



THE WARLOCK OF FIRETOP MOUNTAIN TEASER ADVENTURE



Based on the Fighting Fantasy™ book by
Steve Jackson and Ian Livingstone

CREDITS

Author: Jamie Wallis
Editor: Sean Borthwick
Producer: Mike Dymond
Art Director: Martin McKenna

Cover Illustration: Martin McKenna
Internal Illustrations: Martin McKenna
Graphic Design: Martin McKenna
Cartography: Martin McKenna and Jamie Wallis
Typography: Jamie Wallis

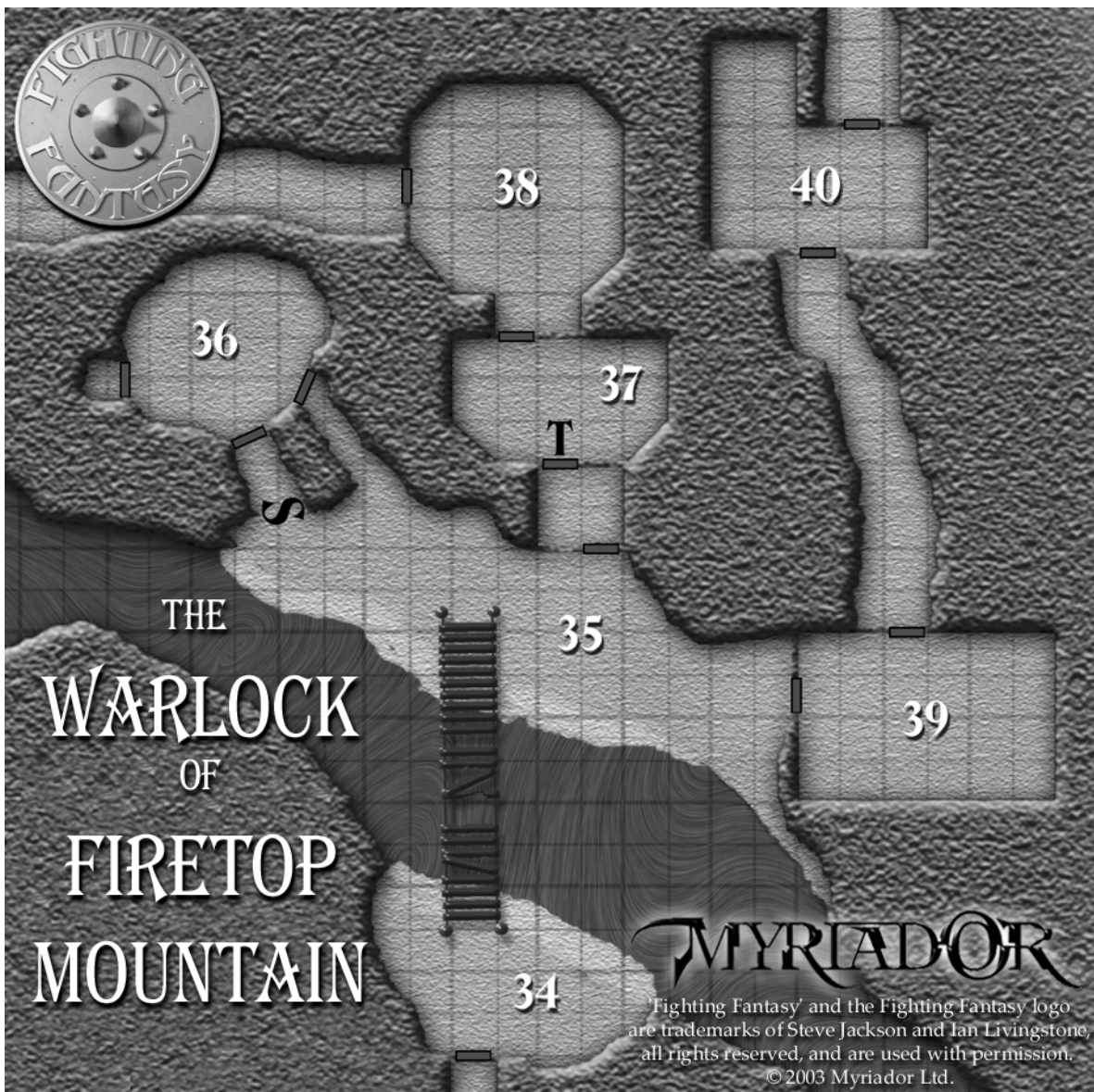
Project Manager: Geoff Oades
Finance Planning: Nigel Dixon

Lead Playtester: Tim Birkbeck
Playtesters: Chris Gooch, Karen McDonald, Martin Bradley, Mike Wilson,
Tim Challis, Jason Buck and Jade Parsonage.

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THE
WARLOCK
OF
FIRETOP
MOUNTAIN



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34. Pay the Ferryman (EL 2)

If the characters open the door, read them the following:

The passage widens and you find yourselves on the south bank of a fast flowing river. There appears to be four ways to cross the river; to the left, there is a rusted bell that bears a sign reading 'ferry service 2gp please ring'. Moored on the south bank there is a small raft with a long pole resting by it. A very rickety old bridge crosses the river to the right of you, or there is of course swimming.

The Bell

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the characters see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

If the characters ring the bell, read the following:

The bell gives a dull clank. After a few moments a withered old man can be seen on the north bank. He climbs into a boat on his side and rows slowly over to the south bank, moors the boat and limps over to where you are standing. He mumbles "3 gold pieces".

If the characters complain about the cost (it does say 2gp on the sign) the ferryman mumbles something about inflation. If they pay the money, Burgess (the ferryman) will take them across the river. The boat only takes 4 people (3 plus Burgess). If there are more





characters Burgess will have to make extra trips at 3gp per trip

If the characters threaten Burgess the ferryman in any way, he starts to grow angry and his shape changes into a hybrid Wererat.

Burgess the Wererat (hybrid), medium sized/ medium shape changer: CR 2; Size M (5 ft., 6 in. tall); HD 1D8 +1; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 natural); Attack +0 melee (unarmed strike 1D3 subdual) or +4 melee (bite 1D4); face/ reach: 5ft. by 5ft. / 5ft.; SA Curse of lycanthrope; SQ Rat empathy, scent, damage reduction 15/ silver; SV Fort +5, Ref +5, Will +4; AL LE; Str 10, Dex 17, Con 10, Int 10, Wis 10, Cha 0; Languages Spoken: common; Skills and feats: Climb +14, Listen +8, Move silently +6, search +8 and Spot +8; multiattack, weapon finesse (bite). Equipment: none (see MM Appendix 3- Templates, Lycanthrope for more information on Wererats)

If the characters refuse to pay the money and do not attack Burgess, he gets back into the boat mumbling about wasting his time. He rows back to the north bank and disappears through a door in the rock. He will not be encountered again.

The Raft

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the characters see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

If anyone attempts to punt across using the Raft and large pole, read the following:

Punting the Raft across the river seems quite easy, until you reach the middle of the river. The Raft seems to take on a will all of its own and starts to bob up and down dangerously as if it was trying to tip you out.

The Raft is animated. If all of the characters either fall or jump into the river, the Raft returns to the south bank. If after five rounds anyone has managed to stay on the Raft, it returns to the south bank.

Everyone on the Raft must make a skill (Balance) check (DC15) or fall in the river.

The characters may only attempt to swim down river or across it. It is impossible to swim up river as it is flowing too fast. To swim in the river a character must make a successful skill (Swim) check (DC15). If the characters who are swimming (due to falling in) decide to swim across the river to the other side, please see the section on swimming. If the characters fail their Swim rolls they are washed further into the Mountain where they drown.

If swimming characters decide to swim further into the Mountain they will drown. This is because the tunnel gets lower and lower until it is completely full of water with no breathing space.

The Bridge

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the players see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

If the characters look at the bridge, read them the following:

The timbers of the bridge are rotting and decayed from years of neglect. Several planks are missing from the mid-section of the bridge.

As each character reaches the middle of the Bridge ask them to make an ability (Luck) check (DC10). If they are unsuccessful, a plank of wood that the character is walking on breaks. The character must make a skill (Balance) check (DC15) or fall into the river.

The characters may only attempt to swim down river or across it. It is impossible to swim up river as it is flowing too fast. To swim in the river a character must make a successful skill (Swim) check (DC15). If the characters that are swimming (due to falling in) decide to swim across the river to the other side, please see the section on swimming. If the characters fail their Swim rolls they are washed further into the Mountain where they drown.

If swimming characters decide to swim further into the Mountain they will drown. This is because the tunnel gets lower and lower until it is completely full of water with no breathing space.

Swimming

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the characters see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

The characters may only attempt to swim down river or across it. It is impossible to swim up river, the river is flowing too fast. To swim in the river a character must make a successful skill (Swim) check (DC15). If the characters fail their Swim rolls they are washed further into the Mountain where they drown.

If swimming characters decide to swim further into the Mountain they will drown. This is because the tunnel gets lower and lower until it is completely full of water with no breathing space.

If the characters are successful, read them the following:

The water is fast flowing and icy cold. Swimming the width of the underground river is difficult. You





predict you must be halfway across; then you notice turbulence in the water off to your right. Before you, two sinister reptilian eyes break the surface of the water, moving closer.

The eyes belong to a Crocodile that closes in and attacks.

Crocodile, medium-sized animal (aquatic): CR 2; Size M (10 ft., 6 in. long); HD 3D8 +9; hp 25; Init +1 (+1 Dex); Spd swim 30 ft.; AC 15 (+1 Dex, +4 natural); Attack +6 melee (bite 1D8 +6) or +6 melee (tail slap 1D12 +6); face/ reach: 5ft. by 5ft. / 5ft.; SA improved grab; SV Fort +6, Ref +4, Will +2; AL N; Str 19, Dex 12, Con 17, Int 12, Wis 12, Cha 2; Languages Spoken: none; Skills and feats: Hide +7, Listen +5 and Spot +5. Equipment: none (see MM Appendix 1- Animals for more information on Crocodiles)

While the fight ensues, ask the characters to make an ability (Luck) check (DC10). If they are unlucky, the fight attracts the creatures that are causing the turbulence... Piranhas!

Piranhas are not treated like normal monsters. Piranhas are tiny fish that swim in shoals of thousands (Size/ reach 10ft by 10ft/ 5ft.). They are carnivorous creatures with very sharp teeth and have an excellent sense of smell in the water. Piranhas can detect the presence of any creature in the water within 50ft., and when they do they instinctively close in to feed (speed; swim 30ft). The thousands of tiny creatures take it in turns to attack their prey, biting off chunks of flesh. (Characters being attacked by the Piranhas take 1D6 points of damage every round they spend within the reach of the Piranhas. In order to stop taking the

damage the characters caught in the feeding frenzy must either out swim the shoal of Piranha or leave the water). The turbulence caused by the feeding frenzy of the fish reduces the vision of anyone caught in it to 10ft.

35. North Bank (EL 0)

The rock walls on the north side of the riverbank are smooth and glistening with moisture. Moss of many different hues grows on the surface. There is an eerie silence punctuated only by the sound of the splashing river behind.

It appears there are three ways to continue: a large timber door in the north rock face, a Northwest Passage and an eastern passage that follows the river.

If the ferryman has transported the characters here, he takes the boat back to the south side and makes his way out of the Dungeon to spend his gold.

36. One Man and his Dog (EL 5)

If any character opens the door, read them the following:

This small and foul smelling room is sparsely furnished. Indeed, most of the furniture has been made from bits of old boats. A quick glance around reveals a bunch of keys hanging on the west wall. An old man in ragged clothes is slumped on a bench made from half a rowing boat. He's asleep and snoring loudly. Next to him is a vicious-looking brown dog with red eyes and black teeth.

The dog is in fact a Hellhound.

It will be difficult to enter this room with the Hellhound noticing. These creatures can detect the





presence of another creature within 30ft. by using their Scent ability. If the Hellhound notices the characters, it will growl at them and nudge its master awake.

The old man's name is Travis, and he is in fact a Werewolf. If he is woken he is brash and unhelpful, bidding the characters a good day and asking them to leave. If the characters are persistent with their questions or ask about the Warlock and his treasure, he grows angry and sets his Hellhound on them. If the characters kill Travis's pet Hellhound or attack him he changes into a Werewolf and attacks.

Hellhound, medium-sized outsider (evil, fire, lawful): CR 3; Size M (4 ft., 6 in. tall); HD 4D8 +4; hp 22; Init +5 (+1 Dex, improve initiative); Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Attack +5 melee (bite 1D8 +1); Face/Reach: 5ft. by 5ft./ 10ft.; SA breath weapon (cone of fire, 30ft., every 2d4 rounds; damage 1D4 +1, Reflex (DC13) for half); SQ Scent, fire subtype; SV Fort +5, Ref +5, Will +4; AL LE; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6. Languages Spoken: none (they understand infernal). Skills and feats: Hide +11, Listen +5, Move silently +13 and Spot +7; Improved initiative, track. Equipment: none (see MM for more information on Hellhounds).

Travis the Werewolf (hybrid), medium-sized shape changer: CR 3; Size M (6 ft., 6 in. tall); HD 2D8 +4; hp 16; Init +6 (+2 Dex and improved initiative); Spd 50 ft.; AC 16 (+2 Dex, +4 natural); Attack +3 melee (bite 1D6 +1); Face/Reach: 5ft. by 5ft./ 5ft.; SA Trip, curse of lycanthrope; SQ wolf empathy, scent, damage reduction 15/ silver; SV Fort +6, Ref +0, Will +1; AL CE; Str 13, Dex 15, Con 15, Int 10, Wis 10, Cha 10. Languages Spoken: common; Skills and feats: Hide +3, Listen +14, Move silently +4, search +8 and Spot +14; Blind fight, Improved initiative and weapon finesse (bite). Equipment: none (see MM Appendix 3- Templates for more information on Werewolves).

None of the keys on the bunch are numbered, but one of them is clearly marked 'Boathouse' (This key is linked with encounter 37, The Boathouse). Two of the keys are silver and are used to open the Warlock's treasure room (encounter 49). The other keys are a useless collection that belongs to Travis. None of the other keys are used in this adventure.

The west door leads to the Werewolf's larder. Inside is a miscellaneous collection of bones and decaying meats. The smell is nauseating. If the characters make a successful skill (Search) check (DC14) find a jar of picked eggs that can be used as a day's provision.

The south passage leads back to the north bank of the river via secret door in the rock face. To locate the secret door characters must make a successful skill (Search) check (DC20).

37. Zombies (EL 2)

If the characters open the door, read them the following:

Standing motionless in the centre of the room are four men (at least they appear to be men). Their skin is greeny-grey in colour and their cloths are tattered and torn. The four men stare vacantly at the ceiling and ignore you completely.

Around the room are various peasant-style weapons (pitchforks, axe-handles, pointed sticks etc.), one or two shields and several barrels. In the northeast corner is a human corpse with a sword in one hand and a shield in the other. The four 'men' in the centre of the room are zombies.

Trap: If anyone opens the door and steps on the pressure plate (5ft.x5ft. inside the door), a mechanically operated log swings down to strike the victim. The log trap starts to reset immediately taking 1 round to do so.

Pendulum log trap: CR2; +10 melee (2D6 damage +2D6 subdual damage); Reflex save (DC20) for half damage; Search (DC20) Disable (DC20)

The Zombies will attack the characters if they proceed into the room beyond the swinging log trap or if they are attacked. They are not the most intelligent of creatures and will walk over the trap (setting it off) to get at the characters if they are attacked from outside the room.

Zombies, medium, medium-sized Undead (4): CR ½ each; Size M (5 ft., 10 in. tall); HD 2D12 +3; hp 17, 18, 15 and 17; Init -1 (-1 Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Attack +2 melee (slam 1D6 +1); face/ reach: 5ft. by 5ft. / 5ft.; SQ Undead, partial actions only; SV Fort +0, Ref -1, Will +3; AL N; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Languages Spoken: none; Skills and feats: Toughness. Equipment: none (see MM for more information on Zombies).

The peasant-style weapons are useable, but are non magical and have no value.

The corpse in the corner is of a dead warrior named Harrod. Harrod's skull has been smashed in (he fell victim to the trap). Harrod wears a suit of medium sized Chainmail and has in his possession; a Longsword, a small wooden shield and he wears a silver holy symbol of the Goddess Sindla around his neck.

The sword is a magical Longsword +2.

A skill (Appraise) check (DC15) will determine that the holy symbol is solid silver and worth 4 gold pieces.

Harrod also has a belt pouch with 8 gold coins in.

38. The Crypt (EL 4)

If the characters open the door, read them the following:

The door opens and you find yourselves looking into a dark Crypt of some kind. At the far end of the room there is an altar, to your right (the east) are some coffins. There is a door in the west wall.

If the characters decide to stay in this room and investigate it further, read them the following:

The silence in this room is deathly. The altar is ornately carved and studded with jewels. Beautiful woven drapes hang from the walls, although they are threadbare in some places. Three coffins are positioned against the east wall. The two outer coffins are smaller than the central one.





The central coffin is home to a Vampire Spawn. If slain the Vampire Spawn will return here to regenerate.

If the characters decide to investigate the coffins, they will see that the lid of the central one opening as they approach. The Vampire Spawn inside will attack the characters mercilessly.

If the characters examine any other part of the Crypt first, ask them to make a skill (Listen) check (DC12). If they are successful they can hear a creaking noise. The noise is coming from the lid of the largest coffin which is being opened. If the characters do not hear the lid opening, the Vampire Spawn inside will gain a partial action, due to surprise, and attempt to charm the character nearest to him. Whether successful in its attempt to charm one of the party members or not, the Vampire Spawn will attack.

Vampire Spawn, medium-sized Undead: CR 4; Size M (6 ft., 2 in. tall); HD 4D12; hp 30; Init +6 (+2 Dex and Improved initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Attack +5 melee (slam 1D6 +4 and energy drain); face/ reach: 5ft. by 5ft. / 5ft.; SA Charm, energy drain and blood drain; SQ Undead, +2 turn resistance, damage reduction 10/ silver, cold and electricity resistance 10, gaseous form, spider climb and fast healing 2; SV Fort +1, Ref +5, Will +5; AL CE; Str 16, Dex 14, Con --, Int 13, Wis 13, Cha 14; Languages Spoken: Common; Skills and feats: Bluff +8, Climb +8, Hide +10, Jump +8, Listen +11, Move silently +11, Search +8, Sense motive +11 and Spot +11; Alertness, Improved initiative, Lightning reflexes, Skill focus (any craft or profession). Equipment: none (See MM for more information on Vampire Spawn)

A successful skill (Appraise) check (DC15) will determine that the drapes are worth 200gp in their present state, and 600gp if they are restored. The drapes weigh 30lbs in total.

Examination of the altar will find the stones listed below. A successful skill (Appraise) check (DC15) determines the gem's values. The gems can be easily pried from the altar.

| | |
|---------------------|------------|
| 15 blue quartz | 10gp each |
| 10 star rose quartz | 30gp each |
| 2 red garnets | 100gp each |

Searching the Crypt, skill (Search) check (DC15), will reveal: 30gp, and an odd y-shaped stick (this stick has no use in this adventure).

Award the party 3 Luck points for defeating the Vampire Spawn.

39. The Boathouse (EL 1)

If the characters approach this door, read them the following:

The sign above the door reads 'Boathouse'. A small barred window in the door allows you to see into the room beyond. Inside, several skeletons are building a boat of some sort. They move in a series of quick, jerky movements, rather insect like.

The door is locked and can be opened by the key clearly marked 'Boathouse' found in area 36.

The door is made of solid oak, but can be broken down if a character makes an ability (Strength) check

(DC25). Alternatively, the door can be chopped down; hardness 5, hp 20 or a rogue could use a skill (Open Locks) check (DC30).

If anyone enters the room not accompanied by the Werewolf from room 36, the four skeletons will attack.

Skeletons, medium-sized, medium-sized Undead (4): CR 1/3 (each); Size M (6 ft., 0 in. tall); HD 1D12; hp 7, 6, 5, 12; Init +5 (+1 Dex and improved initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Attack +0 melee (claw 1D4); Face/ Reach 5ft. by 5ft./ 5ft; SQ Undead, immunities; SV Fort +0, Ref +1, Will +2; AL N; Str 10, Dex 102, Con --, Int --, Wis 10, Cha 11. Languages Spoken: none. Skills and feats: Improved initiative. Equipment: none (see MM for more information on Skeletons, medium sized).

Various tools are scattered around the Boathouse as well as benches and drawers. The tools are quite ordinary.

A successful skill (Search) check (DC15), reveals a silver handled chisel (worth 5gp and weighing 1lb), a sturdy wooden mallet and a bronze key with the number 66 stamped on it (this key is not one used to open the Warlock's treasure chest and serves no purpose in this adventure). The drawers are full of various nails, tacks and miscellaneous bits and pieces.

Award the party 2 Luck points for finding the key.

40. The Wight (EL 3)

If the characters open the door, read them the following:

Various bits of wooden debris are strewn untidily across the floor. In the north east corner (next to a door) is a crude wooden desk with a box on it. In the opposite northern corner, apparently asleep (or dead) is a hideous-looking man sized creature. Its skin is drawn tightly across its body and its hair is long and wild. The creature also has pointed oversized fingernails.

The creature is a Wight. As soon as anyone enters the room, its eyes open and it attacks.

Wight, medium-sized Undead: CR 3; Size M (6 ft., 1 in. tall); HD 4D12; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Attack +3 melee (slam 1D4 +1 and energy drain); face/ reach: 5ft. by 5ft. / 5ft.; SA Energy drain and create spawn; SQ Undead; SV Fort +1, Ref +2, Will +5; AL LE; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Languages Spoken: Common; Skills and feats: Climb +5, Hide +8, Listen +8, Move silently +16, Search +7 and Spot +8; Blind-fight Equipment: none (see MM for more information on Wight).

The small box in the corner is unlocked and contains 18gp and a Potion of Cure Light Wounds (which is labelled in common and heals 1D8 +2).

Award the party 1 Luck point for finding the potion.





APPENDIX 1- NEW MONSTERS

Giant Bat

Small Animal

| | |
|-------------------|---|
| Hit Dice: | 1D8 (5 hp) |
| Initiative: | +2 (Dex) |
| Speed: | Fly 30ft (good) |
| AC: | 15 (+2 Dex, +1 size, +2 natural) |
| Attacks: | Bite +2 melee |
| Damage: | 1D4 -2 |
| Face/Reach: | 5ft. by 5ft./ 5ft. |
| SA: | None |
| SQ: | Blind sight |
| Saves: | Fort +1, Ref +2, Will -2 |
| Abilities: | Str 6, Dex 15, Con 10, Int 2, Wis 6, Cha 5 |
| Skills: | Move silently +4, Listen +9 |
| Feats: | Weapon finesse (bite) |
| Climate/Terrain: | Temperate and warm desert, Forest, Hills and under ground |
| Organisation: | Colony (10-40) Or company (2-5) |
| Challenge Rating: | ½ |
| Treasure: | none |
| Alignment: | Always neutral |
| Advancement: | 2-3 HD (small) |

The Giant Bat is more common in underground dwellings and can be found nesting with normal bats. The Giant Bat has a typical wingspan of 3 ft. and is black in colour. Giant Bats feed on rats and other vermin or small creatures that can be found around their nest. Hungry Giant Bats have been known to attack larger prey (like humans), but this is uncommon.

Combat

The Giant Bat uses its blind sight and stealth to attack its unsuspecting target. The bats have razor sharp teeth that deal a nasty bite.

Blind Sight (EX)

Bats can see by emitting high frequency sounds, inaudible to most other creatures that allow the bats to locate objects and creatures within 120 ft. A Silence spell negates.



Giant Sandworm

Large Beast

| | |
|-------------|--|
| Hit Dice: | 5D10+15 (40 hp) |
| Initiative: | +1 (Dex) |
| Speed: | 20ft.; burrow 20ft. |
| AC: | 18 (+1 Dex, -1 size, +8 natural) |
| Attacks: | Bite (+8 melee) |
| Damage: | Bite 2D6+5 |
| Face/Reach: | 5ft. by 15ft./ 10ft. |
| SA: | Improved grab |
| SQ: | Tremorsense, Scent |
| Saves: | Fort +4, Ref +3, Will +2 |
| Abilities: | Str 20, Dex 13, Con 15, Int 2, Wis 10, Cha 6 |
| Skills: | Hide +0* |
| Feats: | None |

| | |
|-------------------|---|
| Climate/Terrain: | Occasional near Rivers and seas, Mainly deserts |
| Organisation: | Solitary or pair |
| Challenge Rating: | 3 |
| Treasure: | none |
| Alignment: | Always Neutral |
| Advancement: | 5-8 HD (Large), 9-14 HD (Huge) |



The sand rises in a long line as though something were swimming just beneath the surface. Suddenly, the sand is broken and the Giant Sandworm rises into the air, poised to strike. Adult Sandworms can grow to over 30ft. long with younger adults measuring half that size. Sandworms bodies are divided into hundreds of sections that gradually taper towards the tail. Their rudimentary heads are made up of a gigantic oval mouth, lined with a ring of spiky teeth and surrounded by a number of scent glands which enable them to detect their prey.

The desert nomads sometimes hunt the Giant Sandworms using harpoons, just like the whaler while sat astride a horse or camel. The meat from a Giant Sandworm is fairly edible (if a little tough), its teeth can be used to make ivory daggers and its skin is very tough and ideal for tents or armour.





Combat

The Sandworm hides in the sand and relies on its Tremorsense to locate its prey. The Sandworm will then move closer to the surface and hide until its prey moves close enough to strike. If the prey is small enough, the Sandworm will swallow it whole then burrow in to the sand and digest the meal.

Improved Grab (EX)

To use this ability, the Giant Sandworm must hit with its bite attack. Next round it automatically deals bite damage and can attempt to swallow creature's whole (creatures sized: small or smaller).

Tremorsense (EX)

The Giant Sandworm can automatically sense the location of anything within 60ft. that is in contact with the ground.

Scent (EX)

The Giant Sandworm can detect any creature within 30ft. by sense of smell

Skills

The Giant Sandworm gains a +15 racial bonus to Hide when in sand. This bonus is not included in the creature's statistics.

Iron Cyclops

Medium Construct

Hit Dice: 4D10 (30 hp)
Initiative: -1 (Dex)
Speed: 20ft (Can not run)
AC: 20 (-1 Dex, +11 natural)
Attacks: 2 Slams (+10 melee)
Damage: Slam 1D8 +5
Face/Reach: 5ft. by 5ft./ 5ft.
SA: None
SQ: construct, Damage reduction 5/+1
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 21, Dex 9, Con --, Int --, Wis 11, Cha --
Skills: None
Feats: None

Climate/Terrain: Any land and Underground
Organisation: Solitary
Challenge Rating: 4
Treasure: Jewel worth at least 1000gp
Alignment: Always Neutral
Advancement: None

Iron Cyclops is a cast iron statue that has been bound with an elemental earth spirit from another plain. The spirit is summoned and trapped within a gemstone of at least 1000gp in value. The gemstone is then attached to the statue, normally in an eye socket or in the forehead. It is this that gives the creature the look of being one eyed. Iron Cyclops is emotionless and so unprovokable.

Combat

Being of cast iron construction, the Iron Cyclops is of great strength. It uses its hands in a smashing/slam-

ming action to destroy its opponents. The Iron Cyclops can be given a single command phrase such as, attack any one who enters this room (or specific creature). The Iron Cyclops will only obey its command on 5 occasions. After that, the earth elemental spirit is freed and the statue returns to normal. If the gemstone, in which the element is trapped, has not fulfilled its 5 orders the stored energy can be released as a deadly weapon back on the person who bound the spirit in the first place. The recipient of the energy must make a (Will) save (DC25), or wither and die instantly.

Construct

Immune to mind influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability drain or death from massive damage.



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