The orc fights the intruders, but first must unstrap himself (a full-round action that provokes attacks of opportunity). He is not particularly brave and surrenders if obviously out-gunned.

## HANDOUT 1

*Copy-ready version  
on page 44*



**Loot:** In addition to his standard possessions, the orc has a *wand of cure light wounds*. He also has a piece of parchment: Player Handout #1. The handout is a clue to the password that the construct guardian in area 1-4 accepts.

Note that the cultist also carries the holy symbol of the Cosmic Guide, which might spark some questions. See the “The Cosmic Guide, the Iron Giant, and Knowledge Checks” sidebar, above, for more information.

A glowing red *power gem* is hidden in a secret panel in the pedestal that supports the glass sphere (Search DC 25). Removing it causes the sphere’s glow to fade and is another method of disabling it.

**Development:** If the heroes capture him, the orc can tell them as much as you like about the adventure’s background, but he’s neither particularly smart nor high on the food chain. He might tell the heroes that his tribe lived in the mountains not far from here and revered the Iron Giant that was buried deep in the caverns. Then, some people came in and brought the Iron Giant to life. Other than that, his information is limited.

For the heroes to advance beyond area 2-2, they must shut down the glass sphere in this area and that in area 3-3.

## AREA 1-3: RIGHT LOWER LEG (EL 1)

This tall, cylindrical room must occupy the giant’s lower leg. It is filled with junk: shaped pieces of metal, springs and gears of all sizes, flakes of sparkling gold, broken weapons, chunks of rock, bits of coal, and similar objects. A 5-foot-high lip around the large hole in the center presumably keeps pieces from tumbling into the foot. A similar hole gapes in the ceiling directly above — perhaps 50 feet.

A construct moves around the room. It looks like a cross between a caterpillar and a spider and is composed of blemished and dented steel. A mess of mechanical arms protrudes from a hatch on the construct’s back; a glowing red gem is perched in front of these arms. The arms end in various tools, including grippers, hammers, and trowels. As you watch, one arm grabs a shattered gear and brings it near the construct’s “face.” It seems to consider the item, then the arm places it neatly in a pile and the construct moves on.

A hatch in the west wall of this room, 30 feet above the floor, leads to a vertical tunnel that connects areas 1-2 through 2-1.

This room contains an enchantment to prevent the junk from being tossed around too much when the Iron Giant moves — making for an odd sight if the heroes are in this room when the leg swings forward. The junk still moves about some, and the maintenance construct spends a good deal of time reorganizing the room.

**Bad Guy:** The construct here is an MC-1X maintenance construct.



**MC-1X MAINTENANCE CONSTRUCT:** Init +1, Spd 20 ft.; ♣ hp 21, AC 15, touch 12, flat-footed 14; DR 2/adamantine, pacifist, SR 8, construct traits; ✖ Atk/Full Atk +3 melee (touch special or 1d4–1, 5 arms); Combat Reflexes (+1 attack, all arms); arms, gripper claw (Grp +4).



## SIDE QUEST - ASSEMBLE THE SUPER WEAPON!

The term “side quest” is thrown around a lot in video game RPGs; it refers to something you can accomplish (a “quest”) that isn’t *required* for ultimate success, but probably helps you achieve it and is probably fun, as well. Assembling the super weapon is a side quest in this adventure — the heroes don’t *have* to do it, but if they do, they get a super weapon!

The cultists were working on creating the super weapon using arcane secrets they unearthed with the Iron Giant. However, they found that they couldn’t empower it unless they took apart some of the constructs within the Iron Giant. Unwilling to desecrate these “sacred” creations, Rayne Darklin ordered that the weapon be destroyed and work on it cease. The cultists obeyed, but the heroes can reconstruct it — and they probably have no problems taking apart the Iron Giant’s minions.

The super weapon resembles a spear and has two parts: the blade in area 1-3 and the haft in area 3-2. Placing the two together causes them to magically attach; the spear is a +1 *longspear*. Due to its long blade, it deals either slashing or piercing damage. The haft includes three glass cylinders that are just the right size to contain *power gems*.

Placing a *power gem* in one of the cylinders on the super weapon causes the gem to glow. Once three gems are in place, the super weapon gains additional abilities, depending on the colors of the gems in it, as shown below. The wielder instinctively knows how to activate these abilities, though he probably has to practice a few times to get them to work properly.

Number of... Red	Green	Blue Gem Save DC*	Ability
3	0	—	Green energy sparks around the spear’s blade; its base damage increases to 1d10. Also, as a standard action that provokes attacks, the wielder can project a ray of arcane energy from the spear. The ray has a range of 30 feet with no range increment, and the wielder must make a ranged touch attack to hit his target. The ray deals 1d10 points of force damage. The wielder is considered to be proficient with this ray attack, whether or not he is proficient with the spear.
2	1	15	The spear’s base damage increases to 2d6. The ray also deals 2d6 points of damage.
1	2	18	As a standard action that provokes attacks of opportunity, the wielder can <i>charge</i> the blade with arcane energy. This energy crackles around the blade, shedding light as a torch. On the weapon’s next successful attack (whether in melee or with the ray), it deals an additional 1d6 points of force damage. After dealing this damage, the arcane energy is discharged until the wielder charges it again.
0	3	18 + the wielder’s Dexterity modifier (if positive)	The spear’s base damage increases to 2d8. The ray also deals 2d8 points of damage. When the spear is charged, it deals an additional 1d8 points of force damage. In addition, when the spear deals this extra force damage, it causes a small detonation, exploding in a 5-foot-radius burst. Creatures (other than the original target) within this area take 1d8 points of force damage (no save). This blast mystically does not harm the wielder or his allies.

\* See below.

In addition to red and green *power gems*, one blue *power gem* exists in this adventure. When slotted into the spear, the blue *power gem* has all the effects of a red *power gem*. In addition, if the spear is charged, the wielder can fire a line of arcane energy 30 feet long. All creatures along this line take damage as if hit by the ray. They can attempt Reflex saves (the DC depends on the number and type of gems in the spear, as shown above) for half damage. Firing this line discharges the spear.

**Phat Lewt!:** The super weapon is powerful and valuable; you are well within your rights to say that it functions only in the Iron Giant (perhaps functioning as a +1 *longspear* outside it). On the other hand, you might allow the heroes to wield it in other adventures. It is a powerful weapon, though, and likely worth a great bucket of gold (the exact amount depends on what gems the heroes have in it). To avoid showering the heroes with cash if they sell the weapon, you might decide that no trader takes them seriously — the super weapon just looks too weird. Or perhaps the weapon is mystically tied to the hero who assembled it and will not function for anyone else, or is cursed and keeps appearing in its owner’s possession. In any case, if you like, the heroes can keep the super weapon, but you might not want them to be able to sell it.

**MC-1X Maintenance Construct:** CR 1; Small construct; HD 2d10+10, hp 21; Init +1; Spd 20 ft., climb 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk/Full Atk +3 melee (touch special or 1d4-1, 5 arms); SA arms, gripper claw; SQ , damage reduction 2/adamantine, darkvision 60 ft., low-light vision, pacifist, repair 1d4, spell resistance 8, construct traits; AL N; SV Fort +0, Ref +1, Will +2; Str 8, Dex 12, Con -, Int -, Wis 14, Cha 1.

**Skills and Feats:** Climb +9; Combat Reflexes, Weapon Finesse.

See Appendix 2: New Monsters for information on the MC-1X maintenance construct’s special attacks and qualities.

**Tactics:** The maintenance construct follows standard tactics for its type — it does not initiate combat, but it defends itself.

**Loot:** The maintenance construct includes a red *power gem*.



The junk in this room is mostly rubbish. A hero can make a DC 15 Knowledge (arcana) check to determine that most of the items here could be used in the creation of magic constructs, but they are mostly worthless now.

However, a DC 20 Search check turns up two items of interest. The first is a *gear of +2 Con*, inadvertently discarded. (Though useful, the heroes might not know what to do with it until they see a similar gear attached to an opponent's plate mail sleeve.)

The second item is a silvery blade. A DC 15 Craft (weapon-smithing) check allows a character to determine that it is a spear blade (a hero proficient with longspears gains a +5 bonus on this check), though it is abnormally long for a spear tip: almost two feet. The blade is inscribed with gold tracery reminiscent of that on the walls and floors. It looks as if it could slot easily into the spear's haft, but the haft is nowhere to be seen. It radiates faint evocation magic.

This item is actually part of a magic weapon the cultists were attempting to make; see the "Side Quest — Assemble the Super Weapon!" sidebar for more information.

## AREA 1-4: RIGHT UPPER LEG (EL 4)

This tall room must take up the entire upper portion of the Iron Giant's right leg. The room is bare, save for a statue. The statue resembles a plate-mailed humanoid, slender and tall. A green gem glows on its chest where its heart would be. Its right arm ends in an axlike blade rather than a hand, and the fingers on its left hand are dangling metal wires.

The hole in the ceiling leading to area 2-1 is closed with a steel door. It has been magically reinforced.

**Steel Door:** 2 in. thick; hardness 30; hp 120; burst DC 38.

The ceiling is 50 feet high. Thirty feet above the floor is a hatch that leads to the vertical tunnel connecting areas 1-2 through 2-1.

A DC 15 Search check reveals a rune on the east wall at chest height. It is set in gold, but is otherwise unremarkable.

In all likelihood, Ix Revon is here as well, hidden near the ceiling. The heroes might notice him, but he is difficult to detect (Hide +21; his statistics are below.)

**Bad Guy:** The statue here is a GC-13A guardian construct. Its semi-magnetic boots mean it does not have to make Balance checks when the Iron Giant moves.

When guardian construct senses the heroes, it turns toward them and speaks a single word in a deep, resonating voice: "Password." Its eyes flicker green as it speaks.

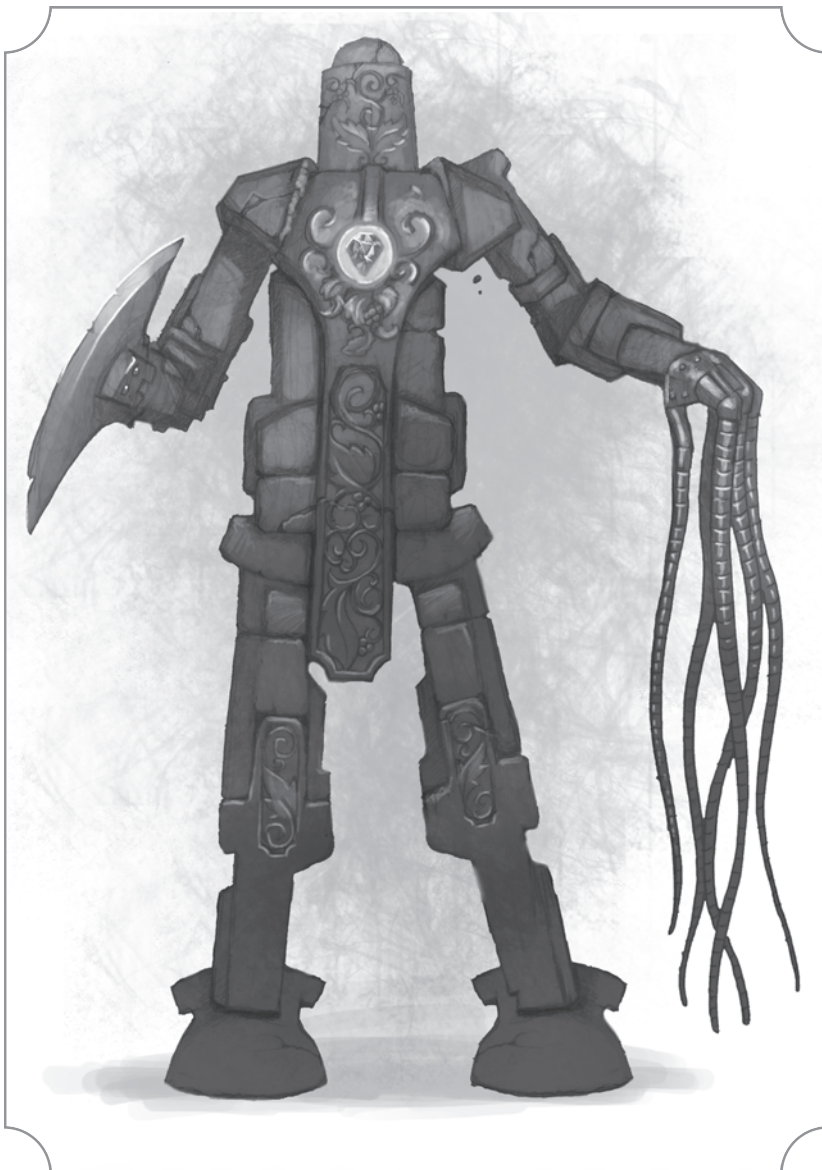
The construct assumes that the next word the heroes say to it is the password. If they haven't spoken (to it) after a minute, it says "Password" again. After another minute, it again prompts them. If after a third minute they still haven't said anything to it, it takes their lack of a response as failure.

If the heroes provide an incorrect password, the construct shakes its head and says "Password" again. They only get two strikes here; after getting the password wrong a second time, they fail.

If the heroes fail to guess the password, the construct's eye glow changes to red. It says "Intruders! Intruders!" and attacks.

The password depends on the day of the week. Player Handout #1 lists the passwords, and each starts with the same letter as the day of the week to which it corresponds, starting with Sunday. Thus, the password the construct accepts depends on what day of the week it is (which you can arbitrarily decide). For example, if it is Wednesday, the password is "warmachine." On Friday it is "furnace." (If your campaign uses different names for the days of the week, adjust the passwords and Player Handout #1 as appropriate.)

If the heroes get the password right, the guardian says "correct." It then removes a polished square peg from a nook at its waist, presses it to the rune



on the wall, and the door in the ceiling opens. It remains open for as long as the peg is pressed against the rune — the construct allows all the heroes through before it closes the door. (But see “Development,” below.)

**GC-13A Guardian Construct:** Init +0, Spd 20 ft.; hp 53, AC 15, touch 10, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits; Atk +7 melee (1d8+3/x3, axe hand) or +4 ranged (1d8+3/x3, axe hand), Full Atk +7 melee (1d8+3/x3, axe hand) and +7 melee (1d4+3, finger wires) or +4 ranged (1d8+3/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +11).

**GC-13A Guardian Construct in Defensive Stance:** Init +0, Spd 0 ft.; hp 63, AC 19, touch 14, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits; Atk +9 melee (1d8+5/x3, axe hand) or +4 ranged (1d8+5/x3, axe hand), Full Atk +9 melee (1d8+5/x3, axe hand) and +9 melee (1d4+5, finger wires) or +4 ranged (1d8+5/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +13).

**GC-13A Guardian Construct:** CR 4; Medium construct; HD 6d10+20, hp 53; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +11; Atk +7 melee (1d8+3/x3, axe hand) or +4 ranged (1d8+3/x3, axe hand), Full Atk +7 melee (1d8+3/x3, axe hand) and +7 melee (1d4+3, finger wires) or +4 ranged (1d8+3/x3, axe hand); Reach 10 ft. with axe hand; SA axe hand, constrict 1d4+4, improved grab; SQ damage reduction 2/adamantine, darkvision 60 ft., defensive stance, finger wires, low-light vision, spell resistance 10, construct traits; AL N; SV Fort +2, Ref +2, Will +3; Str 17, Dex 11, Con –, Int –, Wis 12, Cha 1.

See Appendix 2: New Monsters for information on the GC-13A guardian construct’s special attacks and qualities.

**Development:** Ix Revon, the cultists’ head of security, routinely monitors the Iron Giant’s insides from area 2-4, which allows him to scry various locations within the giant. Unless something particularly strange is going on, Ix discovered the heroes soon after they entered the giant. After noting their progress for a time, he moves to this area (1-4) and clings to the wall, hidden, watching the heroes’ interaction with the guardian construct. After they deal with it, whether or not they provide the password, Ix reveals himself.

Suddenly there’s another man in the room. He is near the ceiling, and it seems he was clinging to the wall until a moment ago. Now he floats gently down.

“Good day!” he says, his dark cloak, glinting with metallic highlights, billowing behind him. “Welcome to my giant. Well, partially mine. I’m in charge of making sure people like you don’t come in. I think. Who are you, anyway?”

His boots thump to the ground, and you notice how young he is — he can’t be more than seventeen. His hair and clothing are dark. His right arm is bare and entwined with jagged, fiery tattoos. He wears a sleeve of mithral armor on his left arm, and two metal gears are affixed to it, turning against each other. A gold rune is prominent on each. The man’s blue eyes sparkle, as if he finds something amusing. Cords are wrapped around his wrists and tied to a pair of short swords at his sides.

## The SM-3Z Stealth Cloak

Among other items the cultists found in the Iron Giant was this hooded cloak, clearly intended to assist with internal security. Though it appears and moves as stiff cloth, it is actually woven of exceedingly fine steel mesh, darkened through some alchemical means. It has the following powers:

- It absorbs incoming spells. The wearer gains spell resistance 14.
- It instantly alters appearance to match the background. The wearer gains a 20% miss chance and a +10 circumstance bonus on Hide checks.
- It dampens sound. The wearer gains a +10 circumstance bonus on Move Silently checks.
- The wearer gains constant benefit of both *feather fall* (which activates whenever he falls more than 5 feet) and *spider climb*.
- Three times per day as a free action, the wearer can *teleport without error* to any area in the Iron Giant. In addition, if the wearer is reduced to 0 hit points or fewer, the cloak automatically triggers this ability (if it is available), teleporting the wearer (or his corpse) to area 2-4.

A single green *power gem* provides the cloak with the magic energy it needs to function; the gem sits at the base of the hood. Therefore, the cloak does not function outside the Iron Giant. Though it has no magic properties outside the giant, its fine construction still allows it to fetch 500 gp.

Ix chats with the heroes for a time. He is charming, but he is also an arrogant jackass. He makes a point of showing off his whip swords, which he designed and which were inspired by the GC-13A’s axe hand. He is irreverent, even in regard to the Cosmic Guide, and uses a lot of slang and curse words (whatever those might be in your campaign).

Ix has no intention of allowing the heroes deeper access into the giant or giving them any meaningful information. He makes up stories to test their gullibility. Eventually, combat undoubtedly breaks out.

**IX:** Init +8, Spd 30 ft.; hp 30, AC 19, touch 14, flat-footed 15; evasion, SR 14, *teleport without error*; Atk +9 melee (1d6+3 plus 1d6 cold, whip sword), Full Atk +7 melee (1d6+3 plus 1d6 cold, whip sword) and +7 melee (1d6+2 plus 1d6 cold, whip sword); Reach 10 ft. with whip sword.

**Ix Revon, male human Ftr2/Rog2:** CR 4; Medium humanoid (human); HD 2d10+2d6+8, hp 30; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +5; Atk +9 melee (1d6+3 plus 1d6 cold, whip sword), Full Atk +7 melee (1d6+3 plus 1d6 cold, whip sword) and +7 melee (1d6+2 plus 1d6 cold, whip sword); Reach 5 ft. (10 ft. with whip sword); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +5, Ref +7, Will +2; Str 14 (12), Dex 18 (16), Con 14, Int 13, Wis 14, Cha 12.



**Skills and Feats:** Bluff +1, Hide +21, Listen +4, Move Silently +21, Sense Motive +2, Spot +9, Tumble +11; Exotic Weapon Proficiency (whip sword), Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (whip sword).

**Possessions:** +1 whip sword, masterwork whip sword, mithral shirt, mithral plate mail sleeve, gear of +2 Str, gear of +2 Dex, gear of frost (gives all weapons the frost quality), SM-3Z stealth cloak, three potions of cure critical wounds. See Appendix 1: New Equipment for details on Ix's whip swords and plate mail sleeve; see "The SM-3Z Stealth Cloak" sidebar for more information on that piece of equipment.

**XP Award:** If the heroes give the proper password to the guardian construct, award them XP as if they had defeated it in battle.

The heroes gain experience points for defeating Ix if they force him to teleport away.

**Tactics:** Ix simply throws himself at the heroes in this first encounter, saying, "Do your best, bitches!" as combat breaks out. He uses his Tumble skill to skirt fighters and clerics and attack vulnerable characters, such as sorcerers and rogues. When he drops to 5 or fewer hit points, he says, "Well, that hurt a bit, I suppose. I'll see you later!" and uses his cloak's *teleport without error* ability. In all likelihood, the heroes haven't seen the last of him. (Even if they reduce him to 0 hit points or fewer, or if they finish him, the cloak teleports him to area 2-4, as described in the "The SM-3Z Stealth Cloak" sidebar.) He drinks some potions to get back to fighting status.

## SECTION 2: TORSO, 1ST LEVEL

In the torso, heroes don't run the risk of being tossed around due to the giant's movement. The general feeling of being inside a magic construct is more enhanced here: the background hum is a little louder, the light is a little brighter, and the odd bits on the walls are more plentiful.

Ceiling height here is 40 feet.

## AREA 2-1: ANTECHAMBER

Little of interest is in this room save for two hatches. One, on the west wall, is at floor level. It leads to a vertical tunnel that connects areas 1-2 through 2-1.

The second hatch is on the east wall, at ceiling height (40 feet up). This hatch leads to a narrow tunnel that runs along the ceiling of area 2-2, as shown on the map. See that area for more information.

## AREA 2-2: TRAP ROOM (EL 5)

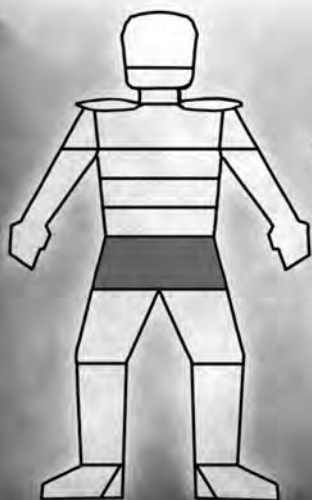
This large room is adorned with arcane devices — wand-like protrusions jutting out of the walls, gleaming mirrored squares on the floor, and wide metal tubes running along the ceiling. At the far end, a set of metal mesh stairs leads to a catwalk 20 feet above the floor. A ladder leads from the catwalk to a small hole in the ceiling — a hole that flickers with pink light.

A number of levers and cranks jut from the wall on the catwalk. Also on the catwalk are a number of people. They are all dressed identically: black cloak, breastplate, bare right arms, plate mail covering their left arms. They all wear silver medallions. Most of them are orcs, who grin nastily, showing their tusks. One, who seems to be the leader, is a striking woman. She has straight black hair cut to the bottoms of her ears and almond-shaped eyes. Her breastplate enhances her form.

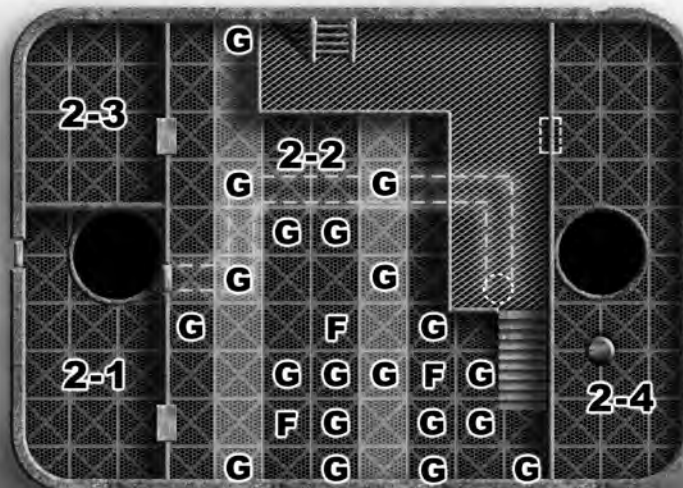
This room is the cultists' primary defense against intruders. It holds numerous traps, and the controls on the catwalk manipulate them.

Heroes can enter this room via the ceiling tunnel from area 2-1. See "The Tunnel," below.

The ladder on the catwalk leads to area 4-1. However, a pink field prevents access. This field disintegrates anything that touches it, dealing 1d6 points of damage. Creatures and objects passing through it take 10d6 points of damage. If this damage is enough to kill the creature or destroy the object, the unfortunate creature or object turns to dust (as if with the *disintegrate* spell).



## SECTION 2: TORSO



If the heroes disabled the orb in area 1-2, this field flickers fitfully and its damage drops to 1d4 (and 10d4, as appropriate). If they disable that orb and the one in area 3-3, the field vanishes.

On the catwalk, in addition to the levers and other trap controls, is a dark hood similar to the one in area 1-2. If a character places this hood over his head, anything he says is transmitted via a sending spell to the giant's feet (areas 1-2 and 3-3); anyone in the feet can hear him and respond simply by speaking.

The door on the east wall is at floor level (not on the catwalk).

**The Tunnel:** A narrow tunnel, like a heating duct, runs along the room's ceiling from area 2-1. A grate every 10 feet or so allows a hero to look down into the room, though his vision is obscured. (These gratings count as hatches for the purposes of Spot and Hide checks; see "Inside the Iron Giant," above, for more information.) He might also make noise, though being within the tunnel grants him a +4 bonus on Move Silently checks.

The tunnel terminates at a hatch above the catwalk, allowing a stealthy hero to drop onto the catwalk.

The tunnel's purpose is to adjust the aim of several traps on the ceiling. At three locations along the tunnel are thin sticks thrusting up from the floor. A hero in the tunnel can look down through a grate and see that each stick is attached to a wandlike device: a two-foot-long wooden rod that ends in a pointed chunk of metal. This rod points generally toward area 2-1. Grabbing the stick in the tunnel allows the hero to adjust the aim; he puts pressure on the stick, and though it does not move, the rod swivels to face a new direction of the hero's choosing (such as at the opponents on the catwalk). The cultists have a chance to detect this activity with a Spot check (opposed by the hero's Hide check, which determines how clandestine he is in his endeavors), but they take a -4 penalty on their Spot checks for things that happen on the ceiling.

**Traps:** This area has a number of traps, which the controls on the catwalk activate.

**Electrified Floor:** Much of the floor is covered with polished glass plates (the squares marked "G" on the map). Pulling a lever electrifies these plates. They remain charged for as long as the lever remains down, and the danger is clear: they throw off sparks and arcs of electricity. Creatures on the plates when the switch is thrown can make Reflex saves to leap to safety; those stepping on the plates afterward simply take damage.

**Electrified Floor Trap:** CR 1/2; magic device; mechanical trigger (lever); mechanical reset (lever); 1d6 electricity (DC 12 Reflex save half damage); Search DC 21; Disable Device DC 21.

**Firebolt Rods (3):** These rods, on the ceiling, blast lightninglike strokes of flame. Each stroke targets two (random) creatures adjacent to each other and in the trap's line of fire.

**Firebolt Trap:** CR 1/2; magic device; mechanical trigger (lever); mechanical reset (lever); multiple targets (2 random adjacent targets in the line of fire); 1d6 fire (DC 11 Reflex save half damage); Search DC 21; Disable Device DC 21.

These are the traps that a hero can adjust from the ceiling tunnel. If the hero points them at the catwalk, the fiery blasts strike the cultists when they activate the trap. Otherwise, they are aimed at the door to area 2-1 and can strike creatures within 15 feet of the door.

**Freezing Rays (2):** The shaded squares on the map are the line of fire for two freezing ray traps. (They fire at floor level and do not affect the catwalk.) Pulling a lever causes a three-foot-wide ray of cold to blast across the room.

**Freezing Ray Trap:** CR 1; magic device; mechanical trigger (lever); mechanical reset (lever); multiple targets (all targets in a 30-foot line); 2d6 cold plus 1 Dex (DC 14 Reflex save half damage and negate Dex damage); Search DC 22; Disable Device DC 22.

**Tumbling Forcebombs:** Pulling a lever causes a hatch to flip open in one of the tunnels in the ceiling, dropping three spheres into the room. They fall into the square marked "F" on the map, then deviate 5–15 feet in random directions (use the scatter rules for grenadelike weapons; roll 1d3 to determine the distance). The forcebombs are polished blue orbs about the size of a fist. They flash red, faster and faster, and then explode after 1 round (at the same initiative count at which they dropped) — the heroes have time to pick them up and hurl them at their attackers, if they're quick.

**Tumbling Forcebomb Trap:** CR 1; magic device; mechanical trigger (lever); mechanical reset (lever); multiple targets (all targets within 10 ft. of detonation); three forcebombs, (1d6 force, DC 13 Reflex save half damage); Search DC 21; Disable Device DC 21.

**Grease:** Turning a knob causes the staircase leading to the catwalk to be coated in a *grease* spell.

**Grease Trap:** CR 1; magic device; mechanical trigger (knob); mechanical reset (knob); spell effect (*grease*, 1st-level wizard, DC 11 Reflex save or fall); Search DC 21; Disable Device DC 21.

**Bad Guys:** The lead cultist here is Minh Alaya, one of Rayne Darklin's friends and fellow students. Together, they unearthed the Iron Giant. Minh, like Rayne and their other friend Shan, is a formidable woman. The orcs follow her willingly.



**ORC CULTISTS (4):** Init +1, Spd 20 ft.; hp 8, AC 15, touch 11, flat-footed 14; Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *obscuring mist*). See area 1-2 for complete statistics.

**MINH:** Init +1, Spd 20 ft.; hp 12, AC 17, touch 11, flat-footed 16; Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *enlarge person* [1 min.], *shield of faith* [+2 AC]), spontaneous casting (*inflict*).

**Enlarged Minh:** Init +1, Spd 20 ft.; hp 12, AC 15, touch 9, flat-footed 14; Atk/Full Atk +3 melee (2d6+4, heavy mace) or -1 ranged (1d8/19–20, light crossbow); Space/Reach 10 ft./10 ft.; spells (*cure light wounds* [1d8+1], *shield of faith* [+2 AC]), spontaneous casting (*inflict*).

**Minh Alaya, Clr1:** CR 1; Medium humanoid (human); HD 1d8+4, hp 12; Init +1; Spd 20 ft. (breastplate — base 30 ft.); AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +3; Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); SA spells, spontaneous casting (*inflict*); AL LE; SV Fort +3, Ref +1, Will +4; Str 17 (15), Dex 13, Con 12, Int 10, Wis 15, Cha 8.

*Skills and Feats:* Concentration +5, Knowledge (religion) +4, Spellcraft +4; Toughness.





**Possessions:** Heavy mace, light crossbow, breastplate, plate mail sleeve, *gear of +2 Str.*

**Spells (3/3):** 0—*cure minor wounds, detect magic, light*; 1st—*cure light wounds, enlarge person\**, *shield of faith*.

\* Domain spell. Domains: Protection (touched target +1 on next save), Strength (+1 Str for 1 round 1/day).

**Tactics:** The cultists count on their traps to defeat the heroes. They constantly ready actions, hands on levers, waiting for when the heroes come within range of a specific trap.

The first traps the heroes are likely to encounter are the firebolt rods and the tumbling forcebombs. If the heroes adjusted the aim on the firebolt traps to target the cultists, the bad guys are thrown into confusion for 1 round (after getting blasted with fire), during which Minh restores order. (The orcs don't act normally in this round, but Minh does.)

After this, the cultists activate traps as the heroes approach them: electrified floor, freezing rays, and *grease*, as appropriate. If the situation demands it, they might bring out their crossbows. If melee combat looks imminent, Minh casts *enlarge person* and *shield of faith*. She also casts *shield of faith* if the heroes start shooting at her. The orc cultists heal her with *cure light wounds* if she is injured.

Activating a trap (by pulling a lever or whatever) is a standard action that provokes attacks of opportunity.

### AREA 2-3: ORIENTATION ROOM

This small room has a number of wooden chairs set up, facing the wall.

Rayne set up this room to bring new recruits up to speed, though as yet she hasn't had any new recruits.

If a living creature sits in one of the chairs, an illusory version of Rayne appears. The illusion continues for as long as at least one creature remains in a chair.

You might wish to adjust the following based on how much information you wish to reveal to the heroes at this point.

The air shimmers, and abruptly a woman stands before you. She is dressed like the others here: dark cloak, plate mail sleeve, cleavage-enhancing breastplate. Her soft brown hair is tied in a long ponytail, and her eyes are pale blue.

"Hello," she says to the room. "I am Rayne Darklin. I control the Iron Giant." She spreads her hands. "That's where you are. It is ancient. Back in the old days, it was called 'Shak'vanna-ron,' which means 'the Iron Giant.' As you can see, it is a mobile war machine of great power. You made the right choice joining me."

She lowers her head and paces for a moment. “What we’re doing here is very important.” She stops and looks up, her gaze defiant. “The gods — the gods we’ve been worshipping for thousands of years — are a bunch of liars and criminals.” She takes a deep breath, as if she just said something difficult and she’s proud of it.

“Several years ago I discovered ancient writings. These writings spoke of a god I had never heard of before — that *no one* had heard of for millennia. This god was here *before* the rest of the gods, and it was a construct.” She spreads her hands. “Like the Iron Giant, but on a deific scale. A golem god, if you will, though it seems sacrilegious to say that. This god was called the Cosmic Guide.” She lifts the silver medallion from her chest. “This is its holy symbol.” She replaces the medallion gently, then looks back at the room. Her lips are tight, and her eyes scan the area before she speaks again.

“The other gods arrived eventually, and they didn’t care much for the Cosmic Guide. So they got together and defeated it. But that wasn’t enough — oh no. Their priests moved out and massacred the Cosmic Guide’s followers. Eventually, the gods and the priests thought that they had eradicated all traces of the Cosmic Guide’s existence. But people are tough, and I discovered some documents that the ancient priests missed. They pointed me to the Iron Giant, which is a holy relic of the Cosmic Guide.”

Her nostrils flare. “So. That’s the story. We are here to correct an injustice that is thousands of years old. To bring back worship of the Cosmic Guide and reveal the other gods for the liars and murderers they are.” She smiles, and it is not a kind smile. “I bid you welcome. With your help, this ancient sin can finally be washed away.”

The woman fades from existence.

## AREA 2-4: SECURITY CENTER (EL 4)

A huge mirror dominates the opposite wall of this room — but it is cloudy and unreflective. A number of runed tiles below it glow with red light.

In the floor is a ten-foot-wide hole. What seems to be yellow paint surrounds it; the paint glows.

The hole is above a *levitation pad* (described in area 1-2) in area 3-3. When the giant’s left leg is still, the pad allows heroes to travel easily between areas 3-3 and 2-4. Also in this room is a metal hatch on the floor; the hatch leads to a narrow tunnel that connects areas 2-4 through 3-3. (See “Inside the Iron Giant,” above, for more information.)

## HANDOUT 2 *Copy-ready version on page 44*



The mirror is a scrying device and radiates moderate divination magic. Upon closer inspection, the tiles beneath it (made of polished gray stone) are etched with simple pictures, not runes. Player Handout #2 represents these tiles.

These pictures represent the same ideas as the passwords based on the day of the week, which allow the heroes to bypass the guardian construct in area 1-4 (and which are listed on Player Handout #1).

**Trap:** The mirror is magically trapped now, and the heroes cannot use it to scry. However, they can unlock it by touching the tiles in the proper sequence, which is the order in which they appear on Player Handout #1: swashbuckler (the rapier), evil eyes (for maledict), tornado, catapult (for war machine), thimble, furnace, spear, and hammer (which is like an “Enter” key). As the heroes touch them in the proper order, the tiles glow blue. If a hero touches a tile out of order, the tiles all turn red and blast him with a weak *scorching ray* (described under “Trap,” below).

After a hero touches all the tiles in order, they glow blue for a moment, then the light fades. The mirror clears, showing the heroes’ reflections. The tiles representing the evil eyes, the furnace, the hammer, and the spear glow green. Touching these tiles causes the mirror to scry a different location: the eyes correspond to area 1-2, and the spear to area 2-2, the hammer to area 6-1, and the furnace to area 6-1a. See those areas for details. You should give the heroes some hint as to how to defeat the enemies in those locations; for example, they might see the cultists in area 6-1 training Chompy with a sunrod.

Touching the rapier symbol reactivates the trap and causes the mirror to cloud over.

**Scorching Ray Trap:** CR 1; magic device; touch trigger; automatic reset; Atk +4 ranged touch; spell effect (*scorching ray*, 3rd-level wizard, 2d6 fire); Search DC 22; Disable Device DC 22.

**Bad Guys:** If he survived his previous encounter with the heroes, Ix Revon is here, hiding. He observed the heroes’ battle in area 2-2, and he’s starting to realize they could be a problem. He was a friend of Minh, and he’s upset if they killed her.

Also here is an orc cultist who assists Ix. If Ix’s comatose body appears here, the orc feeds him one of his potions to bring him around.

**IX:** Init +8, Spd 30 ft.; ♣ hp 30, AC 19, touch 14, flat-footed 15; SR 14, *teleport without error*; ✂ Atk +9 melee (1d6+3, whip sword), Full Atk +7 melee (1d6+3, whip sword) and +7 melee (1d6+2, whip sword); Reach 10 ft. with whip sword. See area 1-4 for full statistics.



**ORC CULTIST:** Init +1, Spd 20 ft.; ♣ hp 8, AC 15, touch 11, flat-footed 14; ✂ Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *obscuring mist*). See area 1-2 for complete statistics.



**Tactics:** Ix is ticked off at this point. As the heroes clash with the orc, Ix springs from the shadows, attacking with surprise if possible. He curses the heroes before laying into them. He's more careful this time, though; if his cloak activates automatically he'll simply teleport back to this room. He teleports to area 6-1 if reduced to 10 or fewer hit points. When he gets there, he warns the cultists of the heroes' approach, then moves to area 7-2 and warns Rayne. She ignores the heroes, seeing them as inconsequential, until they approach. See areas 6-1 and 7-2 for details.

**Loot:** A single red *power gem* provides arcane energy for the scrying mirror. The heroes can remove it if they wish, but the mirror does not function without it.

**XP Award:** The heroes gain experience points for defeating Ix if they force him to teleport away.

## SECTION 3: LEFT LEG

The left leg is similar to the right leg. Characters here risk being tossed about when the Iron Giant moves, as described in the "The Moving Giant" sidebar, page 13.

### AREA 3-1: LEFT UPPER LEG (EL 4)

This tall room looks almost abandoned. The light here is dimmer than in other areas, and it flickers, as if the magic is dying. Holes have been torn into the walls, revealing shadows beyond. A large, circular hole in the floor is outlined in a throbbing yellow glow.

When Rayne and her companions discovered the Iron Giant, it was already inhabited — by a family of chokers. They clashed, and the clerics slew two chokers and captured the other two.



Rayne, who could communicate with the chokers, gave them an ultimatum: join, or die. The chokers joined the clerics, but asked that they be given one section for themselves and kept fed. Rayne agreed, and her people made this area as suitable as they could for choker habitation. Until recently, Rayne fed them raw livestock; lately, she's had plenty of corpses — and the occasional prisoner — to go around.

The ceiling here is 50 feet high. The room's illumination is shadowy.

Thirty feet up on the south wall is a metal hatch. It leads to the tunnel that connects areas 2-4 through 3-3. A clump of grimy blankets clogs it halfway through.

The holes in the walls are choker dens. Four dens exist, and none is deeper than 5 feet. Within are blankets and torn rags.

**Bad Guys:** The chokers don't mind the giant's movements, and they act as a security measure. They are more than welcome to attack and devour intruders.

**CHOKERS (2):** Init +6, Spd 20 ft., climb 10 ft.; ♥ hp 16, AC 17, touch 13, flat-footed 15; ✂ Atk +6 melee (1d3+3, tentacle), Full Atk +6 melee (1d3+3, 2 tentacles); constrict 1d3+3, improved grab (tentacle, Grp +5), quickness; Reach 10 ft.

**Choker:** CR 2; Small aberration; HD 3d8+3, hp 16; Init +6; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d3+3, tentacle), Full Atk +6 melee (1d3+3, 2 tentacles); SA constrict 1d3+3, improved grab; SQ darkvision 60 ft., quickness; AL CE; SV Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7.

**Skills and Feats:** Climb +13, Hide +10, Move Silently +6; Improved Initiative, Lightning Reflexes, Stealthy.

**SA—Constrict (Ex):** A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature.

Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

**SA—Improved Grab (Ex):** To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**SQ—Quickness (Su):** Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

**Tactics:** One choker's den is high up on the



## SECTION 3: LEFT LEG

wall. When it detects creatures coming down using the *levitation pad*, it creeps along the ceiling to the edge of the hole leading to area 2-4 and waits. When intruders emerge — clearly not cultists — the choker grabs at them. Its plan is to snatch and fling them to the floor, as it is not strong enough to maintain a grapple and still cling to the ceiling. After it performs such a tactic on all the heroes, it creeps or levitates down and attempts to throttle one.

The second choker lives in the narrow tunnel that connects areas 2-4 through 3-3, having crammed a great wad of blankets in the tunnel to serve as a floor. If a hero attempts to sneak down the tunnel from area 2-4, the choker confronts him and attempts to slay and eat him. This choker is slow to react to any combat in the main chamber, but 2d4 rounds after combat breaks out with the first choker, the second emerges to join the battle. If the first choker is already defeated, the second choker instead waits on the floor near the hole in the center, ready for the heroes to ascend from the foot.

**Loot:** In one choker den, 40 feet up on the wall, is a hidden *gear of +2 Con* (Search DC 20).

### AREA 3-2: LEFT LOWER LEG (EL 1)

This tall, cylindrical room must occupy the giant's lower leg. It is filled with junk: shaped pieces of metal, springs and gears of all sizes, flakes of sparkling gold, broken weapons, chunks of rock, bits of coal, and similar objects. A 5-foot-high lip around the large hole in the floor — perhaps 50 feet down — presumably keeps pieces from tumbling into the giant's foot.

One of the insectlike maintenance constructs moves around the room, examining pieces of junk.

This room is almost identical to area 1-3. A hatch in the wall of this room, 30 feet above the floor, leads to a vertical tunnel that connects areas 2-4 through 3-3.

**Bad Guy:** The construct here is an MC-1X maintenance construct.



**MC-1X MAINTENANCE CONSTRUCT:** Init +1, Spd 20 ft.; ♥ hp 21, AC 15, touch 12, flat-footed 14; DR 2/adamantine, pacifist, SR 8, construct traits; ✕ Atk/Full Atk +3 melee (touch special or 1d4-1, 5 arms); Combat Reflexes (+1 attack); arms, gripper claw (Grp +4). See area 1-3 for complete statistics.

**Tactics:** The maintenance construct follows standard tactics for its type — it does not initiate combat, but it defends itself.

**Loot:** The maintenance construct includes a red *power gem*.

The junk in this room is mostly rubbish. A hero can make a DC 15 Knowledge (arcana) check to determine that most of the items here could be used in the creation of magic constructs, but they are mostly worthless now.

However, a DC 20 Search check turns up one item of interest: a metal staff with golden tracery, a long gold grip, and three short glass cylinders, like tubes, protruding from the area between the top and the grip. This item is part of a magic weapon the cultists were attempting to make; see the “Side Quest — Assemble the Super Weapon!” sidebar, near area 1-3, for more information.

### AREA 3-3: LEFT FOOT (EL 1/2)

This is clearly the Iron Giant's foot. Like its right foot, this one includes a glowing, blue glass sphere on a pedestal and a glowing yellow circle in the middle of the floor. Also like the right foot, this room includes an iron chair bolted to the wall. An orc sits in this chair, strapped to it with a leather harness. The orc's eyes widen as he sees you, but he was already in the throes of vomiting into a small bag.

The yellow circle in the floor is a levitation pad, as described in area 1-2.

The glass sphere, like the one in the right foot, is a source of power for the energy field in area 2-2. The heroes can disable it in the same ways as the sphere in that area. If the heroes disable both, the energy field vanishes in area 2-2, as it does not have enough power to remain.

Hanging on a hook near the orc's chair is a black cloth hood with runes picked out in gold thread. This hood is identical to the one in area 1-2, save that it allows communication with that room.

Also in this room is a hatch on the south wall near the floor. The hatch allows entrance the vertical tunnel that connects this area with areas 3-2, 3-1, and 2-4.

**Bad Guy:** The orc cultist is ostensibly here to guard the glass sphere. Thanks to motion sickness, he spends a lot of time throwing up.





**ORC CULTIST:** Init +1, Spd 20 ft.; hp 8, AC 15, touch 11, flat-footed 14; Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *obscuring mist*). See area 1-2 for complete statistics.

**Tactics:** The orc fights the intruders, but first must unstrap himself (a full-round action that provokes attacks of opportunity). He is not particularly brave and surrenders if obviously out-gunned.

**Loot:** A red *power gem* is hidden in a secret panel in the pedestal that supports the glass sphere (Search DC 25). Removing it causes the sphere's glow to fade and is another method of disabling it.

**Development:** See area 1-2 for some ideas if the heroes capture the orc.

### AREA 3-4: LEFT HEEL

This small room has half a dozen gears hanging from pegs on the wall, each with a different number of teeth. A dozen more pegs may once have held gears but are now bare.

This secret room housed most of the magic gears the cultists now use. They keep a few extras here.

**Loot:** Seven magic gears are on the wall here. They are: a *gear of +2 Str*, a *gear of +2 Dex*, a *gear of +2 Con*, a *gear of +2 Int*, a *gear of +2 Wis*, and a *gear of +2 Cha*.

The seventh is a cursed *gear of pain*. When a hero attaches it to an armor sleeve, the gear causes numerous needles to spring into existence on the inside of the sleeve and stab into the wearer's arm, affixing it to him and dealing 2d6 points of damage. Blood leaks from the sleeve.

Whenever the wearer takes a standard action, he takes 1 point of damage. A character can remove the sleeve, but doing so deals 2d6 points of damage, 1d4 points of Strength damage, and 1d4 points of Dexterity damage to the wearer. A DC 20 Heal check reduces the damage to 1d6, and 1 point each of Strength and Dexterity damage.

Removing the gear without removing the sleeve requires *remove curse*.

## SECTION 4: TORSO, 2ND LEVEL

Advancing to this level requires the heroes to deactivate the magic spheres in the giant's feet. They can then access area 4-1 through area 2-2. Ceiling height here is 20 feet.

### AREA 4-1: ANTI-SHRINE

This rectangular room has doors to the right and left. On one door is a sign that reads "Danger!" On the floor is a smooth circle on the floor; it looks like the *levitating* magic pads you've seen before, but this one does not glow.

On the walls hang numerous pendants, suspended on pegs. They glint — bronze and silver and lacquered wood.

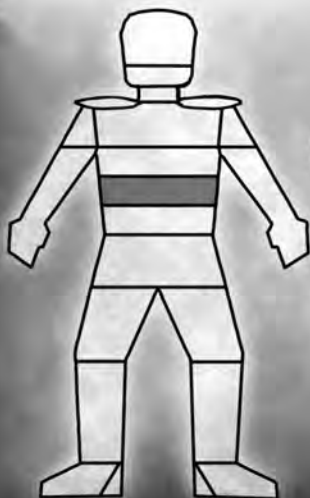
The circle on the floor is indeed an inactive *levitation pad*. Above it is a hole in the ceiling, though two steel doors keep it closed off at the moment.

Hanging on the walls are twenty-three holy symbols to various gods, but none of the Cosmic Guide.

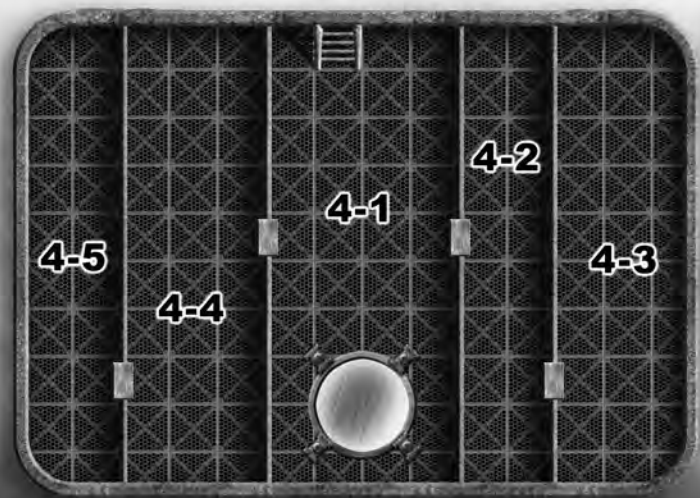
Rayne has been taking holy symbols from temples, priests, lay worshippers, and wherever else she finds them after she finishes stomping something into oblivion. They are all turned to face the wall, which represents how she feels toward about the gods. A number of pegs are bare as well — awaiting more holy symbols from defeated opponents.

Activating the *levitation pad* requires a character to hang a holy symbol of the Cosmic Guide on one of the unused pegs. The pad remains active for as long as such a holy symbol hangs on the wall and for one minute afterward. While it is active, the doors on the ceiling swing open.

**Loot:** The holy symbols here are worth a total of 350 gp.



## SECTION 4: TORSO



## AREA 4-2: OOZE ROOM (EL 5)

The door opens with an effort and a sticky, wet sound. It swings into moist darkness. Somewhere within, something falls from the ceiling with a splat.

The cultists opened this door once, lost one of their members within, and promptly closed it. Rayne plans to clear it out when she has time, but it's not a priority. She doesn't know what's beyond it.

The door on the other side is hidden by the slime. Finding it requires a DC 15 Search or DC 25 Spot check, or for the heroes to burn or freeze away the slime. They must get rid of the slime to access the door.

**Trap:** The gray ooze that years ago made its way to this location is of a strange variety that dwells only in deep subterranean areas. It let off spores in this room, and those spores attached to the walls and ceiling and grew into slime. That slime — a yellow-green mucuslike gunk — now coats every surface in this room. Heroes must move at half speed or make DC 15 Balance checks to avoid falling into it (and taking damage as if dripped upon). Fire or cold destroys it in 5-foot-wide patches.

One random hero is subject to an attack from the dripping slime each round they remain in this room.

**Slime:** CR 2; hazard; mechanical trigger (vibration); automatic reset; Atk +0 ranged touch (1d6 acid and 1 Con); Fort DC 14 negates Con damage; Search DC n/a; Disable Device DC n/a.

**Bad Guy:** While the Iron Giant remained underground, a gray ooze moved in and made its home in this chamber. Though its acid dissolves metal, the Iron Giant's magically-enhanced interior is immune (but constructs are not). The ooze hasn't had much flesh to eat lately, but it seems to survive off the ambient magic in the giant.

**GRAY OOZE:** Init -5, Spd 10 ft.; ♥ hp 31, AC 5, touch 5, flat-footed 5; immune to cold and fire, transparent (Spot DC 15), ooze traits; ✕ Atk/Full Atk +3 melee (1d6+1 plus 1d6 acid, slam); acid, constrict 1d6+1 plus 1d6 acid, improved grab (slam, Grp +3).

**Gray Ooze:** CR 4; Medium ooze; HD 3d10+15, hp 31; Init -5; Spd 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk +2; Grp +3; Atk/Full Atk +3 melee (1d6+1 plus 1d6 acid, slam); SA acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ blindsight 60 ft., immune to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1.

**SA—Acid (Ex):** A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless the wearer makes a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless the bearer makes a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**SA—Constrict (Ex):** A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

**SA—Improved Grab (Ex):** To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**SQ—Transparent (Ex):** A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

**Loot:** Destroyed in the corner and covered with slime is a MC-1X maintenance construct (Search DC 10 or Spot DC 20). It still contains its red *power gem*.

## AREA 4-3: RECORD ROOM (EL 4)

This room is brightly lit and oddly peaceful. Two wooden tables stand within, and three eyeless, spindly men — composed of metal rods and wood — sit at them, scratching away with quills on parchment. Scroll racks also stand about — many of them, all stuffed full of scroll tubes. They are so full, in fact, that the scroll tubes have overflowed the racks and now are piled in heaps on the floor. If you moved around the room, you'd be kicking them about. Also against the wall is a large wooden cabinet or wardrobe.

Standing in one corner is a construct that looks decidedly more violent. Armored plating covers its body, and one hand ends in an axelike blade. Its dull eyes glow bright green when it looks at you. "DO NOT DISTURB," it says in a deep, resonant voice.



This room exists for construct historians to record the history of the Iron Giant. For untold years their scrolls were filled within nothing more interesting than the word "darkness" repeated over and over again, but in recent days the historians have had much more interesting events to record — though of course they make no distinction. The historians see out of the Iron Giant's eyes rather than their own. (Indeed, they do not have eyes.) When they fill a scroll (both sides), they place it in a scroll tube and attempt to put the tube into a scroll rack — whereupon it falls to the floor — and the historian goes to the cabinet for a new parchment.

The historians are entirely non-combative. They continue performing their duty until destroyed.

**Construct Historian:** Hardness 5, hp 10, break DC 20.

**Bad Guy:** A GX-13A guardian construct defends the historians. (This particular construct is immune to the control rod from area 4-4.) The heroes are welcome to move about the room and read scrolls, but if they take any hostile action (toward the historians, the guardian construct, or any of the furniture or scrolls), the guardian attacks. It also attacks if the heroes attempt to take any of the scrolls or other items from the room.



**GC-13A GUARDIAN CONSTRUCT:** Init +0, Spd 20 ft.;  hp 53, AC 15, touch 10, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits;  Atk +7 melee (1d8+3/x3, axe hand) or +4 ranged (1d8+3/x3, axe hand), Full Atk +7 melee (1d8+3/x3, axe hand) and +7 melee (1d4+3, finger wires) or +4 ranged (1d8+3/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +11). See area 1-4 for full statistics.

✖ **GC-13A Guardian Construct in Defensive Stance:** Init +0, Spd 0 ft.; [D] hp 63, AC 19, touch 14, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits; [A] Atk +9 melee (1d8+5/x3, axe hand) or +4 ranged (1d8+5/x3, axe hand), Full Atk +9 melee (1d8+5/x3, axe hand) and +9 melee (1d4+5, finger wires) or +4 ranged (1d8+5/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +13). See area 1-4 for full statistics.

**Loot:** The scrolls are written in an archaic version of Common, though a DC 20 Decipher Script check allows a hero to read them. The scrolls reveal portions of the adventure's background — as much as you'd like to reveal. At your option, the scrolls from the earliest days of the Iron Giant's history — when it was created and the like — might be missing or could reveal something Rayne does not know. Perhaps the ancient texts she found are wrong on a fundamental level, and no being called the Cosmic Guide ever existed. On the other hand, the scrolls could confirm the truth of her story.

The scrolls could be worth anywhere from 1,000 to 10,000 gp, depending on how much money you'd like to provide the heroes.

The cabinet is a *supply cabinet*, described in Appendix 1: New Equipment.

A red *power gem* powers each of the historians. A green *power gem* powers the guardian construct.

In addition to the above scrolls and scroll cases, a scroll tube of a different sort (larger, and made of silver with gold designs; it's worth 100 gp) is buried somewhere in the racks (Search DC 20). This item has been here for ages; it contains a scroll of divine spells: *cure serious wounds*, *dispel magic*, *mass cure light wounds*, *remove curse*, *restoration*, and *summon monster III*. The guardian construct doesn't defend this scroll tube, and the heroes are welcome to it.

## AREA 4-4: WORKSHOP (EL 4)

A variety of workshop paraphernalia is scattered about this room. Workbenches stand against the walls and are scattered with various tools, only some of which you recognize. Small gears and other detritus is strewn about the floor.

A construct stands in one corner. It is larger than those you've seen here before — its head almost brushes the ceiling. Its arms end in massive spiked fists, and two additional armlike appendages sprout from its back and support dark blades. Several large runes adorn its breastplate. Despite its fearsome appearance, it stands dormant and immobile. Rust covers it; it looks like it might be beyond repair.



Also in this room are several cultists: two orcs and a buxom blond woman. All are dressed the same way you've seen before, with dark cloaks and plate mail sleeves. They stand about the construct, one of the orcs on a stepladder. That orc holds a strange rod; gold wire is wrapped around it, and a chunk of cloudy glass is at its tip.

At the cultists' feet is one of the small maintenance constructs.



The Iron Giant has much more powerful defenses than the simple traps and guardian constructs the heroes have encountered so far — it was, after all, an ancient war machine of terrible power. The construct in the center of this room — an AD-6J armageddon drone — is just such a defense. Fortunately for the heroes, the cultists haven't been able to determine how to activate it.



**Bad Guys:** The woman here is Shan Shalutch, one of Rayne's friends. She is a lovely blond woman and is the warmest of the three clerics. She's more than willing to talk to the heroes, as she's had far too much contact with her friends and these orcs and far too little contact with other people — especially male people. Shan is a shameless flirt. She does not betray her friends, however, and in all likelihood, combat breaks out here.





**ORC CULTISTS (2):** Init +1, Spd 20 ft.;  hp 8, AC 15, touch 11, flat-footed 14;  Atk/Full Atk +3 melee (1d8+3, heavy mace); spells (*cure light wounds* [1d8+1], *obscuring mist*). See area 1-2 for complete statistics.



**MC-1X MAINTENANCE CONSTRUCT:** Init +1, Spd 20 ft.;  hp 21, AC 15, touch 12, flat-footed 14; DR 2/adamantine, pacifist, SR 8, construct traits;  Atk/Full Atk +3 melee (touch special or 1d4-1, 5 arms); Combat Reflexes (+1 attack); arms, gripper claw (Grp +4). See area 1-3 for complete statistics.

**SHAN:** Init +1, Spd 20 ft.;  hp 12, AC 17, touch 11, flat-footed 16;  Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19-20, light crossbow); spells (*cure light wounds* [1d8+1], *enlarge person* [1 min.], *shield of faith* [+2 AC]), spontaneous casting (*inflict*). See area 2-2 for complete statistics (use Minh's).

✖ **Enlarged Shan:** Init +1, Spd 20 ft.;  hp 12, AC 15, touch 9, flat-footed 14;  Atk/Full Atk +3 melee (2d6+4, heavy mace) or -1 ranged (1d8/19-20, light crossbow); Space/Reach 10 ft./10 ft.; spells (*cure light wounds* [1d8+1], *shield of faith* [+2 AC]), spontaneous casting (*inflict*).

**Tactics:** Though they cannot determine how to power the armageddon drone, the cultists have at least discovered how to control the maintenance constructs to some extent. On the first round of combat, the orc waves his rod — a *control rod* — at the maintenance construct, and both the rod and the construct briefly glow purple. (This act is a move action that lets the construct know it's about to receive orders.) The orc then points the rod at the heroes (another move action), and the maintenance construct attacks them.

Shan scampers back from the fight and casts *shield of faith*. One orc (without the rod) charges into combat with the maintenance construct, while another casts *obscuring mist* and moves to support Shan. Shan then moves carefully into melee with the orc,

channeling her spells into *inflict* spells. Her orc bodyguard heals her with *cure light wounds* if she is injured.

Shan surrenders rather than die. She offers all the knowledge she has for her freedom.

**Loot:** In addition to their normal possessions, the cultists hold the *control rod*, which allows the heroes to take control of certain constructs (see area 4-5 for more information). A red *power gem* powers the maintenance construct. The tools on the workbenches here are all unimpressive and/or incomprehensible.

This armageddon drone is rusted and damaged beyond repair, but can still be of some use. A DC 25 Search or DC 15 Disable Device check reveals that the back of its head flips up, revealing two slots where *power gems* would fit. If the heroes slot in a red and blue *power gem*, read or paraphrase the following. (Note that only one blue *power gem* exists in this adventure: in area 5-1.)

The construct shudders, and lights flicker in its eyes. With a great grinding noise, its left foot rises. The articulated arms on its back squeal as they move. The construct shudders, lurches... then falls to pieces, its head clattering to the floor, legs collapsing, and torso crashing to the ground. Pieces bounce everywhere. However, one bit looks salvageable: one of the jointed arms from its back, with attached blade, lies on the floor, the glowing blue gem embedded in its base. Protruding from that base is a clamp that looks to be made of glowing blue energy. The clamp is just about the perfect size to attach to someone's shoulder.

A hero can attach the arm (with blade) to his shoulder simply by holding it to his shoulder. The hero then finds that he can control that arm much like he controls his other arms, just by willing it to move. The hero can detach the arm just as easily.

The armlade grants the hero an additional attack that deals 1d8 points of slashing damage (and threatens a critical on a 19–20). If the hero makes this attack in addition to his other attacks (which he can do with a full attack action), he takes a –5 penalty on his attack roll, as if attacking with a natural weapon. The hero is automatically proficient with this weapon.

The armlade is worth 4,500 gp.

## AREA 4-5: CONSTRUCT STORAGE

Several constructs stand about in this long room: a couple of the axe-handed constructs and a handful of the maintenance constructs. All are immobile; they look dead.

This room was a storage area for constructs. It contains two GC-13A guardian constructs and three MC-1X maintenance constructs. They are unimpressive at the moment. The cultists suspect that secret panels in this room conceal additional AD-6J armageddon drones, but they have been unable to discover them.

**Loot:** The heroes can use the *control rod* from area 4-4 to take control of a construct here (or elsewhere, but it functions only on the sorts of constructs that appear in the Iron Giant). Doing so is simple. First, a hero places a *power gem* into one of the guardian constructs or maintenance constructs (guardians function only with green *power gems*, maintenance constructs with either green or

red). The construct then comes to life — its eyes glow, and it turns to face the character that activated it. A hero can then wave the *control rod* at the construct, which causes both to glow momentarily purple. The hero can then use the *control rod* to give the construct simple commands, much like the orc in area 4-4 does. The hero can give it only simple orders, like directing it to move somewhere or to combat an opponent (or group of opponents).

Giving orders with the *control rod* is a move action that does not provoke attacks.

Whenever the basic situation changes (for example, the characters enter or exit combat), the hero must re-establish control over the construct with another move action.

The *control rod* can be tied to (and control) only one construct at a time. If the heroes link the *control rod* to another construct, the previous construct immediately ceases activity and stands dormant.

If the heroes use the *control rod* to take control of one of the constructs here, give them Player Handout #3 or #4, as appropriate.

## SECTION 5: TORSO, 3RD LEVEL

Most of this section is devoted to a single enemy, which the cultists call the Encompassing Mind, as it seems to be a mind only (no body) and it somehow knows everything that occurs in the Iron Giant. For a time, Rayne thought it might be the voice of the Iron Giant itself, but she now discounts that theory. Like the guardian constructs and magic gears, it is simply another part of the Iron Giant — a valuable part.

Ceiling height on this level is 20 feet.

### AREA 5-1: CHAMBER OF THE ENCOMPASSING MIND (EL 5)

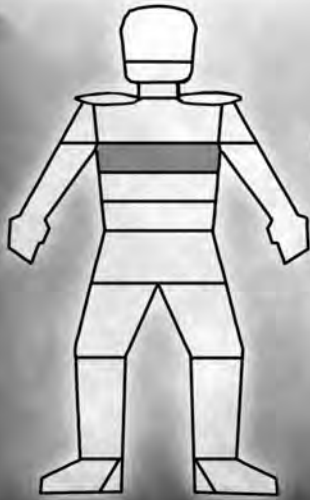
This room is dim and cloaked in shadow. Looking like strange dark teeth, a number of wandlike rods protrude from the walls and ceiling of this room, all tipped with chunks of metal or colored glass. Some glint occasionally in the dim light. In the center of the far wall is a complicated network of palm-sized gears, turning steadily. A number of much larger gears protrude half above the floor along the base of the east and west walls; these gears are still. A pulsing hum and a faint pink glow come from the ceiling.

Set flush with the floor is an adamantine square, like a tile, ten feet wide. A wooden trapdoor, similar in size and shape, is in the ceiling above it. No other doors are apparent.

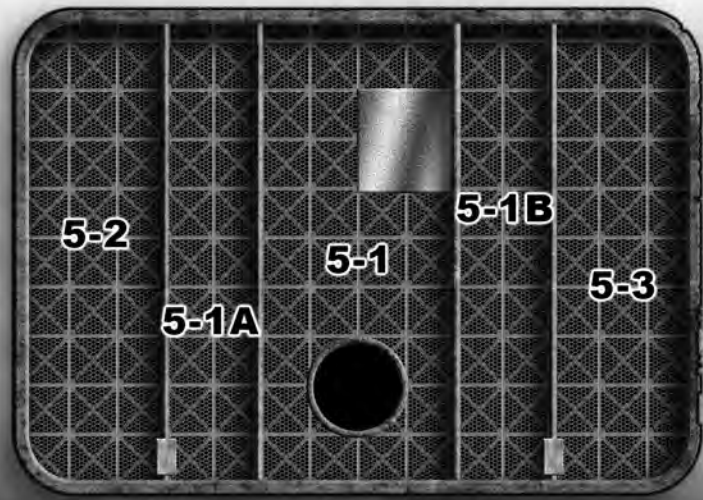
The Encompassing Mind senses, on some level, everything that occurs in the Iron Giant, but is especially concerned with this room. It spends a minute or two observing the heroes after they enter this area, which gives them some time to poke around.

The wandlike rods on the walls and ceiling are just as tough to destroy as the wall and ceiling; they look like they could be the business ends of traps. The giant gears along the bases of the





## SECTION 5: TORSO



west and east walls are partially rusted and show no signs of starting anytime soon.

If the heroes examine the cluster of gears on the north wall, they find that they cannot get close enough to touch them: a permanent *wall of force* dome encompasses them. However, the heroes can see that many of the gears are inscribed with intricate runes. A DC 25 Knowledge (arcana) or Knowledge (the planes) check reveals that these runes are used to summon an intelligence from another plane, though the heroes cannot discern anything beyond that. The runes also include the holy symbol of the Cosmic Guide in many places.

A metal plate near the gears has three slots where *power gems* might fit. A glowing green *power gem* occupies one such slot. A wheel, like that which might operate a portcullis, sits below the plate.

Hidden on the south wall near the ceiling, at the west and east corners of the room, are two hatches (Search DC 15, Spot DC 20). These hatches lead to narrow horizontal tunnels that bypass areas 5-1a and 5-1b and lead directly to area 5-2 (on the west) and 5-3 (on the east).

A *wall of force* also protects the wooden trapdoor in the ceiling. When the *wall of force* drops, the trapdoor has the following statistics.

**Wooden Trapdoor:** 3 in. thick; hardness 5; hp 30; burst DC 26.

**The Encompassing Mind:** After the heroes have poked around a bit, the Encompassing Mind addresses them.

A voice sounds from the walls. “Who are you?” The nest of small gears on the wall is turning more rapidly.

The Encompassing Mind is logical and thorough. Its primary purpose is to determine the heroes’ goals in the Iron Giant. If it believes they pose a threat to the Iron Giant (which they might) or to the Cosmic Guide’s followers (which they certainly do), it attacks. Its conversation up until that point is simple. Some of its answers to possible questions follow. It is incapable of lying.

- ❖ *Who are you?* “I am called the Encompassing Mind.”
- ❖ *Are you going to kill us?* “If you pose a threat to that which I protect, yes.”
- ❖ *What is the Iron Giant?* “An ancient mechanism designed to keep the peace.” It does not elaborate on this statement.

❖ *Who runs this thing?* “Rayne Darklin, priestess of the Cosmic Guide.”

❖ *Will you let us further into the Iron Giant?* “I cannot.”

The Encompassing Mind asks the heroes what they’re doing here, and it’s pretty good at discerning whether or not they’re telling the truth. They need some serious fast-talking to convince the Encompassing Mind to let them out of here peacefully. Its initial attitude is indifferent; even if they alter its attitude to friendly or helpful, it carries through its mission of defense.

The Encompassing Mind is immune to the *control rod*.

**Trap:** While the Encompassing Mind isn’t so much a trap, it’s not really a monster, either. Its relevant statistics are provided below. Note that it is groggy from a long sleep and is not operating at full power (the cultists haven’t figured out how to get it that way), and is therefore not at its maximum capacity. It has the potential to be much more powerful.

**The Encompassing Mind:** CR 5; Init +2; Diplomacy +5, Listen +10, Sense Motive +8, Spot +10.

**SA—Rays (Su):** The Encompassing Mind can cast rays from various magic devices scattered around the room. It can generate four such rays per round (each at a different initiative count). It must make a ranged touch attack to hit (Atk +4) and the ray deals 1d6 points of damage. Whenever it casts a ray, the Encompassing Mind can choose for the ray to deal acid, cold, electricity, fire, force, or sonic damage.

**SQ—Blindsight (Su):** The Encompassing Mind has blindsight throughout this level (section 5).

**Bad Guys:** An SD-2Z sentry drone hovers in area 5-1a, and another in 5-1b.



**SD-2Z SENTRY DRONE (2):** Init +2, Spd fly 30 ft. (good); hp 36, AC 13, touch 12, flat-footed 11; SR 10, construct traits; ✕ Atk +5 melee (1d6+1/19–20 plus 1 Dex, blade), Full Atk +5 melee (1d6+1/19–20 plus 1 Dex, 2 blades); chopper blades, electric conduit, high ground.

**SD-2Z Sentry Drone:** CR 2; Medium construct; HD 3d10+20, hp 36; Init +2; Spd fly 30 ft. (good); AC 13, touch 12 flat-footed 11; Base Atk +2; Grp +3; Atk +5 melee (1d6+1/19–20 plus 1

Dex, blade), Full Atk +5 melee (1d6+1/19–20 plus 1 Dex, 2 blades); SA chopper blades, electric conduit, high ground; SQ darkvision 60 ft., low-light vision, spell resistance 10, construct traits; AL N; SV Fort +1, Ref +3, Will +1; Str 13, Dex 14, Con –, Int –, Wis 12, Cha 1.

**Feat:** Weapon Finesse.

See Appendix 2: New Monsters for information on the SD-2Z sentry drone's special attacks and qualities.

**Tactics:** After determining that the heroes pose a threat, the Encompassing Mind apologizes (“I am sorry, but I must destroy you.”), then unleashes four rays at the heroes. The mind is then quiet for a round or two, its gears working quickly. Then:

With a screeching grate, the large gears at the bases of the right and left walls begin to turn. Rust flakes from them as their teeth grind together. The walls shake and slide toward the floor, revealing rooms beyond them. In those rooms are constructs: things that appear to be composed almost entirely of whirling horizontal blades that keep them afloat and long, jointed arms that end in swordlike blades. Also in those rooms are doors on the far walls.

The sentry drones buzz out and attack the closest heroes. The Encompassing Mind remains quiescent as the heroes battle the sentries, observing. After the heroes defeat the sentry drones, it remains quiet for a few rounds, its gears spinning. Then it speaks again: “I must still destroy you. I am sorry.” It lets loose with its rays.

The heroes cannot defeat the Encompassing Mind from here. Their best bet is to flee into area 5-2 or 5-3. They are also somewhat protected in areas 5-1a and 5-1b; the Encompassing Mind can direct only two rays into each of these areas.

**Loot:** Each of the sentry drones possesses a red *power gem*. In addition, hidden in a secret panel beneath the Encompassing Mind's gears (Search DC 25) is a compartment with a glowing blue *power gem* — the only such gem in this adventure. This panel is accessible only after the wall of force drops; see “Development,” below.

In addition to the active sentry drones, areas 5-1a and 5-1b each contain two inactive sentry drones. Their *power gems* are dark, and the cultists cannot figure out how to activate them. (Even the *control rod* from area 4-4 doesn't work.)

**Development:** If the heroes shut down the two arcane generators in areas 5-2 and 5-3, the Encompassing Mind becomes inactive. The *wall of force* around its cluster of gears vanishes, and heroes can destroy the gears if they wish (hardness 10, hp 30, break DC 28), which destroys the Encompassing Mind for good. Removing the blue *power gem* means that the mind cannot return to activity until it is replaced (or it gains some similar source or arcane power).

With the *wall of force* gone, the heroes can also access the metal *power gem* plate and the wheel below it. Turning the wheel causes the adamantine plate in the floor to rise — it floats from the floor magically. The wheel is difficult to move, and the platform rises corresponding to the speed at which the wheel turns. As it approaches the ceiling, the wooden trapdoor opens, its two halves lifting away, allowing access to area 6-1. (At least, that's how it's supposed to work. At the moment, a number of creatures

stand on the platform, hoping to prevent the heroes' entrance and gain some warning of their approach. See area 6-1 for details.)

When the adamantine platform lifts from the floor, the heroes can see two large, heavy rings on its underside — perfect for two heroes to cling to, riding the platform's bottom. (They might need to make DC 10 Climb checks to maintain their hold if anything dramatic happens to the platform; see below.)

The ease with which heroes can move the wheel depends on the *power gems* in the metal plate — the more gems and the more powerful they are, the faster the heroes can whirl the wheel; with enough power in the plate, a simple tap sends the wheel spinning uncontrollably and the adamantine platform rockets upward, smashing through the wooden trapdoor. (Just such an accident destroyed the metal door that was originally in that location; the cultists replaced it with the wooden trapdoor.) Such an occurrence also damages the creatures standing on the wooden trapdoor above: a guardian construct and two orc cultists (as described in area 6-1). They take damage from the crash: 1d8 per red *power gem* in the metal plate, 2d8 per green *power gem*, and 4d8 per blue *power gem*. See area 6-1 for more information.

## AREAS 5-2: POWER CHAMBER A (EL 4)

The hum of electricity fills this room. From the floor near the right and left walls protrude metal staffs of varying heights, each topped with a metal sphere. Each is directly across from a similar staff against the opposite wall. Blue lines of electricity connect each pair, writhing and hissing in the air. The room is full of these lightning arcs, marching close together at varying heights across the room. Anyone wishing to cross the room would somehow have to bypass these lines of lightning.

And wouldn't you know it, in the opposite corner, beyond all that electrical evil, is a glowing green gem in a network of silver plates and gold tracery.

Removing the green *power gem* from the far wall causes the electricity to die away. It also removes a good piece of the arcane magic that powers the Encompassing Mind.

The Encompassing Mind can see into this chamber, but cannot affect it. At your option, though, it might speak to the heroes. It asks them to please not remove the gem — it is dangerous, they should simply turn around and leave the Iron Giant. It also says (truthfully) that the gem is part of what keeps it active and functioning — alive. It asks the heroes not to kill it. If the heroes retort that it was trying to kill them, it replies that it can only fulfill its function — nothing more.

A hatch on the south wall near the door leads to a horizontal tunnel that connects this area with area 5-1.

**Trap:** The Iron Giant's original designers included this lightning trap in the hopes that only a reasonably powerful cleric of the Cosmic Guide (one who could cast *protection from energy* — perhaps as a domain spell) could disable the Encompassing Mind in case of emergency.



A total of ten lightning arcs cross the room, and they are close together. The bolts count as magic for the purposes of bypassing spell resistance (caster level 3rd). The heroes have several options for bypassing the lightning trap. Removing the *power gem* on the other side of the room deactivates it.

**Acrobatics:** If a hero attempts to leap and tumble over and under the lightning, he must make five DC 15 Jump checks interspersed with five DC 15 Tumble checks (he may substitute one for the other if he likes, but the DC increases by 5; thus, a hero can choose to instead make five DC 15 Tumble checks and five DC 20 Tumble checks). Failure on one of these rolls by less than 5 means the hero stops short, balanced on tiptoes precariously between two lines of electricity. Failure by 5 or more means that, in addition to the above, the hero clips one of the lightning bolts and takes 1d6 points of electricity damage. Failure by 10 or more means the character runs full on into a stroke of lightning, takes 4d6 points of electricity damage, and falls prone. He must make a DC 20 Tumble check to get back to his feet without touching a lightning bolt and continue his progress.

Small characters gain a +2 circumstance bonus on the above checks. Large characters take a -2 penalty.

**Climb:** Climbing along the wall allows a hero to avoid some of the bolts. However, he must make two DC 20 Tumble checks, each followed by a DC 20 Climb check, to cross the room in this fashion. Failure on one of these checks means he makes no progress and clips a bolt, taking 1d6 points of damage. Failure by 5 or more means he falls to the floor, taking 2d6 damage from the lightning and 1d6 from the fall. After the fall, the hero finds he has passed 1d10-1 of the bolts, and can continue (forward or back) with the above rules on acrobatics.

**Destroy:** Each lightning rod has hardness 5, 10 hit points, and a break DC of 19. However, they are electrified, and anyone striking one with a conductive weapon (i.e., one made of metal) takes 2d6 points of damage. Grabbing one with your hands (in an attempt to break them) deals 4d6 points of damage. Even attacks with nonconductive weapons cause the rod to spit sparks, dealing 1d6 points of damage to the wielder. They have damage reduction 10/- against ranged attacks, including the super weapon's ray.

**Disable:** A rogue can attempt to disable the trap, but doing so is dangerous (as he recognizes). He must disable each pair of lightning conductors separately. The Disable Device DC is 21, and failure by 5 or more means the hero takes 2d6 points of electricity damage.

**Dispel:** A *dispel magic* against caster level 5 disables the trap for 1d4 rounds.

**Fly or Float:** A flying or levitating hero can avoid many of the bolts — he need make only two DC 20 Tumble checks. Failure by less than 5 means the hero makes no progress and must try the check again. Failure by 5 or more means he clips a bolt (1d6 damage); failure by 10 or more means he runs full on into a bolt (4d6 damage).

**Magic:** The *power gem* has spell resistance 15 while it remains attached to the wall. Various spells can affect it — even a spell as simple as *mage hand*.

**Suck it Up:** A hero can just run through the lightning if he wants. He takes 4d6 points of electricity damage per stroke. The heroes might also send a controlled construct through the lightning; remember that the bolts must penetrate the construct's spell resistance to deal damage to it.

The heroes might think of other ways to bypass the trap as well. Reward clever solutions.

**Development:** After removing both green power gems, the Encompassing Mind is defeated, as described in area 5-1.

**XP Award:** When the heroes bypass the trap, award them XP as if they had defeated a CR 4 opponent.

## AREA 5-3: POWER CHAMBER B (EL 4)

Darkness shrouds this room. In the opposite corner, a single green light pulses in the shadow.

Then something emerges from the darkness — several somethings. Zombies, shambling forward. Their feet drag on the ground, and their skin is pale and thin. The worst, though, is that the zombies are unmistakably you. Your slack faces adorn their dead bodies.

Removing the green *power gem* from the far wall removes a good piece of the arcane magic that powers the Encompassing Mind.



A hatch on the south wall near the door leads to a horizontal tunnel that connects this area with area 5-1.

This room radiates strong necromancy magic.

**Bad Guys:** The magic in this room creates zombies of the characters who enter (or are about to enter) it — in this case, the PCs. The zombies resemble dead versions of the heroes; they wear the same clothing (though they have no weapons or armor), have the same tattoos and scars, and even the same wounds. (Amend the boxed text as appropriate; if one of the heroes took an Encompassing Mind ray in the face, his zombie counterpart has an identical scorch mark.)

Damaging a zombie causes an identical wound to appear on its living counterpart, though perhaps not quite as severe. Shooting an arrow into a zombie's stomach causes your friend to double over in pain, an arrow wound (but no arrow) appearing in his stomach. Hacking off a zombie's arm causes a bone-deep slice to appear in the corresponding hero's arm.

The Iron Giant's creators intended this room to be deadly for anyone but a strong cleric of the Cosmic Guide, who could turn or rebuke the zombies to access the green *power gem*. Note, though, that the zombies are susceptible to turning from any cleric, and share other vulnerabilities common to under (to holy water, for example).

**ZOMBIES (number equal to the number of PCs):** Init -1, Spd 30 ft. (can't run);  hp varies, AC 11, touch 9, flat-footed 11; DR 5/slashing, share damage, +3 turn resistance, undead traits;  Atk/Full Atk +2 melee (1d6+1, slam); single actions only.

**Zombies:** CR 1/2; Medium (or Small\*) undead; HD 2d12, hp varies; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1, slam); SQ darkvision 60 ft., damage reduction 5/slashing, share damage, share hit points, single actions only, +3 turn resistance, undead traits; AL NE; SV Fort +0, Ref -1, Will +2; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

\* A Small hero has a corresponding Small zombie. That zombie gains a +1 size bonus to AC and on attack rolls, but its slam deals only 1d4+1 damage.

**SQ—Share Damage (Su):** Whenever a zombie takes damage, the hero of which it is a copy takes half that amount of damage. Note that the zombies share hit point damage — tying up, turning, poisoning, or otherwise negatively affecting a zombie has no effect on its corresponding hero.

**SQ—Share Hit Points (Su):** Each zombie has the same amount of hit points as the hero of which it is a copy. The zombie's hit points equal the hero's *current* hit points when they enter the room (so if a hero has taken damage, his corresponding zombie has taken the same damage).

**SQ—Single Actions Only (Ex):** Zombies have poor reflexes and each can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

**Tactics:** Each zombie attacks the hero of which it is a copy, ignoring others until that hero falls. They provoke attacks of opportunity to reach their chosen targets, but they do not pursue or attack creatures outside this room.

**Loot:** The zombies carry nothing, but a green power gem sits on the wall.

**XP Award:** If the heroes get the green power gem and get out of here, award them XP as if they had defeated a CR 3 challenge.



ing instant, every living creature — your friends, your enemies, and yourself — appears to be a construct. They are unmistakably the same beings, but look to be created from iron and gems and wood and magic rather than flesh and bone. As quickly as it comes, the image is gone, leading you to wonder if you imagined it.

For you do indeed have more pressing worries. A small army of orc cultists waits for you. They have with them an enormous badger that appears to have been augmented with pieces from various constructs. Its front legs have been replaced with iron, clawed appendages, and an iron, toothy maw covers its natural mouth. The thing bellows in pain and struggles to escape from the orc holding its rope. Its red eyes roll with anger. Another orc near it has a lit sunrod; his hand is cocked to throw it at you, and the badger eyes it in badgerly anticipation.

## SECTION 6: TORSO, 4TH LEVEL, AND SHOULDERS

This section is the final one before the Iron Giant's neck and head. Ceiling height is 20 feet.

### AREA 6-1: THE HEART OF THE GIANT (EL 5 OR 7)

An enormous pink gem dominates this large chamber, which must occupy the entire width of the Iron Giant's torso. The pink gem is massive, nine feet tall and six feet wide, and finely cut with facets as large as a person. It sits on a gold stand in the room's center, and a gold ring on stilts surrounds it, almost like a museum display. The gem pulses, slowly, with pink energy, and its humming rhythm makes the floor vibrate. When its pulses reach their peak, it seems as though your eyes play tricks on you: For a fleet-

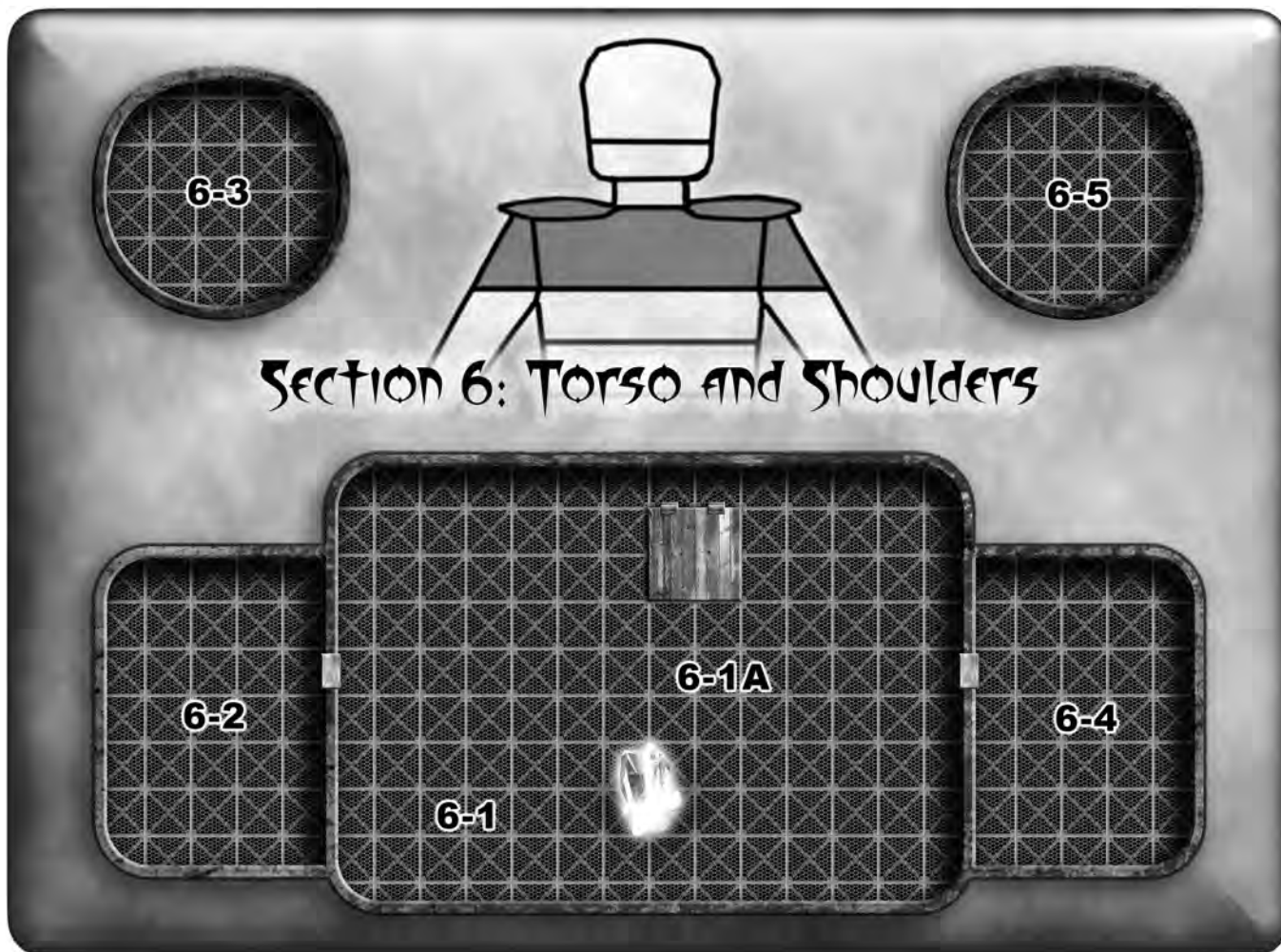
This room is clearly the heart of the Iron Giant.

Unless the heroes have been remarkably stealthy, the opponents here know of their approach. (In all likelihood, Ix Revon or the Encompassing Mind warned them.)

The giant's heart — the pink gem in the room's center — has strange arcane properties. When it pulses at its brightest, all living creatures in the room gain a construct's immunities (to critical hits and a lot of other things), a +2 natural armor bonus to AC, and a +4 bonus to Strength. They gain these bonuses for only an instant, however.

When combat breaks out, roll a d20. That is the initiative count at which the heart pulses its brightest. For that initiative count and the numbers immediately before and after, all creatures gain the above benefits. (For example, if you roll a 13, the heroes and bad guys all gain construct immunities and the +2 armor bonus





## SECTION 6: TORSO AND SHOULDERS

on initiative counts 12, 13, and 14.) The heart pulses rhythmically, each round.

A character in physical contact with the giant's heart can cast 0 or 1st-level spells without using prepared spells or unused spell slots. The heart radiates overwhelming transmutation magic.

**Bad Guys:** Two cultists, along with a GC-13A guardian construct, stand on the wooden trapdoor leading to area 5-1. Also here is the dire badger “Chompy” (augmented with various construct pieces) and its two orc cultist handlers, as well as four other cultists scattered about. Two MC-1X maintenance constructs also wander around the room.



**ORC CULTISTS (8):** Init +1, Spd 20 ft.; ♥ hp 8, AC 15, touch 11, flat-footed 14; ✂ Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *obscuring mist*). See area 1-2 for complete statistics.



**MC-1X MAINTENANCE CONSTRUCT (2):** Init +1, Spd 20 ft.; ♥ hp 21, AC 15, touch 12, flat-footed 14; DR 2/adamantine, pacifist, SR 8, construct traits; ✂ Atk/Full Atk +3 melee (touch special or 1d4–1, 5 arms); Combat Reflexes (+1 attack); arms, gripper claw (Grp +4). See area 1-3 for complete statistics.

**GC-13A GUARDIAN CONSTRUCT:** Init +0, Spd 20 ft.; ♥ hp 53, AC 15, touch 10, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits; ✂ Atk +7 melee (1d8+3/x3, axe hand) or +4 ranged

(1d8+3/x3, axe hand), Full Atk +7 melee (1d8+3/x3, axe hand) and +7 melee (1d4+3, finger wires) or +4 ranged (1d8+3/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +11). See area 1-4 for full statistics.

✂ **GC-13A Guardian Construct in Defensive Stance:** Init +0, Spd 0 ft.; ♥ hp 63, AC 19, touch 14, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits; ✂ Atk +9 melee (1d8+5/x3, axe hand) or +4 ranged (1d8+5/x3, axe hand), Full Atk +9 melee (1d8+5/x3, axe hand) and +9 melee (1d4+5, finger wires) or +4 ranged (1d8+5/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +13). See area 1-4 for full statistics.

**CHOMPY:** Init +1, Spd 20 ft.; ♥ hp 34, AC 16, touch 11, flat-footed 15; ✂ Atk +6 melee (1d6+4, claw), Full Atk +6 melee (1d6+4, 2 claws) and +1 melee (2d6+2, bite).

**Chompy the Dire Badger:** CR 2; Medium animal; HD 3d8+21, hp 34; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, claw), Full Atk +6 melee (1d6+4, 2 claws) and +1 melee (2d6+2, bite); SA rage; SQ low-light vision, scent, construct bits; AL N; SV Fort +9, Ref +4, Will +4; Str 18, Dex 13, Con 23, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Listen +6, Spot +6; Alertness, Toughness, Track.

*SA—Rage (Ex):* Chompy flies into a berserk rage when unleashed, clawing and biting madly until either it or its opponents are

dead. It gains +4 Strength, +4 Constitution, and -2 AC. (These adjustments are already factored into its stat block.) The creature cannot end its rage voluntarily.

**SQ—Construct Bits (Ex):** The construct bits incorporated into Chompy's anatomy increase the die size of his claw and bite attacks. They grant him an additional +2 natural armor bonus to AC but a -4 penalty to Dexterity. He cannot burrow and his base speed is reduced to 20 feet. These adjustments are already factored into his stat block.

**Tactics:** The cultists' plan is to detect when the heroes are approaching by feeling the wooden trapdoor shudder beneath their feet. They grin at each other, step off the trapdoor, and ready actions to fire crossbows and release Chompy at the heroes when they emerge. Of course, if the heroes bludgeon their way into this room with the adamantine platform, their plans are thrown off.

One of Chompy's handlers hurls the sunrod at the heroes at his earliest opportunity. Chompy has been trained to attack creatures at which a sunrod is thrown, so he goes for the heroes. He pulls away from the other orc handler when a sunrod (*any* sunrod) is thrown. (Thus, the heroes can throw a sunrod at the orcs — or throw it *back* at them — to turn Chompy on his handlers.)

The guardian construct attacks intruders automatically.

A couple orcs move into melee to assist Chompy and the guardian construct. The other orcs avoid melee, taking shots at vulnerable heroes and healing Chompy.

The maintenance constructs simply wander around, though if they are attacked (for example, if they are caught in the area of a fireball or something), they attack their attackers.

The bad guys have never done battle in this room before, and though they are aware of the strange tricks the heart plays on their eyes, they do not know that it grants constructlike benefits to living creatures. Thus, they do not use this property to their advantage.

**Loot:** The guardian construct has a green *power gem*, and the two maintenance constructs each have a red *power gem*.

If the heroes examine the heart (presumably after the battle is over), they can see their reflections in its smooth side. Scattered around its base are flecks that appear to have flaked off from the crystal, though the heroes cannot detect any imperfections in the gem from where the flakes may have come. A brief search (Search DC 15) reveals that one of the flakes is about as large and lumpy as a *power gem*. Indeed, it functions as a green *power gem*, but with another function: plugging it into the super weapon (see the "Side Quest — Assemble the Super Weapon!" sidebar, earlier in this adventure) causes the spear's tip to glow with the same pink shade, and pulse in the same rhythm, as the heart. If a hero then touches the spear's tip to the heart, read or paraphrase the following.

As if in a trance, you move the spear, slicing easily through the great crystal's pink surface. You are barely aware of your surroundings. A black line in the gem trails after the spear tip, and before long you have carved a rectangle. When the shape is complete, the area in the center falls away to darkness. You step over the gold railing and vanish into the blackness. Behind you, it shimmers and becomes again the pink surface of the gem.

The other heroes can attempt to rouse their companion from his stupor, but he simply shakes them off unless physically restrained. If he withdraws the spear from the gem, the "carvings" he made vanish. He is the only one who can enter the gem.

Inside the gem is area 6-1a. The gem is indestructible.

**Development:** Activating the magic spheres in areas 6-2 and 6-4 causes a blue, translucent stairway to appear, stretching up to a hole in the ceiling that appears at the same time. This hole leads to area 7-1.

## AREA 6-1A: INSIDE THE GIANT'S HEART

You are in a tiny, cocoonlike room composed of pink crystal. A rosy glow allows you to see, though the only thing to see is the room itself, which is beautiful, and a steel chest on the floor.

Once he enters the heart, the hero regains self awareness and can do as he pleases. A dark opening behind him allows him to step back into area 6-1.

**Loot:** The chest is unlocked and untrapped. Within are four *potions of cure moderate wounds*, two *potions of lesser restoration*, a +1 *short sword*, and an *eye of the construct* (see Appendix 1: New Equipment).

## AREA 6-2: RIGHT SHOULDER (EL 2)

Arrow slits surround this round room, casting rectangles of yellow daylight onto the floor. A wooden ladder leads to a metal hatch in the ceiling, and a glowing red orb stands on a pedestal in one corner.

Three hobgoblins, looking surprised, turn from the arrow slits.

Heroes can rotate the sphere one "click" clockwise, causing it to turn blue. Activating this sphere as well as the one in area 6-4 causes a staircase to appear in area 6-1, as described in that area's description.

The hatch in the ceiling leads to area 6-3.

**Bad Guys:** The cultists were short on troops, so they hired a few hobgoblin mercenaries. The hobgoblins don't ask questions, they simply shoot arrows at people on the ground. They think it's great fun.



**HOBGOBLINS (3):** Init +1, Spd 30 ft.; hp 6, AC 15, touch 11, flat-footed 14; Atk/Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow).

**Hobgoblin, War1:** CR 1/2; Medium humanoid (goblinoid); HD 1d8+2, hp 6; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.



**Possessions:** Longsword, longbow, studded leather, light wooden shield.

**Loot:** A glowing red *power gem* is hidden in a secret panel in the pedestal that supports the glass sphere (Search DC 25). However, removing it disables the pedestal, which the heroes probably don't want to do — at least, not until *after* they defeat Rayne.

**Development:** At some point while the heroes are in section 6, Rayne Darklin, who is aware of their approach, flees from area 7-2 to area 7-3. She probably flees after the heroes activate the first sphere (in this area or area 6-4). When she leaves area 7-2, the Iron Giant ceases to move. The heroes probably notice that the gentle swaying has stopped, and if they move out onto area 6-3 or 6-5, they see clearly that the Iron Giant is just standing there. Rephrase the boxed text in those areas as appropriate.

### AREA 6-3: RIGHT SHOULDER PLATFORM (EL 2)

You find yourself outside; the sunlight is almost blinding after the giant's interior. A circular platform sits atop the Iron Giant's right shoulder. A ballista is perched atop it, with two hobgoblin crew. A third hobgoblin stands nearby with a drawn longbow.

The heroes might notice (DC 10 Search or DC 20 Spot check) that the Iron Giant's neck has a 4-foot-diameter joint in it. A DC 15 Knowledge (arcana) or Knowledge (architecture and engineering) check reveals that this joint is a weak point, not nearly as strong as the rest of the giant's exterior. The weak spot is 10 feet away from the shoulder platform's edge.

**Weak Spot:** 3 in. thick; hardness 10; hp 20; break DC 20.

Also here is a ballista. It provides a magic +1 enhancement bonus on attack and damage rolls. It requires a full-round action to fire and a full-round action to load, and imposes a -4 penalty on the wielder's ranged attack roll. The spear deals 4d10 points of damage and explodes, dealing 2d10 points of fire damage in a 10-foot radius (DC 16 Reflex half; if the attack roll succeeds, the target does not get to make a save). It ignores the first 10 points of hardness of an object or structure.

Heroes can use the ballista to punch through the weak spot easily. The long, blackened ballista spear even creates a convenient bridge to the hole, for heroes who make DC 15 Balance checks.

Smashing through the weak spot allows the heroes access to area 7-1.

**Bad Guys:** The three hobgoblins here weren't expecting the heroes, but they don't back down from a fight.



**HOBGOBLINS (3):** Init +1, Spd 30 ft.; hp 6, AC 15, touch 11, flat-footed 14; Atk/Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow). See area 6-2 for full statistics.

**Tactics:** The hobgoblins might attempt to bull rush weak heroes off the Iron Giant's shoulder, should the opportunity present itself. Otherwise, they simply use their swords. They fight to the death, as they have nowhere to run.

**Development:** After the battle, when the heroes have time to look down, read or paraphrase the following. Note that you

might need to alter the description based on when and how the heroes entered the giant.

You can see the ground below you. The giant is stomping among what's left of the town of Footprint, smashing buildings and squashing people. Peasants flee from ruins. Behind the giant, the "battlefield," if it can be called that, is a mess of churned earth and blood strewn with broken bodies.

### AREA 6-4: LEFT SHOULDER (EL 3)

Arrow slits surround this chamber, letting in rectangles of yellow daylight. Otherwise, though, the room seems unnaturally dark. A wooden ladder leads to a metal hatch in the ceiling, and a glowing red orb stands on a pedestal in one corner. What looks to be a humanoid corpse lies crumpled near the orb.

Heroes can rotate the sphere one "click" clockwise, causing it to turn blue. Activating this sphere as well as the one in area 6-2 causes a staircase to appear in area 6-1, as described in that area's description.

The hatch in the ceiling leads to area 6-5.

This room contains shadowy illumination.

Two weeks ago, the Iron Giant knocked over an ancient mausoleum in its rampages. A shadow emerged from the ruins and floated up to the giant's left shoulder. The hobgoblins there didn't stand a chance, and after one fell to the creature, the others fled. Minh Alaya, Shan Shalutch, and a couple orc cultists soon arrived to destroy the creature with *cure light wounds* spells, but they allowed the newly arisen hobgoblin shadow to survive if it would guard the sphere in this room. It agreed, on the understanding that the cultists would occasionally let it out to feed.

**Bad Guy:** The shadow here was clearly once a hobgoblin; it still retains shadowy versions of its sword and armor, and its body lies close by.

**SHADOW:** Init +2, Spd fly 40 ft. (good); hp 19, AC 13, touch 13, flat-footed 11; Dodge; incorporeal, +2 turn resistance, undead traits; Atk/Full Atk +3 melee touch (1d6 Str, incorporeal touch); create spawn.

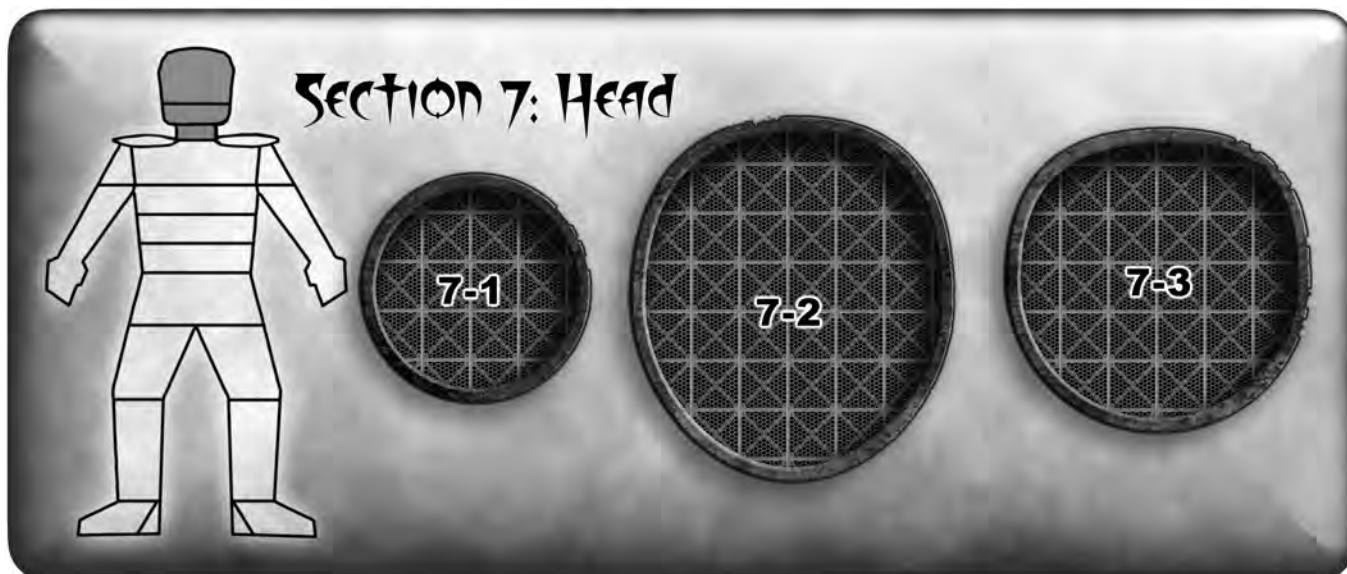
**Shadow:** CR 3; Medium undead (incorporeal); HD 3d12, hp 19; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -; Atk/Full Atk +3 melee touch (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., +2 turn resistance, incorporeal traits, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

**Skills and Feats:** Hide +8\*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

**SA—Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**SA—Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Skills:** \*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.



**Tactics:** The shadow lurks about, gaining a +4 bonus on its Hide check thanks to the shadowy illumination here. When it senses the heroes, it waits to make sure they're enemies and that they've all entered, then attacks from behind. It attacks until destroyed, but it does not pursue the heroes back into area 6-1. It does pursue them to area 6-5, however.

**Loot:** A glowing red *power gem* is hidden in a secret panel in the pedestal that supports the glass sphere (Search DC 25). However, removing it disables the pedestal, which the heroes probably don't want to do — at least, not until *after* they defeat Rayne.

The hobgoblin body has longsword, longbow, 20 arrows, studded leather armor, and a light wooden shield.

**Development:** If the heroes destroy the hobgoblin body here (simply chopping off its head or burning it works), they destroy the shadow as well.

At some point while the heroes are in section 6, Rayne Darklin, who is aware of their approach, flees from area 7-2 to area 7-3; see area 6-2 for details.

## AREA 6-5: LEFT SHOULDER PLATFORM

You find yourself outside; the sunlight is almost blinding after the giant's interior. A circular platform sits atop the Iron Giant's right shoulder. A ballista is perched atop it, but it doesn't look like it's been used in some time.

If the heroes have yet to visit area 6-3, you might read or paraphrase the following here. Note that you might need to alter the description based on when and how the heroes entered the giant.

You can see the ground below you. The giant is stomping among what's left of the town of Footprint, smashing buildings and squashing people. Peasants flee from ruins. Behind the giant, the "battlefield," if it can be called that, is a mess of churned earth and blood strewn with broken bodies.

A weak spot similar to that in area 6-3 is on this side of the giant's neck as well. The heroes can punch through it with the ballista or by some other means; see area 6-3 for details.

## SECTION 7: HEAD

The Iron Giant's arms are inaccessible in this adventure (and they are perhaps filled with inactive construct defenders strapped to the walls), so the head is the last area for the heroes to explore. It's mostly empty, but it holds the control seat.

### AREA 7-1: NECK (EL 2)

This area looks unfinished. It must be the Iron Giant's neck; a number of gears churn in the walls, and vertical iron chains clank around pulleys, moving up or down. An iron ladder leads up through the mess to a metal hatch in the ceiling.

The hatch leads to area 7-2.

Heroes who punch through the giant's neck joints wind up here. This room is 10 feet high.

**Trap:** Stepping on the ladder's fifth rung causes small gears and chains to blast and whip from the walls, pelting anyone in this room with a cavalcade of small metal junk. The storm persists, making one attack roll against each creature in this room, for as long as the heroes are in contact with the ladder.

After triggering the trap, a DC 10 Wisdom check allows a hero to remember which rung triggered it. This knowledge adds a +10 bonus to Search checks to find the trap.

**Gear and Chain Trap:** CR 2; magic device; location trigger; automatic reset; multiple targets (all targets in area 7-1); Atk +3 ranged (1d6, metal detritus); Search DC 23; Disable Device DC 23.



## AREA 7-2: CONTROL ROOM (EL 4)

You are in the giant's head now. Sections of light from the open mouth grille line the floor. The ceiling is a mere seven feet high or so and feels almost claustrophobic. In the center of the room is a metal platform, raised a few inches. In the back, a ladder leads to a hatch in the ceiling. Other than that, the room is bare.

A familiar voice speaks from the shadows. "Hello again." A figure emerges from the darkness: a cloaked man with short swords tied to his wrists. He looks weary and cautious. Nevertheless, he holds his blades ready. "I don't suppose I can say anything that will make you turn around?"

This room is where someone can control the Iron Giant. Controlling the construct requires a cleric of the Cosmic Guide to stand on the raised platform and speak the proper incantation (which only Rayne knows). Then, the cleric can see as if through the Iron Giant's eyes, and when she moves her body, the Iron Giant follows suit. (Of course, she is capable of only limited movement, as the Iron Giant's joints and limbs are not nearly as flexible as that of a human.) She can utilize all the Iron Giant's special attacks as well. While she controls the Iron Giant, she is unaware of her surroundings, though if she takes damage she snaps back to normal.

If the heroes somehow get to this room without alerting Rayne of their presence (which is unlikely, since Ix informs her, and she is aware when the orbs in areas 6-2 and 6-4 shut down and can feel the tremors if the heroes blast holes in the giant's neck), she is here with her four bodyguards (see area 7-3). The orcs and Ix attempt to delay the heroes while Rayne flees to area 7-3.

The hatch in the ceiling leads to area 7-3. A permanent *wall of force* barricades the mouth grille.

**Bad Guy:** Unless they bypassed his numerous defenses and slew him earlier, Ix Revon meets the heroes here for the last time. By now, he knows he and his friends have been defeated, and he can do little but make the best of the situation. Ix was a longtime friend of Minh and Shan, and he is angry and sad if the heroes killed them. Yet his feelings for Rayne are deeper; he has been secretly in love with her for years. (Though his "love" is more a teenage crush than a mature emotion.) Thus, he does whatever he can to steer the heroes away from her.

Ix is not officially allowed to speak on behalf of the cult, yet, here, he does so anyway. He offers the heroes anything he can to convince them to go away; he even agrees to turn the Iron Giant around and head home. He might even agree to turn it over to them, provided they give him a couple days to make sure his people are all okay. He tells the heroes that he was in charge of the cult and was controlling the Iron Giant from this room the whole time. The other times they encountered him, he says, were merely illusions. He does intend to *attempt* to carry through his promises, but he is dubious about his chances of convincing Rayne to go through with any of them.

Of course, he's trying to convince the heroes to turn around and go away before they discover Rayne. Ix knows she will never surrender.

**IX:** Init +8, Spd 30 ft.; ♥ hp 30, AC 19, touch 14, flat-footed 15; SR 14, *teleport without error*; ✗ Atk +9 melee (1d6+3, whip sword), Full Atk +7 melee (1d6+3, whip sword) and +7 melee (1d6+2, whip sword); Reach 10 ft. with whip sword. See area 1-4 for full statistics.

**Tactics:** If the discussion deteriorates (as is likely), Ix fights. He might still hold some hope of convincing the heroes to turn back, and so might attempt to take a hostage or perform some similar tactic. Otherwise, he hits the heroes where it hurts, taking out healers and other important characters. He's fought them enough to know their secrets. If his cloak still has some teleportation left in it, he teleports to area 7-3 if reduced to 5 or fewer hit points; otherwise, he fights to the death.

**Development:** If Ix's cloak activates automatically and teleports him back to area 2-4, he probably lies there, unconscious, until someone stumbles upon him. If he regains consciousness on his own (or if he is lucky enough to be at exactly 0 hit points), he makes his way out of the Iron Giant and escapes into the countryside. He may return to plague the heroes again.

**Loot:** The raised platform hides a secret panel (Search DC 20) with a complicated system of locks (five Open Lock checks, each DC 20). It hides five green *power gems*, two red *power gems*, a *gear of +4 Str*, a *gear of +4 Dex*, a scroll of *mass cure light wounds*, and 500 gp in a wooden coffer. Rayne was saving these *power gems* for a rainy day and so didn't use them in the creation of the super weapon. This day certainly counts as rainy for her, but she didn't feel she had time to grab them.

**XP Award:** The heroes gain experience points for defeating Ix if they force him to teleport to area 2-4. They do not gain XP if he teleports to area 7-3; they are about to encounter him again.

In addition, this adventure schedules Ix to cross swords with the heroes three times. If they manage to slay him earlier despite his cloak's powers, they still gain XP for all three encounters. Thus, if they finish this adventure, they get XP for defeating Ix three times, even if they finished him off after just one or two meetings.

If Ix escapes the Iron Giant, however, reduce his XP awards by half.

## AREA 7-3: BRAIN (EL 6)

When you swing open the hatch, a cacophony of industrial sounds pours out: *GRIND*, *GRATE*, *CLINK*, *CLATTER*, *HISS*. You seem to be in the innards of a great clock tower: gears of all sizes turn at varying speeds, most with teeth large enough to stand upon. Light streaming in from the Iron Giant's eye slits glints off metal, but doesn't illuminate the area. Thick chains clank up into the darkness or disappear into holes below. Complicated networks of pipe snake up the walls; red wheels stand about, attached to these pipes. Steam whistles from one.

Looking up, you see a woman: she stands at the edge of a platform twenty feet above you. She has brown hair tied away from her face, and numerous gears turn against each other on her plate mail sleeve. She points down.

"You people serve the false gods! No matter what 'good' you might think you're doing, you are in thrall to liars and murderers. If you knew the truth, you would join me." She cocks her head. "But I already know I waste my time talking to you. We'll just kill you instead. Men?" She smiles.

Your eyes flick around, and now you see them: orc cultists, six of them. One rides a chain down toward you. Another stands on the tooth of an enormous gear, rising as it slowly rotates up. The others are similarly scattered about.

## Gear Effect

Area 7-3 is cluttered with enormous gears, chains and other such objects. These offer the heroes and villains a number of options. In this room, each character can take one of the following actions for free, as part of his other actions on his turn. He can take more than one of the following actions if he likes, but each one after the first is a move action. These actions do not provoke attacks of opportunity.

For dramatic purposes, the players have some control over the scenery here. For example, if a player says, “I grab a nearby chain and ride up!” he can do so, even if you didn’t think a chain was near him. You are free to disallow anything that seems too incongruous, but in general, allow the heroes to have what they need at hand.

- ✦ Ride a gear or chain. A character can ride a gear or chain up or down 10 feet. If the hero makes a DC 15 Climb or Jump check as well, he can move an additional 10 feet.
- ✦ Operate a steam wheel. The pipes are everywhere, and the valves and wheels that control them are similarly scattered about. A smart hero can activate these mechanisms to blast steam anywhere he likes. Doing so is a full-round action and functions as an attack roll — but the hero adds his Intelligence bonus to his attack roll, rather than his Strength or Dexterity bonus, in addition to his base attack bonus. He can target any creature in the room with this attack. If he hits, the steam deals 2d6 points of fire damage. Heroes can perform finishing moves with the steam as well.
- ✦ Take cover. A character can duck behind a piece of machinery to gain cover (+4 AC, +2 on Ref saves).

In addition, characters can try to outmaneuver each other. The area is so full of danger that the heroes can bluff their enemies into stepping into a blast of steam, two gears grinding together, off a ledge, or something similar. Attempting to do so works like a normal feint attempt (with the Bluff skill). If the opponent fails, he takes 1d6 points of damage, plus another 1d6 for every 5 points by which the hero’s Bluff check beat his Sense Motive check. This damage comes from whatever painful and messy means you (or the players) like.

Characters who succeed in bull rushing or grappling their opponents can deal damage in the same way, dealing an additional 1d6 points of damage for every 5 points by which they succeed the check. (A character does not have to maintain a grapple after wrestling an opponent into some damaging situation.)

You should tell the players that they have these options when combat begins.

This is the final confrontation. The scenery here gives the heroes a number of options, as discussed in the “Gear Effect” sidebar.

Permanent walls of force barricade the giant’s eye slits.

**Bad Guys:** Rayne has six bodyguards, and if the characters didn’t manage to bring him down in the previous room, Ix Revon is here as well, hiding in the shadows.



**ORC CULTISTS (6):** Init +1, Spd 20 ft.; [D] hp 8, AC 15, touch 11, flat-footed 14; [A] Atk/Full Atk +3 melee (1d8+3, heavy mace) or +1 ranged (1d8/19–20, light crossbow); spells (*cure light wounds* [1d8+1], *obscuring mist*). See area 1-2 for complete statistics.

**IX:** Init +8, Spd 30 ft.; [D] hp 30, AC 19, touch 14, flat-footed 15; SR 14, *teleport without error*; [A] Atk +9 melee (1d6+3, whip sword), Full Atk +7 melee (1d6+3, whip sword) and +7 melee (1d6+2, whip sword); Reach 10 ft. with whip sword. See area 1-4 for full statistics.



**RAYNE:** Init +7, Spd 20 ft.; [D] hp 23, AC 20, touch 14, flat-footed 17; [A] Atk/Full Atk +9 melee (2d6+6, heavy mace) or +5 ranged (1d8/19–20, light crossbow); combat reflexes (+3 attacks); spells (*cure light wounds* [1d8+3], *divine favor* [+1 atk and dmg], *enlarge person*, *shield of faith* [+2 AC], *hold person* [DC 16, 3 rounds], *spiritual weapon* [1d8+1, 3 rounds]), spontaneous casting (*inflict*).

✦ **Rayne with *Divine Favor*, *Enlarge Person*, and *Shield of Faith*:** Init +7, Spd 20 ft.; [D] hp 23, AC 19, touch 13, flat-footed 17; big badass; [A] Atk/Full Atk +10 melee (3d6+8, heavy mace) or

+5 ranged (1d8+1/19–20, light crossbow); Space/Reach 10 feet/10 feet; combat reflexes (+3 attacks); spells (*cure light wounds* [1d8+3], *divine favor* [+1 atk and dmg], *enlarge person*, *shield of faith* [+2 AC], *hold person* [DC 16, 3 rounds], *spiritual weapon* [Atk +6, 1d8+1, 3 rounds]), spontaneous casting (*inflict*).

**Rayne Darklin, human female Clr3:** CR 3; Medium humanoid (human); HD 3d8+6, hp 23; Init +7; Spd 20 ft. (breastplate — base 30 ft.); AC 20, touch 14, flat-footed 17; Base Atk +2; Grp +5; Atk/Full Atk +9 melee (2d6+6, heavy mace) or +5 ranged (1d8/19–20, light crossbow); SA spells, spontaneous casting (*inflict*); SQ big badass; AL NE; SV Fort +6, Ref +5, Will +8; Str 16 (14), Dex 17 (15), Con 14 (12), Int 10, Wis 19 (15), Cha 13.

**Skills and Feats:** Concentration +12 (includes Combat Casting), Knowledge (religion) +6, Spot +7; Combat Casting, Combat Reflexes, Improved Initiative, Weapon Focus (heavy mace).

**Possessions:** +1 sanctified heavy mace (Cosmic Guide), masterwork light crossbow, masterwork breastplate, masterwork plate mail sleeve, *gear of +2 Str*, *gear of +2 Dex*, *gear of +2 Con*, *gear of +4 Wis*, *gear of Combat Reflexes* (provides her with the Combat Reflexes feat), *ring of protection +1*, *cloak of resistance +1*, *green power gem*, keys to the secret panel in area 7-2. See Appendix 1: New Equipment for details on Rayne’s sanctified mace and her plate mail sleeve.

**Spells (4/4/3; DC 14 + spell level):** 0—*cure minor wounds* (x2), *detect magic*, *light*; 1st—*cure light wounds*, *divine favor*, *enlarge person*\*, *shield of faith*; 2nd—*bull’s strength*\*, *hold person*, *spiritual weapon*.





**NOTES:** This battle is difficult to play out on a standard battlemat, because it is more *vertical* than *horizontal*. Fortunately, the exact positions of the combatants are not terribly important; what's more important is that the heroes have a good time swinging around the giant's brain, killing orcs! If you use miniatures, consider lying them on their sides and playing the battle vertically, like a cross-section of the battlefield rather than a bird's-eye view. The villains should generally be within fairly easy reach; even heroes clumping around in plate mail can get to them by riding gears and chains with only a move action or two.

The battle in the Iron Giant's brain is the climax of *Against the Iron Giant*, and it should feel appropriately epic. Emphasize the cool, over-the-top aspects of the battle, like the grinding gears and shooting steam. Bits of glowing magic tumble from the walls as the heroes clash with the orcs. The gears on Rayne's sleeve spin ferociously. The heroes leap and swing to confront their foes, kicking them into gears and off ledges.

Make sure this confrontation feels like the climactic final battle in a great action movie. If the heroes are having too easy a time of it, more orcs could boil up from the ladder, or the heroes might find that they haven't finished off Ix Revon after all. If the heroes easily eliminate Rayne the first time, maybe she's tougher after her reincarnation — gaining a number of constructlike abilities, like magic immunity and great strength.

\* Domain spell. Domains: Protection (touched target +1 on next save), Strength (+3 Str for 1 round 1/day).

**SQ—Big Badass (Ex):** Rayne is the big badass in *Against the Iron Giant*. When she hits 0 hp, she shrieks “Nooooo!” White light flashes in her eyes and her wounds, then sheathes her entirely. She no longer looks human; she resembles the Iron Giant on a smaller scale. She does not speak as she fights on, and squeaks and grating comes from her joints.

**Tactics:** The orcs move down, hopping from gear to platform to chain, dropping crossbow bolts on the heroes as they move to engage them in melee. Ix, if he's here, hides in the shadows and ambushes heroes from behind. Rayne remains above the fray, casting *hold person* and *spiritual weapon* (which creates a great iron fist, like a gauntlet) to foul her enemies and *shield of faith*, *divine favor*, and *enlarge person* on herself. She might cast *bull's strength* on a nearby orc, given the opportunity. She uses her *green power gem* to recall a 2nd-level spell, most likely *hold person*. When the heroes finally reach her, she eagerly lashes out with her mace, using her Strength domain granted power on the first round.

Rayne fights to the death; the orcs surrender if she falls.

**Loot:** Hidden away (Search DC 25) is a stone chest. This chest contains the ancient writings that led Rayne to the Iron Giant; their value depends on many things. See “Victory!” below, for details.

Of course, the players should feel in danger, but they should also, after a hard, awesome, and memorable fight, come out on top. *That* is more important than anything else.

## VICTORY!

After the heroes defeat Rayne Darklin, the adventure is over. The Iron Giant stands, a gigantic statue in the borderlands.

The survivors from the town of Footprint cautiously emerge, then cheer wildly when they see that the light in the Iron Giant's eyes is gone. Soon, tales of the heroes' daring travel miles; people recognize them as the brave souls who stopped the Iron Giant. As with all Wicked Fantasy Factory adventures, the heroes' rewards can be as lavish as you like, but the heroes should come out of the adventure feeling like *heroes*. After all, they just saved a great many innocent lives; they *are* heroes. If they have finished other Wicked Fantasy Factory adventures as well, their fame is undoubtedly spreading: not only did they save the kingdom from a crazed warlord; they defeated a gigantic golem from ancient times!

This adventure leaves a few loose threads. What happens to the Iron Giant? Without a controller, all its systems and abilities soon shut down. Only a cleric of the Cosmic Guide can control it, and only three of them existed in the current age — and the he-

roes probably killed them all. Perhaps the Iron Giant stands immobile and eventually becomes a home, like a great tower, to enterprising peasants.

Another plot thread is the Cosmic Guide. Did the ancient writings speak the truth — *did* a god called the Cosmic Guide exist? If so, did the other gods truly conspire to eliminate it and all knowledge of its existence? Perhaps experts can quickly show that the documents are clever forgeries — or perhaps the heroes need to go on additional adventures before they discover the truth.

## FURTHER ADVENTURE

The events in *Against the Iron Giant* can lead to future adventures, such as the following:

- ✘ The Iron Giant proves a focal point for local lords, wizards, bandits, and other such figures to contest ownership.
- ✘ Though its methods were brutal, Rayne's cult convinced some people that their histories — their gods — are wrong. Worship of the Cosmic Guide begins again, in fits and starts. These young worshippers prove ripe pickings for con artists and others who prey upon their beliefs.
- ✘ The Iron Giant wasn't the only item buried in that ancient cave — but its removal has stirred up the subterranean creatures that dwell nearby.

# APPENDIX 1: NEW EQUIPMENT

This section includes both mundane equipment and magic equipment.

## MUNDANE WEAPON—WHIP SWORD

This is a short sword, which the wielder ties to his wrist with a 6-foot cord. Skilled wielders use this cord to extend their reach, flicking the sword at opponents before drawing it back. A whip sword has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. A character can use the weapon as a short sword (instead of a whip sword) if he likes, though the sword has a critical threat range of 20.

A whip sword is a light exotic weapon.

<b>Weapon</b>	Whip sword
<b>Cost</b>	20 gp
<b>Dmg (S)</b>	1d4
<b>Dmg (M)</b>	1d6
<b>Critical</b>	x2
<b>Range Increment</b>	—
<b>Weight*</b>	3 lb.
<b>Type**</b>	Piercing

## MUNDANE ARMOR — PLATE MAIL SLEEVE

A plate mail sleeve is just what it sounds like: a sleeve of plate mail. You can wear it with any armor that is normally medium or light (i.e., breastplate or lighter). The arm grants a +1 shield bonus to AC. You do not gain the shield bonus to AC on any round in which you use the arm for anything besides defense (such as wielding a weapon). The sleeve requires proficiency with shields to use proficiently.

<b>Armor</b>	Plate mail sleeve
<b>Cost</b>	15 gp
<b>Shield Bonus</b>	+1
<b>Maximum Dex Bonus</b>	—
<b>Armor Check Penalty</b>	-1
<b>Arcane Spell Failure Chance</b>	10%
<b>Weight*</b>	5 lb.

## MAGIC WEAPON QUALITY — SANCTIFIED

This weapon is consecrated to a certain deity. In the hands of a cleric or paladin of that deity, it grows large and powerful and is sheathed in a glow of a color appropriate to the deity. (It sheds light as a torch.) Despite its large size, it remains light and easy to wield. It gains an additional +2 enhancement bonus on attack and damage rolls and its base damage increases as if it were the next size larger. (For example, a +1 *sanctified heavy mace* deals 2d6 base damage.)

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *align weapon* or *bless weapon*, creator must be a cleric or paladin; Price +1 bonus. If the deity to which the weapon is consecrated is chaotic, evil, good, and/or lawful, the weapon's magic aura radiates that alignment as well.

Note that, as no other clerics of the Cosmic Guide exist in the world, Rayne's +1 *sanctified heavy mace* is probably only worth as much as a +1 *heavy mace*.

## WONDROUS ITEMS

### EYE OF THE CONSTRUCT

This item is a multi-faceted piece of cut green glass, about the size of an eye, attached to a leather strap. The wearer dons the item by wrapping it around his head, so that the strap passes above one eye and the green glass sits directly over the other eye. The wearer can see out of the covered eye as if the gem wasn't there.

The *eye of the construct* allows the wearer to use *iron body* on himself once per day. However, the spell lasts for only a single round.

The item occupies the wearer's goggle magic item slot.

Strong transmutation; CL 15th; Craft Wondrous Item, *iron body*; Price 2,400 gp.



## SUPPLY CABINET

This large oak cabinet is about the size of a wardrobe. Inside is a rack of a dozen quills, a chest containing a dozen bottles of ink, a stack of 50 pieces of parchment, and a dozen scroll tubes. The magic of the cabinet replenishes these supplies. If fewer than the above number are present, each day, as necessary, one quill, one bottle of ink, 5 pieces of parchment, and a scroll tube appear.

Moderate conjuration; CL 8th; Craft Wondrous Item, *minor creation*; Price 5,600 gp.

# APPENDIX 2: NEW MONSTERS

## The Iron Giant

### Colossal Construct

<b>Hit Dice:</b>	22d10+80+100 (301 hp)
<b>Initiative:</b>	-3
<b>Senses:</b>	Darkvision 60 ft., low-light vision. The Iron Giant uses its controller's Spot and Listen skills.
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	39 (-8 size, -3 Dex +30 natural, +10 deflection), touch 9, flat-footed 39
<b>Immune:</b>	Ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, magic, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning
<b>Resist:</b>	Damage reduction 40/magic, damage reduction 20/adamantine and epic, damage reduction 10/-
<b>Base Attack/Grapple:</b>	+16/+50
<b>Attack:</b>	Stomp +26 melee (5d10+18 and knockdown)
<b>Full Attack:</b>	Stomp +26 melee (5d10+18 and knockdown) and slam +26 melee (4d10+18 and knockdown)
<b>Space/Reach:</b>	70 ft./30 ft.
<b>Special Attacks:</b>	Adamantine fists, arsenal, divine thunder (22d8, DC 39), giant attacks, knockdown (DC 39), trample (5d10+27, DC 39), tremors (30 ft., DC 10)
<b>Special Qualities:</b>	Controlled, divine resistance, fast healing 15, construct traits
<b>Saves:</b>	Fort +17, Ref +14, Will +17
<b>Abilities:</b>	Str 47, Dex 4, Con -, Int -, Wis 10, Cha 1
<b>Skills:</b>	-
<b>Feats:</b>	-
<b>Environment:</b>	Any

<b>Organization:</b>	Unique
<b>Challenge Rating:</b>	16
<b>Loot:</b>	Special
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	-
<b>Level Adjustment:</b>	-

*The ground shakes — BOOM, BOOM, BOOM. A shadow blots out the sun. Towering above the landscape is an enormous golem constructed of dark iron. It is impossibly huge: larger than a castle, larger than a tower. It is a walking building. Orange light glows in its eye slits and mouth grate. Gigantic blue gems on the backs of its hands shine with blue light.*

The Iron Giant is a massive construct of supposedly divine origins. See the "Adventure Background" section for more information.

### COMBAT

The Iron Giant fights as its controller sees fit. Since the construct is nearly invincible, it usually stomps and bashes opponents and structures into oblivion. Against distant or massed targets, it uses divine thunder.

*Adamantine Fists (Ex):* The Iron Giant's knuckles and fingers are lined with adamantine. It ignores hardness up to 20 from objects it strikes with its slam attacks.

*Arsenal (Ex):* The Iron Giant is an enormous hollow construct, more of a walking fortress than a creature. It includes numerous other offensive and defensive capabilities depending on its occupants' actions. In this adventure, for example, magic ballistae are rigged to its shoulders.

*Divine Thunder (Su):* As a full-round action that provokes attacks of opportunity, the Iron Giant can grasp its forearm and aim its right fist. A blast of kinetic energy rips from its fist, making the air ripple and blowing an enormous crater in the ground. The Iron Giant can target anywhere within 200 feet, and the divine thunder affects a 30-foot-diameter burst. Creatures, structures, and objects within this area take 22d8 points of force damage (half on a DC 39 Reflex save). The blast creates a crater in the area that is 15 feet deep at its lowest point.

The save DC is Strength-based.

*Giant Attacks (Ex):* The Iron Giant's slam and stomp attacks each affect an area 20 feet in diameter. The Iron Giant makes attack rolls against every creature in the area. However, it is too ponderous to make attacks of opportunity.

*Knockdown (Ex):* A creature hit by the Iron Giant's slam or stomp attack must make a DC 39 Fortitude save or fall prone. The save DC is Strength-based.

*Tremors (Ex):* With every footfall, the ground trembles. The Iron Giant's strides are 20 feet long each. (With a normal move, its feet touch the ground twice.) Creatures within 30 feet of the Iron Giant's step must make DC 10 Balance checks or fall prone.

*Controlled (Ex):* The Iron Giant is not free-willed, nor does it carry out instructions. Instead, a being within its head controls its actions.

*Divine Resistance (Ex):* The Iron Giant has a +10 sacred bonus on all saves and +100 hit points.

*Immunity to Magic (Ex):* The Iron Giant is immune to any spell or spell-like ability that allows spell resistance. In addition, certain

spells and effects function differently against the creature, as noted below.

A magical attack of at least 6th-level that deals electricity damage slows the Iron Giant (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack of at least 6th-level that deals fire damage breaks any slow effect on the Iron Giant and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the Iron Giant to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a *delayed blast fireball* strikes the Iron Giant and deals 30 points of damage. The Iron Giant recovers 10 hit points. The Iron Giant gets no saving throw against fire effects.

The Iron Giant is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

## GC-13A GUARDIAN CONSTRUCT

### Medium Construct

<b>Hit Dice:</b>	6d10+20 (53 hp)
<b>Initiative:</b>	+0
<b>Senses:</b>	Listen +1, Spot +1; darkvision 60 ft., low-light vision
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	15 (+5 natural), touch 10, flat-footed 15
<b>Immune:</b>	Ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning
<b>Resist:</b>	Damage reduction 2/adamantine, spell resistance 10
<b>Base Attack/Grapple:</b>	+4/+11
<b>Attack:</b>	Axe hand +7 melee (1d8+3/x3) or axe hand +4 ranged (1d8+3/x3)
<b>Full Attack:</b>	Axe hand +7 melee (1d8+3/x3) and finger wires +7 melee (1d4+3) or axe hand +4 ranged (1d8+3/x3)
<b>Space/Reach:</b>	5 ft./5 ft. (10 ft. with axe hand)
<b>Special Attacks:</b>	Axe hand, constrict 1d4+4, improved grab
<b>Special Qualities:</b>	Defensive stance, finger wires, <i>power gem</i> , construct traits
<b>Saves:</b>	Fort +2, Ref +2, Will +3
<b>Abilities:</b>	Str 17, Dex 11, Con –, Int –, Wis 12, Cha 1
<b>Skills:</b>	—
<b>Feats:</b>	—
<b>Environment:</b>	The Iron Giant
<b>Organization:</b>	Solitary, pair, or guardianship (3–8)
<b>Challenge Rating:</b>	4

<b>Loot:</b>	Green <i>power gem</i>
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	7–15 HD (Medium), 16–23 HD (Large)
<b>Level Adjustment:</b>	—

*This construct resembles an armored humanoid constructed of iron. Green light glows within its helmet, and a green gem glows upon its chest where its heart would be. Its right hand ends in an axelike blade, and the fingers on its left hand have been replaced with dangling, segmented wires.*

The GC-13A guardian construct is a capable warrior and, as its name implies, guardian. These constructs simply stand about most of the time, though when an intruder approaches the area they guard, the constructs attack. They are capable of a few words (usually warnings or demands to supply the appropriate pass phrase) and following simple orders.

GC-13A guardian constructs understand certain simple commands in any language, but mostly they simply go about the automated functions that their creators input into them long ago.

Close inspection (DC 0 Search or DC 10 Spot check) reveals “GC-13A” stamped onto the creature’s body somewhere.

### COMBAT

A GC-13A guardian construct usually guards a location or object. It often warns intruders before attacking, to give them a chance to back away.

When combat begins, the guardian construct’s axe hand ratchets several feet out of its arm; it is attached to a thick chain. Depending on its enemies and what it guards, it either attempts to move into melee or take a defensive stance. In the latter case, it flings its axe hand at opponents while remaining immobile.

**Axe Hand (Ex):** The guardian construct’s axelike blade is attached to a chain that is wound up within its arm. The construct can fling its axe as a normal ranged attack. It has a maximum range of 30 feet and no range increment. After throwing the axe, the chain retracts, bringing the blade back to the construct’s arm.

The chain also grants the axe hand an extra 5 feet of reach.

**Constrict (Ex):** A guardian construct deals 1d4+4 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, the guardian construct must hit with a finger wire attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Defensive Stance (Ex):** The guardian construct can enter a defensive stance as a free action at the beginning of its turn. While in a defensive stance, it gains a +4 dodge bonus to AC, a +4 bonus to Strength, and +10 hit points, but cannot move from its space for 1 round. (The extra hit points are not lost first like temporary hit points, but they do go away when the construct exits its defensive stance.)

While in a defensive stance, the guardian construct’s statistics change as follows: hp 63; Grp +13; Atk axe hand +9 melee (1d8+5/x3) or axe hand +4 ranged (1d8+5/x3); Full Atk axe hand +9 melee (1d8+5/x3) and finger wires +9 melee (1d4+5) or axe hand +4 ranged (1d8+5/x3); Str 19; disarm +13.

**Finger Wires (Ex):** The fingers of the construct’s left hand are actually long metal wires — in fact, they can lengthen to several feet.



Once per round, when an opponent targets the guardian construct with a ranged or melee attack, it may attempt to catch the incoming weapon. It must make this decision before the attacker makes his attack roll. The construct makes a Reflex save; the DC is equal to the attacker's attack roll.

If the Reflex save succeeds, the construct catches the weapon and it does not strike the construct. If the construct catches a melee weapon, it attempts to disarm it as a free action that does not provoke attacks of opportunity. (Disarm bonus +11; the opponent may not attempt to disarm the construct.) If it was an unarmed strike, the construct may attempt to start a grapple as a free action that does not provoke attacks of opportunity.

The finger wires also provide a +4 bonus on disarm and grapple checks.

*Power Gem (Ex):* Characters can target the construct's *power gem*. AC 18 (touch 18, flat-footed 18). It has hardness 10 and 10 hit points. If it is destroyed, the construct shuts down.

## LOOT

A GC-13A guardian construct contains a green *power gem*. See "Power Gems," earlier in this adventure, for more information.

# MC-1X Maintenance Construct

### Small Construct

<b>Hit Dice:</b>	2d10+10 (21 hp)
<b>Initiative:</b>	+1
<b>Senses:</b>	Listen +2, Spot +2; darkvision 60 ft., low-light vision
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft.
<b>Armor Class:</b>	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
<b>Immune:</b>	Ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning
<b>Resist:</b>	Damage reduction 2/adamantine, spell resistance 8
<b>Base Attack/Grapple:</b>	+1/+4
<b>Attack:</b>	5 arms +3 melee (touch special or 1d4-1; see text)
<b>Full Attack:</b>	5 arms +3 melee (touch special or 1d4-1; see text)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Arms, gripper claw
<b>Special Qualities:</b>	Pacifist, <i>power gem</i> , repair 1d4, construct traits
<b>Saves:</b>	Fort +0, Ref +1, Will +2
<b>Abilities:</b>	Str 8, Dex 12, Con -, Int -, Wis 14, Cha 1
<b>Skills:</b>	Climb +9

<b>Feats:</b>	Combat Reflexes <sup>B</sup> , Weapon Finesse <sup>B</sup>
<b>Environment:</b>	The Iron Giant
<b>Organization:</b>	Solitary, pair, or work crew (3-8)
<b>Challenge Rating:</b>	1
<b>Loot:</b>	Red <i>power gem</i>
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	2-9 HD (Small)
<b>Level Adjustment:</b>	-

*This construct resembles a mechanical dog crossed with a mechanical insect. Its cylindrical body has six jointed, spiderlike legs, and you cannot tell where its body ends and its head begins. Two red eyes glow at the front of its body. From a hatch in its back emerges a cluster of segmented arms, each ending an array of tools; the tools are jointed, so that they can fold away and bring other tools into service.*

The MC-1X maintenance construct performs various automated tasks around the Iron Giant. It makes routine use of the maintenance tunnels and can clamber along walls and ceilings to reach areas that need repair. It is also responsible for determining when a part malfunctions and for replacing it, and it identifies discarded parts that might still prove useful. It fulfills these functions via a number of arcane processes that play no role in most encounters (and thus they are not detailed here).

MC-1X maintenance constructs do not speak or understand languages; they simply go about the automated functions that their creators input into them long ago.

Close inspection (DC 0 Search or DC 10 Spot check) reveals "MC-1X" stamped onto the creature's body somewhere.

## COMBAT

MC-1X maintenance constructs never initiate combat; combat is not their primary (or, indeed, secondary or tertiary) function. However, they do defend themselves if attacked. Their attacks are mindless and predetermined; their arms swing out, changing tools until they all end in gripper claws. The construct repeatedly attempts to grab an opponent. When it succeeds, the remaining arms flip to one of various bladed or piercing tools and strike the captured foe. The construct focuses its attacks on the first creature to attack it and pursues foes only to the extent of its territory (usually a single room). After its opponent falls or flees, the construct reassesses the situation to determine if any other characters around it also attacked it. If so, it attacks them.

*Arms (Ex):* An MC-1X maintenance construct has five arms that emerge from its back. The arms are enchanted to act independently, and so the construct can attack with all of them even if it has already taken a move action.

*Gripper Claw (Ex):* Each of the construct's arms has a gripper claw among its tools. The construct attacks first with a gripper claw, attempting to hold an opponent fast. If its attack fails, it tries again with another gripper claw, and so on, until its attacks are exhausted or it successfully grapples an opponent.

A gripper claw attack is a melee touch attack. If the attack succeeds, the construct attempts to start a grapple as a free action that does not provoke attacks of opportunity. If it succeeds, it automatically hits with its remaining arms, which now have painful implements attached; each deals 1d4-1 points of damage.

In any turn that the construct makes a successful grapple check, four of its arms hit automatically, each dealing 1d4-1.

The gripper claws also provide the construct with a +8 bonus on grapple checks.

*Pacifist (Ex):* MC-1X maintenance constructs never initiate combat. Therefore, characters always get a surprise round when they attack one.

*Power Gem (Ex):* Characters can target the construct's *power gem*. AC 18 (touch 18, flat-footed 18). It has hardness 10 and 10 hit points. If it is destroyed, the construct shuts down.

*Repair (Su):* Using various arcane means and tools, an MC-1X maintenance construct can repair an object, whether it is magically animated (like itself) or not. Doing so is a full-round action that provokes an attack of opportunity; it also requires a melee touch attack. If successful, the object regains 1d4 hit points.

## LOOT

An MC-1X maintenance construct contains a red *power gem*. See "Power Gems," earlier in this adventure, for more information.

## SD-2Z Sentry Drone

### Medium Construct

<b>Hit Dice:</b>	3d10+20 (36 hp)
<b>Initiative:</b>	+2
<b>Senses:</b>	Listen +1, Spot +1; darkvision 60 ft., low-light vision
<b>Speed:</b>	Fly 30 ft. (6 squares) (good)
<b>Armor Class:</b>	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
<b>Immune:</b>	Ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy, nonlethal damage, paralysis, poison, sleep, stunning
<b>Resist:</b>	Spell resistance 10
<b>Base Attack/Grapple:</b>	+2/+3
<b>Attack:</b>	Blade +5 melee (1d6+1/19-20 plus 1 Dex electricity)
<b>Full Attack:</b>	2 blades +5 melee (1d6+1/19-20 plus 1 Dex electricity)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Chopper blades, electric conduit, high ground
<b>Special Qualities:</b>	<i>Power gem</i> , construct traits
<b>Saves:</b>	Fort +1, Ref +3, Will +1
<b>Abilities:</b>	Str 13, Dex 14, Con -, Int -, Wis 12, Cha 1
<b>Skills:</b>	—

<b>Feats:</b>	Weapon Finesse <sup>B</sup>
<b>Environment:</b>	The Iron Giant
<b>Organization:</b>	Solitary, pair, or fleet (3-8)
<b>Challenge Rating:</b>	2
<b>Loot:</b>	Red <i>power gem</i>
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	4-12 HD (Medium), 13-20 HD (Large)
<b>Level Adjustment:</b>	—

*Whirling horizontal blades keep this squat iron cylinder afloat. A glass lens glints in the center of the cylinder, and two long, jointed arms end in swordlike blades. An occasional spark of electricity runs across the blades.*

The SD-2Z sentry drone is one of the weakest construct defenders of the Iron Giant, but it is more mobile than most. In the past, they were employed in great numbers as light attack units and for reconnaissance (when combined with magic that allowed their controller to use their senses). Now, the Cosmic Guide cultists haven't been able to activate enough of them to serve as anything more than an oddity and a slight threat.

SD-2Z sentry drones understand certain simple commands in any language, but follow the orders of only certain individuals.

Close inspection (DC 0 Search or DC 10 Spot check) reveals "SD-2Z" stamped onto the creature's body somewhere.

## COMBAT

The SD-2Z sentry drone's tactics are straightforward: it zips into combat and slashes with its blades.

*Chopper Blades (Ex):* A pair of whirling horizontal blades allow the sentry drone to fly and hover. Creatures or objects coming into contact with the blades take 3d6 points of slashing damage. If this isn't enough to destroy the object or bring the creature to 0 hit points or fewer, the blades halt and the construct crashes to the ground, defeated.

*Electric Conduit (Ex):* Electric shocks run across the sentry drone's blades. This electricity transfers to the nerves of living creatures, causing them to twitch spasmodically. Each blade deals 1 point of Dexterity damage to living creatures. This damage is considered electricity damage for the purposes of energy resistance and immunity.

*High Ground (Ex):* Because its chopper blades are on its top and its arms are on its bottom, an SD-2Z sentry drone usually hovers six or seven feet off the ground when confronting opponents. This means it is effectively on high ground, which grants it a +1 bonus on attack rolls. It also means that heroes attacking it with melee attacks take a -1 penalty on their attack rolls.

*Power Gem (Ex):* Characters can target the construct's *power gem*. AC 18 (touch 18, flat-footed 18). It has hardness 10 and 10 hit points. If it is destroyed, the construct shuts down.

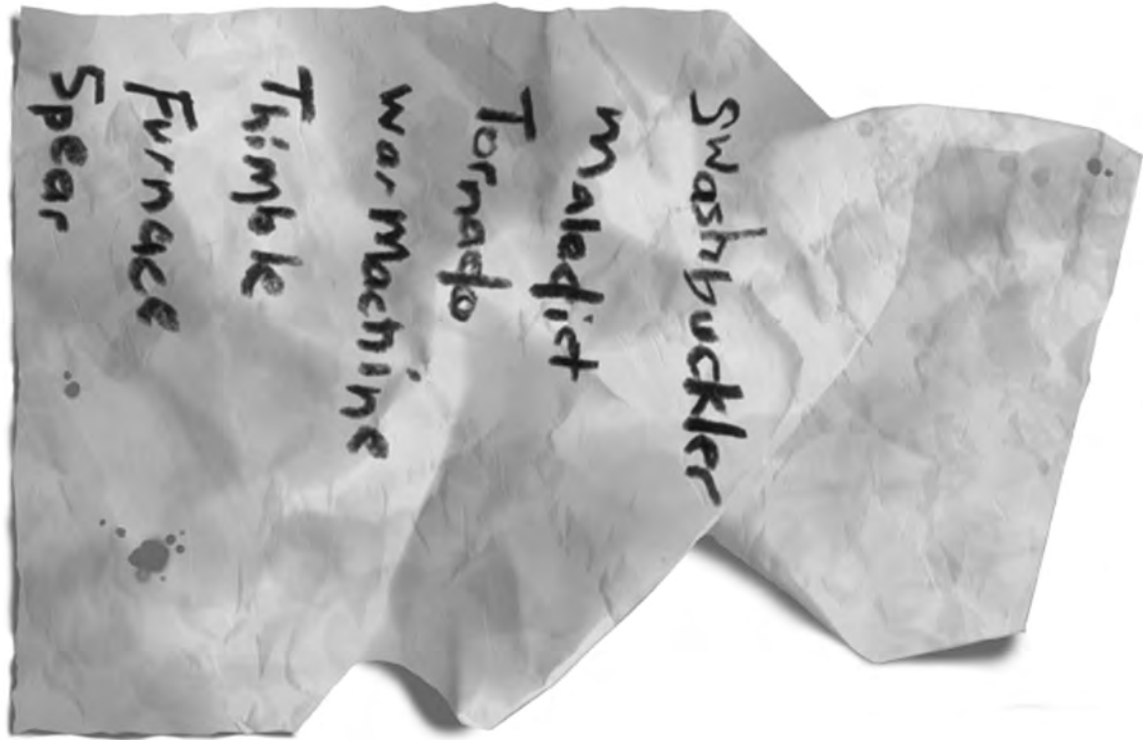
## LOOT

An SD-2Z sentry drone contains a red *power gem*. See "Power Gems," earlier in this adventure, for more information.



# APPENDIX 3: PLAYER HANDOUTS

## HANDOUT 1







## HANDOUT 2



## HANDOUT 3

### GC-13A GUARDIAN CONSTRUCT

**GC-13A Guardian Construct:** Init +0, Spd 20 ft.;  hp 53, AC 15, touch 10, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits;  Atk +7 melee (1d8+3/x3, axe hand) or +4 ranged (1d8+3/x3, axe hand), Full Atk +7 melee (1d8+3/x3, axe hand) and +7 melee (1d4+3, finger wires) or +4 ranged (1d8+3/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +11).

▣ GC-13A Guardian Construct in Defensive Stance: Init +0, Spd 0 ft.;  hp 63, AC 19, touch 14, flat-footed 15; DR 2/adamantine, defensive stance, finger wires (disarm +11), SR 10, construct traits;  Atk +9 melee (1d8+5/x3, axe hand) or +4 ranged (1d8+5/x3, axe hand), Full Atk +9 melee (1d8+5/x3, axe hand) and +9 melee (1d4+5, finger wires) or +4 ranged (1d8+5/x3, axe hand); Reach 10 ft. with axe hand; constrict 1d4+4, improved grab (finger wires, Grp +13).

**SA—Axe Hand (Ex):** The guardian construct's axelike blade is attached to a chain that is wound up within its arm. The construct can fling its axe as a normal ranged attack. It has a maximum range of 30 feet and no range increment. After throwing the axe, the chain retracts, bringing the blade back to the construct's arm.

The chain also grants the axe hand an extra 5 feet of reach.

**SA—Constrict (Ex):** A guardian construct deals 1d4+4 points of damage with a successful grapple check.

**SA—Improved Grab (Ex):** To use this ability, the guardian construct must hit with a finger wire attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**SQ—Defensive Stance (Ex):** The guardian construct can enter a defensive stance as a free action at the beginning of its turn. While in a defensive stance, it gains a +4 dodge bonus to AC, a +4 bonus to Strength, and +10 hit points, but cannot move from its space for 1 round. (The extra hit points are not lost first like temporary hit points, but they do go away when the construct exits its defensive stance.)

While in a defensive stance, the guardian construct's statistics change as follows: hp 63; Grp +13; Atk axe hand +9 melee (1d8+5/x3) or axe hand +4 ranged (1d8+5/x3); Full Atk axe hand +9 melee (1d8+5/x3) and finger wires +9 melee (1d4+5) or axe hand +4 ranged (1d8+5/x3); Str 19; disarm +13.

**SQ—Finger Wires (Ex):** The fingers of the construct's left hand are actually long metal wires — in fact, they can lengthen to several feet.



Once per round, when an opponent targets the guardian construct with a ranged or melee attack, it may attempt to catch the incoming weapon. It must make this decision before the attacker makes his attack roll. The construct makes a Reflex save; the DC is equal to the attacker's attack roll.

If the Reflex save succeeds, the construct catches the weapon and it does not strike the construct. If the construct catches a melee weapon, it attempts to disarm it as a free action that does not provoke attacks of opportunity. (Disarm bonus +11; the opponent may not attempt to disarm the construct.) If it was an unarmed strike, the construct may attempt to start a grapple as a free action that does not provoke attacks of opportunity.

The finger wires also provide a +4 bonus on disarm and grapple checks.

## HANDOUT 4

### MC-1X MAINTENANCE CONSTRUCT

**MC-1X Maintenance Construct:** Init +1, Spd 20 ft.;  hp 21, AC 15, touch 12, flat-footed 14; DR 2/adamantine, SR 8, construct traits;  Atk/Full Atk +3 melee (touch special or 1d4-1, 5 arms); Combat Reflexes (+1 attack, all arms); arms, gripper claw (Grp +4).

**SA—Arms (Ex):** An MC-1X maintenance construct has five arms that emerge from its back. The arms are enchanted to act independently, and so the construct can attack with all of them even if it has already taken a move action. Its Combat Reflexes feat allows it to attack with all its arms on attacks of opportunity.

**SA—Gripper Claw (Ex):** Each of the construct's arms has a gripper claw among its tools. The construct attacks first with a gripper claw, attempting to hold an opponent fast. If its attack fails, it tries again with another gripper claw, and so on, until its attacks are exhausted or it successfully grapples an opponent.

A gripper claw attack is a melee touch attack. If the attack succeeds, the construct attempts to start a grapple as a free action that does not provoke attacks of opportunity. If it succeeds, it automatically hits with its remaining arms, which now have painful implements attached; each deals 1d4-1 points of damage.

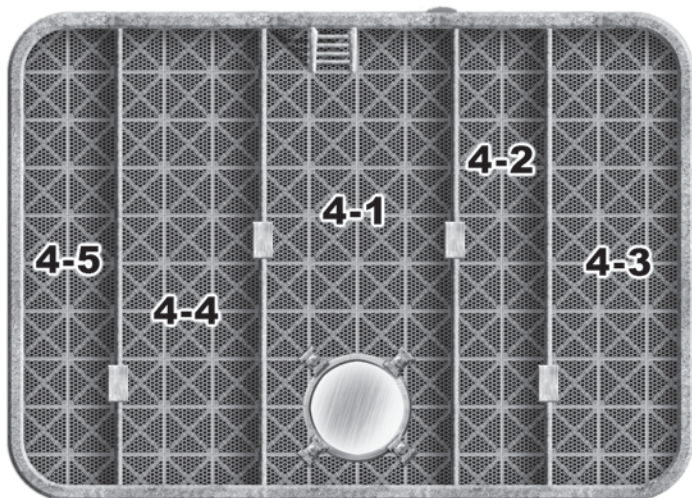
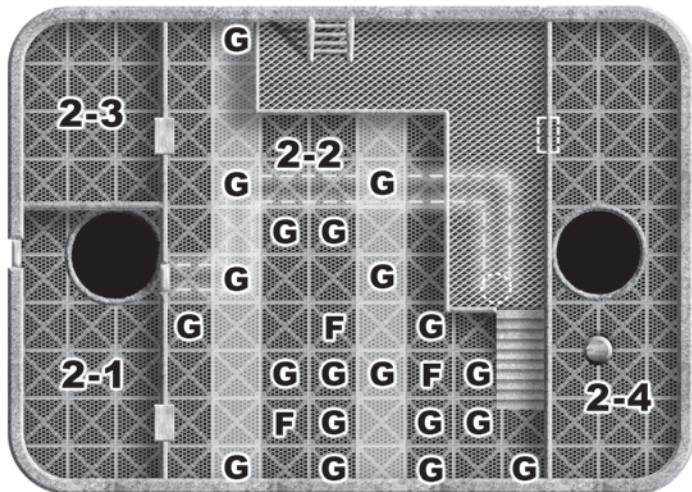
In any turn that the construct makes a successful grapple check, four of its arms hit automatically, each dealing 1d4-1.

The gripper claws also provide the construct with a +8 bonus on grapple checks.

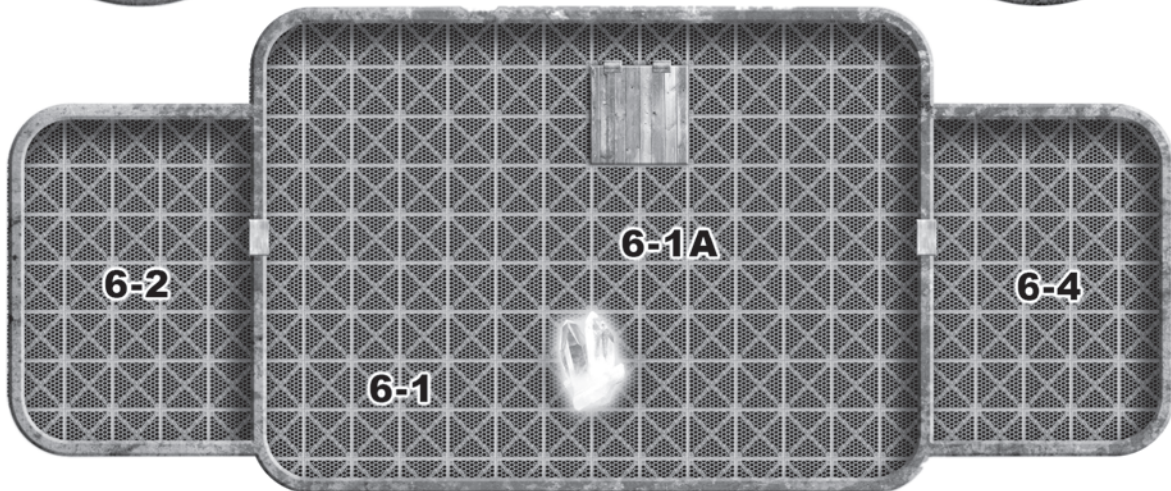
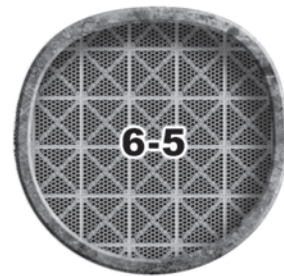
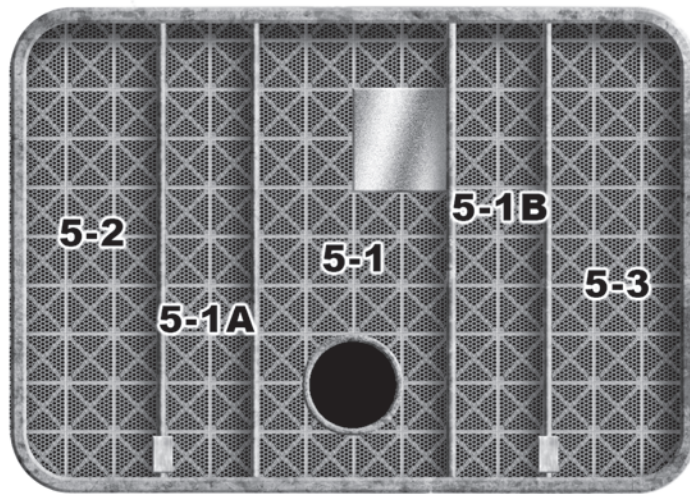
**SQ—Repair (Su):** Using various arcane means and tools, an MC-1X maintenance construct can repair an object, whether it is magically animated (like itself) or not. Doing so is a full-round action that provokes an attack of opportunity; it also requires a melee touch attack. If successful, the object regains 1d4 hit points.



# APPENDIX 4: COPY-READY MAPS









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