

Focus on Freeport #14: Deus Ex Machina

A d20 System Freeport Adventure in three parts for four 5th to 6th level characters.
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Part Three: The Face of the Trickster

In which it is finally revealed what the Trickster God's followers have been up to lately.

Around the city, clerics have been losing their holy symbols for the last few weeks, and various relics and worship implements have gone missing. A group of rogues and clerics in service to the Trickster God have been pulling the majority of the heists. They have very recently stolen the holy symbol of the party's cleric. The party has tracked them to the belfry of the abandoned temple to the Retribution God, and navigated the traps and opposition down to the first floor of the temple.

Adventure Synopsis

The PCs explore the lower level of the temple, encountering more tricks left by the Tricksters, and some of the more aggressive worshippers in person. In the basement a powerful sorcerer works to combine the holy symbols into a new creation known as a faith golem. The PCs must either stop him, or deal with the aftermath of the faith golem's completion.

Encounter 3: The First Floor

If the PCs have caused enough of a disturbance to attract Temmel (see page 4 of Part 2 of this adventure, Room 9, and his statistics block), but do not discover him, then the halfling sneaks down the stairs after the PCs. He will stay at least one doorway behind them as they explore the rest of this level. He watches them, and attempts to determine who has what skills, and what spells the PCs cast. If the PCs go back into rooms 15 or 16, he scurries out and runs downstairs to report on their activities.

No natural light gets into the temple thanks to the Tricksters' excessive protection scheme. However, lanterns light every room with enough light to see by.

10. Room Behind the Stairs

A successful DC 15 Listen check at the door reveals a faint, tuneless humming from within the room.

This room is a workroom and storage room for traps. Tall shelves line the west wall. The shelves are filled with springs, clamps, metal plates, spools of wire, lengths of rope, and numerous other objects used to make traps. There are 200 pounds of misc. trap makings (excluding rope) at an average value of 10 gp per pound. Tools are hung on the south wall (for the greedy, there are 25 pounds of Artisan's tools worth 1 gp per pound, and five pounds worth of fine, thief tool equivalent tools worth 30 gp per pound). A long workbench runs down the center of the room.

A gnome sits at the far end of the workbench, tinkering on some tiny device, humming. He has a jeweler's loupe in one eye, squinting with the other. He seems totally intent on the task, oblivious to the PCs, no matter how much noise they make getting in.

The gnome is an illusion which emanates from the device he seems to be working on. The device is in reality a magic alarm system for the gnome (Whillispur) (see page 5) who really works here. The illusory gnome only reacts if anyone touches anything on the shelves or the device itself without first saying, "Time for work."

When that happens, the illusion sits up and yells, "They're taking the traps! They're taking the traps! Someone come help me! They're taking the traps!" If the PCs have not already tipped their hand, this alarm alerts the rest of the temple that something is wrong. The alarm resets itself after 10 minutes. A rogue can disarm the device in 2d4 rounds with a successful Disable Device check (DC 27).

Gnome Illusion Caster

This odd bit of seemingly inert machinery casts an illusion of a gnome tinkering with it. It is essentially a burglar alarm. When the device is activated, the user declares which area within 30 feet will be warded, and what the gnome says when the alarm is triggered. The gnome can speak up to 25 words over a period of 10 minutes.

Gnome Illusion Caster: *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, minor image, magic mouth; *Market Price:* 16,750 gp; *Weight:* 1 lb.

11. Chute Out (EL 1/2)

The two 5-foot squares directly inside this room are a spring-loaded pit trap. When more than 30 pounds of weight is placed on either of these squares, the floor gives way. If the victim fails the Reflex save, he or she is shunted down a small chute, through a one-way swinging portcullis, and into the sewer. A removable grate to reach street level is 30 feet away, but getting back into the temple the way the character got out is less simple. Springy hinges pull the portcullis closed right after use, and it has a one way latch. A Strength check (DC 25) is needed to break it open from the wrong side before anyone can climb back through. Of course someone could hold it open from the inside.

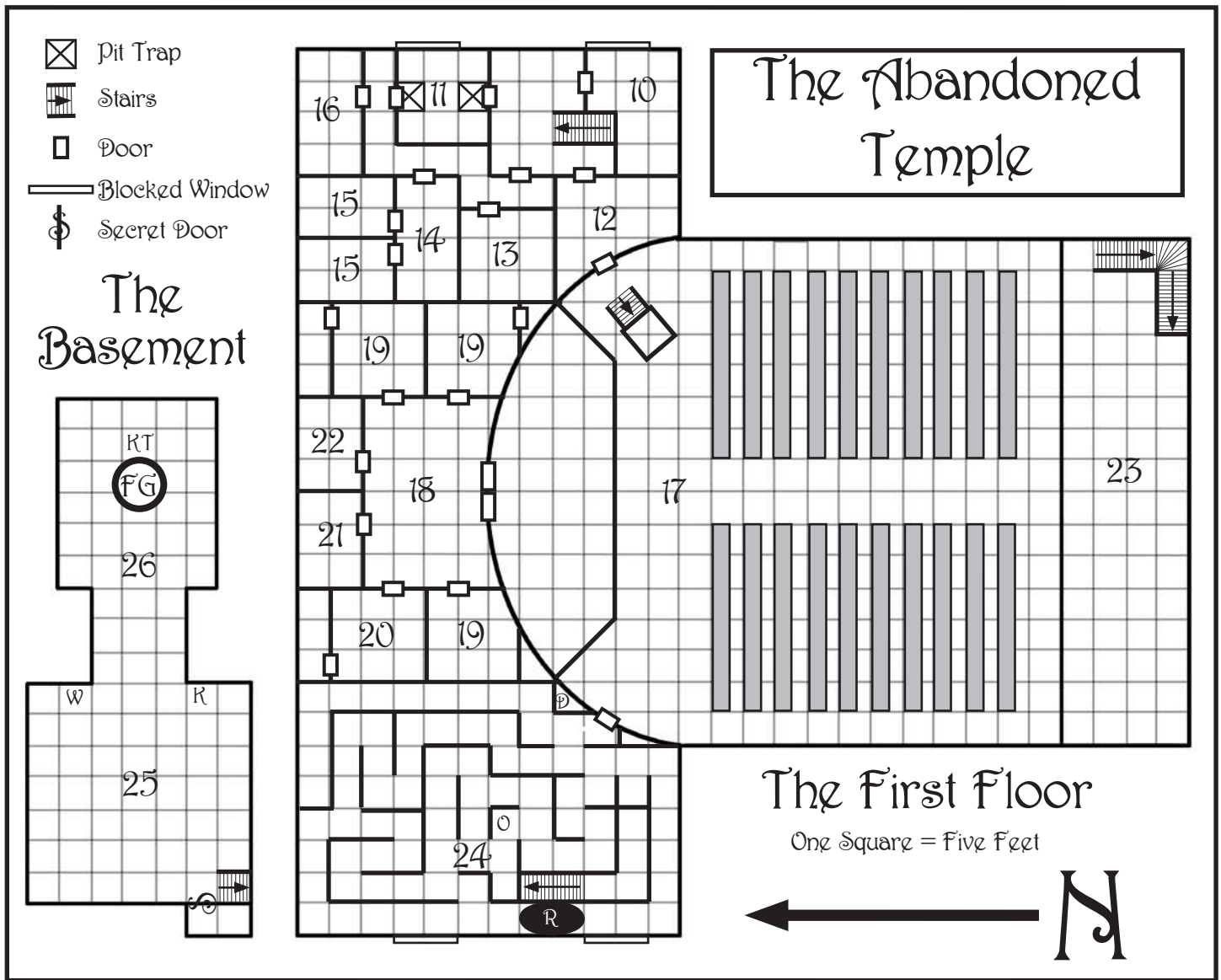
Trapdoor & Pit Trap: CR 1/2; mechanical; location trigger; automatic reset; 10 ft. deep (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Market Price:* 1,000 gp.

12. Walkway

This room used to be a preparation room for clergy before a worship service. Now, it's an empty thoroughfare for Trickster clerics on their way out.

13. Planning Room

Formerly an office, this room is now used to plan the various schemes and tricks that the clerics pull on their victims. All four walls have maps of the city and surrounding areas drawn and written



on in an odd script. The maps are (all marked with the illusory script spell (3rd level cast by Whillispur). Those who attempt to read the writing on the maps and fail the spell's Will saving throw (DC 16) are compelled to say their names aloud and leave the building the way they came in.

If someone dispels (DC 16) the effect, or casts the appropriate spells to counteract it, this is a good place to insert some hints about future plots and red herrings of your choice. Nothing here reveals the Tricksters' current plans, since those are already in action and well past the planning stage.

14. Kitchen

This room used to be an antechamber to two offices, but has been converted into a makeshift kitchen. Counters line the south and west walls and a cauldron sits in the southwest corner. From day to day, the clerics usually get by on *create food and water* spells, but the Tricksters cook with aid of *heat metal* spells on the cauldron. They also cook up less edible brews in here, using the room for occasional alchemy concoctions.

A brew simmers in the cauldron as the PCs enter. PCs who want to spend an hour identifying the substance in the cauldron (an makes a successful Alchemy check DC 25) can learn that the mixture brewing is a batch of *tanglefoot bags*. If they do this, they will not be disturbed, but the golem in room 26 crashes out of the church halfway through the process.

15. Pantries

Both of these rooms used to be offices. Now they are pantries of various foodstuff and reagents. Mixed indiscriminately in along with flour and meal, are more toxic dry goods such as explosive powder and raw materials for *tanglefoot bags* and *tindertwigs*. Clunk, the rat familiar of Whillispur (see Room 25), is in the eastern pantry

The Pantries

Clunk

Female rat familiar; CR 1/2; Tiny Animal; HD (5d4+5)/2; hp 9; Init +2; Spd 15 ft.; AC 14 (touch 14, flat-footed 12); +4 melee (1d3-4 bite) reach 0'; familiar, AL N; SV Fort +2, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Hide +18, Move Silent +10; Scent.

sneaking food out. If the PCs burst in on her, she scurries under the floor, and travels down to room 25 to join her master. Whillispur will know his familiar is scared, and that there are intruders upstairs, due to their telepathic link. She is not smart enough to give a detailed report though. Noticing her escape is a Listen check opposed by her Move Silent, followed (if successful) by a Spot check opposed by her Hide. Should Clunk die, do not forget to penalize Whillispur appropriately.

16. Mess Hall

This used to be two rooms used to store seasonal religious items. The Tricksters knocked the wall out between the rooms and use it as a dining room. A 10-foot long table runs down the center of the room with mismatched chairs around. Since the clerics come and go at odd hours and rarely eat together, not much space is needed to feed everyone. No one is here currently and the place smells of fish.

17. Worship Chamber

This large room has rows and rows of hard, wooden pews where worshippers and supplicants would come to hear stories and homilies about the folly of pride, avarice, injustice, and the inescapable weight of retribution that would surely crush any who engaged in activities. A large stage area at the front of the room remains from when the Retribution clerics would put on fairly elaborate morality plays and dramatized cautionary tales. A double door leads from the stage to the dressing rooms behind.

A lectern stands in the northeast corner of the room. The lectern and some pews seem less dusty than other things in the room, suggesting that the Trickster clerics use it occasionally for some reason, probably for their own bizarre worship services.

If the PCs have tipped their hand to the Trickster minions, as to their presence in the church, a spy watches them in this room. Harcourt, the thief who stole the party's holy symbol in the first place, crouches on the ceiling (using his *slippers of spider climbing*) in the darkness. At the first sign of intrusion, he was dispatched (along with Temmel) to watch the trap door from the second floor, to make sure no one comes down that way. Use Harcourt's stats from the first part of the adventure, and remember to subtract any items he used up during the escape from the PCs.

Harcourt still has the party cleric's holy symbol handy—it wasn't needed for the project after all. If the PCs find and corner him, he gives himself up and hands the holy symbol back to the cleric. He apologizes for the terrible lack of judgment that stealing holy symbols displayed, and promises never to do such a thing again. He's even sincere, given that the normal resale value of holy symbols is nearly nothing.

18. Staging Area

This used to be where actors, clergy, and props were readied before presentation to worshippers. Now, it seems to be the common living area. Cushions and chairs are set about the room, some around a table in the northwest corner. A deck of cards sits on the table. Bookshelves and scroll racks stand up against the east and north walls. None of the books or scrolls are magical. Stands on the west wall hold musical instruments, puppets, masks, and other items used to surprise or entertain. Despite the potential for this room to hold dangerous or surprising items, it does not.

19. Dressing Rooms

These former dressing rooms are now dorm-style sleeping quarters. Each room contains two bunk beds. There is a room off the sleeping area which the Tricksters use to keep chamberpots in. A chest is at the head and foot of each bunk bed. The chests are not locked, and contain nothing of value, only personal items. (In a building full of rogues and thieves, no one leaves valuables in any place where valuables would normally be left.)

20. Occupied Dressing Room (E6 4)

One single chest rests against the far wall. When the PCs get close, the chest announces itself, as if a person with a high-pitched voice were trying to sound loud and important. The chest says,

"Hello. I am a talking chest! I am full of treasure. I am also trapped, so if you had planned to open me, be verry careful. Oh, but I am so full of treasure. I couldn't take any more. Well, maybe just a little. A teensy bit. Maybe a gold piece or two. There. On my lid. On top. Just right there. Go ahead. I'd be very, very happy if you did that."

A grig and a pixie hide invisibly on a top bunk 15 feet away. They are here as part of an informal trickster's exchange program, learning how things are done in the big city. The Trickster clerics have sent them here to keep them out of the way while they finish their project downstairs. Fortunately, someone has showed up to play tricks on. The grig is using his *ventriloquism* spell-like ability (Will Disbelief SV (DC13) for all who hear it to realize that the chest is not really speaking), pretending to be the chest. The chest is just like every other chest in the room, not locked, trapped, or containing anything of value.

If someone plays along and puts any number of gold pieces on the lid of the chest, the grig and pixie turn visible and applaud the person's giving, unsuspecting behavior. As a reward, they dig around in their pockets. The grig has two *thunderstones*. The pixie has a magic ring. She claims she doesn't know what it does. They offer one prize or the other to whoever put the gold pieces on the chest.

OR, they offer information. They've been here for two weeks, and have seen nearly everything that goes on. They don't understand everything they've seen (human customs are not their strong suit), but they've seen it all. They will truthfully answer three questions that the PCs ask.

Grig (1): hp 2; Tiny; 2 *thunderstones*; see MM, under Sprites.

Pixie (1): hp 3; Small; *ring of mind shielding*; see MM, under Sprites.

21. Prop Room

This was probably another storage room before. Now the Tricksters use it as an enormous closet. Clothing of many different styles and sizes hang on racks all over the room, in a seemingly haphazard fashion. A case on the north wall holds several different jewelry arrangements. A successful Appraise check (DC 15) reveals the precious stones to be false. A successful Appraise check (DC 20) reveals a true 500 gp diamond to be hidden within a fake diamond.

22. Very Full Prop Room (EL 1)

Not strictly a trap, this room merely suffers from dangerous disorganization. Perhaps tons of heavy wooden platforms, broken weapons, extra furniture, and unused book cases are packed precariously into this room. Opening the door causes the jumble of objects to fall out, possibly damaging the person who opened the door, and certainly making enough noise to announce the PCs' presence. After the fallout, there's nothing of value in the rest of the room.

Disorganized Room: CR 1; mechanical; touch trigger; manual reset; no attack roll necessary (2d6); Reflex Save (DC 20); Search (DC 20); Disable Device (DC 20). Market Price: 0 gp.

23. Korzaks's Quarters

Behind the worship area, and up a flight of stairs are the sorcerer's "guest quarters" where he stays when he's not in the basement working on his creation. The door has an *arcane lock* spell cast on it (*Dispel Magic* DC 27, or *Knock* to open it but it locks again in 10 minutes, possibly trapping looters inside), which has mostly discouraged the Tricksters from prying.

Korzaks lives a simple life, devoted mainly to the Magic God and to his art. Among his personal effects are a set of masterwork sculpting tools, a pottery wheel, several blocks of clay, and religious icons all over one wall. Of all his personal effects, only the pottery wheel and a *decanter of endless water* are magical. The command word, "revolve," is written on the side of the wheel. When the command word is spoken, the wheel begins to spin. While not terribly useful for the active adventurer, the wheel could be sold for 100 gp if someone lugged it out of the building and sold it on the open market.

24. Maze (EL variable)

This is a single large room that has been divided with sturdy wooden posts (one at every intersection of squares). The ceiling is 10 feet tall and made of a different type of stone than the walls or floor. If the PCs were in the room above this one, they might remember that the ceiling is loose, and prone to collapse if any significant weight is placed on it.

The posts are each set 5 feet apart and run from floor to ceiling. Large wooden panels, 8 feet tall, 5 feet wide, and 1 inch thick

The Maze

Orpen & Regel

AC14, HP23, Init -1, Move 20', masterwork Morning Stars melee +4, 1d8+1, F+5/R+0/W+5, Light Crossbows, ranged +1, 1d8, spells 4/4/3, 3 Cure Light Wound scrolls, Blur potion, Levitate potion.

Druf

AC16, HP16, Init +6, Move 30', masterwork Rapier melee +4, 1d6, F+2/R+5/W+1, masterwork Composite Shortbow, ranged +6, 1d6+1, 4 Cure Light Wound potions, Dark Vision potion, Neutralize Poison potion; Hide +8, Move Silent +8, Search +8, Listen +6, Spot +6, Disarm Device +10, Sneak attack 2d6, Evasion, Uncanny Dodge

Falling into the Maze

If the PCs fell into the Maze from above, use the rules for cave-ins in the DMG. After they free themselves, Druf, Orpen, and Regel, along with the rogues, Temmel and Harcourt, show up (if still in play) with crossbows and attempt to snipe at them from various other places in the maze. Harcourt ties ropes around strategically located posts, and waits for the clerics with crossbows to lure the PCs into position. Then he pulls the ropes to bring the ceiling down on them. Temmel drinks his potion of invisibility and knocks on walls or tosses stones to distract and confuse the PCs.

connect the posts at intervals, creating a maze. The panels provide about 6 inches of clearance between the bottom and the floor and 18 inches of open space between the top and the ceiling. A successful Disable Device check, (DC 15) allows the skill user to change a panel's configuration, or just remove it. Slipping under or over the walls without seriously jostling them requires a successful Escape Artist check (DC 10 under, DC 13 over). Anyone Medium-size or larger will probably not succeed in armor.

The flagstones that make up the ceiling of this room are tenuously held in place by the posts. If the posts are jostled hard or moved, the ceiling collapses in the four squares surrounding each post. Anyone in those four squares must make a Reflex save for the trap or be caught in it. Afterward, use the rules for cave-ins in the DMG.

Collapsible Ceiling: CR 3; mechanical; touch trigger; no reset; no attack roll necessary (4d6); multiple targets (all targets in a 10-ft. by 10-ft. area); Reflex save (DC 23) avoids; Search (DC 20); Disable Device (DC 20). Market Price: 1,400 gp.

If the Tricksters are at all alerted to their presence, two clerics and one rogue occupy the maze in an attempt to slow or halt the PCs from reaching the basement. The rogue is male human named Druf. The clerics are a female and a male human named Orpen and Regel. All are 3rd level. Their starting positions on the map are indicated by the first letter of their names.

D: Druf sits on a small shelf connected to the wall so his feet can't be seen. Once the PCs have traveled down the long corridor to his north, Druf attempts to Move Silently and place a panel between the two posts to his immediate north, blocking their exit. Druf has a feeling this will end badly, so after he does his assigned duty, he silently leaves the temple through the sewer trap door in room 11. If pressed he will try to extinguish lights and use his Dark Vision potion to elude pursuit.

O: As the PCs move through the switchbacks, Orpen tosses marbles under the panels to try to trip them up. If the PCs chase her, she drinks her blur potion and tries to circle around the party in the maze, to escape. She'd rather not fight.

R: Regel stands in the bottom of the 20 foot deep pit in the dark, with a crossbow. He fires up at anyone who leaps over the pit (-4 to hit, due to partial cover and brief exposure, but count first target as flatfooted due to surprise). If someone falls or jumps down in the pit with him and begins to fight, he draws his masterwork morningstar and tries to fight it out.

Any time the PCs come within 10 feet of the stairs, allow them to make Listen checks (DC 15). Those who succeed hear chanting coming from below.

Encounter 4: The Basement

25. Training Room (EL 7)

Before the renovations, this room was a training area for Retribution clerics. The ceiling is 20 feet high, and the walls are solid stone. Sparring areas, archery targets, empty weapon racks, and enchanted combat training dummies still stand unused around the room. If the PCs have made enough noise coming down, then everyone below

is prepared for their arrival, having cast defensive spells, readied weapons, and activated magic items for combat.

Khorbon and Whillispur (and possibly his familiar, Clunk) are on guard to provide the sorcerer with everything he needs, and in the critical moments before the completion of the golem, he needs protection. Their initial positions are marked on the map with the first letter of their names. When the PCs get to the foot of the stairs, Khorbon speaks the command word to activate the enchanted training dummies, and Whillispur casts the *enlarge* spell on the dummy closest

In The Basement

Khorbon

Male human Clr 3; CR 3; Medium-size humanoid; HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); +0 melee, (1d6-2, light club); +3 ranged (1d8+1, +1 *light crossbow*); SQ turn undead; AL NE; SV Fort +5, Ref +2, Will +5; Str 6, Dex 12, Con 14, Int 16, Wis 15, Cha 10.

Skills and Feats: Bluff +3, Concentration +8, Diplomacy +6, Heal +8, Knowledge (religion) +9, Spellcraft +9; Brew Potion, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*create water*, *inflict minor wounds* (2), *read magic*; 1st—*doom*, *entropic shield**, *inflict light wounds*, *shield of faith*; 2nd—*hold person*, *invisibility**, *sound burst*.

*Domain spell. Domains: Luck (good fortune); Trickery (Bluff, Disguise, Hide are class skills).

Possessions: belt pouch, wooden holy symbol, +1 *light crossbow*, masterwork chainmail.

Description: A portly, balding man, Khorbon loves violence, but is bad at dealing it out physically.

Whillispur

Male gnome Ill5; CR 5; Small humanoid; HD 5d4+5; hp 19; Init +0; Spd 20 ft.; AC 11 (touch 11, flat-footed 11); +2 melee (1d6, club); SQ Cantrips, familiar (Clunk the rat), low-light vision; AL N; SV Fort +4, Ref +1, Will +4; Str 10, Dex 10, Con 12, Int 16, Wis 11, Cha 12.

Skills and Feats: Alchemy +13, Bluff +4, Escape Artist +3, Knowledge (religion) +11, Knowledge (arcane) +11, Concentration +9, Spellcraft +11, Spot +2; Brew Potion, Scribe Scroll, Silent Spell, Spell Mastery.

Spells Prepared (4/5/4/3; base DC = 13 + spell level): 0—*arcane mark*, *detect magic*, *mage hand*, *ray of frost*; 1st—*change self**, *color spray*, *enlarge*, *mage armor*, *shield*; 2nd—*blindness/deafness*, *glitterdust*, *invisibility**, *web*; 3rd—*illusory script**, *hold person*, *non-detection*.

Possessions: spell component pouch, club, *ring of protection +1*, *wand of magic missiles* (3rd level).

Description: An archetypal smiling gnome, Whillispur sees humor in practically everything, even combat and his own death. In combat he may sneak

Korzaks Tarm

Male human Sor16; CR 16; Medium-size humanoid; HD 16d4; hp 50; Init +1; Spd 30 ft.; AC 14 (touch 14, flat-footed 13); Atk +7/+2 melee (1d4-1, dagger); AL CN; SV Fort +7, Ref +8, Will +13; Str 9, Dex 13, Con 10, Int 12, Wis 10, Cha 19.

Skills and Feats: Alchemy +10, Concentration +10, Craft (sculpting) +14, Craft (armorsmithing) +11, Craft (leatherworking) +12, Knowledge (arcana) +12, Spellcraft +13; Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Extend Spell, Lightning Reflexes, Maximize Spell, Skill Focus (Craft: Sculpting).

Spells (6/7/7/7/6/6/5/3; base DC = 14 + spell level): 0—*detect magic*, *detect poison*, *disrupt undead*, *light*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st—*animate rope*, *comprehend languages*, *magic missile*, *shield*, *spider climb*; 2nd—*arcane lock*, *cat's grace*, *daylight*, *detect thoughts*, *see invisibility*; 3rd—*dispel magic*, *fireball*, *haste*, *protection from elements*; 4th—*lesser geas*, *polymorph other*, *stoneskin*, *minor creation*; 5th—*fabricate*, *major creation*, *stone shape*, *summon monster V*; 6th—*geas*, *planar binding*, *repulsion*; 7th—*limited wish*, *teleport without error*; 8th—*polymorph any object*. Note at this point he has already cast, or is casting, a *limited wish*, *major creation*, and *polymorph any object*, so those spell slots are gone from his roster.

Possessions: *apron of protection +3*, *clear ioun stone*, *hand of the mage*, *figurines of wondrous power* (*marble elephant*, *onyx dog*), *wand of fireball* (6th-level caster).

Physical Description: Korzaks dresses in workman's clothes, but his magic apron is covered with glyphs. His hair is wild and unkempt, though his goatee is neatly trimmed. He sometimes swats absentmindedly at his *ioun stone*.

Deus Ex Machina

If the PCs rescued Brother Knoxton and talked to the high priest of the Retribution God (Room 4 in the previous installment), the Retribution clerics begin pounding on the front door with a portable ram during this fight. Though the heavy door is DC 25, and the sheet of iron reinforcing it gives it DC 28, the determined clerics can get through eventually. Along with the ram (+2 synergy bonus, and allows one other to give +2 strength bonus without roll), assume that the clerics cast *bull's strength* and/or *divine power* on each other to break through. Given all this, the Retribution clerics can take 20 and get through in 2 minutes.

The PCs do not even need to make a Listen check to hear the pounding from above. They might not know what it is, but they can hear it. If they hold off for 2 minutes, ten 1st-level clerics, four 3rd-level clerics, one 6th-level cleric and one 10th-level cleric from the Retribution church come crashing into the building, armed for a fight (use the stats from DMG for generic clerics).

During this time, Korzaks finishes the golem, and it attacks as mentioned in its description. The Tricksters flee at the arrival of the angry Retribution clerics, and the golem might or might not break free and rampage across the city. In either event, the PCs have a lot more help than they probably had planned on having if they're patient.

If the PCs get themselves into a bind, and can't save themselves under their own power, the Retribution clerics also make excellent last-second saviors. Of course, the PCs get drastically fewer experience points if this happens.

to the stairs. Khorbon and Whillispur then fight from a distance (Khorbon with his crossbow and spells, Whillispur with his wand) while the animated training dummies engage the PCs in melee combat.

Regel comes through the secret door from the pit and fires at PCs with his crossbow, if still active.

Animated Objects (2): hp: 12, 11; Medium-size; see MM.

26. Casting Room

Unlike the rest of the building, this room is still used for the very same thing it was created for. It is a casting room, for large, unpredictable spells. A magic circle is inscribed on the floor, and the walls are covered with protective wards both from the Retribution and Trickster faiths.

The current project in the room is a golem. The creator is a human male named Korzaks Tarm. His position is marked on the map on page 2 with his initials. Korzaks is a powerful sorcerer who specializes in making golems. About a year ago, he "got religion" and began worshipping the Magic God, casting off his old, irreligious ways. With misguided missionary zeal, he wants to show others the true power of the gods.

Once the Trickster God heard of this extraordinary conversion, he set about to take advantage of it. He arranged for his followers to hire Korzaks to create a faith golem: a walking amalgam of religious icons and relics, all working together in divine harmony. Korzaks was delighted at the prospect, though the Trickster God knew well the havoc this would create.

The golem's body is made of the stolen holy symbols and relics, welded, beaten, and locked together. If Khorbon and Whillispur manage to hold the PCs for 5 rounds after reaching the bottom of the stairs, Korzaks's chanting ends, and the golem is complete. The gems of its eyes gleam, and the creature lurches to life, moving immediately toward the stairs. Using its irreligious sense (see sidebar) it immediately begins to search for mockers and the unfaithful. If any PCs fit that description, it attacks the nearest of them without hesitation. If not, it attempts to move toward the stairs, returning combat only if attacked.

Korzaks himself does not want to fight. Though he is fully capable of it, he only wants to make golems and he is not about to risk dying in a dirty ruin when he has so much work ahead of him. He watches in glee if the golem does what it was meant to do, or horror if the PCs destroy it. In either case, he does not fight or retaliate unless attacked by PCs. If attacked, the sorcerer retaliates with his fireball wand and then casts *teleport without error* to his quarters. There he gathers his belongings over a period of five rounds. Then he casts *teleport without error* again to travel home, far away from Freeport, a town full of unbelievers and thieves.

Wrap Up

If the faith golem gets out, it rages through the streets, targeting the faithless and irreligious for a merciless death. Since the faith golem is a tough creature, quite possibly too tough for your PCs to take on alone, you may want to have the golem burst out of the temple and then run the climax as a running fight through the chaotic streets of Freeport. The PCs could get some aid from tough locals (possibly members of the Sea Lord's Guard) on the scene, but you should try not to let the PCs get upstaged. Basically, you want a few well placed blows to rob the golem of enough hit points so that the PCs can take it out in spectacular fashion on the Docks or some other den of non-belief like Scurvytown. You can also offer the PCs heroic opportunities to save women and children, or perhaps a city notable you want to use as an important NPC later on.

If the PCs stopped the faith golem before it got outside to do any damage, the Trickster God is unhappy about the turn of events, and might be angry with the PCs. Korzaks is definitely displeased at the destruction of his latest masterpiece. In either event, the Trickster clerics all escape as quickly as possible, through any available routes. They are none too happy about having their temple broken up. However, tricks often go wrong and they accept the consequences when they do. They will be disappointed, but bear no grudge. Other potential enemies or plot threads include:

- The faith golem attacks a well known priest of the Sun God. Given its programmed targets, this priest seems like a strange choice for assault, possibly being revealed to be a Doppelganger or other imposter.
- Alternately, the Trickster church decides to take this personally and is deeply unhappy with the PCs for putting an early stop to their god's plans. They plot revenge on the PCs.
- The Trickster God loves chaos, but usually has a larger plan. The faith golem might have been a distraction for some other scheme the god had in the offing.
- One of the relics incorporated into the golem was a holy hammer. The churches of the Dwarf God, the Smith God, and the Retribution God all have claim on this relic, and have agreed that the PCs were chosen by the gods to be impartial judges to decide who will receive it once the golem is stopped. Each church makes its own case, with its own threats and rewards for compliance.

New Monster: Faith Golem

Faith Golem

Large Construct

Hit Dice: 10d10 (55 hp)

Initiative: +0

Speed: 30 ft. (can't run)

AC: 19 (–1 size, +10 natural)

Attacks: 2 slams +13 melee

Damage: Slam 2d10+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Berserk, inflict wounds

Special Qualities: Construct, irreligious sense, magic immunity, damage reduction 15/+1

Saves: Fort +3, Ref +3, Will +6

Abilities: Str 23, Dex 10, Con —, Int —, Wis 17, Cha 10

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11–19 HD (Large); 20–29 HD (Huge)

A faith golem is a hulking mass of metal and wood, composed of hundreds of holy symbols and religious relics. It is unusually aware for a golem, and seems to have a spiritual sense that allows it to pinpoint the irreligious, apostate, or undead—a creature that might have had faith in the gods at one point, but has since lost it, or an unrepentant mocker of the gods.

Faith golems can be used to guard holy or unholy sites, or to clear out undead from otherwise peaceful graveyards.

Although faith golems have no treasure, the body mass of a defeated faith golem often contains enough salvageable precious metals and gems to be worth 2000 gp if the holy symbols are not returned to their owners.

Combat

Faith golems use their irreligious sense ability to seek out and destroy the irreligious parts of the world. Its exact definition of “irreligious” is described below.

Berserk (Ex): When a faith golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem rampages, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem’s creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the golem to reset the golem’s berserk chance to 0%.

Inflict wounds (Su): Once per round, instead of its regular attack, a faith golem may attack as if it had cast the spell *inflict serious wounds* as a 5th-level caster (3d8+5 damage, touch attack).

Irreligious Sense (Su): A faith golem can detect divine spellcasters and operating divine spells with 60 feet. It can also detect those who scorn religion, have rejected a religion they once believed in, or are incapable of believing in a religion within 60 feet.

Magic Immunity (Ex): Faith golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A magic circle against chaos, evil, good, or law prevents the golem from entering as if it were a summoned creature. Faith golems are healed by holy or unholy damage, and from cure or inflict spells.

Construction

A faith golem must be created from at least 1,000 pounds of holy symbols, religious relics, and consecrated objects that have been used by a divine spellcaster.

The golem costs 50,000 gp to create, in addition to the cost of the holy symbols for construction of the body. Creating the body requires a successful Craft (sculpting or blacksmithing) check (DC 15).

The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *limited wish*, *major creation*, and *polymorph any object*.

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