

GEO5-05

A Key With No Teeth

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

Version Draft 1.0

by Brad Lester and Eric Menge

Circle Reviewer: Steven Conforti

Playtesters: Angus Smith, Leigh Smith, Bill Kronick, Chrism Kronick, Brian Mahoney, John Spey, Jonathan Tom, Marc Choppin, Matt Koelbl, Eric Bluntzer, James Polk, Paul Charran, Jason Cross, Sean Hillman, Marsha Hillman, Alisa Clary, Wes Wright.

Oerth has many doors, and the doors have many purposes. Some protect, while others seal. Some are mundane, while others are fantastic. As the sage Iquander has said, "There is a door that leads anywhere you want to go—all you need is to find the proper key." A Grand Duchy of Geoff regional adventure for APLs 8-12, and Verse Two of the Song of the Queen in Solitude. At least one character in the party must have played GEO5-03 "The Weight of Words."

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

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

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

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

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

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

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

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

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

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

Time Units and Upkeep

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

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

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

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

As a result of the Hochcon delve, the PCs captured the cloud giant Heike Heinrichsdotter at Caer Rhiniog. She had been spying on the High Court of Gyruff. During her interrogation by the PCs (conducted online using Yahoo groups), she revealed that the relationship between the cloud giants and the Sakhut is strained. The cloud giant leadership is concerned by many of the Sakhut's actions, including the ban on worshiping certain gods, the alliance with the formians, the association with evil creatures such as the Spawn of Thyrm, and Maira Lachlansen's severe punishment for simply questioning the Sakhut's actions. In exchange for her freedom, the PCs convinced Heike to introduce them to the cloud giant leadership so they could make their case.

In the first module in this series, the PCs were invited to a fortress deep in the Crystallist Mountains where the cloud giants were debating the tyv's worth. The PCs made a convincing argument, and the cloud giants determined that the tyv were worthy of sharing air with the giants. They therefore decided to make peace with the smaller races.

While at the cloud giant fortress, the PCs discovered Queen Maeve's puck. He is being

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

Adventure Summary

Introduction

The player characters who played GEO5-03 *The Weight of Words* receive a note from Heike carried by Meritrocious Prankster. The note tells the PCs to locate Queen Maeve on the Plane of Time.

Encounter One

The party talks to various NPCs to determine how to reach the Plane of Time. They learn they must collect chords from various standing stones and then play them at specific locations. When a certain astrological alignment occurs, the gateway will open.

Encounter Two

The PCs can use various ways of moving around Geoff. This encounter discusses how to adjudicate their travel.

Encounter Three

The party collects a chord from the standing stones at Beory's Teeth. They learn the Lowen Oakroot has been slain in what seems to be a mindflayer attack.

Encounter Four

The party collects a chord from the standing stones at Merrymeet. They meet Siani and the orphaned green dragon that she is trying to reintroduce into the wild.

Encounter Five

The party collects a chord from the standing stones at Hocholve. They must convince a treant to allow them to approach the stones and overcome Dorindel's trap on the stones.

Encounter Six

The party collects a chord from the standing stones at Garin's Field. warrior who is attempting to correct his mistakes from a previous module.

When the party collects the chord, the ground beneath the stones gives way, and the stones collapse on the party.

Encounter Seven

The party collects a chord from the standing stones at the Barrier Peaks. A group of frost giants have destroyed all but one standing stone, which they are using as a sled to ride down the mountain.

Encounter Eight

The party collects a chord from the standing stones in Tycha. The fire giants have destroyed all but two standing stones, which they are using to crush tyv bones into bone flour.

Encounter Nine

The party collects a chord from the standing stones in Melgorn. Headthumper and his sparing partner are preparing for a bout, and the party must fight them to collect the chord.

Encounter Ten

The giants, suspicious of what the PCs are doing, dispatch Enar the ogre mage to end the PCs' meddling.

Conclusion

After the PCs collect all the chords, they must go to the appropriate site to play them.

Preparation for Play

At least one PC at the table must have played GEO5-03 *The Weight of Words* in order to play this adventure.

This adventure makes numerous references to other Geoff regional adventures. Knowledge of these earlier adventures provides additional background but is not necessary to run this event.

Ask the PCs to record the following information on an index card. The index cards can be used to track the initiative order during combat.

- Character Name
- Player Name
- Initiative Bonus
- Intelligence Modifier
- Spot Skill Modifier
- Spellcraft Modifier

- 3 d20 rolls (to be used for initiative and determining if the PCs are surprised during the combat with Enar in Encounter 10.)

Determine which PCs have played GEO1-09 *Expedition to the Barrier Peaks* and/or GEO4-07 *Return to the Barrier Peaks*. This information is necessary for the combat with Enar.

Spellcasting: Since this adventure takes place in Geoff, a druid is available to cast spells such as *reincarnate*.

Introduction

The adventure begins on 4 Harvester CY 595. The PCs are at the Harping Strumpet in Pregmere, a town newly reclaimed by the Grand Duchy of Geoff. The PCs are free to make up their own reasons for being in Pregmere. Many adventurers are in town because the army is currently preparing to leave Pregmere and push south toward Oytmeet.

Summertime. Elsewhere in the Sheldomar Valley, it may be hot and unpleasant, but here in the cooler heathlands, the weather is exceptional with sunshine in the morning and rain in the late afternoon. The druids say that the Greenman grows strong, and the land responds to him.

The Armies of Liberation and Retribution have been busy this summer. The giants were forced to retreat from Pregmere. Before they left, they set fire to the town and razed their own castle so it would not fall into the hands of their smaller foes.

In the ruins of Pregmere, the scorched walls of the old Harp and Trumpet still stand. The tavern floor was set down into the earth to help insulate the building and prevent fires. This construction helped the Harp and Trumpet survive the giant occupation.

Sometimes called the Harping Strumpet by its patrons before the fall of Geoff, the tavern has become a social center for off-duty officers and adventurers.

At least one of the PCs must have played GEO5-03 *The Weight of Words*. That player receives a visit from Meritrocious Prankster. If more than one PC has played this adventure, Meritrocious delivers the letter to the one with the highest charisma who is also good aligned. The good alignment factor takes precedence over charisma.

Meritrocious Prankster is a faerie – a puck to be precise. He was encountered in GEO5-03 *The Weight of Words*, where the PCs caught him in the cloud giant fortress. Based on the Critical Events Summaries from the premiere, his hat was given to Aesgir Toklesen, a cloud giant patriarch and uncle to Heike Heinrichsdotter. "Meri" is bound to serve Aesgir now, and Heike is using him to deliver her message to the PC.

By luck, happenstance, or divine providence, all the PCs are near each other when Meri approaches.

On this beautiful summer day a halfling scribe finds you in the Harp and Trumpet. He is hatless and sweating from the sunshine and a long walk. A white pig with a desk strapped to its back follows after him.

PCs who played GEO5-03 *The Weight of Words*, instantly recognize Meri Prankster, disguised as the halfling scribe Poomby.

The halfling scribe bows low and deep with a flourish. "Merry time and merry tide. I have something for you, milord (or milady)," he says as he straightens. "Guess what it is, and it is yours. Would you like a hint?"

If the PCs guess immediately that he has a note, give them **Player Handout #1**. If they ask for the hint:

The halfling scribe grins in mischief, "Make it, take it, sing it, pass it, read it, hold it, jot it, crib it."

The answer is "a note." Since all the PCs are nearby, they can help the addressee with the riddle. When the PC answers correctly, read the following:

The scribe stands at attention and says, "Message for you, sir!" while saluting. He holds out a note.

Meri says "sir" even if the PC is female. Give the PCs **Player Handout #1**. Meri slips away after delivering the note.

Meritrocious Prankster: male pooka Rog7/Shdwdncr6; hp 74; see *Appendix Four*.

The note is from Heike. She is following up on her promise at the end of GEO5-03 *The Weight of Words* where she said she would try to find out more about Queen Maeve, a fey the Sakhut are holding prisoner.

In the note, Heike tells the PC that Maeve is being held on the Plane of Time. She knows very little about this place and does not know how to reach it. She suggests that the PC begin researching the subject. She also recommends that the PC find some assistance for the investigation. Since the PCs are all there, this task should not be that difficult.

When the PCs are ready to start their investigations, go to **Encounter One**.

If the PCs do not agree to go free Queen Maeve, the adventure is finished.

Encounter One: Looking for Time and Place

This encounter covers the PCs' investigation into the Plane of Time and Queen Maeve. It is a series of sub-encounters depending upon where the PCs go and what questions they ask. The first two sections detail the answers the PCs can obtain on their own with Knowledge checks. The third section discusses additional inquiries the PCs can undertake.

Knowledge checks regarding the Plane of Time

The PCs can gather information on the Plane of Time by using Knowledge checks. For additional information, the PCs need access to a library, which is addressed in the **Inquires** section below. There are no tales about the Plane of Time so Bardic Lore does not help here.

Gather Information

DC 10 – The PCs find a soldier in the Army of Liberation. ***"That sounds magical. I'd talk to the Cyvrin, if I was you. Or maybe a bardic type. The prydythi might know somethin'. The Old Lore has a college. Doesn't that mean they know all about strange things like this?"***

DC 20 – The PCs find a merchant in Aberglain. ***"I remember hearing about this once when I was in Gradsul. This plane supposedly counts the passing of every second. Supposedly, it is one of the foundations of our existence. This means that wizards are always mucking with it. I'd talk to a wizard if you could."***

Knowledge (arcane)

Same as Knowledge (planes), except that the DCs increase by 5.

Knowledge (local)

DC 10 – The Cyvrin are the most prominent organization of wizards in Geoff. Maybe they might know more? They are building a new tower in Aberglain.

DC 14 – The Old Lore Bards know about matters strange and arcane. Perhaps they might know something.

DC 18 – Archmage Aedan recently returned from parts unknown. You can find him at the Russet Tower in the Stark Mounds.

Knowledge (Planes)

DC 12 – The multiverse is made of many planes of existence. The most important are the prime material, the inner, and the outer planes. The ethereal plane links the prime material to the inner planes, while the astral plane links the prime material to the outer planes.

DC 18 – Planes can be accessed through portals. Portals can appear anywhere, but most require some sort of portal key to operate. There are three types of portals: permanent, instant, and intermittent.

DC 20 – Demi-planes exist in the ethereal plane, floating in the mists of the deep ethereal. The Plane of Time could be a demiplane, but it is not a fully formed one like the Prime Material. It exists for the sole purpose of counting time for the Prime Material Plane.

DC 22 – The Plane of Time is only accessible by intermittent portals that appear in particular locations and require specific keys to open.

Knowledge Checks regarding Queen Maeve

The PCs can gather information about Queen Maeve by using Knowledge checks.

Bardic Lore

DC 10 – Maeve appears in many fairy tales as a sinister force. She is capricious, selfish, and unpredictable. Blizzards are often blamed on her.

DC 15 – Maeve rules her land of snow from a castle chiseled from ice. Goblins, spriggans, and redcaps fill her court.

DC 20 – One tale involves Maeve tempting children away with sweets. Each time she appears, she is a bit further inside the woods.

Eventually the child is lost and never finds its way home.

Knowledge (local)

DC 12 – If you wish to know about the fey, speak to Gwydion of the Twained Elm. He is an extremely knowledgeable Old Lore Bard of the College of Canaith.

Knowledge (nature)

DC 16 – Maeve is an unseelie queen of Dark Winter. She is a powerful fey spirit of cold and night. She is married to the seelie King Merilin who rules the Home Beneath the Snowy Boughs.

Inquiries

The PCs should realize they need aid from the various sages in Geoff. The Knowledge checks above direct the PCs to the proper sages, but if they get stuck, any well connected NPC (DM's discretion) can direct the PCs to the proper people.

Burkan ap Carteira

Burkan ap Carteira has inherited the library of High Mage Abinar, which includes information on when the planar gates open. Burkan is the leader of the Cyvrin.

Burkan can be found in Aberglain. When the PCs first arrive in Aberglain, read them the following.

The new town of Aberglain fills the peninsula between the Javan and the Rhosyn Dwr. A large castle is being built at the head end. Unlike the Watcher's granite castle in Hochoch, this one is built of sandstone, giving it a softer and warmer look

The streets of Aberglain have been laid out, and construction is everywhere. Workers are moving red and cream sandstone blocks on wagons for the new houses, although most people are still living in brightly colored pointed tents.

When the PCs begin their search for Burkan have them make a Gather Information or Knowledge (local) check. The check automatically succeeds but they find him faster with a higher roll.

After some delay, you are allowed past the gate of the caer. The Cyvrin are housed in a large tower within the castle, but separate from the keep itself.

Known criminals are not allowed inside the keep, and the PCs must surrender their weapons at the gatehouse. However, the guards recognize PCs who are members of the Cyvrin meta-org, the army, the Peers of the Realm, or other appropriate meta-orgs, and members of these meta-orgs may keep their weapons.

No animal companions are allowed in the caer, although familiars are welcome. Shape shifters must shift to their human forms before entering.

The PCs are met at the gate by Maeghan, an apprentice and junior member of the Cyvrin. She asks the PCs what business they have with the Cyvrin. Assuming the PCs tell her they wish to speak to Burkan, she sends word down to him with a page. A few minutes later the page returns saying that the PCs may come down.

Maeghan: female human Wiz1 (Cha 10).

Maeghan leads you down below the tower to a large room where a detailed mosaic of the land around Aberglain is laid into the floor. A large crystal ball hangs suspended within a pillar of energy that runs from floor to ceiling.

You see two mages working together to raise a large brass hoop around the crystal. "We need a thirty degree angle – exactly thirty degrees," calls out a short man with an authoritative air. Two mages set the hoop into position, and the short man casts a spell. The hoop floats in the air and begins to rotate, bringing a cheer from the wizards.

Give the players the picture of the room, **Player Handout #2**.

PCs that have played SHE3-03 *Shades of Gray* recognize the short man as Burkan. The spell he casts is *telekinesis*. The Cyvrin are rebuilding the planar travel ward that once extended around Hochoch. They removed it from Hochoch when the Knights of the Watch assumed control to keep the apparatus from falling into the hands of the Knights.

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

Burkan ap Carteira: male human Wiz13 (diviner); hp 65 (Craft (alchemy) +13, Knowledge (arcana) +19, Knowledge (history) +10, Knowledge (local) +10, Knowledge

(planes) +12; Knowledge (religion) +10, Sense Motive +8, Spellcraft +19).

While Burkan would love to see the giants hurt in any manner, he is a diviner and does not know much about planar travel. However, the former High Mage of Geoff, Abinar, left mountains of notes, and Burkan allows the PCs to look through the High Mage's library. If asked about the High Mage, Burkan responds that he was killed during an attack on Gorna.

Burkan shows you to another room higher in the tower. This curved room fills half of the tower. Everything is in crates and boxes, as the Cyvrin have not had time to unpack. The bookcases have not even been delivered yet.

The PCs must go through the boxes to find what they need. The boxes are filled with an assortment of books, laboratory journals, and separate pieces of parchment. There are only 30 books total and the vast bulk of the library is individual manuscripts and loosely bound journals.

To find useful information, the PCs must search for 24 hours minus the result of a Gather Information check. One PC makes the check, and the other PCs, if they can convince the DM they know what they are looking for (DM discretion), can assist the primary PC. It takes a minimum of 1 hour.

The PCs find a lunar orbit chart that shows the position of Oerth's two moons at the time that the gate to the Plane of Time opens. Give the players this chart, **Player Handout #3**.

Since what the PCs need is a chart on a separate piece of paper and not in a book, *scholar's touch* does not help the PCs find this information. They do find a couple books on planar travel and the different planes. The chart, however, is rolled up and buried among the other pieces of parchment.

On the chart, Abinar noted that he did not understand the meaning of the four symbols located next to each of the marked positions. These symbols represent chords played on a mandolin, and PCs can recognize them as musical notations with a successful Perform (stringed instruments) check (DC 5+APL). The symbols are written oddly, and the PCs cannot tell which chords they are.

Druids who are members of the Old Faith meta-org recognize the symbols as matching those on some standing stones in druidic circles. They can make a Knowledge (local – Sheldomar) (DC

10+APL) check for each symbol to remember where they saw them.

The lunar chart designates a time when Luna is full and Celene is a waning half. Those who make a successful Knowledge (Nature) check (DC 10) know that this happens only once a year on 19 Patchwall. Since the check is only DC 10, this information can be gained with a successful Intelligence check as well.

If the PCs ask, it is the 4th of Harvester and Luna is currently waning half while Celene is waxing half. This means the PCs have over a full month until the moons are in the position marked on the map.

With a successful Knowledge (nobility) check (DC 20), the PCs recognize the handwriting on the chart as Abinar's. Members of the Cyvrin meta-org get a +2 to this check. Burkan can identify the handwriting.

If the PCs ask Burkan about the Plane of Time, he recommends that the PCs talk to Aedan for more information. If the PCs show Burkan the map, he recommends that they take it to an Old Lore Bard. He allows them to take the map with them if they promise to return it.

Gwydion of the Twained Elm

The Old Lore Bards have another piece of the puzzle, as they can interpret the symbols on Abinar's chart. The easiest Old Lore Bard to find is Gwydion of the Twained Elm. He can be found in Aberglain.

If the PCs immediately look for an Old Lore Bard when they arrive in Aberglain, read them the description of the town given in Burkan's entry.

When the PCs begin their search for an Old Lore Bard, have them make a Gather Information or Knowledge (local) check. The check automatically succeeds but they find Gwydion faster with a higher roll. Members of the Old Lore Bards would know about Gwydion and where he is likely to be.

After several inquiries, you learn that a prominent member of the Old Lore Bards is in Aberglain. You are told that he can be found at the Wild Hunt, the largest tavern in the new town. The tavern has just opened and is very popular, due in no small part to its owner Medwen the Rack.

Medwen is a former tavern maid from the Boar's Other Knuckle in Hochoch, but some generous, and probably smitten, patrons gifted

her with enough coin to build her own place in the new city in the Downlands. Medwen has proven herself to be a savvy tavernkeep. The atmosphere is friendly, the food and drink is plentiful, and the servers are as beautiful and curvaceous as the owner. Thus the Wild Hunt is a popular destination for adventurers who are notoriously rich and male.

If the PCs wish to speak with the owner Medwen, she is about and gladly talks to the PCs. Her name is well earned, and she dresses provocatively to show off her incredible cleavage. Medwen is skilled at manipulating men's attention to her own advantage. She cares deeply about her new tavern and works hard to make it profitable and popular.

Medwen the Rack: female human Exp6; hp 22 (Cha 17, Bluff +8, Diplomacy +10, Perform (dance) +12, Profession (tavern keeper) +6, Sense Motive +5).

Otherwise, the PCs easily spot Gwydion:

You find Gwydion of the Twained Elm sitting at a table enjoying the atmosphere. He is a distinguished, handsome man of mixed Flannae descent with eyes the color of amber. As you approach, the atmosphere hops up from his lap and asks if she can get you anything.

The atmosphere's name is Coifi. She is a Gyrlic refugee (originally from the Lea) who recently came to Aberglain. Medwen has scoured through the new arrivals, looking for young women who are beautiful, buxom, and friendly. Coifi fits all three to a tee.

Coifi of the Lea: female human Com2; hp 6 (Cha 15, Bluff +6, Diplomacy +6, Perform (dance) +5, Sense Motive +2, Tumble +4).

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

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

Gwydion can tell the PCs a great deal about Maeve and the Fey courts.

- All of the Maeve talking points provided in the Knowledge Checks section above.
- Good and evil are difficult to judge with fey. They seem to have trouble with morality. While Maeve is often cruel and capricious, she is not evil the way a demon is.
- Maeve is said to have created the goblins. Whether or not this is true is hard to say, but she definitely has influence over them.
- Gwydion also knows a great deal about the fey and encourages the PCs to free Maeve. He believes strongly in the Balance, and Faerie is out of alignment without Maeve.

Gwydion can tell the PCs the following about the chart found in the previous section.

- Each of the symbols represents a musical chord, and each of these chords has a specific name.
- The chords reside in various standing stones about Geoff. They provide the link between the stones and the ley lines intersecting there.
- The chords could be captured with a planar fork. One can attune such forks to a stone's chord by taping the fork against the standing stone while calling out the chord's name. Gwydion suggests they go speak with a powerful wizard (such as Burkan or Aedan) as they often have planar forks.

Gwydion tells the PCs the location of each symbol.

- Rena – can be found at Beory's Teeth.
- Losa – can be found at Merrymeet.
- Mor – can be found at the Gloaming Glade.
- Tun – can be found at Garin's Field.
- Abado – can be found at the Sleeper's Knee.
- Dora – can be found at the Stag's Crown.
- Vela – can be found at Seven Stone Brothers.

Judge Aid #1 shows which symbols match with which names. If you wish, you can share this chart with the PCs.

If the PCs decide they want to make planar forks themselves, they can. However, they must determine the size and type of metal needed to reach the Plane of Time. They must either visit the Silent Tower in Keoland or the City of Greyhawk to

obtain this information, which costs a TU with all the lifestyle costs.

In addition, the PCs must make the forks with a DC 20 Craft (metalworking) or other similar check. The PCs can hire a metal worker to make the forks, but such delicate work costs 50 gold pieces per fork. Whether the PCs make the forks themselves or have another make them, it costs the PCs another TU with all the lifestyle costs.

If the PCs return to Burkan and ask about planar forks, he regretfully states that he does not have any at the moment, but he suggests that Archmage Aedan might have some.

Archmage Aedan

Archmage Aedan is an excellent resource about planar travel and the Plane of Time. He can be found at the Russet Tower.

When the PCs begin their search for Aedan, have them make a Gather Information or Knowledge (local) check. The check automatically succeeds but they find him faster with a higher roll.

The Russet Tower is in the western Stark Mounds, several days' walk from Aberglain. Adjust the time and effort depending upon the PCs' ability to travel. At this level, they have no difficulties reaching the Russet Tower.

The tower's remains stand in what may have been an estate garden, but the flowers and shrubs have gone wild. The remaining stones are the color of dried blood.

From this distance you cannot see inside the crumbling russet-colored stone walls ringing the tower, but you can see earth elementals leaving the tower and tossing junk into a heap. Beside the door is a dwarf-like creature with hair of fire and a beard of flames.

The elementals are helping Archmage Aedan clear out the underhalls of the Russet Tower. The azer greets any PC that approaches. It speaks in short, clipped phrases. Its voice crackles like burning wood when it speaks. The azer prefers to speak Ignan, but switches to Common if no one in the party understands him. Once the azer understands that the party wants to meet Aedan, he shows them to the common room.

Azer: male outsider (extraplanar, fire); hp 11; see *Monster Manual* p. 21.

The azer leads you down a flight of stairs, and you pass through a series of wards. At the bottom of the stairs is a large hall. Several doors lead out of the room, and you can hear pounding and other construction work nearby. Crackling arcane energy fills this place.

"They took everything!" an exasperate voice exclaims from the next room. "If it wasn't nailed down, they stole it, and if it was nailed down, they brought crowbars. Bloody adventurers!" You notice light-colored spots on the walls where pictures once hung. The hall is devoid of furniture.

The azer heads off to inform Aedan that he has visitors. Aedan appears a few minutes later.

Archmage Aedan enters the room, looking really annoyed. He is dressed in fine robes but not the ones of power that he once wore. He does not have his famous staff and wears less jewelry than stories previously told. "They took my table," he says without introduction. "Why in Murlynd's name would adventures steal my furniture? I loved that table. I bet they scratched it."

Aedan is a powerful wizard who was recently rescued from captivity. He is rather embarrassed that the giants held him prisoner and does not wish to talk about it. He returned home to find that giants had destroyed his tower and adventurers had looted the tower's underhalls (during the events of GEO3-01 *A Small Knowing Soul*). He is currently rebuilding his tower.

Aedan is very intelligent and very powerful. He can also be abrasive at times. He is fastidiously clean and insists on prestidigitating the PCs clean before they touch him or anything in his house.

If any of the party members wear insignia identifying themselves members of the Army of Liberation or the Knights of the Watch, Aedan is most put out with them. He understands the giants destroying his tower, but the Army and the Knights should have done something to stop the looting of his home and the open trading of his property in the Hochoch markets.

In addition, Aedan asks if any of the PCs know what happened to his possessions. If the PCs played GEO3-01 *A Small Knowing Soul* and took the Continual Flame Orb or the Trove of Spellbook Materials from Aedan's tower (i.e. if they purchased one of these items) or took advantage of the special reward, they have an opportunity to confess to Aedan. If they do so, he asks the PC to

pay a settlement equal to 50 times the APL in gold pieces.

If a PC returned the personal effects from that adventure to Elspet (earning her favor in that adventure) that character earns Aedan's respect, and he is willing to sell them a few magic items that he did hold on to or allow them to copy two spells out of his spellbook. If the PCs took the orb and pay the fine, Aedan respects the PCs enough to forgive their theft and makes the items and spells available.

Treasure: Favor of Aedan of the Russet Tower.

If the PCs took the orb and do not confess or do not pay the fine, there are consequences at the conclusion of this adventure.

Archmage Aedan: male human
Wiz13/Archmage3; hp 64 (Knowledge (arcane) +25, Knowledge (planes) +25, Spellcraft +25).

At some point, Aedan's wife, Elspet, joins the conversation.

A middle-aged woman enters the room. She is dressed in a conservative dress with a high neck and lace at the throat and wrists. Everything about her clothing is black, in stark contrast to her pale skin. Her hair is drawn back in a tight bun. She is holding a tray of cookies.

Elspet is another wizard of frightening power, whose interests range into the macabre. She is rumored to be a necromancer, but nothing has ever been proven, probably because she keeps to herself and does not raise undead armies to terrorize the world.

Elspet is assisted in serving the PCs by a flesh golem. He is well dressed but very pale with greasy hair.

Archmage Elspet: female human
Wiz13/Archmage4; hp 51 (Craft (cooking) +10, Craft (sewing) +12, Knowledge (arcane) +25, Knowledge (religion) +25, Spellcraft +25).

Archmage Aedan knows much about planar travel and the Plane of Time.

- The Plane of Time is more accurately called the Temporal Energy Plane (Aedan insists on this). It is not a demiplane but rather a separate parallel existence, much like the ethereal and astral planes.

- The Temporal Energy Plane has erratic time, depending on where you are. Since it measures time, merely walking there could cause years to pass for you. This effect is far more drastic than the unusual flow of time in Faerie.
- Magics that adjust time are enhanced on the Temporal Energy Plane. Magic that affects weather or the wind has no power there. Also, the plane is not coterminous with the astral, ethereal, or shadow planes, so travel spells and summoning magic do not work there.
- The gates to the Temporal Energy Plane open in a pattern and must be summoned. Abinar, the former High Wizard of Geoff, had this information. Maybe the Cyvrin still have it. Aedan says that if he were made High Mage of Geoff then he would have the information to share.
- Each of the gates is tied to a particular set of chords. When the chords are played and the moons are in the right alignment, the gate opens.

If the PCs take Abinar's lunar chart to Aedan, he can identify the location of each gate on the chart. He can also give the party directions to the gates at the following locations. Please see **Judge Aid #1**. The locations start clockwise from the moons at the top of the chart.

- Rena, Losa, Mor, and Abado: ***"You can find this gate on a rocky outcropping overlooking Pregmere that has a hot spring boiling at its base. I had to chase off a group of bugbears to explore the area."*** This locale was introduced in GEO2-05 *One Good Turn*.
- Mor, Rena, Dora, and Losa: ***"This gate is in the drainage lagoon in old Midwood. Elspet said the smell lingered for days afterwards."*** This locale was introduced in GEO2-01 *A Wise Man's Son*.
- Losa, Rena, Mor, and Vela: ***"This gate is in an abandoned mine in the Crystallmist Mountains. I'm not sure why that mine was abandoned, because there was still ore in it. It might be because two tribes of sightless humanoids were fighting in the area."*** This locale was introduced in GEO2-02 *Veins of Trust*.

- Abado, Tun, Losa, and Rena: ***"This gate is in a partially collapsed tunnel beneath the Griffon's Watch. It led to the abandoned gnomish town of Dewerd. I'm told that some strange things are happening there."*** This locale was introduced in GEO2-03 *Last of Nine*.
- Losa, Tun, Rena, and Dora: ***"This gate is in an old chamber covered in Ur-Flan runes in the foothills of the Barrier Peaks. I discovered that location just prior to the giants' invasion. I have not had time to go back and investigate the place." After looking around the room he continues, "I probably will not have time in the near future either."*** This locale was introduced in GEO4-08 *Massacre at Clearsky*.
- Rena, Losa, Tun, and Vela: ***"This gate is in a cavern in the Oytwood. A wyvern once laired in the cave, but the creature was slain by a group of adventurers. Be careful not to offend the dryads in the area."*** This locale was introduced in GEO1-08 *Floating Down the River*.

If the PCs have spoken with Gwydion and ask Aedan for a means to capture the chords in the tones, he lends them four planar forks. He instructs them on the proper method of striking the stone.

"Now pay attention if you want to do this correctly. Grasp the base of the fork like so and strike the opposite end of the fork firmly against the stone. When you do so, call out the name of the chord you want. Here, you try."

Aedan does not know the names of the chords. If the PCs want to know that information, he directs them to talk to a bard. Once Aedan is satisfied that the party can collect the chords, he continues:

"I guess that will have to do. Now be sure to bring these back to me when you are done. In fact, if you will tell me what happens on the Plane of Time, then I may have something nice for your trouble."

All four forks are identical. Each holds one chord. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork, and the prior chord is lost.

The PCs are welcome to spend the night in the Russet Tower, even though it is not furnished and has little in the way of creature comforts. The

Teleport Circle (described in GEO3-01 *A Small Knowing Soul*) is not working, so the PCs cannot use it to leave the tower.

Encounter Two: Finding a Key with No Teeth

After the PCs finish their investigations, they should know some information on the Plane of Time, where and when the gates open, and that they need a melody to open the gates. They also know more about Maeve and Faerie.

To summarize:

Abinar's chart tells the PCs when the gates open based upon the lunar orbits of Luna and Celene. It also gives cryptic clues as to the portal keys with a hint that an Old Lore Bard know more.

Gwydion of the Twained Elm tells the PCs that the keys to opening the portals are chords, and these chords reside within standing stones. He tells the PCs the chords' names and where to find the stones. If they need, Gwydion gives the PCs additional information about Queen Maeve.

Aedan tells the PCs where the gates open to the Plane of Time. He loans the party planar forks to capture the chords.

Once the PCs have all this information, their path should be clear. They must capture four chords with the planar forks to open the gate to Maeve's prison. They may choose any of the six gates listed on **Player Handout #3**.

Getting About Geoff

There are a great many ways to travel around Geoff. The PCs can walk, ride, use magic, or use the Ways of the World. There are two maps of Geoff in this adventure. Please see **Judge Aid #2** for a map with all the encounter locations marked. A clean map for the players is given as **Player Handout #4**.

In the plains and heath, PCs with a speed of 30 ft. can walk one hex per day (roughly 30 miles) or twice that if mounted. In the forest and hills, they can travel half a hex a day or a full hex if mounted. Adjust the distance covered in a day to reflect the PCs' speed.

The PCs can also teleport across the countryside if they wish. As long as they have the requisite knowledge of the area, they can teleport there.

Most PCs should never have seen the Seven Stone Brothers or the Stag's Crown.

If the PCs use the spell *wind walk*, they are unable to get close to the Stag's Crown, the Sleeper's Knee, or Seven Stone Brothers. The Storm King has gathered a sizeable storm in northwestern Geoff and along the Barrier Peaks. This storm blows anyone under the effect of a *wind walk* spell back to the south and east. If the PCs take time to control the weather, they can control the winds long enough to travel using this magic.

Any PC who can speak Druidic, has 10 ranks of Knowledge (nature), and is either a member of the Old Lore Bards meta-org or has reached the "druid" level in the Old Faith meta-org, knows the ritual that summons the Guardians of the Ways and how to transverse the Ways.

Doing so requires the PC to summon the Guardian and exchange gifts. Each Guardian is different in appearance and has different desires. Their desires include pelts, freshly killed meat from a particular creature, a certain type of blossom, and similar items. The exact gift is left up to you but each gift should take several hours to find or require the PCs to have an unusual item in their possession.

The Stag's Crown cannot be reached using the Ways because the giants have removed all the standing stones. The other intact or partially destroyed stone circles can be reached with the Ways.

The path in the Ways to Seven Stone Brothers puts them in the middle of the ring. The path to the Sleeper's Knee puts them at the half-destroyed ring.

Traveling between any two points in Geoff using the Ways of the World takes 1d6 hours.

If the PCs choose to go to Beory's Teeth, go to **Encounter Three**.

If the PCs choose to go to Merrymeet, go to **Encounter Four**.

If the PCs choose to go to the Gloaming Glade, go to **Encounter Five**.

If the PCs choose to go to Garin's Field, go to **Encounter Six**.

If the PCs choose to go to the Sleeper's Knee, go to **Encounter Seven**.

If the PCs choose to go to the Stag's Crown, go to **Encounter Eight**.

If the PCs choose to go to Seven Stone Brothers, go to **Encounter Nine**.

When the PCs have collected all four tones that they need, go to **Conclusion**.

Encounter Three: Beory's Teeth

If the PCs decide to collect the chord at Beory's Teeth, read the following:

The massive stones of Beory's Teeth crown the eastern hill of Shalm's Shoulders near the bustling town of Hochoch. Acolytes and lay members of the Old Faith move hurriedly about the stones and the small group of cottages at the base of the hill. There is a touch of anxiety in the air.

A symbol engraved upon one of the stones matches the one on your chart that Gwydion called Rena.

If the PCs ask any of the Old Faith members what is wrong, they learn that Lowen Oakroot, the elder druid of this circle, was found dead this morning. If the PCs want more information, they are directed to an initiate, who tells them that Lowen was killed last night in a most grizzly manner. The initiates are currently searching for clues to discover the perpetrator.

If the PCs press, an initiate by the name of Ffychan agrees to show the PCs the body. Lowen's body is still on his bed. The back of his skull has been dissolved away and his brain removed. With a successful Knowledge (dungeoneering) check DC 10+APL, the PCs can tell that Lowen was slain by a mindflayer. The mindflayer has since fled using its plane shift ability. It is impossible to track and efforts to follow it at this time fail.

Ffychan the Initiate: male human Drd1 (Cha 10, Knowledge (nature) +3).

With all the confusion about Lowen's death, no one stops the PCs from approaching the stones and collecting the chord. When a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear resonating tone. The chord swells to a crescendo and then fades away. A few of the younger druids look in your direction, but no one comments or interferes.

The fork continues to vibrate and hums with the tone. You have captured the chord known as Rena.

If this is not the first chord collected by the PCs, they notice that this clear chord is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost

Encounter Four: Merrymeet

If the PCs decide to collect the chord in Merrymeet, read the following:

The small village of Preston is tucked into a meadow in the Oytwood that borders on the Javan River. It has been completely rebuilt since the giants' occupation. The elven influence on the town is obvious, and you see several wood elves here, bartering with human traders. Ivy is growing up the sides of many cottages, giving the village a soft, verdant look.

The nearby druidic circle of Merrymeet is a short walk from the village. The circle of standing stones is very quiet and peaceful. A symbol engraved upon one of the stones matches the one on your chart that Gwydion called Losa.

Standing on the edge of the circle is a reed thin woman with dark-blond hair pulled into two intricate braids. Her eyes are overly large and very green. She is carrying one of the fabled mandolins of Canaith.

With her is a small dragon. It is as green as the woman's eyes. "Go on," she says to it. "You've got a big forest out there."

The dragon looks at her and shakes its head. "Stay with you," it hisses.

"But I can't feed you. You're getting too big," she replies.

Siani of the Rustling Adler is an Old Lore Bard and part of the College of Canaith. She is with a very young green dragon named Emeris. Siani found the dragon in the woods after giants killed his mother. She took Emeris in and cared for him, believing that green dragons need to exist in order to maintain the Balance.

Emeris has taken to Siani and has no wish to leave the comfort of living with her to face an uncertain future in the wilds. Its alignment is closer to lawful neutral than lawful evil.

Siani is a light-hearted and merry woman. She tends to laugh a lot and finds humor in every day situations. She is very knowledgeable about music, Geoff politics, and the Old Faith.

Siani of the Rustling Adler: female half-elf Brd9; hp 43 (Diplomacy +22, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Perform (stringed instruments) +21).

Emeris, Very Young Green Dragon: hp 123; see *Monster Manual* p. 74.

If the PCs think to ask, the elder druid of this circle is off in the woods collecting herbs. No one stops them from approaching the stone and collecting the chord. When a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear resonating tone. The chord swells to a crescendo and then fades away. The fork continues to vibrate and hums the tone. You have captured the chord known as Losa.

If this is not the first chord collected by the PCs, they notice that this clear chord is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost.

Encounter Five: Gloaming Glade

If the PCs decide to collect the chord at the Gloaming Glade, read the following:

Cloaked under the darkness of the Dim Forest, the Gloaming Glade was once the center of Old Faith worship in the forest village of Hocholve. Now, the massive standing stones linger as a ring of silent guardians over the abandoned village.

The forest is reclaiming this small intrusion of human civilization. Weeds and shrubs grow in the street. Young trees reach skyward through the roofless homes. In a few years, a couple

stone chimneys will be all that remains of Hocholve.

Except for the occasional brown bear wandering unafraid through the area, you are alone—although the occasional shifting shadow gives you pause. It is very peaceful and quiet here.

Those who played GEO2-04 *Flower for a Giant's Grave* recognize this location. They may be concerned that Dorindel the Hawthorne, the elder druid of this circle, may be about. He is not, but a treant can be found in a grove of star trees near the druid's circle.

A beautiful grove of trees encircles the druidic ring stones. Their branches reach up and intertwine so that one tree is no longer distinguishable from another. The trunks of the trees are smooth and white, and the leaves are a shimmering pale green. Among them, you also see a knobby, ancient-looking oak tree that somehow seems out of place.

A stone at the center of the grove has a symbol engraved upon it that matches the one on your chart that Gwydion called Mor. Nearby is a dolmen – two upright standing stones supporting a lintel.

The tall trees are called Serencolvi in Flan which translates to “star trees” in the common tongue. They are very rare and were planted by the ancient Flan druids long before men can remember.

The large tree in the middle that looks like an oak is actually a treant. The treant at first is defensive, but becomes friendlier when he sees that the PCs mean no harm to the grove. The treant only speaks Flan and talks very slowly. He discourages the PCs from touching the trees. He reveals little about himself, saying only that he is the grove's protector and his name is Strong Bough. He tells them all about the star trees and how precious they are and how difficult to grow. They produce only one acorn a year. So this grove has taken generations to grow.

Strong Bough has only been in Hocholve for eight years. If asked about Dorindel or a druid, he first says he knows nothing about druids, but then, come to think of it, there is a man who comes a couple times a year to worship at the stones. This is all he knows, however.

Strong Bough: male treant, see *Monster Manual*, p. 244.

If the PCs approach the stone circle, they trigger a trap that Dorindel left. The trap is designed to keep people away from the circle and is triggered by a *detect magic* spell. Anyone carrying anything magic who gets within 30 feet of the stone that has Mor carved on it sets off the trap.

Strong Bough does not know anything about the trap. The trap does not harm him, the trees, or the stones.

APL 8 (EL 6)

Wall of Thorns Trap: CR 6; magic device; proximity trigger (*detect magic*); no reset; spell effect (*wall of thorns*, 9th-level caster, damage as per spell, no save); multiple targets (all targets within a 9 10-ft. cubes; Search DC 30; Disable Device DC 30).

APL 10 (EL 8)

Creeping Doom Trap: CR 8; magic device; proximity trigger (*detect magic*); no reset; spell effect (*creeping doom*, 13th-level caster, summons six centipede swarms as per *Monster Manual* p. 238, no save); multiple targets (all targets within a 100 ft. of the stones; Search DC 32; Disable Device DC 32).

APL 12 (EL 10)

Storm of Vengeance Trap: CR 10; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*storm of vengeance*, 17th-level caster, effect as per spell, save as per spell); multiple targets (all targets within a 360 ft. radius; Search DC 34; Disable Device DC 34).

Assuming the PCs have overcome Dorindel's ward, they can approach the stone and collect the chord. When a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear resonating tone. The chord swells to a crescendo and then fades away. The fork continues to vibrate and hums the tone. You have captured the chord known as Mor.

If this is not the first chord collected by the PCs, they notice that this clear chord is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost.

Encounter Six: Garin's Field

If the PCs decide to collect the chord at Garin's Field, read the following:

The ring of massive standing stones stand askew and completely alone in the open field. The land around the circle is distorted. A series of ropes and pulleys bind all of the stones together.

A short distance away, a small group of people are preparing for an upcoming festival. After a friendly wave hello, they go back to their preparations. It is very peaceful and quiet here, with only a slight breeze blowing through the area.

Two people are standing near the stones. A druid is stoically watching an armored man labor with the ropes and pulleys. One of the stones has a symbol engraved upon it that matches the one on your chart that Gwydion called Tun.

Raelyn merch Epspi, the druid in charge of this location, does not interfere with the party's actions. Raelyn is overseeing Ramithon's penance as assigned by the Archdruidess.

Raelyn and Ramithon both recognize any PC who played GEO3-03 *Curiosity Killed the Cat*. In that adventure Ramithon severely damaged the circle of stones.

If the PCs ask Ramithon what happened that earlier adventure, he simply states that he was shown the error of his ways. He does not wish to discuss those errors. He now must repair the damage he caused by himself without assistance from others or magic. Raelyn maintains her stoic stance, but supports Ramithon with words of encouragement.

A successful Sense Motive (DC APL+5) check gives the impression that a personal relationship has also formed between the druid and fighter, although both deny it if asked. If the PCs examine the standing stone he broke, they can find a slight crack in the stone.

Raelyn merch Epspi: female human Drd8.

Ramithon: male human Ftr16.

Should the PCs take the time to inspect the stone before they strike it with the fork, a successful Knowledge (architecture and engineering) check (DC 10) tells them the stone is very unstable.

Since this is a DC 10 check, an untrained Intelligence check can be used.

The PCs can take steps to shore up the stone by making a Disable Device check (as per the trap description below) or a successful Knowledge Architecture and Engineering check (DC 5+APL). PCs can prevent the situation from getting worse, but Ramithon does not allow the PCs to do anything to raise the stones beyond their current height.

When a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear resonating tone. The chord swells to a crescendo and then fades away. The fork continues to vibrate and hums the tone. You have captured the chord known as Tun.

Unless the PCs have taken precautions, the sound destabilizes the ground beneath the stones. Also, unless the PCs state they are staying away from the druid circle prior to using the fork, it is assumed that all of them are near a standing stone when they fall. If the PCs do not successfully evade the falling stone, they take damage.

APL 8 (EL 6)

Crushing Standing Stone Trap: CR 6; mechanical; proximity trigger; no reset; DC 16 Reflex save avoids (8d6 standing stone); multiple targets (see paragraph above); Search DC 16; Disable Device DC 16.

APL 10 (EL 8)

Crushing Standing Stone Trap: CR 8; mechanical; proximity trigger; no reset; DC 19 Reflex save avoids (11d6 standing stone); multiple targets (see paragraph above); Search DC 19; Disable Device DC 19.

APL 12 (EL 10)

Crushing Standing Stone Trap: CR 10; mechanical; proximity trigger; no reset; DC 22 Reflex save avoids (14d6 standing stone); multiple targets (see paragraph above); Search DC 22; Disable Device DC 22.

Ramithon looks dejectedly at the fallen stones knowing he has to start all over. He is not angry at the PCs. Both he and Raelyn refuse any assistance by the PCs to rectify this situation. The Makers willed it to happen this way.

If this is not the first tone collected by the PCs, they automatically notice that this clear tone is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost.

Encounter Seven: The Sleeper's Knee

If the PCs decide to collect the chord at the Sleeper's Knee, read the following:

The Sleeper's Knee is a foothill of a mountain in the Barrier Peaks called the Sleeper. Looking at the mountain, you can see why it has this name, as it resembles someone sitting against a wall taking a nap. The hill you are looking for is perfectly placed and roughly the right shape to be his knee.

There is a circle of standing stones atop the Sleeper's Knee, but several of the stones are obviously missing. As you search the circle, you don't find a stone with a symbol that matches your chart.

The Sleeper's Knee is 150-ft. wide and covered in waist-high grass. A good number of smaller stones are scattered about the hilltop, but only four monolithic stones remain here. They are set up in a circle and are located at the compass points of northeast, south, southeast, and west.

The north, east, southwest, and northwest stones are missing. A successful Search check (DC 10) reveals four deep depressions, hidden by the grass, where the stones should be. The size of the depressions matches the size of the other standing stones.

If the PCs make a Search check (DC 15), they also notice two gouges in the earth where the stone were dragged away to the northwest (toward the Barrier Peaks).

A successful Survival check (DC 10) tells the PC that the four holes have been empty for many months. A successful Survival check (DC 5+APL) allows the PCs to follow the gouges. The tracks lead northwest from the Sleeper's Knee into the Barrier Peaks.

PCs who can talk to animals, burrowing animals, plants, or stone can learn that several "large blue men" came and took the stones. They dragged the

stones away toward the mountains using a big hairy animal.

The PCs can also use divination spells to find the location of the stone. If all else fails, they can simply search. It takes several days to find the giant sledding run, but there is no immediate time pressure.

The PCs may use many other methods to learn what happened. If it seems reasonable, allow it to work. The PCs should somehow learn that a couple of giants with a woolly mammoth took the stones northwest to the Barrier Peaks.

When the PCs head into the mountains to find the missing stone, read the following.

You climb higher into the mountains in search of the missing standing stones. After many hours, you reach the lower slopes of the mountain, which are covered with pine trees and hardy shrubs. Ice and snow still cling to the mountain recesses where the sun cannot reach.

One of those recesses is a deep crevice that twists and winds down the side of the Sleeper. A long, rumbling noise announces the approach of something large and heavy. You can see puffs of ice as something is moving down the crevice with great speed.

The frost giants are using the standing stones as a sled. They ride them down the mountain, using the crevice as a bobsled track. The noise the PCs hear is the sound of the stone grinding on the rocky terrain.

If the PCs hurry forward, they find a clearing where they can get a look at what is causing the disturbance.

Heading down the mountain at breakneck speed is a massive sled with two blue-skinned giants sitting on it. The crevice is coated in ice, forming a slick winding chute that twists down the mountainside. The sled is moving so fast that it rides up on the side of the crevice as often as it is on the floor.

As you watch, the sled hits a deer that was standing on the side of the crevice, frozen in fear. The giants laugh as the deer is pulverized under the sled's weight. You could swear that they aimed for it.

A successful Spot check (DC 10+APL) allows the PC to notice that sled is a standing stone.

The scene described above is roughly 1,000 ft. away from the party. The PCs lose sight of the sled as it gets further down the mountain, but they can still hear the giants' whoops and hollers with a successful Listen check (DC 10+APL).

If the PCs follow, they can catch up with the frost giants. The tree line ends about 120 ft. above where the frost giants's sled stopped.

The crevice ends in a small, flat clearing, where you see the frost giants. The giants are laughing and seem to be bragging about their run. They are tying the sled to an enormous shaggy beast to move the stone back up the mountainside.

You notice that the sled is a large flat stone, similar to those at Sleeper's Knee. The shattered remains of other stones are lying about the clearing. The crevice takes its toll on the stones.

The stone being used as a sled is the last of the standing stones taken from the Barrier Peaks circle. All of the other stones are broken. This last stone is the sturdiest and largest stone, and it has lasted longer than the other stones.

Before the PCs can take further action, one of the frost giants' pet remoraz attacks them from behind. The creature detects the PCs through tremorsense and uses its action to burrow to the surface. The creature emerges on its surprise action. Initiative starts once it emerges.

The noise of the attacking remoraz attracts the frost giants. They move as quickly as they can to attack the PCs. At APLs 10 and 12, the woolly mammoth is not yet secured to the stone, and it follows the giants.

The party can attempt to negotiate with the frost giants if they somehow avoid being detected by the remoraz (for example if the entire party is flying). The frost giants are firm believers in "bigger is greater" and begin as hostile. They do not deal with tyv, as tyv are smaller and therefore much weaker. If the PCs can improve their reaction to friendly, they allow the PCs to collect the chord.

Note: At APL 8, the second frost giant runs back to the giant village (5 miles distant) and does not participate in this fight. Also, the mammoth is tied to the stone at APL 8 and does not fight. At higher APLs the mammoth is not tied and joins in.

APL 8 (EL 10)

Frost Giant: male giant; hp 136; see *Appendix One*.

Remoraz: hp 79; see *Monster Manual* p. 214.

APL 10 (EL 12)

Frost Giant (2): male giant; hp 136 each; see *Appendix Two*.

Wooly Mammoth: hp 158; see *Appendix Two*

Remoraz: hp 79; see *Monster Manual* p. 214.

APL 12 (EL 14)

Frost Giant (2): male giant; hp 136 each; see *Appendix Three*.

Frost Giant Spiritspeaker: female giant; hp 151; see *Appendix Three*

Wooly Mammoth: hp 158; see *Appendix Three*

Advanced Two-headed Remorhaz: hp 174; see *Appendix 3*.

Tactics: The remorhaz attempts to grapple and swallow PCs whole. The frost giants close as quickly as possible (they start 120 feet away from the PCs) and wade into the adventurers. If the wooly mammoth is involved in the fight, one of the frost giants commands it to attack on the first round. The spiritspeaker uses her spell-like abilities as quickly as possible to bolster her fellow giants before engaging in melee. Do not forget her *gloves of arrow snaring*, if she is attacked with missile fire. See **Judge's Aid #3** for a layout of the encounter.

Treasure: The PCs can loot the bodies of the frost giants and collect substantial wealth. What they find depends on the APL and is listed in the Treasure Summary at the end of the adventure.

If the PCs manage to get close enough, they see the symbol on the stone that matches the one on their lunar chart that Gwydion called Abado.

When a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear resonating tone. The chord swells to a crescendo and then fades away. The fork continues to vibrate and hums the tone. You have captured the chord known as Abado.

If this is not the first chord collected by the PCs, they notice that this clear chord is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost.

Encounter Eight: The Stag's Crown

If the PCs decide to collect the chord at the Stag's Crown, read the following:

You reach tall hill in the rocky heath of Araul Anterth, where you expected to find a circle of standing stones. Aside from a broken pile of rock that could have once been a standing stone, the hill is empty.

The hill is 250-ft. wide and covered in knee-high grass and small outcroppings of rocks. The standing stones are gone. The fire giants have stolen them for use in their mill and bakery located to the north near the town of Tycha (Tika Town in Common).

A successful Search check (DC 10) reveals many deep depressions, hidden by the grass, forming a circular pattern. The size of the depressions could match the size of a standing stone. If the PCs beat the check by 5 or more, they also notice several gouges in the soft earth where the stone were dragged away.

A successful Survival check (DC 10) tells the PCs that these holes have been empty for many months. A successful Survival check (DC 20) allows the PCs to follow the gouges. The tracks lead out of the wood and into the open heath within the giant held lands.

PCs who can talk to animals, burrowing animals, plants, or stone can learn that several "large coal men" came and took the stones. They dragged them away toward the north.

The PCs can also use divination spells to find the location of the stone. If all else fails, they can search. It takes several days to find the giant camp, but there is no immediate time pressure.

Adjust the box text as necessary to reflect the method the PCs use to approach the area.

After several hours of tracking, a series of deep thuds that cause the ground to vibrate

announce the presence of something large and heavy over the next hill.

The fire giants are using several of the standing stones in their bone mill. The thuds are caused by the impact of one standing stone on another.

The view from the top of the hill gives a reasonable survey of the surrounding land. A thick haze of smoke covers a giant settlement below you, making precise details impossible to see.

The settlement is laid out in a large circle. Fire giants, ogres, and other things roam the camp.

The PCs are looking at a gristmill and bakery. Fire giants are using this location to make food for the army. The entire operation is designed to slaughter humanoid races, cook them, render the meat from the bones, and then grind the bones into powder to make bread.

The standing stone that the PCs are looking for is being used as a pulverizer in the mill. It is last of the standing stones from the druidic circle at the Stag's Crown. All of the other stones are broken.

The mill and bakery are described below, but the PCs must get closer in order to see details. The descriptions presume that the PCs are within 1,000 feet of the camp.

There are many giants about. The ogres do most of the menial labor, while the fire giants oversee the operation.

Please see **Judge Aid #4** for a map of the settlement. The numbers below correspond to the map. All buildings use the following characteristics.

Hornwood Doors: 1 ft. thick; Hardness 8; hp 90; break DC 28.

Stone Walls: 3 ft. thick; Hardness 8; hp 270; break DC 35; Climb DC 20.

Windows with Reinforced Shutters: 6 in. thick; Hardness 5; hp 60; break DC 18.

1. Perimeter Defense

Around the giant settlement is a low wire fence. It doesn't look particularly strong, and a knight on horseback could easily ride it down. There are wooden lookout platforms sporadically about the perimeter.

The wire fence surrounds the entire encampment and is only 5-ft. tall. The wire is not particularly

strong. Treat it as a single bladed metal weapon for the purposes of hardness and hit points.

Lanterns are hung from the pole supporting the fence every 40 feet. They provide standard illumination, so the middle 40 feet is shadowy.

The giants have cast *alarm* randomly on the fence, as they do not have enough spells to cover the entire fence. There is a 25% chance that any particular part of the fence is warded.

The lookout towers are 20-ft. tall. They are manned by two hobgoblins at all times. Should they see anything along the fence, they blow their signal horns to warn the other giants. The horns are on cords around their neck, and it takes a standard action to blow them.

Finally, fire giant and hellhounds patrol the perimeter. There are two patrols at any given time. Each patrol is equal in size and number to that listed under the appropriate APL for Area 10.

2. Administration and Barracks

A collection of three buildings forms the heart of the giant settlement. One building is a command building. Another building is the barracks for the giants, ogres, and hobgoblins. The third building is a warehouse of some sort. They all seem to be heavily patrolled and guarded.

These three buildings form the command center of the settlement. The fire giants conduct administrative work in the command building. Off-duty guards can relax in the barracks, but most of them return to Tycha when their shift is over.

The giants store the loaves of bread and jerk meat in the warehouse before shipping them off to the giant army. There is enough food here to feed thousand giants for a month.

The number of awake and armed guards present is listed under the appropriate APL at the end of the encounter. In addition, twice as many are asleep and unarmored. Add an additional off-duty 100 hobgoblins are scattered about the settlement. The ogres make the walk back to Tycha when they are off duty. So only those ogres specifically listed below are present..

All APLs

Hobgoblins: hp 8; see *Monster Manual* p. 153.

Ogres: hp 32; see *Monster Manual* p. 199.

3. Chattel Pens

At the far northeast point of the camp are three long buildings that have shuttered windows and barred doors. Fire giants with hellhounds stand guard near the buildings.

The giants keep the humans and demi-humans here before they are cooked, boiled, and ground. The buildings are extremely simplistic as those present are not here for very long. At any given time there are 20d10 humans, 10d10 halflings, 10d10 half-orcs, 5d10 half-elves, and 5d10 elves. There are no dwarves as the giants kill them out of hand. The chattel have been abused and their spirits are broken. Their fate consists of dying on the cook fires, and they know it. They are slow to respond to rescue attempts.

The number of giants guarding the outside of the pens is listed under the appropriate APL at the end of the encounter. They respond to any alarm.

4. Cook Fires

To the south of the pens are three long trenches filled with glowing coals. You can see worm-like creatures moving about in them, stoking the flames. Spits are laid across the trenches with carcasses strapped to them that are disturbingly humanoid. Ogres are slowly turning the spits to ensure an even cooking.

The chattel are led here from the pens and tied to the spits, where they are cooked alive. The spits are spaced evenly along three long trenches filled with red-hot coals. 10 ogres and 5 flamebrother salamanders are at the cooking fires. They do not attack the PCs unless they are attacked first.

All APLs

Ogres: hp 32; see *Monster Manual* p. 199.

Salamander, flamebrother: hp 30; see *Monster Manual* p. 219.

5. Butchery and Rendering Pots

To the west of the cook fires is a large, open-walled building with large wooden blocks and hooks hanging from the ceiling. You can see a couple of ogres here stripping meat from bone.

Across the road from the butchery are a number of bonfires with large cauldrons of boiling liquid, but the distance and smoky haze makes it impossible to tell more.

After the chattel is roasted to perfection, the giants take the carcasses to the butchery, strip the meat

from the bones, and send the bones to the rendering pots. The bones are tossed into the cauldrons where the remaining bits of meat are boiled off the bones. The bones are then sent to the mill. The meat is jerked and then sent to the warehouse for shipment to the army.

There are 10 ogres and 5 salamanders present at the butchery and rendering pots. They do not attack the PCs unless they are attacked first.

6. Bakery

The western part of the settlement consists of a large building that seems to be a kitchen of some sort. Next to it are several large brick ovens. Ogres are working under the direction of fire giants, using large flat paddles to move loaves of bread about.

This is the final stage of the backing process. Once the bones have been ground into flour at the mill (area 7), they are brought here where the giants make the bread dough in the kitchen. The bread is then baked in the ovens and sent to the warehouse (area 1) for keeping until they are shipped to the army

Ten ogres and a number of giants equal to those listed under the appropriate APL at the end of the encounter are present. The giants (but not the ogres) respond to any alarm.

7. Mill Stone

A good distance to the southwest of the cauldrons is a very large stone and wood contraption. Two ogres are straining to work a lever that tightens a series of ropes and pulleys to lift a large stone several feet into the air. When the ogres release the lever, the raised stone crashes down onto a stone set into the ground below, pulverizing whatever is caught in between. Boulders the size of a giant's fist litter the area around the machine.

After lifting and dropping the stone a couple of times, the ogres lift the stone, place a block under it, and sweep a gray, powder-like substance into a sack. Several similar sacks are stacked nearby. Another pair of ogres soon arrives with a wagon to take the flour sacks to the bakery.

The ogres pick out new material and place it beneath the stone. They then lift the stone block and start the process again.

Thud . . . thud . . .

The millstone is the stone that contains the chord Dora. Unfortunately, the giants are using it. The giants run the mill around the clock, so the PCs must contend with the stone being in operation. Two ogres are present at the mill stone, in addition to the giants listed under the appropriate APL at the end of the encounter. The ogres do not engage the PCs.

If the PCs attempt to negotiate with the fire giants, they learn that the giants are firm believers in “bigger is greater.” If the PCs reveal themselves, the fire giants sound the alarm and attack. They do not deal with any tyv. Tyv are smaller and therefore much weaker.

However, it is possible for the PCs to bluff the giants. The giants often hire Hextorian mercenaries, and the PCs could pretend to be mercenaries or slaves on a mission for other giants. However, the PCs bluff and disguise must be very good, as the giants are not used to humans in the settlement who are not there to be cooked. Use your discretion as to whether the PCs are successful.

The PCs can sneak past the giants, but they must contend with the *alarm* spells on the perimeter, the hobgoblin lookouts, and then the giants guarding the millstone. In addition, a trap has been placed on the millstone itself. If a non-giant touches the stone, it sets off an *alarm* spell that is audible to all the giants in the area and a *glitterdust* trap that coats the person touching the stone.

All APLs (EL 3)

Glitterdust Trap: CR 3; magic device; proximity trigger (*alarm*, non-giant touching the stone); no reset; spell effect (*glitterdust*, 3rd-level caster, effect as per spell, DC 13 Will save); multiple targets (all targets within 10-ft.); Search DC 26; Disable Device DC 26.

Assuming the PCs are successful in reaching the stone, when a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear, resonating tone. The chord swells to a crescendo and then fades away. The fork continues to vibrate and hums the tone. You have captured the chord known as Dora.

If this is not the first chord collected by the PCs, they notice that this clear chord is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost.

If the giants become aware of the PCs, they raise the alarm as quickly as possible. Every giant carries a horn and it is a standard action to blow it. A horn blast alerts the entire camp. If the giants do not have time to blow the horn, they bellow at the top of their lungs as a free action. A bellow only alerts the two nearby areas (5 and 6). The giants in areas five and six arrive in five rounds. The giants from areas two and four arrive five rounds after that. The giants at area three (the chattel pens) do not leave their posts. Determine how long it takes for the patrols along the fence to arrive based upon where they are when the alarm is sounded.

The smoky haze from the many fires gives concealment (20% miss chance) to the targets of all range attacks from more than 30 ft. away.

APL 8 (EL 10)

Fire Giant: male giant; hp 146; see *Appendix One*.

APL 10 (EL 12)

Fire Giant: male giant; hp 146; see *Appendix Two*.

Nessian Warhound (hellhound) (2): male or female outsiders; hp 117; see *Monster Manual* p. 152.

APL 12 (EL 14)

Fire Giant: male giant; hp 146; see *Appendix Three*.

Sigrd, Fire Giant Cleric: female giant Clr4; hp 231; see *Appendix Three*.

Nessian Warhound (hellhound) (2): male or female outsider; hp 117; see *Monster Manual* p. 152.

Sigrd is one of fire giant triplets that the PCs may have encountered during their first trip to Midwood in GEO3-01 *A Small Knowing Soul*. The triplets are considered blessed of Sultur and are priestesses in Surtr's service. When the three clerics are together, they can combine their power and cast some extremely potent spells. Her sisters are the other priests in the settlement.

Tactics: The fire giants target spellcasters immediately, as they know that magic can end

battles quickly. Otherwise, they sunder an opponent's weapons, especially bows. After years of fighting Gyri, the giants hate archers. They are willing to provoke attacks of opportunity to get at an archer. The cleric reads her scroll of *wind wall* if there is a lot of arrow fire. Otherwise, she uses her spells to buff the giants, pull barbarians out of rage, and uses her strand of prayer beads. She makes liberal use of her divine meta-magic to quicken her spells.

Treasure: If the PCs have time, they can loot the bodies of the fire giants and collect substantial wealth. What they find depends on the APL and is listed in the Treasure Summary below.

Encounter Nine: Seven Stone Brothers

If the PCs decide to collect the chord at Seven Stone Brothers, read the following:

Aside from dodging the occasional giant patrol, nothing interferes with your long journey deep into the former cantrev of Melgorn. The cantrev is mostly rocky hills covered in pine trees and scrub brush. Thick stands of firs dot the land, but there aren't any signs of human inhabitation. Melgorn is true wilderness.

As you approach the area where you should find the Seven Stone Brothers, you hear several loud thumps followed by deep, guttural grunts and cries of pain. Then an explosion of cheering drowns out the other noises. The rough terrain prevents you from seeing what is causing the noise.

The noise is coming from nearly two hundred hill giants, ettins, and ogres. When the PCs decide to go over the hill, they can see what the giants are doing.

A ring of seven rough hewn standing stones stand as silent guardians in a shallow vale set into the hills. However, the stones are tied together with two rings of rope. Four flags are flying from the top of the standing stones. A clenched fist smacking a skull is depicted on the dingy tan flags. Inside the ring, two hill giants circle each other warily then strike out at each other. Once hill giant is slightly larger than the other.

Around the standing stones, dozens of ogres, hill giants, and ettins have gathered. They

shout encouragement or derision at the combatants. Kegs of sour ale are being passed around. Some of giants are twirling hides above their heads while making howling noises.

The hill giants in the area have invited Headthumper the Outland Champion to fight one of their own. They are using the standing stones as a fighting ring. A party of adventurers stumbled upon a similar ring in GEO1-11 *A Pressing Matter*. The PCs were able to bluff their way through the encounter by claiming to be the Outland Champion.

If the PCs observe the wrestling match further, read the following.

After several moments, the smaller hill giant runs at the larger giant, shoulder rolls behind him, wraps him in a tight bear hug, and tries to throw him to the ground. With a practiced grace, the larger giant spins around in the other giant's grip. He lifts the smaller giant and grunts as he delivers a massive squeeze. The smaller giant slaps the ground three times and screams "No more! No more!"

The bigger hill giant leaps up and starts pumping his fist, while shouting "Who wants some?!"

The crowd goes wild, chanting "Outland Champion! Outland Champion!!"

The conversation above is all in Giant. If the PCs do not speak Giant, replace the words with grunting and shouting noises.

As long as the PCs remain reasonably well hidden, the giants do not discover them for some time. They can plot how to get at the stone to collect the tone.

If the PCs attack the mass of giants, the giants respond violently. They are drunk, so decrease their attacks by -2. It does not really matter much, as the giants swarm the PCs. The monsters below are in addition to Headthumper and Maug.

All APLs

Hill Giants (50): male or female giant; hp 108, see *Monster Manual* p. 123.

Ettins (50): male or female giant; hp 75, see *Monster Manual* p. 106.

Ogres (100): male or female giant; hp 32, see *Monster Manual* p. 99.

Goblins (200): male or female goblinoid; hp 5, see *Monster Manual* p. 133.

If the PCs head down to the festivities to challenge Headsplitter skip down to Boxing Day. If the PCs decide to hide and watch, have them make Hide checks. A wandering group of three ettins and a dozen goblins automatically spot the PC with the worst roll. If the PCs are all invisible, then one of the group is a goblin adept with *see invisibility*.

A large group of ettins and goblins stumble across your hiding space. One of the ettins blinks in surprise then asks, “Youse here to fight Outland Champion?”

If the PCs choose to fight the group of ettins and goblins that stumbled on them, the noise attracts the attention of all the giants and goblins at the ring, all of whom join in the fight. Make it very clear to the PCs that this is the case.

If the PCs state at any time that they are here to fight the Outland Champion go to Boxing Day.

Boxing Day

Headthumper the Outland Champion is taking on all comers, and the PCs may challenge him. If the PCs watched for a while before approaching, they saw one hill giant after another make the challenge and get savagely beaten. The reward for beating the champion is a bag full of big round rocks, but all competitors have to donate something to fill Headthumper's giant bag; substantial amounts of food or liquor do nicely.

The PCs need to approach boldly and demand that they be allowed to fight the champion. Headthumper is rather confused by their request, as the PCs are not giants. However, the PCs can talk him into it with a successful Diplomacy or Bluff check (DC 10+APL). Speaking in Giant gives a +2 circumstance bonus. If one (or more) of the PCs pretended to be the Outland Champion in GEO1-11 *A Pressing Matter*, the Outland Champion demands that they fight him in the ring regardless of their Diplomacy check.

If the PCs are successful, the giants allow them into the ring to fight the Outland Champion. The PCs have to pay the competition fee by placing something in the giant's bag. If the PCs offer is particularly attractive to Headthumper, give another +2 bonus to convincing him to let them wrestle.

Headthumper does not know how to speak Common. Instead, he relies on Maug to be his

translator. Headthumper is full of boasting and arrogance. He talks smack the entire time – before the fight, during the fight, even after the fight.

Maug explains the rules of competition.

- PCs must face Headthumper and Maug two at a time.
- No weapons may be brought into the ring.
- No spellcasting during the match (but the PCs may use spells beforehand).
- The PCs may cast spells or help their challenger as much as they want before the match.
- A person may jump out of the ring, but that person loses the match.
- A person may yield by slapping the ground or their thigh three times. Either way that person loses the match
- No interference from outside the ring is tolerated during the match.
- Everything else is fair game.

The rules are enforceable only if the one side or the other are caught breaking them. Invisible spell casters can cast spells freely. Bards can inspire greatness as there is no visible effect, and it looks like simple cheering. It is also possible to slip items into the ring (like potions or other helpful items) by making a successful Slight of Hand check. Assume that the audience rolls a 20 for its Spot check to see such things.

See **Judge Aid #5** for a layout of the stone “ring.” The starting location of the PC challenger and Headthumper are marked. To make the combat more interesting, the giants have placed a variety of items in the ring. Their locations are marked on **Judge Aid #5**.

- A pile of ten 2x4 boards. A medium creature can wield one as a two-handed club (a large-size simple weapon doing 1d8 damage). However, there is a 25% chance with each successful hit that a board shatters dramatically after doing damage.
- A pile of five large, gnomish park benches. Treat as a large greatclub (2d8 damage) for a hill giant. It also has the 25% chance of shattering.
- Three barrels of grease. If broken, they act as a *grease* spell for that location for the remainder of the fight.

- Ten dozen chicken eggs. Each dozen can be thrown as ranged touch attack. If successful, the target must make a DC 15 Reflex save or be blinded for one round.
- Five 50-ft. long spools of rope. They can be used in a variety of ways.

Important Note: The EL of this encounter is reduced by one because the PC can yield and Headthumper hits for subdual damage.

APL 8 (EL 10)

Headthumper the Outland Champion: hp 150, see *Appendix One*.

Maug: hp 135, see *Appendix One*.

APL 10 (EL 12)

Headthumper the Outland Champion: hp 171, see *Appendix Two*.

Maug: hp 153, see *Appendix Two*.

APL 12 (EL 14)

Headthumper the Outland Champion: hp 192, see *Appendix Three*.

Maug: hp 171, see *Appendix Three*.

Tactics: Headthumper attempts to grapple and pin the PC as quickly as possible. He then crushes the PC into unconsciousness. If he feels up for it, he tries to dramatically shatter a park bench over the PC's head. He plays to the audience. His blows are all for subdual damage.

If a PC pretended to be him in GEO1-11 *A Pressing Matter*, he sneaks in some real damage while snarling insults, such as "That's for pretending to me be." He does not do enough real damage to kill the PC.

To give the crowd a show, he tags out occasionally with this partner Maug. Maug follows the same tactics defined above.

Treasure: If the PCs are successful in defeating Headthumper, they win the prize purse . . . er, bag. It contains 10 round stones that turn out to be geodes. They are quite valuable to alchemists and can sell for 50 times the APL gold each.

During the fight, one of the PCs can easily walk over and collect the chord from the stone. The giants stop and glance at the musical stone in confusion, but then the fight immediately resumes.

When a PC strikes a standing stone with the planar fork, read the following.

When you strike the stone with the fork, the rock rings with a clear resonating tone. The chord swells to a crescendo and then fades away. The fork continues to vibrate and hums the tone. You have captured the chord known as Vela.

If this is not the first chord collected by the PCs, they notice that this clear chord is different from the others they have collected.

A repeated strike against the standing stone produces the same tone but accomplishes nothing else. If a PC attempts to attune a fork to more than one standing stone, the last stone attuned is captured within the fork and the prior chord is lost.

Encounter Ten: Reprisal

The PCs' actions are not unnoticed by the giants. The giants discover that something is up after the PCs hit the first of the "hard" stone circles (hill, frost, or fire giants), and they start investigating. The Sakhut sends Enar the Ogre Mage to find out what the PCs are doing and to put a stop to it.

Enar begins by investigating the locations the PCs have hit. Enar teleports between locations, so he moves quickly from one location to the other. He interrogates all the giants present for information about the PCs. If the giants are dead, then he uses *speak with dead* to find out what the PCs look like, their numbers, their powers, and what they did at the circles. He is trying to get a sense of numbers, classes, and abilities. From his investigations, he learns about any power that the PCs used where giants were present. He may be able to make guesses as to their classes and relative levels (in RP terms) based upon your discretion.

Enar then decides that something foul is afoot and he has a 12th-level cleric of Memnor cast *commune*. He asks Memnor the following questions (using the PCs descriptions in place of the word PC in the questions).

1. Are the PCs' actions a direct threat to the Sakhut and the Jotunreike (the giant empire)?
2. Are the PCs almost finished with their quest?
3. Are the PCs likely to be invisible if they are attacked?
4. Are the PCs most damaging spells based on fire?

5. Are the PCs most damaging spells based on cold?
6. Are the PCs most damaging spells based on electricity?
7. Are the PCs most damaging spells based on acid?
8. Are most of the PCs immune or resistant to cold?
9. Do any of the PCs have the capability to fly?
10. Do the PCs have giant bane weapons or other specialty powers that only affect giants?
11. Are the PCs predominately good aligned?
12. Are the PCs predominately chaos aligned?

The first two questions are answered with a yes. The rest require you to review the PCs character sheets to determine the answer. If the PCs have any way to block divinations (such as *mind blank* or *non-detection*), take those items or spells into account.

The giant cleric casts *resist energy* (12th level caster) on Enar and his fellows using the energy most likely to be used by the PCs (as determined by questions 4-7 above). If the PCs have giant-bane weapons or powers, the ogre mage polymorphs the giants into a creature that makes them immune to powers that affect giants.

Also, depending upon the answer to the alignment question, Enar brings a wand of *unholy blight* or *order's wrath*. If the PCs are likely to be invisible, he brings three scrolls of *glitterdust*.

After the *commune*, Enar has the cleric cast *divination* and asks which is the most powerful targeted spell that would be most likely used against him when he attacks the PCs. The cleric's spell has an 82% chance providing the correct information. You need to find out this answer by looking at the PCs' prepared spells. Pick out the most powerful one. Enar then has that spell cast into all the rings of counterspells worn by him and his elite ogre magi.

Enar has Arbrozkar, a powerful frost giant wizard; scry on the PCs to determine their location. Arbrozkar attempts each PC in turn (DC 23 Will save to resist) until one fails. If Arbrozkar has to rely upon Enar's description, his knowledge of the PC is secondhand and the character gets a +5 bonus to the save. If a PC has played either

GEO1-09 *Expedition to the Barrier Peaks* or GEO4-07 *Return to the Barrier Peaks* then Arbrozkar has firsthand knowledge of the PCs and they get no save bonus. If the PC has played both of these adventures, then Arbrozkar is familiar with them and the character has a -5 penalty to the save.

PCs know that they are being scryed upon with a successful Intelligence check (DC 20). This gives the PCs warning that an attack is eminent. In addition, the PCs can scry back on Arbrozkar if they beat him on an opposed caster level check. Arbrozkar's caster level is 15.

Once Arbrozkar has scryed on the PCs, he then casts *greater teleport* and sends Enar and his crew to the PCs' location. Arbrozkar's spell is modified so that he does not have to teleport with his allies.

Enar's ambush happens at some random point after the PCs have collected the four chords. The attack occurs wherever the PCs are so no encounter map is given. Time is of the essence for Enar, so he does not wait for the PCs to be sleeping, but strikes at the first opportunity when the PCs are at a semi-isolated spot.

Before he teleports to the PCs, Enar asks the Storm King for aid. The Storm King sends a concentrated and powerful storm to the PCs location. As the ambush unfolds, read the following.

You look to the northwest and see thunderclouds moving supernaturally fast in your direction. They are heavy with rain, and lightning lances from cloud to cloud. Within minutes, the storm clouds roll over you. A cold wind rips at your cloaks and the rain is pounding so hard that it rings like hammer blows on your armor.

The storm arrives five minutes after it is first seen. It catches up with the PCs no matter how fast they run or move.

If the PCs are under the effect of a *wind walk* spell, the storm blows them back north and west toward the giants' citadel. If the PCs do not come out of the *wind walk* spell before they arrive at the citadel (determine the time it takes to travel as per the speed in the *wind walk* spell and the PCs' current location) then they are captured by the Storm King and removed from play.

If the PCs try to teleport back away, they are in for a rude surprise, as the Sakhut have laid a trap for them. Unless the teleportation spell incorporates a

certain giant rune, persons traveling astrally are pulled off their intended course into a securely warded and protected oubliette at the Sakhut's Citadel of Thunderhead.

Once the teleport spell is cast and the PCs begin to travel astrally, ask the caster to make a Spellcraft check (DC 15). With a successful check she notices that she is being purposefully pulled off her intended course. The caster can make another Spellcraft check (DC 29) to know that the magic is conjuration and based on the 9th-level *refuge* spell.

The caster can choose to fall out of the astral immediately and back onto Oerth. If the PCs continue, they are teleported into the oubliette, where they are slain and eaten without hope of resurrection (*true resurrection* is not available in Geoff unless cast by a PC at the table). The characters are removed from the campaign.

The storm is treated as a thunderstorm with a strong wind blowing and pouring rain as per DMG p. 94. There is an -8 penalty on Spot, Search, and Listen checks. Ranged weapon attacks are impossible.

Once every minute, a bolt of lightning strikes doing 1d10 in damage. The first bolt of lightning strikes in one of the first 10 combat rounds. Roll a d10 at the start of the battle to determine when the lightning first hits. The Storm King has enough control to ensure that the lightning strikes a PC, not one of his followers. Determine randomly which PCs receives the bolt of lightning with metal-clad PCs having twice as much chance to be hit as non-metal clad PCs.

If the PCs have any means to control the weather, they can wrest control from the Storm King, as he is not putting much effort into it. In addition, if the PCs move than 2,000 ft. from their position when the storm broke, they leave the effects of the storm.

Three rounds after the storm strikes the PCs, Enar and his followers teleport in. Enar comes sooner if the PCs seem about to escape; he and all of his followers teleport in invisibly. The ogre magi use their natural ability while the rast drink a potion of *invisibility*. PCs may detect that someone invisible is about with a successful Spot check (DC 20), but remember the penalties from the rain. Also, the teleport is a spell effect and can be detected with a successful Spellcraft check (DC 27).

Enar and his fellows immediately move to attack PCs who can detect invisible creatures. PCs who

make the Spot or Spellcraft checks are not surprised.

During the combat, Enar attempts to shake information out of the PCs

A snarling booming voice can be heard over the driving rain. "Throw down your weapons and surrender. Your lives will be spared."

Enar does not stop his attacks to parley but repeatedly calls upon the PCs to yield. He demands to know what they were doing with the stones and what the sounds mean..

If the PCs surrender, Enar spares their lives and demands to know what they were doing with the stones. He is naturally suspicious of any story the PCs tell. Use the appropriate Sense Motive modifiers (+5 or +10 are most likely) as listed under the Bluff skill on page 68 of the *Player's Handbook*.

Enar does not know about the forks before he talks to the PCs. He only knows that the PCs are striking the stones with something to produce musical chords. If he learns of the forks, he takes them from the PCs, leaving the rest of their possessions. Unfortunately, Aedan does not have any more forks to give the PCs and traveling to have new ones made takes too long. Thus the PCs are unable to collect the tones and the quest to find the Key with No Teeth ends in failure.

If Enar defeats the PCs, he takes their bodies back to the giant-held lands with him. He has *speak with dead* cast on the corpses and gets the answers he needs. The bodies are stripped of everything valuable, then cooked and eaten. If some of the PCs are killed and the rest surrender, Enar takes the forks but leaves the bodies and gear.

Judge's Note: The EL for this encounter has been increased by one due to the environmental factors and Enar's preparations. At APL 8, Enar is a normal ogre mage

APL 8 (EL 12)

Ogre Mage (2): male giant; hp 41; see *Appendix One*.

Rast: female outsider; hp 100; see *Appendix One*.

APL 10 (EL 14)

Ogre Mage (2): male giant; hp 41; see *Appendix Two*.

Rast: female outsider; hp 100; see *Appendix Two*.

Enar: Ogre Mage Warlock5; male giant; hp 90; see *Appendix Two*.

APL 12 (EL 16)

Ogre Mage War3 (2): male giant; hp 79; see *Appendix Three*.

Rast (2): male and female outsider; hp 100 each; see *Appendix Three*.

Enar: Ogre Mage Warlock7; male giant; hp 107; see *Appendix Three*.

Tactics: The rast immediately charges with its bite attack to grapple a non-armored character. It is not terribly bright and cannot distinguish between leather and cloth, but it does understand metal. It then grapples and attempts to use its blood drain ability. Once in the grapple, it uses its claws. Its paralyzing gaze is effective to 30 ft. The ogre mages try to stay beyond that distance, but they rely on their Fortitude saves to keep them safe if they must approach closer.

The ogre mages use their cone of cold power as quickly as possible to catch as many PCs as they can. The standard ogre mages try to use their flails to disarm PCs. The warrior ogre mages use their karmic strike ability to draw as many attacks of opportunity as they can and disarm PCs. They fly constantly and use their invisibility to hide if they need.

At lower APLs, Enar opens with his wand, trying to catch as many PCs together as he can. At APL 12, he uses his *cone of cold* right away. At APLs 8 and 10, he holds back his cone of cold as a surprise for later in the battle after the PCs have been hurt. Enar then uses his *eldritch blasts* channeled through his falchion. He uses his invocation essences (and the cursespeaking ability of his falchion at APL 12) to disable the PCs as quickly as possible. Each of the ogre mages has a potion of *remove blindness*. The potion is in a distinctively shaped bottle and they can find it by touch. If blinded, they go invisible, move a short distance away while retrieving the potion, drink the potion, then return to the battle.

Treasure: The PCs can loot the bodies of the NPCs and collect substantial wealth. What they find depends on the APL and is listed in the Treasure Summary below.

When the PCs have collected all four chords and survived this encounter, they have successfully completed the adventure. Go to **Conclusion**.

Conclusion

The tuning forks hum softly with magical power. If you put your ear close, you can hear the tones captured by the forks. The four chords will form the key with no teeth and will open the way to the Clockworks and the captive Queen Maeve.

Yet this bound queen is Unseelie. Releasing her is risky and dangerous, as the Unseelie are capricious and spiteful. Just what are you about to unleash upon the Flanaess? Will it help the fight against the giants to free such a being? Can she be freed at all?

The path to the Plane of Time is controlled by the passing of days. All that is left is to wait until the moons count the moments and take their proper place. For weal or woe, you will have to wait.

All PCs who collected the four tones receive **A Key with No Teeth** special reward. At least one person at the table must have this reward to open the portal in GEO5-08 *Bound in Clockwork*. If no one has this reward, then the gate does not open and the adventure ends in failure.

There is one other minor matter. If the PCs took the Continual Flame Orb or the Trove of Spellbook Materials from the Russet Tower in GEO3-01 *A Small Knowing Soul* and did not reimburse Aedan in Encounter One, they are notified that charges of theft have been lodged against them before the magistrate in Aberglain. Aedan presents evidence from his scrying and divinations that the PC is responsible. The magistrate, who is a cleric of Allitur, uses truth spells as needed. The PC must then make a Diplomacy check (DC 15+APL) or be fined a sum equal to 100 times the APL in gold pieces. Gyric custom does not allow others to represent others so only the PC who is accused may make the Diplomacy check. Other PCs can aid (as per the standard rules) by speaking as witnesses.

A PC who is accused and does not make the Diplomacy check receives the **Judgment at Law** special reward.

The End

Experience Point Summary

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

Encounter One

Found the lunar chart and learned of the chords.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

Encounter Seven

Defeat the frost giants.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter Eight

Defeat the fire giants.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter Nine

Defeat the hill giants.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter Ten

Defeat Enar and his retribution squad.

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

Story Award

Collected all four chords.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Seven:

APL 8: L: 0 gp, C: 0 gp, M: +2 *large chain shirt* (354 gp), *large greataxe* +1 (195 gp), *potion of fly* (63 gp), *potion of remove blindness* (63 gp), *potion of resist energy (fire)* 20 (58 gp), *potion of cure serious wounds* (63 gp).

APL 10: L: 0 gp, C: 0 gp, M: +2 *large chain shirt* (x2) (354 gp), *large greataxe* +1 (x2) (195 gp), *potion of fly* (x2) (63 gp), *potion of remove blindness* (x2) (63 gp), *potion of resist energy (fire)* 20 (x2) (58 gp), *potion of cure serious wounds* (x2) (63 gp).

APL 12: L: 38 gp, C: 0 gp, M: +2 *large chain shirt* (x2) (354 gp), *large greataxe* +1 (x2) (195 gp), *potion of fly* (x2) (63 gp), *potion of remove blindness* (x3) (63 gp), *potion of resist energy (fire)* 20 (x2) (58 gp), *potion of cure serious wounds* (x2) (63 gp), *gloves of arrow snaring* (333 gp), *ring of minor energy resistance (fire)* (1000 gp).

Encounter Eight:

APL 8: L: 508 gp, C: 0 gp, M: +2 *large half plate* (446 gp), *potion of fly* (63 gp), *potion of remove blindness* (63 gp), *potion of resist energy (cold)* 20 (58 gp), *potion of cure serious wounds* (63 gp).

APL 10: L: 508 gp, C: 0 gp, M: +2 *large half plate* (446 gp), *potion of fly* (63 gp), *potion of remove blindness* (63 gp), *potion of resist energy (cold)* 20 (58 gp), *potion of cure serious wounds* (63 gp).

APL 12: L: 508 gp, C: 0 gp, M: +2 *large half plate* (446 gp), *potion of fly* (63 gp), *potion of remove blindness* (x2) (63 gp), *potion of resist energy (cold)* 20 (58 gp), *potion of cure serious wounds* (63 gp), *cloak of resistance* +2 (333 gp), *large greatsword* +1 (200 gp), +1 *large full plate of light fortification* (596 gp), *lesser strand of prayer beads* (800 gp), *scroll of heal* (138 gp), *scroll of wind wall* (31 gp).

Encounter Nine:

APL 8: L: 0 gp, C: 0 gp, M: *ring of freedom of movement* (3333 gp), *ring of protection* +3 (x2) (1500 gp).

APL 10: L: 0 gp, C: 0 gp, M: *ring of freedom of movement* (3333 gp), *ring of protection* +4 (x2) (3000 gp).

APL 12: L: 0 gp, C: 0 gp, M: *ring of freedom of movement* (3333 gp), *ring of protection* +5 (x2) (4167 gp).

Encounter Ten:

APL 8: L: 0 gp, C: 0 gp, M: *large chain shirt* +1 (x2) (104 gp), *large heavy flail* +1 (x2) (194 gp), *potion of remove blindness* (x2) (63 gp).

APL 10: L: 0 gp, C: 0 gp, M: *large chain shirt* +1 (x2) (104 gp), *large heavy flail* +1 (x2) (194 gp), *potion of remove blindness* (x3) (63 gp), *large mithral breastplate* +2 (533 gp), *large falchion* +1 (204 gp), *ring of counterspells* (333 gp), *wand of unholy blight* (10 charges) or *wand of order's wrath* (10 charges) (350 gp).

APL 12: L: 34 gp, C: 0 gp, M: *large human bane heavy flail* +1 (x2) (694 gp), gauntlets of ogre power (x2) (333 gp), *ring of counterspells* (x3) (333 gp), *potion of remove blindness* (x3) (63 gp), *large mithral breastplate* +2 (533 gp), +1 *cursespeaking large falchion* (704 gp), *cloak of resistance* +3 (750 gp), *wand of unholy blight 8th level* (10 charges) or *wand of order's wrath 8th level* (10 charges) (400 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 508 gp, C: 0 gp, M: 8589 gp – Total: 9097 gp (1300 gp).

APL 10: L: 508 gp, C: 0 gp, M: 13868 gp – Total: 14376 gp (2300 gp).

APL 12: L: 580 gp, C: 0 gp, M: 23282 gp – Total: 23862 gp (3300 gp).

Items for the Adventure Record

Special

A Key with No Teeth: You have collected the four chords necessary to open a gate to the Plane of Time. When the moons are right, you may use these four chords to open the gate. One person in the party must have this reward in order for the gate to open in GEO5-07 *Bound in Clockwork*.

The chords that you captured are:

Chord #1: _____

Chord #2: _____

Chord #3: _____

Chord #4: _____

- Scroll of *Heal* (Adventure; DMG)

Favor of Aedan of the Russet Tower: You have impressed the Archmage Aedan of the Russet Tower with your resourcefulness and consideration of his tower in his absence. As a token of his appreciation, Aedan provides you with access to one, and only one, of the following items that he cannot use anyway: *foxhide armor* (Races of the Wild), *standard of heroism* (Complete Warrior), or *sword of the planes*. Alternatively, a wizard may use this favor to gain access to two spells of any level from the *Player's Handbook*, as Aedan's spell book contains all of them. Aedan insists that you allow him to copy any spells from your spellbook that are from alternative sources. Favor Level B. Mark this favor when used.

Judgment at Law: You have had a judgment entered against you by a magistrate of Allitur. You are found guilty of willful theft and ordered to compensate Archmage Aedan of the Russet Tower for his loss.

Amount of the Fine: _____

Item Access

APL 8:

- +2 *Chain Shirt* (Adventure; DMG)
- +2 *Half Plate* (Adventure; DMG)

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

- +2 *Mithril Breastplate* (Adventure; DMG)
- *Ring of Counterspells* (Adventure; DMG)
- *Wand of Order's Wrath* (Adventure; DMG)
- *Wand of Unholy Blight* (Adventure; DMG)

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

- +2 *Cloak of Resistance* (Adventure; DMG)
- +3 *Cloak of Resistance* (Adventure; DMG)
- +1 Human Bane Large Heavy Flail (Adventure; DMG)
- *Gloves of Arrow Snaring* (Adventure; DMG)
- *Lesser Strand of Prayer Beads* (Adventure; DMG)
- *Ring of Minor Energy Resistance* (fire) (Adventure; DMG)

Appendix One – APL 8

Encounter Seven

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

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

Encounter Eight

Fire Giant: male giant; hp 146; see *Monster Manual* p. 121 with the following modifications: AC 25, touch 8, flat-footed 24; Atk +21 melee (3d6+16/19-20, adamantite greatsword); Full Atk +21/+16/+10 melee (3d6+16/19-20, adamantite greatsword).

Possessions: +2 half plate, adamantite greatsword, potion of remove blindness in a distinctly shaped bottle, potion of fly, potion of resist energy (cold) 20, potion of cure serious wounds.

Encounter Nine

Headthumper the Outland Champion: Male Hill Giant Ftr4; CR 11; Large Giant; HD 12d8+4d10+64; hp 150; Init +2; Spd 40 ft./x4; AC 23, touch 15, flat-footed 21 (-1 size, +2 Dex, +9 natural, +3 ring of protection); BAB/Grp: +13/+24; Atk: +21 melee (1d4+10/19-20/x2, unarmed strike); Full Atk: +21/+16/+11 melee (1d4+10/19-20/x2, unarmed strike); Space/Reach 10 ft./10 ft.; SA -; SQ -; AL LN; SV Fort +16, Ref +7, Will +10; Str 26, Dex 15, Con 18, Int 7, Wis 16, Cha 6.

Skills and Feats: Sense Motive +3, Tumble +11; Dodge, Mobility, Improved Critical (unarmed strike), Improved Unarmed Strike, Improved Grapple, Iron Will, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike).

Possessions: ring of protection +3, ring of freedom of movement, backpack (it contains well-made clothing, dried food, shaving kit, and rocks).

Physical Description: Shirtless and wearing baggy pants with the legs tucked into knee-length, laced leather boots. A shirt and cloak of the same material lies on the ground nearby.

The clothing is of fine quality. There is no hair on the giant's head, arms or chest. Dull, well-worn rings adorn the third finger of each hand.

Maug: Male Hill Giant Mnk3; CR 10; Large Giant; HD 15d8+60; hp 135; Init +5; Spd 50 ft./x4; AC 25, touch 15, flat-footed 21 (-1 size, +1 Dex, +3 Will, +9 natural, +3 ring of protection); BAB/Grp: +11/+22; Atk: +19 melee (1d8+9/20/x2, unarmed strike); Full Atk: +19/+14/+9 melee (1d8+9/20/x2, unarmed strike) or +17/+17/+12/+7 melee (1d8+9/20/x2, unarmed strike, flurry of blows); Space/Reach 10 ft./10 ft.; SA flurry of blows; SQ evasion, still mind; AL LN; SV Fort +15, Ref +8, Will +10; Str 28, Dex 13, Con 18, Int 7, Wis 16, Cha 6.

Skills and Feats: Sense Motive +3, Tumble +14; Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Power Attack.

Flurry of Blows (Ex): See PHB pg. 40.

Evasion (Ex): See PHB pg. 41.

Still Mind (Ex): See PHB pg. 41.

Possessions: ring of protection +3, backpack (it contains well-made clothing, dried food, shaving kit, and rocks).

Physical Description: Dressed in a long, lightweight shirt that reaches the giant's knees, a simple rope belt, and leather sandals. There is no hair on the giant's head or arms. A dull, well-worn ring adorns the third finger of his right hand.

Encounter Ten

Ogre Mage (2): male giant; hp 41 each; see *Monster Manual* p. 200 with the following modifications: AC 19, touch 9, flat-footed 19; Atk +8 melee (3d6+8/x3, heavy flail); Full Atk +8 melee (3d6+8/x3, heavy flail).

Possessions: +1 chain shirt, +1 heavy flail, potion of remove blindness in a distinctly shaped bottle.

Advanced Rast: CR 8; Large Outsider (Extraplanar, Fire); HD 10d8+40 plus 10; hp 100; Init +5; Spd 5 ft., fly 60 ft. (good); AC 18 (-1 size, +1 Dex, +8 natural) touch 10, flat-footed 17; Base Atk +10; Grap +21; Atk +17 melee (1d6+7/x2, claw) or +17 melee (2d6+10/x2, bite); Full Atk +17 melee (1d6+7/x2, 4 claws) or +17 melee (2d6+10/x2, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Darkvision 60 ft. flight, immunity to fire, vulnerability to cold; Size/Reach 5 ft./5 ft.; AL N;

SV Fort +14, Ref +11, Will +10; Str 24, Dex 12, Con 18, Int 3, Wis 11, Cha 10.

Skills and Feats: Hide +10, Listen +9, Spot +9; Hover, Improved Initiative, Improved Natural Armor, Improved Toughness.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Appendix Two – APL 10

Encounter Seven

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

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

Woolly Mammoth: CR 9; Huge Animal; HD 14d8+98; hp 158; Init +0; Spd 40 ft.; AC 17 (-2 size, -1 Dex, +10 natural) touch 7, flat-footed 17; Base Atk +10; Grp +30; Atk +20 melee (2d10+18/x2, gore); Full Atk +20 melee (2d6+12/x2, slam) and +18 melee (2d6+6/x2, 2 stamps) or +20 melee (2d10 +18/x2, gore); SA Improved grab, toss, trample 2d8+18; SQ low-light vision, scent; Size/Reach 15 ft./10 ft.; AL N; SV Fort +16, Ref +8, Will +10; Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7.

Skills and Feats: Listen +12, Spot +11; Alertness, Endurance, Improved Bull Rush, Multiattack, Power Attack.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent at least one size category smaller than itself with its bite 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 attempt to swallow the opponent the next round.

Toss (Ex): Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random directions. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe when it tries to toss its victim. The woolly mammoth does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex): As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage to

smaller creatures. Trampled opponents can make attacks of opportunity against the woolly mammoth at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a DC 29 Reflex save for half damage. The save DC is strength-based.

Scent (Ex): A woolly mammoth can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Encounter Eight

Fire Giant: male giant; hp 146; see *Monster Manual* p. 121 with the following modifications: AC 25, touch 8, flat-footed 24; Atk +21 melee (3d6+16/19-20, adamantite greatsword); Full Atk +21/+16/+10 melee (3d6+16/19-20, adamantite greatsword).

Possessions: +2 *half plate*, *adamantine greatsword*, potion of *remove blindness* in a distinctly shaped bottle, potion of *fly*, potion of *resist energy* (cold) 20, potion of *cure serious wounds*.

Encounter Nine

Headthumper the Outland Champion: Male Hill Giant Ftr6; CR 13; Large Giant; HD 12d8+6d10+72; hp 171; Init +2; Spd 40 ft./x4; AC 24, touch 16, flat-footed 22 (-1 size, +2 Dex, +9 natural, +4 *ring of protection*); BAB/Grp: +15/+26; Atk: +23 melee (1d4+10/19-20/x2, unarmed strike); Full Atk: +23/+18/+13 melee (1d4+10/19-20/x2, unarmed strike); Space/Reach 10 ft./10 ft.; SA -; SQ -; AL LN; SV Fort +17, Ref +8, Will +11; Str 26, Dex 15, Con 18, Int 7, Wis 16, Cha 6.

Skills and Feats: Sense Motive +3, Tumble +12; Dodge, Mobility, Improved Critical (unarmed strike), Improved Unarmed Strike, Improved Grapple, Iron Will, Power Attack, Cleave, Improved Sunder, Weapon Focus (Unarmed strike), Weapon Specialization (unarmed strike).

Possessions: *ring of protection +4*, *ring of freedom of movement*, backpack (it contains well-made clothing, dried food, shaving kit, and rocks).

Physical Description: Shirtless and wearing baggy pants with the legs tucked into knee-length, laced leather boots. A shirt and cloak of the same material lies on the ground nearby. The clothing is of fine quality. There is no hair on

the giant's head, arms or chest. Dull, well-worn rings adorn the third finger of each hand.

Maug: Male Hill Giant Mnk5; CR 12; Large Giant; HD 17d8+68; hp 153; Init +6; Spd 50 ft./x4; AC 28, touch 15, flat-footed 21 (-1 size, +2 Dex, +3 Will, +1 Mnk AC bonus, +9 natural, +4 *ring of protection*); BAB/Grp: +12/+23; Atk: +20 melee (2d6+9/20/x2, unarmed strike); Full Atk: +20/+15/+10 melee (2d6+9/20/x2, unarmed strike) or +19/+19/+14/+9 melee (2d6+9/20/x2, unarmed strike, flurry of blows); Space/Reach 10 ft./10 ft.; SA flurry of blows, ki strike +1; SQ evasion, purity of body, slow fall 20-ft., still mind; AL LN; SV Fort +16, Ref +10, Will +11; Str 28, Dex 14, Con 18, Int 7, Wis 16, Cha 6.

Skills and Feats: Sense Motive +3, Tumble +19; Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Power Attack.

Evasion (Ex): See PHB pg. 41.

Flurry of Blows (Ex): See PHB pg. 40.

Ki Strike (Su): See PHB pg. 41.

Purity of Body (Ex): See PHB pg. 41.

Slow Fall (Ex): See PHB pg. 41.

Still Mind (Ex): See PHB pg. 41.

Possessions: *ring of protection* +4, backpack (it contains well-made clothing, dried food, shaving kit, and rocks).

Physical Description: Dressed in a long, lightweight shirt that reaches the giant's knees, a simple rope belt, and leather sandals. There is no hair on the giant's head or arms. A dull, well-worn ring adorns the third finger of his right hand.

Encounter Ten

Ogre Mage (2): male giant; hp 41 each; see *Monster Manual* p. 200 with the following modifications: AC 19, touch 9, flat-footed 19; Atk +8 melee (3d6+8/x3, heavy flail); Full Atk +8 melee (3d6+8/x3, heavy flail).

Possessions: +1 *chain shirt*, +1 *heavy flail*, potions of *remove blindness* in a distinctly shaped bottle.

Advanced Rast: CR 8; Large Outsider (Extraplanar, Fire); HD 10d8+40 plus 10; hp 100; Init +5; Spd 5 ft., fly 60 ft. (good); AC 17 (-1 size, +1 Dex, +7 natural) touch 10, flat-footed 16; Base Atk +10; Grp +21; Atk +17 melee (1d6+7/x2, claw) or +17 melee (2d6+10/x2, bite); Full Atk +17 melee (1d6+7/x2, 4 claws) or +17 melee (2d6+10/x2, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Darkvision 60 ft. flight, immunity to fire, vulnerability to cold; Size/Reach 5 ft./5 ft.; AL N;

SV Fort +14, Ref +11, Will +10; Str 24, Dex 12, Con 18, Int 3, Wis 11, Cha 10.

Skills and Feats: Hide +10, Listen +9, Spot +9; Blind-Fight, Hover, Improved Initiative, Improved Toughness.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Enar: male ogre mage wrldk5; CR 11; Large Giant; HD 5d8+25 plus 5d6+25; hp 90; Init +7; Spd 40 ft., fly 40 ft. (good); AC 24 (-1 size, +3 Dex, +5 natural, +7 breastplate) touch 12, flat-footed 21; Base Atk +8; Grp +19; Atk +16 melee (2d6+11/16-20, large falchion) or +10 ranged (2d6/x2, *eldritch blast*); Full Atk +16/+11 melee (2d6+11/16-20, large falchion) or +10 ranged (3d6/x2, *eldritch blast*); SA *Eldritch blast* 3d6, spell-like abilities; SQ Damage reduction 1/cold iron, darkvision 60 ft., deceive item, detect magic, low-light vision, regeneration 5, spell resistance 19; Size/Reach 10 ft./10 ft.; AL LE; SV Fort +12, Ref +5, Will +6; Str 24, Dex 16, Con 20, Int 14, Wis 12, Cha 18.

Skills and Feats: Concentration +15, Knowledge (arcana) +7, Knowledge (planes) +7, Listen +9, Sense Motive +5, Spellcraft +10, Spot +9, Use Magic Device +8; Combat Expertise, improved critical (falchion), Improved Initiative, weapon focus (falchion).

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Deceive Item (Ex): At 4th level or higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Spell-Like Abilities: At will – *darkness*, *invisibility*, 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, sleep

(DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form, it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

Warlock Invocations Known (at will; save DC 14 + spell level): Least – *hideous blow*, *see the unseen*, *sickening blast*.

Possessions: +2 mithril breastplate, +1 large falchion, potion of *remove blindness* in a distinctly shaped bottle, *ring of counterspells*, wand of *order's wrath* (10 charges) or wand of *unholy blight* (10 charges).

Appendix Three – APL 12

Encounter Seven

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

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

Frost Giant Spiritspeaker: CR 10; female Large Giant (Cold); HD 14d8+70; hp 151; Init -1; Spd 40 ft.; AC 24 (-1 size, -1 Dex, +9 natural, +5 breastplate, +2 heavy shield) touch 8, flat-footed 24; Base Atk +10; Grp +20; Atk +15 melee (2d6+6/x3, battleaxe) or +15 melee (1d4+6/x2, slam) or +8 ranged (2d6+6/x2, rock); Full Atk +15/+10 melee (2d6+6/x3, battleaxe) or +15 melee (1d4+6/x2, 2 slams) or +8 ranged (2d6+6/x2, rock); SA Rock throwing, spell-like abilities; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; Size/Reach 10 ft./10 ft.; AL CE; SV Fort +14, Ref +3, Will +8; Str 23, Dex 9, Con 20, Int 12, Wis 15, Cha 15.

Skills and Feats: Climb +6, Concentration +17, Intimidate +8, Jump +6, Listen +6, Sense Motive +5, Spot +14; Empower Spell-Like Ability (*ice storm*), Iron Will, Quicken Spell-Like Ability (*prayer*), Spell Focus (Necromancy), Improved Toughness.

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

Spell-Like Abilities: At will – *detect magic*, *doom* (DC 16), *rage*; 3/day – *blindness/deafness* (DC 17), *cure serious wounds*, *fear* (DC 18), empowered *ice storm*; 1/day – *dispel magic*, *invisibility purge*, *prayer*, *wall of stone*. Caster level 14th. Saves are Charisma-based.

Possession: *gloves of arrow snaring*, potion of *remove blindness* in a distinctly shaped bottle, *ring of minor energy resistance* (fire).

Woolly Mammoth: CR 9; Huge Animal; HD 14d8+98; hp 158; Init +0; Spd 40 ft.; AC 17 (-2 size, -1 Dex, +10 natural) touch 7, flat-footed 17; Base Atk +10; Grp +30; Atk +20 melee (2d10+18/x2, gore); Full Atk +20 melee (2d6+12/x2, slam) and +18 melee (2d6+6/x2, 2 stamps) or +20 melee (2d10 +18/x2, gore); SA Improved grab, toss, trample 2d8+18; SQ low-light vision, scent; Size/Reach 15 ft./10 ft.; AL N;

SV Fort +16, Ref +8, Will +10; Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7.

Skills and Feats: Listen +12, Spot +11; Alertness, Endurance, Improved Bull Rush, Multiattack, Power Attack.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent at least one size category smaller than itself with its bite 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 attempt to swallow the opponent the next round.

Toss (Ex): Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random directions. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe when it tries to toss its victim. The woolly mammoth does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex): As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage to smaller creatures. Trampled opponents can make attacks of opportunity against the woolly mammoth at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a DC 29 Reflex save for half damage. The save DC is strength-based.

Scent (Ex): A woolly mammoth can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Advanced Two-Headed Remorhaz: CR 11; Huge Magical Beast; HD 12d10+96 plus 12; hp 174; Init +8; Spd 30 ft., burrow 20 ft.; AC 24 (-2 size, +4 Dex, +12 natural) touch 12, flat-footed 20; Base Atk +12; Grp +30; Atk +21 melee (2d8+15/x2, 2 bites); Full Atk +21 melee (2d8+15/x2, 2 bites); SA Improved grab, swallow whole; SQ Darkvision 90 ft. heat, low-light vision, tremorsense 60 ft.; Size/Reach 15 ft./10 ft.; AL N; SV Fort +15, Ref +11, Will +6; Str 31, Dex 18, Con 26, Int 5, Wis 15, Cha 8.

Skills and Feats: Listen +15, Spot +15; Awesome blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent at least one size category smaller than itself with its bite 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 attempt to swallow the opponent the next round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that any touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 24 Fortitude save to avoid destruction. The save is Constitution-based.

Skills: Remorhazes have a +4 racial bonus on Listen checks.

Encounter Eight

Fire Giant: male giant; hp 146; see *Monster Manual* p. 121 with the following modifications: AC 25, touch 8, flat-footed 24; Atk +21 melee (3d6+16/19-20, adamantine greatsword); Full Atk +21/+16/+10 melee (3d6+16/19-20, adamantine greatsword).

Possessions: +2 half plate, adamantine greatsword, potions of *remove blindness* in a distinctly shaped bottle, potion of *fly*, potion of *resist energy* (cold) 20, potion of *cure serious wounds*.

Sigrid, fire giant cleric: fire giant Clr4; CR 12; female Large Giant (Fire); HD 19d8+133; hp

231; Init +1; Spd 30 ft.; AC 30 (-1 size, +1 Dex, +8 natural, +9 armor, +3 shield) touch 10, flat-footed 29; Base Atk +14; Grp +30; Atk +27 melee (2d6+18/19-20, medium greatsword) or +15 ranged (2d6+12/x2 plus 2d6 fire, rock); Full Atk +27/+22/+17 melee (2d6+18/19-20, medium greatsword) or +15 ranged (2d6+12/x2 plus 2d6 fire, rock); SA Feat of strength, rebuke undead (15/day), rock throwing, spontaneous casting; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; Size/Reach 10 ft./10 ft.; AL LE; SV Fort +21, Ref +9, Will +15; Str 34, Dex 12, Con 24, Int 10, Wis 19, Cha 10.

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

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

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

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

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

* designates domains spells

Domains: Strength and War.

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

Encounter Nine

Headthumper the Outland Champion: Male Hill Giant Ftr8; CR 15; Large Giant; HD 12d8+8d10+80; hp 192; Init +3; Spd 40 ft./x4; AC 26, touch 18, flat-footed 23 (-1 size, +3 Dex, +9 natural, +5 *ring of protection*); BAB/Grp: +17/+28; Atk: +26 melee (1d4+10/19-20/x2, unarmed strike); Full Atk: +26/+21/+16/+11 melee (1d4+10/19-20/x2, unarmed strike); Space/Reach 10 ft./10 ft.; SA -; SQ -; AL LN; SV

Fort +18, Ref +9, Will +11; Str 26, Dex 16, Con 18, Int 7, Wis 16, Cha 6.

Skills and Feats: Sense Motive +3, Tumble +14; Dodge, Mobility, Improved Critical (unarmed strike), Improved Unarmed Strike, Improved Grapple, Iron Will, Power Attack, Cleave, Improved Sunder, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike), Greater Weapon Focus (unarmed strike).

Possessions: *ring of protection* +5, *ring of freedom of movement*, backpack (it contains well-made clothing, dried food, shaving kit, and rocks).

Physical Description: Shirtless and wearing baggy pants with the legs tucked into knee-length, laced leather boots. A shirt and cloak of the same material lies on the ground nearby. The clothing is of fine quality. There is no hair on the giant's head, arms or chest. Dull, well-worn rings adorn the third finger of each hand.

Maug: Male Hill Giant Mnk7; CR 14; Large Giant; HD 19d8+76; hp 171; Init +6; Spd 60 ft./x4; AC 29, touch 16, flat-footed 22 (-1 size, +2 Dex, +3 Will, +1 Mnk AC bonus, +9 natural, +5 *ring of protection*); BAB/Grp: +14/+25; Atk: +22 melee (2d6+9/20/x2, unarmed strike); Full Atk: +22/+17/+12 melee (2d6+9/20/x2, unarmed strike) or +21/+21/+16/+11 melee (2d6+9/20/x2, unarmed strike, flurry of blows); Space/Reach 10 ft./10 ft.; SA flurry of blows, ki strike +1; SQ evasion, purity of body, slow fall 30-ft., still mind, wholeness of body; AL LN; SV Fort +17, Ref +11, Will +12; Str 28, Dex 14, Con 18, Int 7, Wis 16, Cha 6.

Skills and Feats: Sense Motive +3, Tumble +23; Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Improved Sunder, Power Attack.

Evasion (Ex): See PHB pg. 41.

Flurry of Blows (Ex): See PHB pg. 40.

Ki Strike (Su): See PHB pg. 41.

Purity of Body (Ex): See PHB pg. 41.

Slow Fall (Ex): See PHB pg. 41.

Still Mind (Ex): See PHB pg. 41.

Wholeness of Body (Ex): See PHB pg. 42.

Possessions: *ring of protection* +5, backpack (it contains well made clothing, dried food, shaving kit, and rocks).

Physical Description: Dressed in a long, lightweight shirt that reaches the giant's knees, a simple rope belt, and leather sandals. There is no hair on the giant's head or arms. A dull, well-worn ring adorns the third finger of his right hand.

Encounter Ten

Ogre Mage War3: CR 10; Large Giant; HD 5d8+20 plus 3d10+15; hp 79; Init +4; Spd 40 ft., fly 40 ft. (good); AC 18 (-1 size, +5 natural, +4 chain shirt) touch 9, flat-footed 18; Base Atk +6/+1; Grp +19; Atk +16 melee (2d8+14/x3, heavy flail) or +8 ranged (2d6/x3, longbow); Full Atk +16/+11 melee (2d8+14/x3, heavy flail) or +8/+3 ranged (2d6/x3, longbow); SA Spell-like abilities; SQ Darkvision 60 ft., low-light vision, regeneration 5, spell resistance 19; Size/Reach 10 ft./10 ft.; AL LE; SV Fort +11, Ref +4, Will +5; Str 28, Dex 14, Con 19, Int 12, Wis 16, Cha 16.

Skills and Feats: Concentration +12, Intimidate +4, Listen +11, Spellcraft +11, Spot +11; Combat Expertise, Dodge, Karmic Strike.

Spell-Like Abilities: At will – *darkness*, *invisibility*, 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form, it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

Possession: +1 *human bane heavy flail*, *gauntlets of ogre power*, *potion of remove blindness* in a distinctly shaped bottle, *ring of counterspells*.

Advanced Rast: CR 8; Large Outsider (Extraplanar, Fire); HD 10d8+40 plus 10; hp 100; Init +5; Spd 5 ft., fly 60 ft. (good); AC 17 (-1 size, +1 Dex, +7 natural) touch 10, flat-footed 16; Base Atk +10; Grp +21; Atk +17 melee (1d6+7/x2, claw) or +17 melee (2d6+10/x2, bite); Full Atk +17 melee (1d6+7/x2, 4 claws) or +17 melee (2d6+10/x2, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Darkvision 60 ft. flight, immunity to fire, vulnerability to cold; Size/Reach 5 ft./5 ft.; AL N; SV Fort +14, Ref +11, Will +10; Str 24, Dex 12, Con 18, Int 3, Wis 11, Cha 10.

Skills and Feats: Hide +10, Listen +9, Spot +9; Blind-Fight, Hover, Improved Initiative, Improved Toughness.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Enar: male ogre mage wrldk7; CR 13; Large Giant; HD 5d8+25 plus 7d6+35; hp 107; Init +7; Spd 40 ft., fly 40 ft. (good); AC 24 (-1 size, +3 Dex, +5 natural, +7 breastplate) touch 12, flat-footed 21; Base Atk +10; Grp +21; Atk +18 melee (2d6+11/16-20, large falchion) or +12 ranged (4d6/x2, *eldritch blast*); Full Atk +18/+13 melee (2d6+11/16-20, large falchion) or +7 ranged (4d6/x2, *eldritch blast*); SA *Eldritch blast* 4d6, spell-like abilities; SQ Damage reduction 2/cold iron, darkvision 60 ft., deceive item, detect magic, low-light vision, regeneration 5, spell resistance 21; Size/Reach 10 ft./10 ft.; AL LE; SV Fort +15, Ref +9, Will +10; Str 24, Dex 16 Con 20, Int 14, Wis 13, Cha 18.

Skills and Feats: Concentration +15, Knowledge (arcana) +9, Knowledge (planes) +9, Listen +11, Sense Motive +6, Spellcraft +12, Spot +10, Use Magic Device +10; Boost Spell Resistance, Combat Expertise, improved critical (falchion), Improved Initiative, weapon focus (falchion).

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Deceive Item (Ex): At 4th level or higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Spell-Like Abilities: At will – *darkness*, *invisibility*, 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form, it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

Warlock Invocations Known (at will; save DC 14 + spell level): Least – *beshadowed blast*, *eldritch chain*, *hideous blow*, *see the unseen*.

Possessions: +2 *mithril breastplate*, +1 *cursepewing large falchion*, +3 *cloak of resistance*, potion of *remove blindness* in a distinctly shaped bottle, *ring of counterspells*, wand of *order's wrath* (8th level) (10 charges) or wand of *unholy blight* (8th level) (10 charges).

Appendix Four – NPCs

Meritrocious Prankster, Queen Maeve's

Puck: Rog7/Shdwdncr6; CR 16; small fey; HD 14d6+14; hp 74; Init +11 (+7 Dex, +4 improved initiative); Spd 50 ft.; AC 21 (+1 size, +7 Dex, +2 armor +1 natural) touch 18, flat-footed 14; Base Atk +9; Grp +4; Atk +10 melee (1d3-1 claw); Full Atk +10/+5 melee (1d3-1 claw); Space/Reach 5 ft./5 ft.; SA Shadow illusion, sneak attack +4d6, spell-like abilities, summon shadow; SQ DR 10/cold iron, darkvision, defensive roll, evasion, hide in plain sight, improved uncanny dodge, low-light vision, shadow jump 40 ft., SR 28, trapfinding, trap sense; AL CE(N); SV Fort +8, Ref +22, Will +16; Str 8, Dex 25, Con 12, Int 20, Wis 10, Cha 24.

Skills and Feats: Balance +15, Bluff +25, Climb +8, Disable Device +18, Diplomacy +12, Disguise +23 (+25 when acting), Escape Artist +22, Forgery +22, Gather Information +12, Hide +27, Intimidate +12, Jump +17, Knowledge (local) +10, Knowledge (nature) +10, Listen +15, Move Silently +27, Open Lock +22, Sleight of Hand +24, Spot +17, Tumble +24, Use Magic Device +20; ability focus (*charm monster*), deceitful^B, force of personality, improved initiative, persuasive^B, quicken spell-like ability (*charm monster*).

^BAre racial bonus feats.

Languages: Sylvan, Common, Giant, Gnome, Goblin, Halfling.

Spell-like Abilities: At will – *detect magic*, *detect thoughts* (DC 19), *ghost sound*, *invisibility* (self only), and *Tasha's hideous laughter* (DC 19); 3/day – *charm monster* (DC 23), *major image*, and *polymorph* (self only); 1/day – *confusion* (DC 21). Caster level 8th. The save DCs are Charisma based.

Skills: A pooka's claws give it a +4 racial bonus to Climb checks. A pooka's powerful fox-like legs give it a +4 racial bonus to Jump checks.

Racial Feats: A pooka receives Deceitful and Persuasive as bonus feats

Possessions: *boots of striding and springing*, *bracers of armor* +2, *circlet of persuasion*, *cloak of charisma* +4, *Nolzur's marvelous pigments*, *ring of blinking*, *ring of lockpicking*, *stylus of the masterful hand*, *vest of resistance* +3.

Tactics:

Meritrocious does not like combat and flees as fast as he can. If forced to fight, he uses his quickened *charm monster* ability to make friends. Against a larger group, he uses his confusion ability to distract the PCs while he makes his getaway. His ability to polymorph at will and his shadowjump ability mean that he should be hard to trap without using his hat, which is currently in the cloud giant Aesgir's possession.

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

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

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

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

Bard Spells Known (3/4/3; save DC 16 + spell level): 0 – *dancing lights*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *summon instrument*; 1st – *alarm*, *charm person*, *silent*

image, Tasha's hideous laughter, 2nd – glitterdust, suggestion, tongues.

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

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

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

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

Geoff's ambassador to Keoland is the nephew of Melwyn Greatarm, the late Ilwyr of Araul Antherth, which makes him a cousin of the beautiful Ffiona Ebontress. He joined the College of Canaith at an early age and has mastered its instruction, lore, and secrets. He knows many of the secrets of the Old Faith druids and the Fey, including the use of the Ways of the World. In addition, his connections to nobility and magnetic personality allow him to work the halls of kings and further the goals of the Old Faith and the Grand Duke.

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

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

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

Tactics: Gwydion is not a melee fighter, and he knows it. But he is incredibly resourceful. He has survived numerous attempts on his life and more forthright battles. He prefers to avoid combat using his bardic abilities, spells, or skills. If at a disadvantage, Gwydion flees to find allies or negate the advantage. His animal companion has safely carried him from more than one ambush.

In combat, Gwydion uses his abilities wisely. He prefers to cast spells and use his bardic abilities. He casts *barkskin* and *longstrider* on himself and *greater magic fang* on Quicksilver. With his practiced spellcaster feat, he casts these spells at 10th level. He casts *glitterdust, suggestion, and Tasha's hideous laughter*, if his foes appear weak-willed. If melee combat is required, Gwydion wild shapes into an animal. He prefers taking the shape of a leopard in combat because he likes the speed. When he is in animal shape and making multiple attacks in one round, he will use his Arcane Strike feat to sacrifice arcane spells to increase his attack and damage. Because he has the Natural Spell feat, he can cast spells (including his bardic spells) in animal form.

Gwydion uses his wild shape ability in a variety of circumstances. He takes the shape of an

eagle when he wants to fly, a baboon when he wants to climb, a dog when he wants to be inconspicuous, and a porpoise when he wants to swim.

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

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

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

Possessions: horseshoes of speed, masterwork chain shirt barding.

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

Gwydion as Leopard: Medium Animal; HD 6d6+6d8+36; hp 92; Init +4; Spd 40 ft., climb 20 ft.; AC 19, touch 14, flat-footed 15 (+4 Dex, +1 natural, +4 leather armor); Base Atk +8/+3; Grp +11; Atk +11 melee (1d6+3/20, bite); Full Atk +11 melee (1d6+3/20, bite) and +6 melee (1d3+1/20, 2 claws); Space/Reach 5 ft./5 ft.; SA Improved grab, pounce, rake; SV Fort +9, Ref +11, Will +12; Str 16, Dex 19, Con 15, Int 14, Wis 14, Cha 18.

Appendix Five – Rule Changes

New Classes

Warlock

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Deceive Item (Ex): At 4th level or higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

New Feats

Boost Spell Resistance [General]

From Book of Vile Darkness p. 47.

Prerequisite: Any evil alignment.

Special: If the character already has innate spell resistance, he gains a +2 profane bonus to his existing spell resistance score.

Divine Metamagic [Divine]

From Complete Divine p. 80.

Prerequisite: Ability to turn undead or rebuke undead.

When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you are using positive or negative energy to augment your spells, the spell slot of the doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Kiai Shout [General]

From Complete Warrior p. 80.

Prerequisite: Dex 13, Combat Expertise, Dodge.

You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make

an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and the feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity lasts until your next turn.

New Spells and Invocations

Beshadowed Blast

Lesser; 4th

This eldritch essence invocation allows you to change your *eldritch blast* into a *beshadowed blast*. Any living creature struck by a *beshadowed blast* must succeed on a Fortitude save or be blinded for 1 round.

Eldritch Chain

Lesser; 4th; Blast Shape

This blast shape invocation allows you to improve your *eldritch blast* by turning it into an arc of energy that "jumps" from the first target to others. An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets you hit.

You can "jump" the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level. Each new target must be within 30 feet of the previous one, and you can't target the same creature more than once with the *eldritch chain*. If you miss any target in the chain, the *eldritch chain* attack ends there.

Each target struck after the first takes half damage dealt to the first target. This reduction in damage to secondary targets applies to any effect that increases the damage of your *eldritch blast*. You must make a separate spell penetration check for each target if applicable.

Hideous Blow

Least; 1st; Blast Shape

As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your *eldritch blast* (including any eldritch essence applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

See the Unseen

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as see *invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

Sickening Blast

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your eldritch blast into a sickening blast. Any living creature struck by a sickening blast must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second sickening blast is not affected by the sickening aspect of the blast but still takes damage normally.

New Magic Items


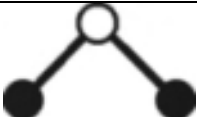





Cursespewing Special Weapon Ability

From Book of Vile Darkness p. 111.

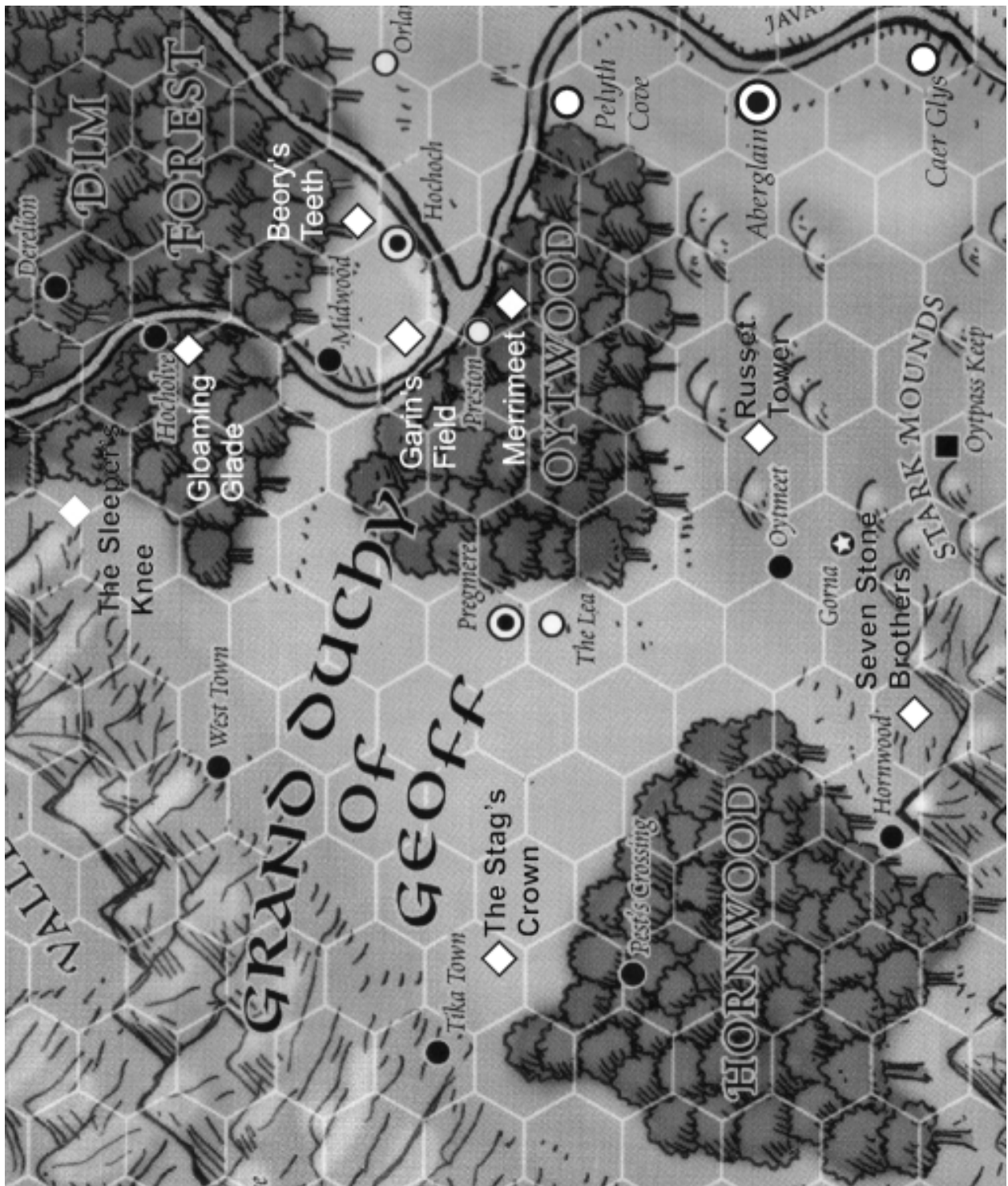
Every time this weapon deals damage, the target must succeed at a Will saving throw (DC 15) or be affected by a curse that confers a -4 morale penalty on attack rolls, saving throws, skill checks, and ability checks.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, vampiric touch; *Market Price* +1 bonus.

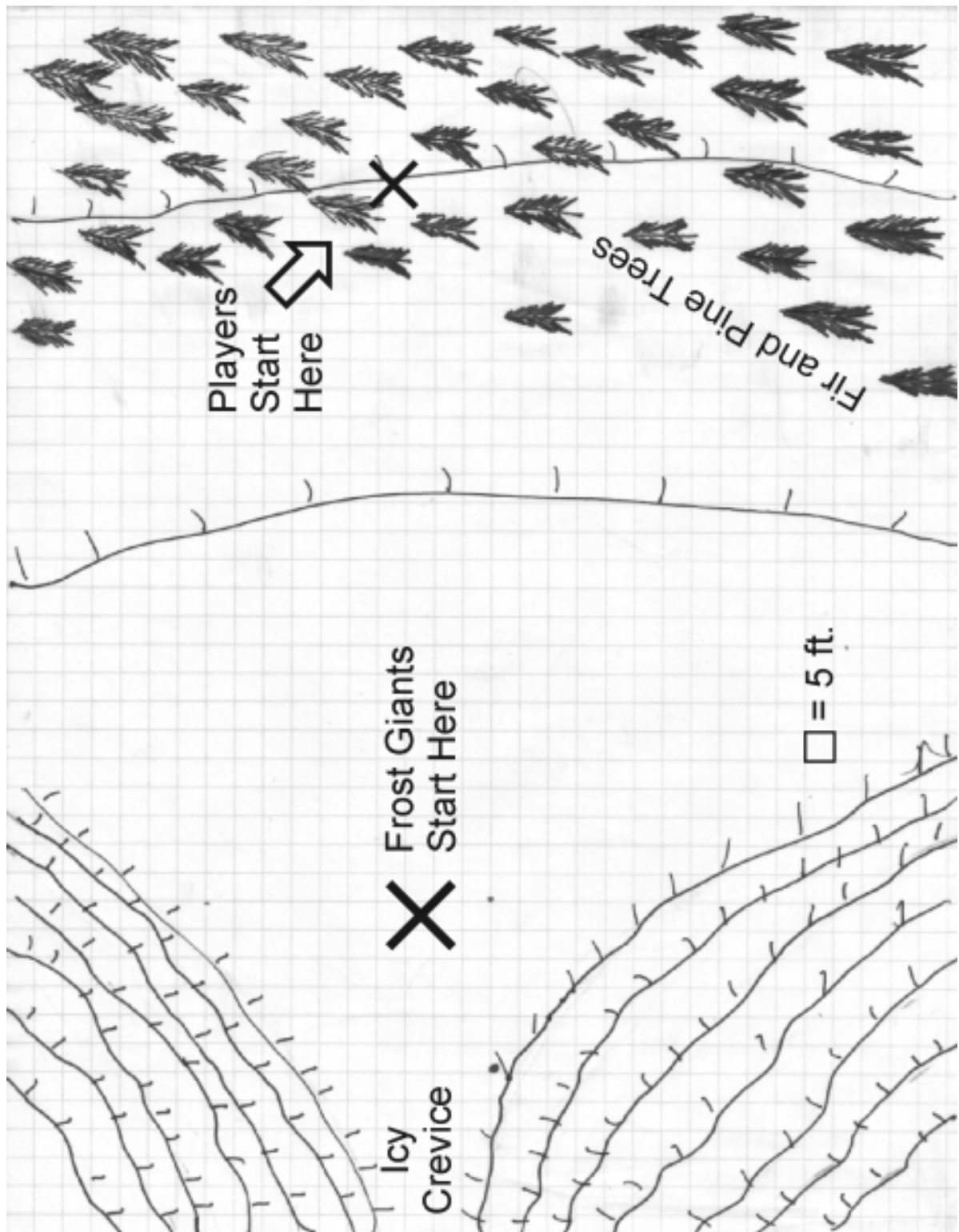
Judge Aid #1

| Name | Location | Symbol |
|-------|----------------------|---|
| Abado | Sleeper's Knee |  |
| Dora | Stag's Crown |  |
| Losa | Merrymeet |  |
| Mor | Gloaming Glade |  |
| Rena | Beory's Teeth |  |
| Tun | Garin's Field |  |
| Vela | Seven Stone Brothers |  |

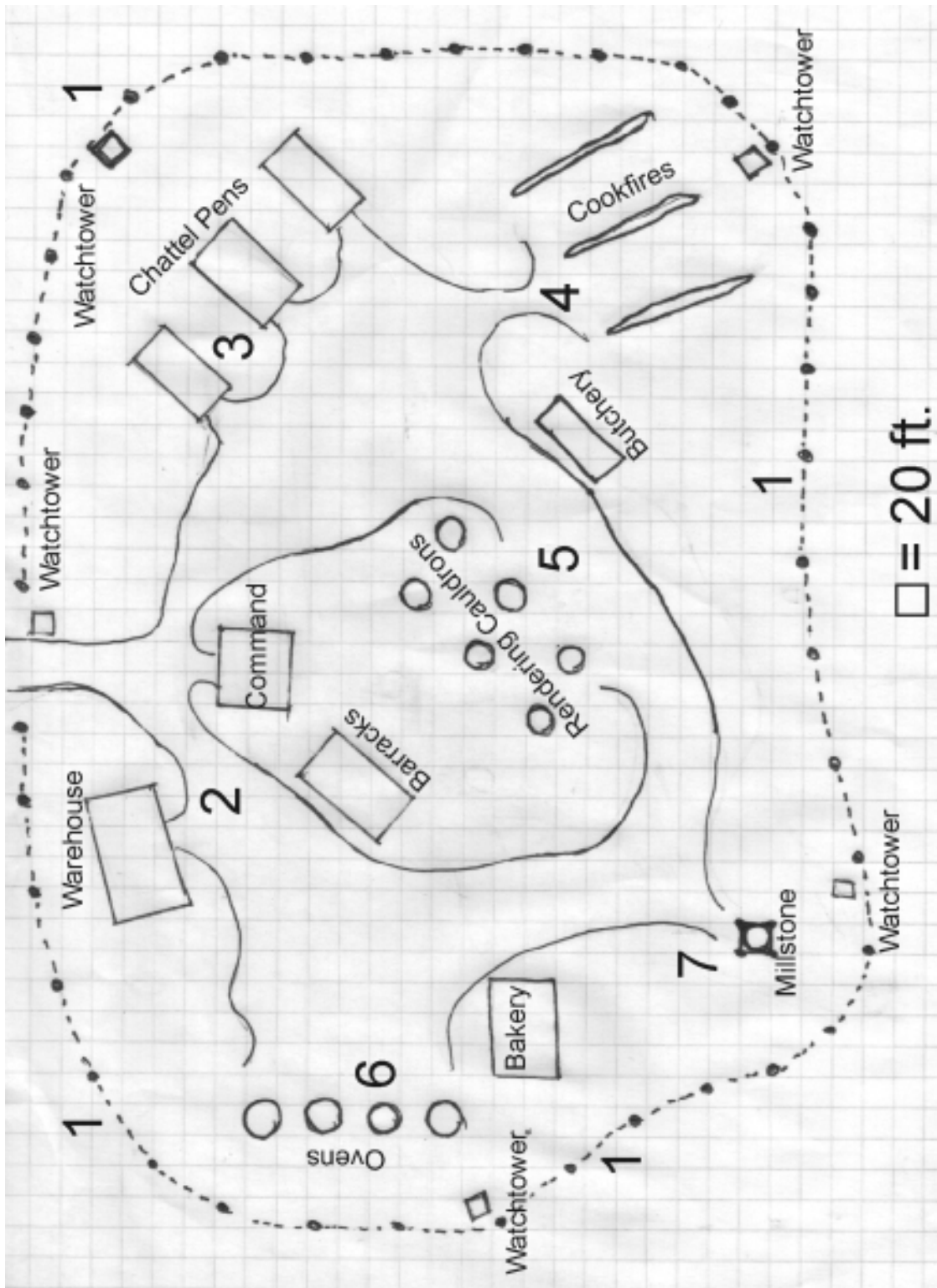
Judge Aid #2



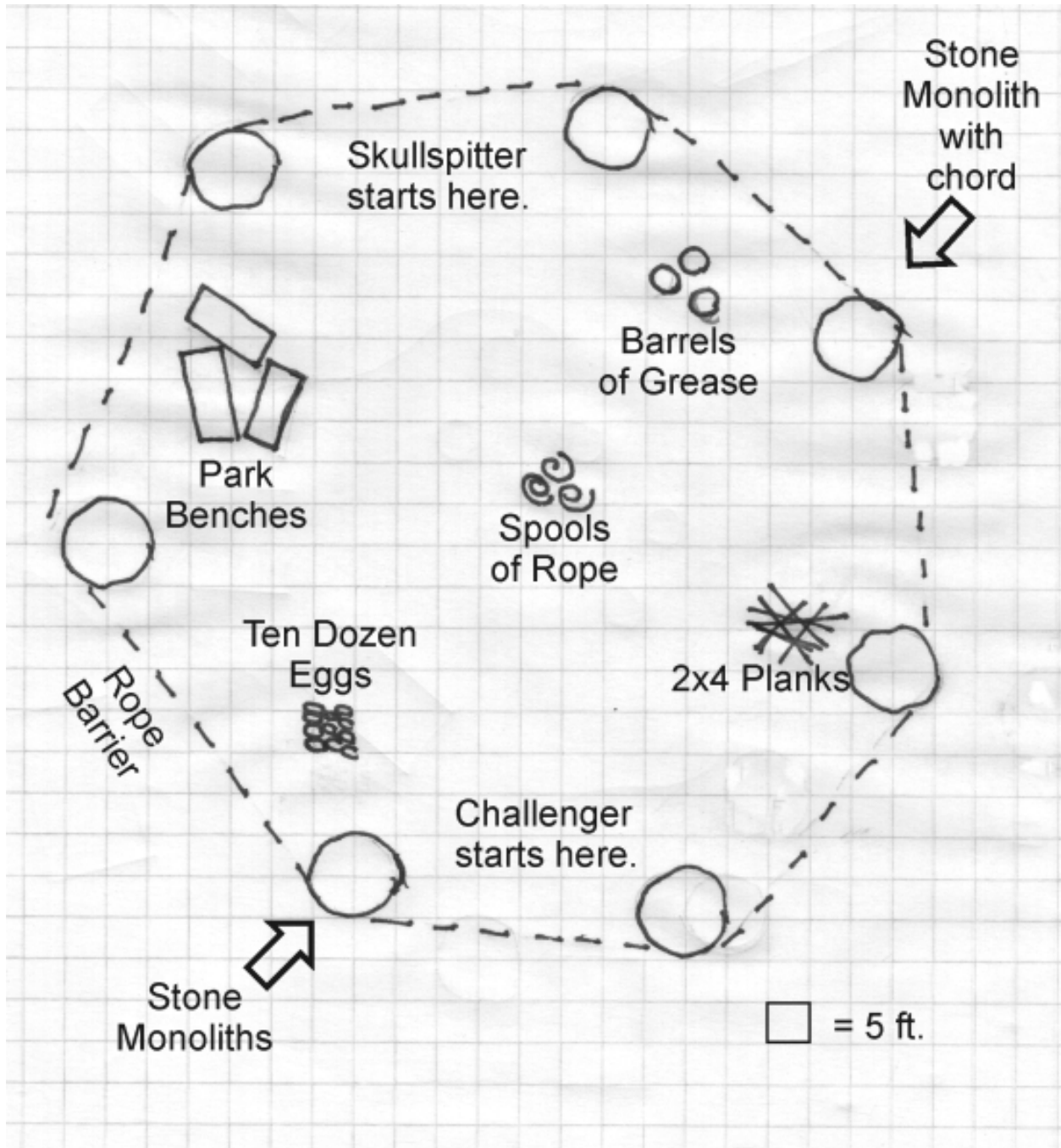
Judge Aid #3



Judge Aid #4



Judge Aid #5



Player Handout #1

Dear friend among the little ones.

I have news. Since last you and I met, I have been looking into the matter of the Faerie Queen Maere. As you may recall, the faerie that is delivering this message is Maere's puck. My uncle holds his hat now so he must serve me. This has proven useful several times, as he can pass into your lands easier than I.

The creature says that the Sakhut are holding Queen Maere prisoner, and as long as they do so, Maere's court must serve him. He believes that a sizeable part of the goblins in the giant armies are influenced by Maere and obey the giants because of this. Freeing her will significantly hurt the Sakhut's war effort.

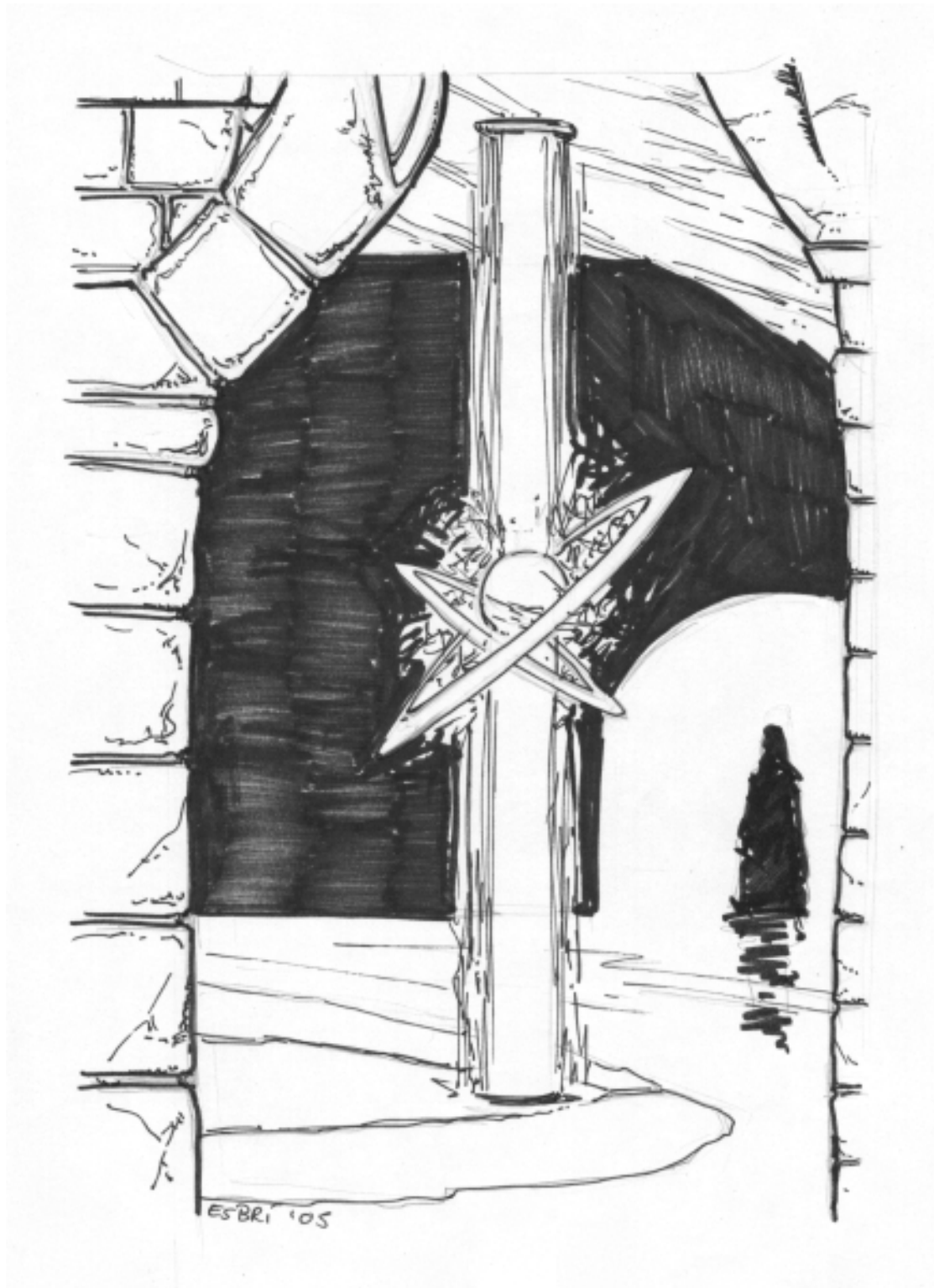
I have discovered that the Sakhut are keeping Queen Maere on the Plane of Time in a place called the Clockworks. I have not been able to learn how the Sakhut get there. I suggest you research the matter, as my ability to learn more is greatly limited. The Storm King has already demanded that I be brought to his Citadel at Thunderhead. If he finds me, I will surely be killed.

I recommend that you find some assistance, as the Sakhut will try to thwart you. In particular, be wary of Enar the Ogre Mage. He is deeply involved in Maere's imprisonment. Good luck on your investigations. I will continue to

The Sakhut come. I can hear the thunder. I must flee.

Heike

Player Handout #2



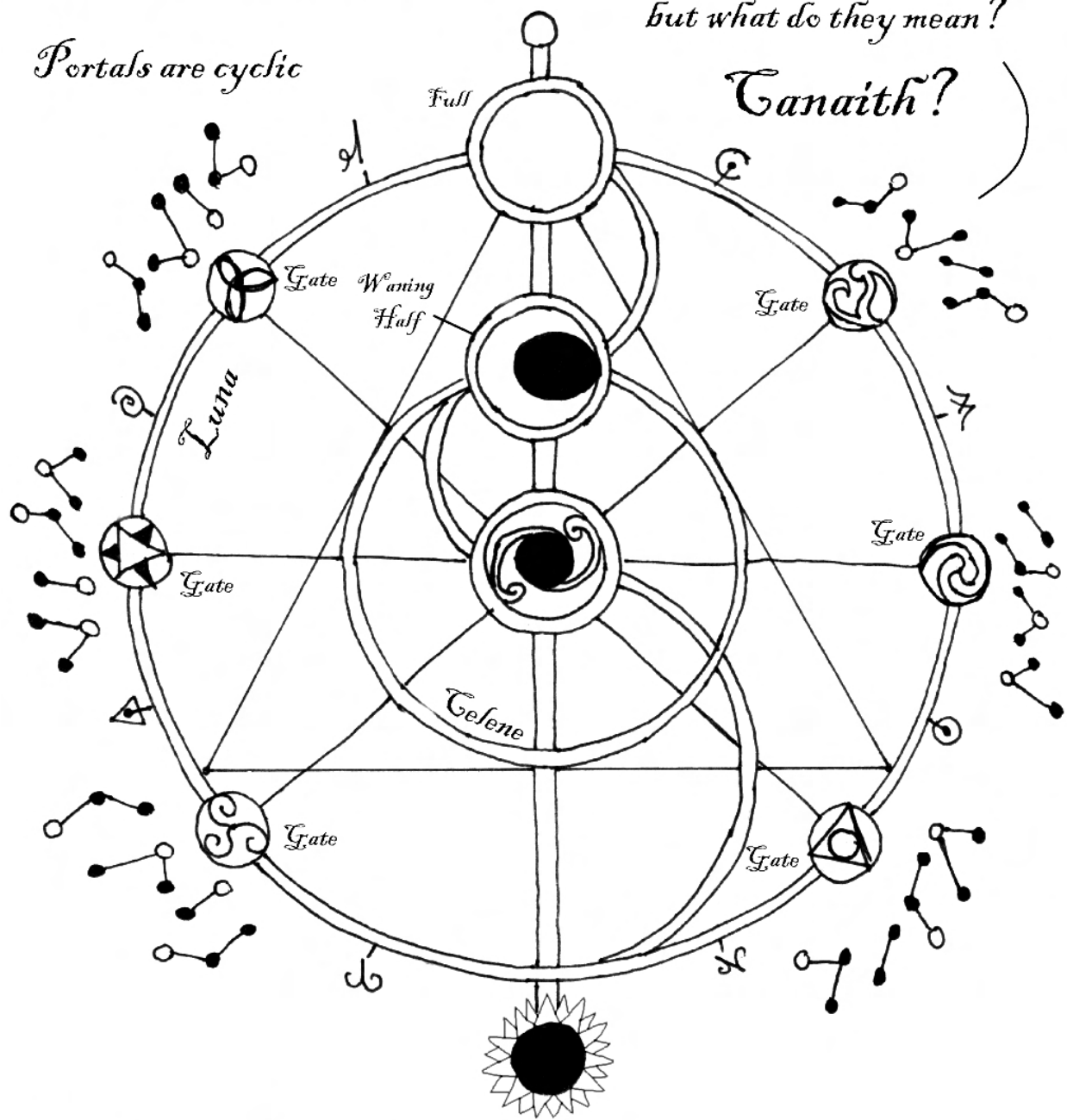
"The Astral Ward" by David Esbri

Gateways to Time

*Symbols are the keys
but what do they mean?*

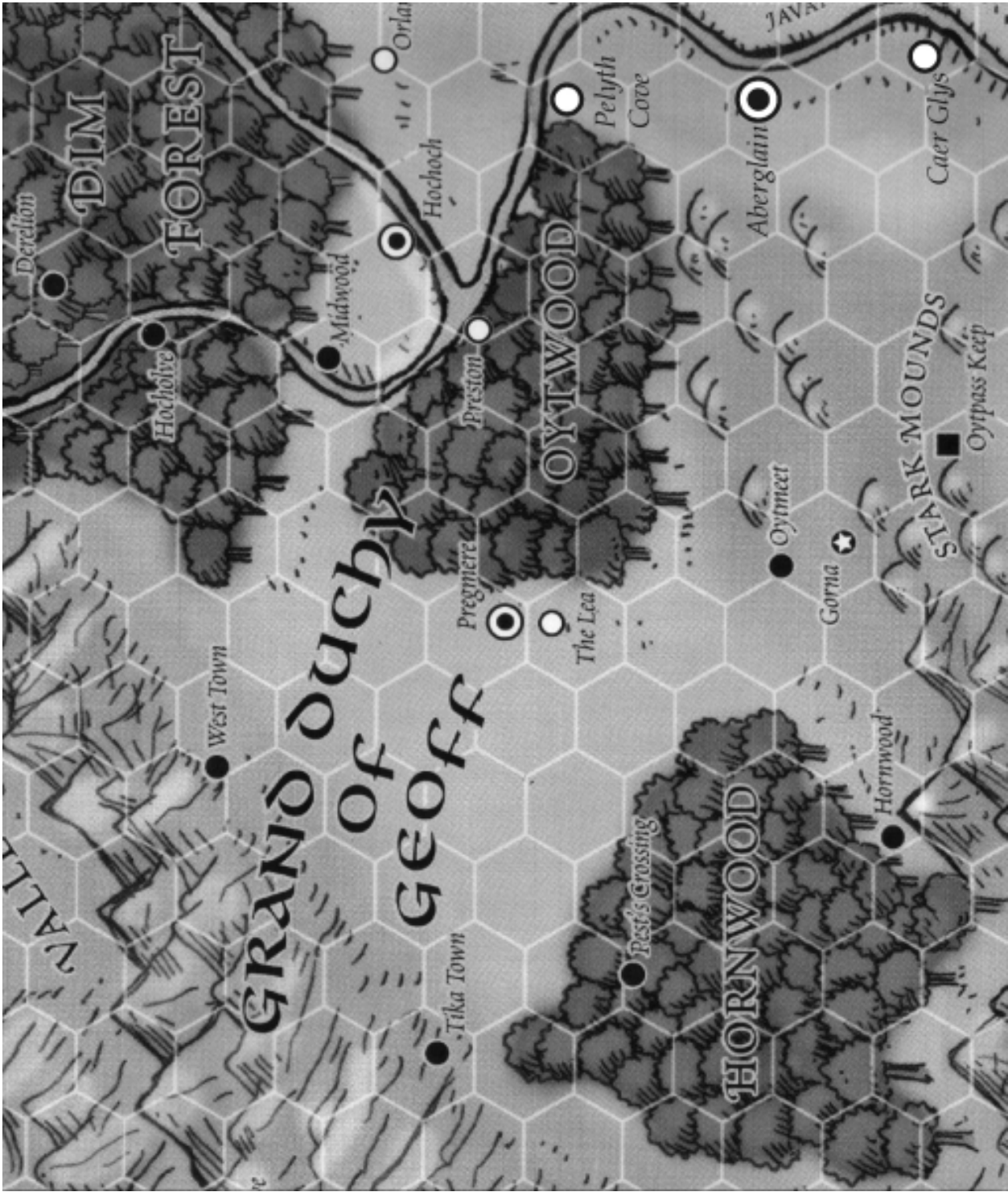
Portals are cyclic

Tanaith?



Russet Tower knows where the gates are.

Player Handout #4



Critical Events Summary

One of the benefits of playing this adventure at the convention when it premieres is that your actions count toward the official results of this adventure. This adventure GEO5-05 "A Key with No Teeth" premieres at TideCon 2005. If you are playing at the premiere, please fill out this form and return it to the Geoff Triad at the convention.

Judge Name: _____

Judge RPGA number: _____ Slot #: _____

Did the PCs capture all four chords necessary to open the portal to the Plane of Time?

Yes _____ No _____

Which four chords did they capture?

Chord #1 _____ Chord #2 _____ Chord #3 _____ Chord #4 _____

Did the PCs defeat the Outland Champion?

Yes _____ No _____

Did the PCs free the chattel from the giant's bakery near Tycha?

Yes _____ No _____

What was the result of the ambush by Enar?

The PCs killed Enar. _____

The PCs fled from Enar. _____

The PCs surrendered, told Enar about the chords, and gave him the forks. _____

The PCs surrendered, but managed to lie to Enar about the chords and hid the forks. _____

The PCs died horribly, and Enar tore the information from their corpses. _____