

IUZ6-07

Stone Cold

A One-Round Dungeons & Dragons® Living Greyhawk™ Iuz's Border States Metaregional Adventure

Version 1.0

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A white dragon and his magical beast followers are attacking a tribe of goliaths. Why are they doing this and what do they want from semi-nomadic hunter-gatherers? A one-round Iuz's Border States Metaregional adventure set in the Clatspur Mountains for APLs 6-14.

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Iuz Metaregional adventure, set in the Clatspur Mountains. In region characters pay 1 Time Units per round. Out of region characters pay 2 Time Units per round,

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that 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 DC 20 Survival check, 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

In the heights of the Clatspur Mountains, a tribe of goliaths live. The goliaths are a race of gray-skinned humanoids that possess strong builds and a competitive streak. These goliaths are being attacked by magical beasts who are members of a cult led by a white dragon.

The goliath stonemason guardians know of and protect the location of a runic circle that once could bring the dead back to life. The white dragon is using the magical beast cult members to weaken and distract the goliaths so it can gain access to the runic circle to learn its secrets.

ADVENTURE SUMMARY

Introduction. Goliath merchants come to town, selling their goods and wares. While there, they tell of attacks on their tribe by magical beasts. They tell of the magical beasts that are doing this at the command of Whiteclawdeath, who is a white dragon. If the PCs do not volunteer to help, the goliaths ask for it.

Encounter 1. The PCs travel to the goliath tribe's camp. On the way there they are attacked by flying magical beasts that are followers of Whiteclawdeath.

Encounter 2. The PCs arrive at the goliath tribe's camp. There they meet Swiftsayer, the Goliath chief, and learn more about Whiteclawdeath and his magical beast followers.

Encounter 3. The PCs encounter the goliath's form of justice: shunning.

Encounter 4. A lamenter sings his dirge for a goliath whose time with the tribe has come to an end.

Encounter 5. A stonemason guardian and his dire eagles arrive before sunset.

Encounter 6. The PCs gather around the fire circle and play Drink-and-tell.

Encounter 7. The stonemason guardian tells his tale that explains his purpose here.

Encounter 8. The PCs are challenged to a game of goat-ball.

Encounter 9. The PCs play goat-ball.

Encounter 10. During the festivities, magical beasts attack. The PCs help thwart the attack. This is only a distraction as Whiteclawdeath makes for Golnakmalthea.

Encounter 11. The PCs are told that Whiteclawdeath has been seen flying to Golnakmalthea and they are to face him.

Encounter 12. The PCs travel to Golnakmalthea. There they face the guardians - air and earth elementals.

Encounter 13. The PCs discover that Whiteclawdeath is in league with someone else who desires the secrets of the runic circle for himself.

Conclusion. The PCs return to the goliath camp and the adventure is resolved.

PREPARATION FOR PLAY

This adventure includes flying creatures; the judge should review tactical the aerial movement rules (*DMG* 20).

The judge should read the New Races section located in *Appendix 2 – New Rules* to familiarize themselves with the goliaths. If you have access to the book *Races of Stone*, you can read further on them.

If possible, make extra copies of *Player Handout 1 – Goliath Goat-ball* so you can give one to each player. Review the rules on jumping (*PH* 77) and bull rushing (*PH* 154). If you are able, play a game of goat-ball by yourself prior to the game.

INTRODUCTION

Verbeeg Hill, a town of some 1500 inhabitants, is a rowdy trading community located on the Velderdyva River in Highfolk. The town gets its name from the sightings of verbeeg giants that dwell in the Clatspur Mountains just north of town. Verbeeg Hill is known for producing eel jelly from the fish that are harvested from the river, and its gambling establishments, most of which are run by the Smiling Halls of Good Fortune, a large temple and gambling complex devoted to Norebo. The laws are as loose as the money thrown around here, and it is a popular resting hole for adventurers.

The PCs start in the town of Verbeeg Hill located in Highfolk, resting here after their latest adventure or just passing through. See *Appendix 6 – Verbeeg Hill* for more information.

The PCs met recently during this day and have not been traveling together. You should start with character introductions right away. After introductions, continue with the boxed text below.

A busy marketplace is full of sights and sounds that entice and distract. Today it is even more enticing and distracting as you watch two powerfully built gray-skinned humanoids hawk their wares to the crowd.

One is male and the other is female. Both stand a head taller than the tallest human here and likely

weigh twice as much. The broad-chested male is bald and heavily muscled. The statuesque female has long black hair that is braided and while she is also muscular, hers are not as pronounced as the male's. Both are adorned with ear, nose and brow rings. Each is wearing an outfit designed to minimally cover their modesty and their exposed skin is speckled with strange coin sized markings that are clearly not tattoos.

Sprawled in front of them on animal skins are finely made weapons, pouches bulging with herbs and poultices, large feathered wings, rough-skinned hides and strange colored furs.

If the PCs seem interested in examining any of the items closer, the goliaths make a sales pitch. The following are descriptions you can use.

For the finely made weapons, use the following:

The finely made weapons are clearly of two sizes. The smaller size can be easily used by you, while the larger size cannot. Only something the size of an ogre could wield the larger size effectively. To wield either size would require two hands.

There are three types of weapons; a massive steel hammer, a long thick bow made of horn and wood, and a long spear with a broad-bladed head.

For the large feathered wings, rough-skinned hides and strange colored furs use the following:

The large feathered wings were removed whole from some creature. They are golden in color and reminiscent of an eagle. Likely they are from a creature that is the size of a large horse.

The rough-skinned hide is covered in scars, bumps and discolorations. The hide is green in color and is reminiscent of a crocodile or alligator.

The strange colored furs are a blue-black hue. The fur is short and reminiscent of a cat.

The PCs can determine the following about the gray-skinned humanoids.

- A DC 11 Knowledge (nature) identifies the gray-skinned humanoids as goliaths (see the New Rules section for more details).
- A DC 15 Knowledge (geography) identifies the goliaths as inhabiting the Clatspur and Yatil Mountains.
- A DC 25 Knowledge (geography) identifies them as being from the Vathakathaal tribe, known to range the Clatspur Mountains.

The PCs can determine the following about the large feathered wings, rough-skinned hides and strange colored furs, all with a DC 15 Knowledge (arcana) check.

- The large feathered wings as coming from a griffin.
- The rough-skinned hides as coming from an yrthak.
- The strange colored furs as coming from a displacer beast.

The PCs can determine the following about the weapons.

- A DC 10 Craft (Weaponsmithing) identifies the weapons as dwarven-made although they are not dwarven-craft. Dwarves receive a +2 circumstance bonus to this check.
- A DC 10 Craft (Weaponsmithing) identifies the weapons as masterwork and are not dwarven-craft. This check can be performed untrained.
- A DC 15 Knowledge (geography) or a DC 15 Craft (Weaponsmithing) identifies the weapons smith's mark as being one of the Khund, dwarves from Perrenland.

The PCs can purchase any of the goliath's goods and wares. They are all exotic weapons. They appear on the AR and the prices are listed below for convenience along with pertinent information.

- Medium-sized Masterwork Composite Greatbows (Str+4) (900 gp). From *Complete Warrior* (1d10+4/x3; 130 ft. range increment).
- Large-sized Masterwork Composite Greatbow (Str+4) (1,100 gp). From *Complete Warrior* (2d8+4/x3; 130 ft. range increment).
- Medium-sized Masterwork Goliath Greathammers (330 gp). From *Races of Stone* (1d12/x4; +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield).
- Large-sized Masterwork Goliath Greathammer (360 gp). From *Races of Stone* (3d6/x4; +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield).
- Medium-sized Masterwork Greatspear (325 gp). From *Complete Warrior* (2d6/x3; 10 ft. range increment).
- Large-size Masterwork Greatspear (350 gp) (2d8/x3; 10 ft. range increment).
- Goliath Healing Kits (50 gp). From *Races of Stone* (+4 circumstance bonus to heal check made by dwarves and gnomes).
- Displacer beast furs, griffon wings, and yrthak hides start at 250 gp per lot and they have ten lots. The lots can be comprised of whatever parts the PCs desire. If the PCs do not purchase them at first and then come back later to do so, they find the price has risen to 500 gp.

If the PCs engage the goliaths in conversation, they can learn the following.

- The goliath male's full name is Kathem Keeneye Kaekavthalnoa, but he introduces himself as Keeneye.
- The goliath female's full name is Lakthea Swiftpacker Kaekavthalnoa, but she introduces herself as Swiftpacker.
- They have been married to each other for about a year.
- They are from the Vathakathaal tribe and reside in the Clatspur Mountains. A goliath named Swiftslayer is their chief. He is a good chief and a good warrior.
- Their tribe is being attacked by all manner of strange beasts. The wings, furs and hide are from these creatures.
- The beast started attacking earlier this year, before the spring thaw.
- They think the beasts might be trying to drive them out of their lands.
- They have captured some of these beasts that can speak and they have interrogated them.
- The beasts say they are led by Whiteclawdeath, a white dragon.
- Whiteclawdeath has promised the creatures power, a chance for revenge against those who hunt them, and dominion over the Clatspur Mountains.
- After selling their goods and wares they plan to return to their tribe tomorrow.
- The weapons are from a goliath family who were killed by the beasts and there is no one to inherit the weapons. It is goliath tradition to pass the weapons down to the next of kin. If there is no kin, they sell them to downlanders for gold and in turn use the coin to have new weapons made by the dwarves.
- They are staying outside of town near the road leading north.
- If the PCs ask about rewards for helping, the goliaths defer this question to the chief Swiftslayer.
- They have never seen Whiteclawdeath.

If the PCs ask to come along and help the goliaths fight the magical beasts, they reply with the following:

"We both are pleased that you downlanders offer to come with us and fight these beasts. We take you back to our tribe. We leave tomorrow morning after the sun rises. Meet us on the road leading north out of town."

If the PCs do *not* ask to come along and help the goliaths fight the magical beasts, the goliaths ask *them*.

“We have heard there are many brave and skilled downlanders known as adventurers. If you are such, you come back with us and help fight the beasts that attack us. We leave tomorrow morning after the sun rises. Meet us on the road leading north out of town.”

If the PCs refuse to go with the goliaths after they are invited, the adventure ends for them.

If the PCs accept, they may make any preparations they are able before the next morning.

The PCs may decide to gather information about the goliaths, Whiteclawdeath and other local news.

A successful DC 10 Gather Information skill check uncovers the following local news. The PCs should always hear the news about the Guildsmen and the members of the Old Kerk.

- The Guildsmen of High Art, the Highfolk wizard's guild, is in the market for magical beast parts. They are currently short on hard coin and are willing to make a deal to get them. Instead of coin, they are offering to make and sell certain magic items to the seller at a later date. (Doing so gains the PCs the Favor of the Guildsmen).
- There are rumors of an army of Perrenlander mercenaries, orcs and goblinoids massing in the mountains south of Verbeeg Hill. (Please note this adventure takes place before the Dan's Con 2006 battle interactive.)
- One of the elven clans has called for help to fight this rumored army. They say anyone interested in helping is to come to Verbeeg Hill.
- The elves of Highfolk are quarreling over a pair of children and whether one or the other is the actual heir to one of the royal houses.
- Members of the Old Kerk are in town. They are inquiring amongst the adventurers resting here about ancient Ur-flan sites and sites dedicated to one of the deities of the Old Faith (Alitur, Beory, Berei, Mayaheine, Obad-hai, Nerull, Pelor, Rao, Vathris or Zodal). The few that knew anything were rewarded. If the PCs approach them, they do not give any reason why they are inquiring about the sites - just that they reward those who give them credible information.

A successful Gather Information skill check uncovers the following about goliaths.

- DC 10 – The goliaths live in the Clatspur Mountains. Sometimes they come to Verbeeg Hill to trade.

- DC 15 – The goliaths also live in the Yatil Mountains.
- DC 20 – The Clatspur Mountain goliaths are being attacked by beasts.

A successful Gather Information skill check uncovers the following about Whiteclawdeath.

- DC 15 – Some goliaths in town are looking for help to fight something by this name.

Development: If for some reason the PCs attack the goliath traders, use the stat block for the goliath goat ball players in *Appendix 1* giving them greatclubs (+5 melee, 1d10+3 damage) and leather armor (+2 to AC) for use in combat.

ENCOUNTER 1

After meeting the goliaths on the road leading north out of town, they lead you to the Clatspur Mountains. You make good progress traveling through the foothills, passing through alpine meadows and fording cold mountain streams. Your journey is marked by the occasional sighting of wild goats walking on precarious ledges and golden-winged eagles soaring high overhead. Every day, the aspens and pines thin while the mountain peaks loom larger.

As you make camp after the fifth day of travel, the goliaths tell you that tomorrow, you will reach the tribe's camp when the sun is high overhead.

The PCs can make camp and take any precautions they desire, including setting watches. If the PCs set watches, determine what the PCs on watch are using to see in the darkness. The first two watches pass uneventfully, but flying creatures attack at the end of the third watch.

At APL 6-8, the attack takes place at false dawn (about 3AM) where there is little light; at APL 10-14, the attack takes place before false dawn when it is still dark.

The flying creatures use the cover of darkness to mask their approach and to take advantage of their superior vision. If the PCs cannot see the flying creatures, they must make Listen skill checks to hear them. There are three chances to make Listen skill checks.

APL 6-8

The giant owls attack at false dawn. The PCs are in illumination equivalent to a common lamp (*PH* 165, bright 15 ft., shadowy 30 ft.).

They commence their attack run from 200 ft. away. If undetected, they fly stealthily to the PCs camp. The PCs must make a DC 41 Listen skill check to hear them (take 10, move silently skill +8, when in flight another +8 bonus to move silently skill, -5 to move silently skill for

moving more than half but less than full speed, penalty for Listen check is -1 per 10 ft. for a -20).

If still undetected, the giant owls move forward 65 ft. and the PCs must make a DC 34 Listen skill check to hear them. At this distance the giant owls see the PCs due to their superior low-light vision, but the PCs are in shadowy illumination.

If still undetected at that point, the giant owls move forward another 65 ft. setting themselves up for a standard charge at a distance of 70 ft. At this distance the giant owls see normally due to their superior low-light vision. The PCs must make a DC 28 Listen skill check to hear them.

If they remain undetected, the giant owls take a surprise round and attack using a standard action charge. Roll initiative and commence combat.

If the giant owls are detected, they attack the PC who seems the weakest and easiest to hit.

The giant owls prefer to attack one of the PCs who are asleep on the ground. They stay on the ground and continue their attack on the PC (using the full attack option to get all their attacks). Do not forget the -4 penalty to AC for being prone and the +1 bonus to melee attacks for height advantage. A sleeping PC is considered flat-footed, taking an additional -5 penalty to his AC because Dexterity is effectively 0.

APL 10-14

The yrthaks attack before false dawn in the darkness.

They commence their attack run from 170 ft. away. If undetected, they fly stealthily to the PCs camp. The PCs must make a DC 32 Listen skill check to hear them (take 10, move silently +10, -5 to move silently skill for moving more than half but less than full speed, penalty for Listen check is -1 per 10 ft. for a -17).

If still undetected, the yrthaks move forward 55 ft and the PCs must make a DC 26 Listen check to hear them. At this distance the yrthaks see normally using their 120 ft. blindsight.

If still undetected at that point, the yrthaks move forward another 55 ft. setting themselves up for a standard charge at a distance of 60 ft. The PCs must make a DC 20 Listen skill check to hear them.

If they remain undetected, the yrthaks take a surprise round and attack. Roll initiative and commence combat. If the PCs are grouped tightly, the yrthaks use their *explosion* supernatural ability to do damage to as many as possible. If there are small-sized or smaller creatures, the yrthaks take a standard action charge on them in an attempt to snatch them.

If the yrthaks are detected, they attack the weakest and easiest to hit PC.

The yrthaks prefer to attack small-sized or smaller creatures (such as familiars, gnomes or halflings). The

yrthaks use their Flyby Attack and Snatch feats to grab these creatures. If an yrthak successfully snatches a creature, it flies away with the creature. Once a safe distance from the camp, it flings the creature into the ground (see *MM 304*), then snatches it again and repeats the process until the creature dies. Once the creature dies the yrthak lands and consumes it.

If there are no small-sized or smaller creatures, the yrthaks use their Flyby Attack to attack and then remain out of reach. If the PCs begin to ready to attack them when they come into reach, the yrthaks use their *sonic lance* or *explosion* supernatural abilities to attack the PCs from a distance.

Once combat is joined, you may read the following description for the appropriate APL.

APL 6

As the east brightens with the false dawn, a pair of flying creatures swoops silently down on your camp from the darkness above. When they close, you can discern in the dim light that the creatures are murky brown birds almost as tall as two men high. Their long wings are folded back and their sharp claws are outstretched.

APL 8

As the east brightens with the false dawn, a quartet of flying creatures swoops silently down on your camp from the darkness above. When they close, you can discern in the dim light that the creatures are murky brown birds almost as tall as two men high. Their wings are folded back and their sharp claws are outstretched.

APL 10

Dawn is not far off as a single huge flying creature swoops silently down on your camp from the darkness above.

APL 12

Dawn is not far off as a pair of huge flying creatures swoops silently down on your camp from the darkness above.

APL 14

Dawn is not far off as a quartet of huge flying creatures swoops silently down on your camp from the darkness above.

Once the PCs are able to see the yrthaks, you may read the following.

You can discern the creatures are reptilian and green in color. They are as long as three horses with a

wingspan twice that. The beasts have a single horn protruding from their crocodilian forehead. They sport a mouth full of pointed teeth and their limbs end in sharp claws.

This is a summary of the encounter. See the Tactics section of this encounter for more information.

- PCs make a Listen check (APL 6-8 is a DC 41, APL 10-14 is a DC 32).
- PCs make a Listen check (APL 6-8 is a DC 34, APL 10-14 is a DC 26).
- PCs make a Listen check (APL 6-8 is a DC 28, APL 10-14 is a DC 20).
- If the PCs fail all three Listen checks then the giant owls or yrthaks take a surprise round - otherwise start combat.

For the goliath traders, use the stat block for the goliath goat ball players in *Appendix 1* giving them greatclubs (+5 melee, 1d10+3 damage) and leather armor (AC 12) for use in combat.

Creatures: The EL of these encounters has been adjusted by +1 due to the lighting conditions and the PCs likely being surprised.

APL 6 (EL 6)

Giant Owl (2): hp 26; *See Monster Manual 93* (except these have a neutral alignment).

APL 8 (EL 8)

Giant Owl (4): hp 26; *See Monster Manual 93* (except these have a neutral alignment).

APL 10 (EL 10)

Yrthak (1): hp 144; *See Monster Manual 262*.

APL 12 (EL 12)

Yrthak (2): hp 144 each; *See Monster Manual 262*.

APL 14 (EL 14)

Yrthak (4): hp 144 each; *See Monster Manual 262*.

Tactics: At all APLs the flying creatures try to stay above the PCs gaining a +1 melee attack bonus for height advantage. They use the special qualities of their vision to gain an advantage over the PCs.

Development: The goliaths are willing to take watches and let the PCs determine which watch they take.

If a giant owl is reduced to 5 hp or less, it flees from combat attempting to escape. If an yrthak is reduced to 28 hp or less, it flees from combat attempting to escape.

If the PCs capture a flying creature, treat it as hostile. The giant owls speak Common and Sylvan, while the yrthaks do not speak at all. If the PCs can communicate with the creature and they can change the creature's reaction to friendly, they can learn the following.

- They are followers of Whiteclawdeath.
- Whiteclawdeath has promised them power, vengeance and dominion in return for their support and loyalty.
- This power includes making them stronger, tougher and faster.
- They have been ordered to keep all who are not followers of Whiteclawdeath away from the goliath tribal camp. They do not know why.
- The giant owls were hatched in Vesve Forest near Quaalsten and grew to adulthood there. They left when Iuz invaded Highfolk three years ago and the fighting ruined their forest home. They have not been back there since. They despise humans, demi-humans and humanoids because of this.
- The giant owls met Whiteclawdeath in the northern portion of the Vesve Forest late last year. There he convinced them to join him.
- The yrthaks were hatched in the Clatspur Mountains and are all from the same clutch of eggs.
- Whiteclawdeath challenged them to a fight and defeated them all, but did not slay them. Instead he offered them a chance to follow him.
- Whiteclawdeath himself gave them these orders. They do not know where he lairs.

ENCOUNTER 2

With the sun high overhead, the camp of the goliath tribe lies before you. It consists of a dozen or so animal hide tents next to a small mountain lake. In the distance you see a mist-shrouded mountain peak.

The goliath male Keeneye grins at his mate Swiftpacker before he takes off running to the camp. She follows him at a rapid pace as they both dash toward the camp. Both shout encouragements for you to race them to the camp.

If the PCs decide to participate in the race to the camp, they must make opposed Dexterity checks. If their speed exceeds 30 ft., apply a +2 circumstance bonus for each 10 ft. that it does. If their speed is less than 30 ft., apply a -2 circumstance penalty for each 10 ft. that it does.

If they beat either of the goliath traders, they are congratulated by both, after a scare from the rest of the camp as the goliaths there begin to take arms. If they do not beat either of the goliaths, the traders thank the PCs for racing them to the camp and look forward to racing

them again. If the PCs do not race them to the camp, the goliaths are disappointed in them.

Once the PCs have arrived at the camp, you may read the following.

Arriving at the camp, the goliaths come to greet the returning traders in their language called Gol-kaa. The traders translate the words of the other goliaths to you. All in all, there are about forty goliaths.

As the goliaths exchange words with the traders, a male goliath makes his way through the throng to stand before you. In Common tongue, he speaks, "I am Swiftslayer, chieftain of the Vathakathaals (Voth-ah-koth-alls). I greet you downlanders and ask if you come to fight with us against the beasts that attack our tribe?"

If the PCs respond affirmatively, you may read the following.

Swiftslayer raises his hands and loudly announces, "The downlanders have come to aid us. Please welcome them. Tonight they sit beside the fire and tell us their tales of bravery during drink-and-tell." The crowd of goliaths erupts in cheers. Swiftslayer continues, "There is still much to do this day and we must finish our appointed tasks. The first team to finish their task this day is given the honor of the first drink tonight."

The goliaths quickly depart heading back to their tasks, eager to be the first one done. Swiftslayer shows you a tent where you can stay and tells you he will answer any questions you have.

If the PCs respond negatively, you may read the following.

Swiftslayer raises his hands and loudly announces, "The downlanders have not come to aid us. They may stay the day and the night, but in the morning they must depart. There is still much to do this day and we must finish our tasks."

The goliaths quickly depart heading back to their tasks. Swiftslayer shows you a tent where you can stay, but then leaves, telling you even he has tasks that must be done.

If the PCs answered Swiftslayer negatively, the adventure is adjusted as follows.

- They are not invited to the Drink-and-tell in Encounter 6.
- They do not hear Stonespeaker's tale in Encounter 7.

- They are not challenged to play goat-ball in Encounter 8.
- In Encounter 9, after the PCs are awakened by the dawncaller, Swiftslayer asks them to leave the camp. At this point, the adventure ends for the PCs unless they are creative. Of course, the PCs can change their decision at anytime and agree to fight the beasts attacking the goliath tribe.

Please note which tent the PCs are given to stay in. It may be important in Encounter 10.

The PCs are likely to ask questions. The goliath chieftain only answers them if they are aiding the tribe. If they are not aiding the tribe, he tells them he must finish his task for the day first (in other words, he puts off answering questions). The goliath chieftain knows the following.

- There have been signs and sightings of Whiteclawdeath's followers near the camp.
- He has sent word to other goliath tribes seeking their help. He does not know when or if help is coming. He thinks the other tribes are still talking about what to do. There are nine other tribes in the Clatspur Mountains. There are more in the Yatil Mountains, but he does not know how many.
- He has not moved the goliath camp to another location as the hunting, fishing and gathering here is good. Besides, these are the tribe's lands and you must defend what is yours.
- If he cannot stop the beast attacks, he is going to be challenged by another goliath to take his place as chieftain. If this happens, he is going to move the tribe before the winter exodus.
- With their help, he plans on taking the fight to the beasts and to Whiteclawdeath himself. He has scouts searching for lairs and in particular Whiteclawdeath's lair. He expects the scouts back in two, maybe three days.
- If the PCs need help, he agrees to send skilled warriors with them.
- If the PCs ask for a reward, he tells them his tribe has little to give. He readily agrees to the PCs taking any treasure found.
- There are few goliaths that have seen Whiteclawdeath and lived. One said he is not much bigger than a goliath (medium size), but he is a fierce opponent and possesses magic powers.
- There are 38 goliaths in this tribe.

Once the goliath chieftain is finished answering questions (if he answers any) the PCs are given free rein to explore the camp.

Development: If the PCs decide to search for magical beasts near the camp, they do not find any. They do find signs of the beasts being near and around the camp.

If the PCs talk to other goliaths, most only know the language of the goliaths: Gol-kaa. A few of the goliaths, including Keeneye, Swiftpacker and Swiftslayer speak Common. They help the PCs talk to the other goliaths.

If the PCs help the goliaths with their daily tasks, give them a +2 circumstance bonus on Diplomacy skill checks with any tribe member.

ENCOUNTER 3

After Swiftslayer leaves, you settle into the tent you were given. Outside you see the goliaths gathering around a large copper kettle filled with stew. A female goliath is doling food to each goliath that holds a clay bowl out to her.

You notice a goliath male, perhaps in his teens, is off to the side, squatting down and eyeing the copper kettle. He is leaner than the other goliaths and there is a sharpness about his face that is offset by the dark rims around his eyes. Other goliaths do not speak to him nor do they even acknowledge his existence.

If PCs ask about the goliath teen, they are told the following.

"He is known now as Foodstealer and was caught stealing food from the winter stores. Now he must endure volok-kanu - a period of half-shunning. He is the last to eat, he cannot sit by the fire and he is given the worst tasks. You must not speak to him nor help him in anyway."

If the PCs try to engage the goliath teen in conversation, he sits silently and does not answer any questions. Other goliaths discourage the PCs from talking to him and tell or repeat the above.

Eventually the other goliaths finish eating and the goliath teen gets to lick the kettle clean. Afterwards he cleans it and returns it.

If the PCs try to help the goliath teen, say by feeding him, they face punishment for doing so. If found out, they are also half-shunned. In this case, no goliath in camp speaks with them, nor do they acknowledge their existence (unless forced to). This lasts the rest of the adventure.

If the goliaths are forced to defend their punishment, they have the following arguments. You can add others.

- He was not punished fully since he is a youth. If he was older, he would be forced to endure volok-thea or a full shunning.

- He gets his fair share of the food. He showed he puts his own welfare above the others of the tribe.
- This shows him what others would suffer if they did not get enough food during the winter exodus.
- The half-shunning ends before the tribe fights Whiteclawdeath.

The PCs can convince Swiftslayer, the goliath chieftain, to end Foodstealer's punishment. A DC 30 Diplomacy skill check is required.

ENCOUNTER 4:

After the midday meal, the goliaths return to their tasks. At a nearby tent, you see two goliaths speaking to each other. One is noticeably older and is perhaps the oldest goliath you have seen in camp. The younger goliath begins a sad sounding chant as he starts walking through the camp. The older goliath follows him, limping noticeably.

The other goliaths stop their tasks and gather around the older goliath. They grasp his forearm and clap his back. Swiftslayer, the goliath chieftain stands beside you and says, "Wolfsinger is lamenting Strongclimber. Strongclimber is old and can no longer fulfill his tasks. It is his time to leave the tribe. Wolfsinger tells us all of his life, his words and his deeds." Swiftslayer then goes to say farewell to Strongclimber.

The lamenter Wolfsinger continues his dirge, leading Strongclimber through the throng of goliaths to the edge of the camp. Behind them, the rest of the goliaths watch. At the edge of the camp, Wolfsinger stops his chanting. The goliaths in the camp begin to moan and wail as Strongclimber continues to walk forlornly away. When he is out of sight, the goliath camp grows silent for a moment. The moment is broken as the goliaths head back to their tasks.

When a goliath is too old or too ill to survive the rigors of mountain life without assistance, the lamenter prepares a long chant or dirge that commemorates the goliath's achievements throughout life. At the end of the dirge, the goliath leaves the camp, never to return.

This is the case for Strongclimber as he has grown too old and now he must leave, never to return.

Development: If the PCs try to help Strongclimber, he refuses their help, stating it is his time. If the PCs try to stop him, he resists. Other goliaths discourage the PCs from helping or stopping Strongclimber. No amount of persuasion from the PCs can stop this from happening. If the PCs resort to physical violence, Swiftslayer asks them

to leave and never to return. The adventure ends for the PCs unless they are creative.

The goliaths defend this practice. Here are some of their arguments.

- Mountain life is harsh and has no place for those who cannot survive its ordeals.
- The tribe cannot long support those who drain resources but cannot contribute to its survival and welfare.
- Strongclimber has had a long life, full of feats of bravery and deeds. Even he knows it is his time to leave.
- It is tradition. It is the way things are done.

ENCOUNTER 5

The sun is low in the sky and shadows begin to fall across the land. In the distance you see a handful of dots in the sky approaching the goliath camp. Other goliaths see them also, waiting for them to get nearer to determine what or who they are.

The PCs can take any actions they are able while waiting for the approaching creatures to get closer. They have ten rounds.

Once the dots get close enough, you see they are eight eagles that stand at least two humans high with a wingspan twice that. They are covered in thick, glossy feathers that accentuate their bulk and physical power. The eagles are proud and majestic.

The goliaths around you are not disturbed by the presence of the eagles and some gather to await their approach, including Swiftslayer, the goliath chieftain.

The eagles land just outside the goliath's camp. You watch as one of the eagles begins to change his form and in a space of several heartbeats the eagle transforms into a goliath.

Swiftslayer steps forward and greets the newcomer. One of the goliaths tells you a stonemaker guardian has come.

A DC 15 Knowledge (nature) identifies the creatures as dire eagles (from *Races of Stone*). See the New Rules section for more information.

The stonemaker guardian's name is Stonemaker. If the PCs engage in conversation with Stonemaker, another goliath translates for them, as he does not speak the Common tongue. The following is what Stonemaker knows and tells them.

- He has heard of the attacks on the tribe by Whiteclawdeath and has come to lend his support and guidance.

- He has brought with him a flight of dire eagles to help fight the flying beasts that attack the tribe. They are trained to accept riders.
- He is surprised to see downlanders here helping the tribe.
- He has also come here for another reason but refuses to divulge it until all the goliaths can hear it. Later tonight at the fire he is telling the reason to all.

Development: If it looks like the PCs are going to attack Stonemaker and his dire eagles, the goliaths in the camp discourage the PCs from doing so until they can be identified. If the PCs insist on attacking Stonemaker and his dire eagles, the latter flee at the first opportunity. Later on, Stonemaker approaches the goliath camp and finds out what happened. Given the circumstances, he expects an apology from the PCs and if they do not, he is treated as indifferent to the PCs.

ENCOUNTER 6

Please refer to *Appendix 3 – Goliath Games* for details on the game of drink-and-tell.

As darkness begins to creep across the land, the goliaths start a fire. Slowly they begin to gather around it, talking and joking with each other. You see the flickering of the dancing flames reflect off the tents as the fire crackles and pops. The smell of burning wood fills the air. A goliath walks past you and motions for you to come to the fire with him.

If the PCs go to the fire, you can continue with the encounter. If they do not go to the fire, other goliaths encourage them. If this encouragement fails, then the goliath chieftain Swiftslayer personally invites them. If this fails, skip this encounter and continue with the next encounter.

As you join the circle around the fire, the other goliaths greet you. The brisk chill of the night air is warded off by the glowing warmth of the fire.

The goliath chieftain, Swiftslayer, rises to his feet and stands on the rock that serves as his seat. "Horncarver and her team have completed their task first today. To her, I give the honor of the first drink."

A female goliath stands to the accolades of the others surrounding the fire as a large flagon filled with liquid is passed to her. She takes a deep drink from it. After drinking from the flagon, she asks a question in Gol-kaa. Some goliaths shout answers back to her. She replies with her own answer. After she replies the goliaths break out in a combination of groans and laughter.

If the PCs ask one of the Goliaths what she said, they tell them the following.

Why did the goat jump off the cliff?

Wait for the PCs to give their answers. Then tell them what she said.

To jump to the next cliff.

As the flagon is passed, the goliaths drink from it and tell either a joke or a story. Feel free to invent your own. Finally, the flagon is passed to one of the PCs. They can drink from it, but if they do, they are expected to tell a joke or a story. They must make a DC 15 Perform (comedy) or Perform (oratory) skill check. This can be done untrained. If the player actually tells a good joke or story, apply a circumstance bonus to their skill check. If the player tells a bad joke or story, apply a circumstance penalty to their skill check. You must adjudicate the quality of the joke or story and the amount of the circumstance bonus or penalty.

If a PC fails the skill check, they are out of the competition. If a PC succeeds at the skill check they remain in the competition. All the PCs should be given a chance to participate in the drink-and-tell and the goliaths encourage them to do so. It is acceptable for them to refuse, though the goliaths are disappointed if they do.

The mead used in the contest is technically an ingested poison (DC 14 Fort save; 1d3 Cha/1d3 Cha) although it only induces drowsiness and reduces speech to a slurred gibberish. It is not otherwise dangerous. If reduced to zero Charisma, they fall into a deep sleep. They awaken at noon with a Charisma score of one (1).

Have the PC make the initial Fort save after they take a drink and if they fail, apply the Cha damage before they make their skill check. After they make their skill check, have them roll the secondary Fort save and if they fail, apply the Cha damage. This is done before they take their next drink.

After the third go around, all the goliaths drop out except Wolfsinger. He is the most skilled at Perform (oratory) and he is the PCs primary competition. If any PC is still in the contest at this point, make a fourth and final skill check to determine the winner. After this skill check the flagon is empty and the drink-and-tell is finished.

Wolsinger tells a story about goliath named Strongclimber and how he scaled a sheer cliff to rescue another goliath who had been injured.

Wolsinger: goliath male. Fort +8, Perform (oratory) +10.

To summarize the encounter:

- Initial DC 14 Fort save or suffer 1d3 Cha damage.
- DC 15 Perform (comedy) or Perform (oratory).
- Secondary DC 14 Fort save or suffer 1d3 Cha damage.
- If the Perform check is successful, they remain in the drink-and-tell.
- If the Perform check is not successful, they are out of the drink-and-tell.
- Repeat the steps above three times.
- If any PC is still in after the third round, make the final Fort saves and skill check.

Development: If the PCs decide to use magic to increase their chances of winning and they are discovered by the goliaths, they goliaths grow upset at this. They discourage the PCs from using any more magic in this friendly contest and to get rid of any existing magic. Continued use results in the goliaths quitting the drink-and-tell early. This changes the goliaths' attitude towards the PCs to indifferent.

ENCOUNTER 7

If running this at a convention, you may consider skipping this encounter if time is an issue. Instead Swiftslayer tells the PCs there is a game of goatball being played tomorrow and they are invited to watch as honored guests.

The evening passes by quickly. Swiftslayer sits beside you and says, "Before you help us do battle against Whiteclawdeath and his beasts, we need to test your bravery, skill and daring. You have been challenged to a game of goat-ball. What say you?"

If the PCs respond affirmatively, Swiftslayer announces their response to the rest of the tribe. All the goliaths erupt in cheers. The PCs are informed the game is to be tomorrow at noon with a feast afterwards.

If the PCs respond negatively, Swiftslayer is disappointed. He tells the other goliaths who are also disappointed.

Likely the PCs have questions about playing goatball. Give them *Player Handout 1 – Goliath Goat-ball*.

ENCOUNTER 8

As the drink-and-tell concludes, the goliaths dig into the fire and pull out a covered stone pot. Carefully opening it they remove roasted tubers and pass them around. They break open the skin covering them and blow on the insides to cool them. As they eat, the

Stonespeaker comes to the circle and begins to speak. A goliath translates what he is saying.

"Many seasons ago, there was a tribe named the Gamkathaal. They were led by a mighty warrior named Darkslayer. It was found out that the Gamkathaal and Darkslayer had turned from the spirits of the stone, the wind, the sun and the rain. The other tribes rose against the Gamkathaal for this. On the first day of the battle, the tribes went forth to fight the Gamkathaal. The tribes sent forth only enough warriors to make it a fair fight. Darkslayer was slain that day. Still the Gamkathaal did not submit. The next day, the Gamkathaal came forth to do battle and to our surprise Darkslayer led them. Again they did battle against the Gamkathaal. Again Darkslayer was slain. The next day the same happened. One young warrior noticed that each day the Gamkathaal came forth, there were fewer than there should be. When Darkslayer was slain the third time, the young warrior followed the Gamkathaal. He watched as they took Darkslayer to the peak of Golnakmalthea. He followed them as they took him inside a cave. He watched as Darkslayer was placed inside a circle of power surrounded by carved standing stones. Tribesmen were chained to the stones. A shaman chanted over the body of the Darkslayer and the spirits of the Gamkathaal tribesmen were torn from their bodies by the circle of power. These spirits entered into the body of Darkslayer and when they did, he came alive. At that moment the young warrior was seen and he ran trying to escape, but he could not. To escape, he called out to the spirits of the stone, the wind, the sun and the rain and threw himself off the ledge. The next day, Darkslayer came forth to do battle again. This day, the tribes did not send forth only enough warriors to fight fairly against the Gamkathaal. They sent forth all their forces, killing Darkslayer and all the Gamkathaals. The young warrior's call to the spirits was heard and he did not die from the fall, though his body was broken and battered. The circle of power and the carved standing stones were sealed behind a stone door. Spirits of the stone, wind, sun and rain were called and set to protect and keep Golnakmalthea safe. Before each winter, a stonespeaker guardian must come and ask the spirits to remain. Tomorrow I do this and then I help you fight Whiteclawdeath."

It is likely the PCs have some questions. The Stonespeaker knows and tells the following.

- Golnakmalthea is the mist shrouded mountain peak near the camp.

- He has never been to Golnakmalthea before.
- The guardians are the spirits of the stone, the wind, the sun and the rain. If the PCs probe further on this, they can determine that these are elementals. Stonespeaker knows they are powerful and should not be angered, as would be the case if someone tried to break the stone door.
- To strengthen the seals, he performs a ritual, asking the spirits to keep the stone door sealed and to guard against intruders.
- He does not know why his kind did not destroy the circle of power or if they even tried.
- If the PCs wish to come with him when he performs the ritual, he allows them to do so.

Development: If the PCs go to Golnakmalthea before Encounter 12, they find an intact stone door covered in carved symbols representing the four elements. The stone door is magical and it radiates strong conjuration magic at caster level 18. If they break, bypass or dispel the sealed portal, the elementals found in Encounter 12 attack them. As long as the PCs are inside the sealed off area or are trying to break, bypass or dispel the stone door, the elementals continue to attack them. The PCs receive the experience points awarded in Encounter 12 for each of these combats they undergo. Of course, they cannot go over the cap for experience points.

After this encounter is over, the goliaths retire to their tents to sleep. A dawncaller keeps guard during the night. The PCs can keep watch if they like. Nothing of note happens during the night.

ENCOUNTER 9

Early in the morning, you are awakened by a goliath female singing. It is a rousing song and she projects her voice throughout the camp. Outside you hear the goliaths awaken and begin their daily tasks.

Throughout the morning, the goliath camp is busy with activity. All talk is about the big game of goat-ball today. The sun is soon high in the sky and all the goliaths have gathered at the playing field to watch.

Goat-ball is normally played with two teams and there are four players on each team. The goliaths are making an exception for the PCs and are allowing all the PCs to play. Regardless, there are only four goliath goat-ball players on the team opposing the PCs.

If the PCs cannot field at least four players, then the goliaths fill in on the roster with their own. In this case, do not exceed four players on the PCs team. For example, if only three PCs want to play goat-ball, then one goliath

fills in on the PCs team. If five PCs want to play, then no goliath fills in on the PCs team.

If no PC wants to play goat-ball, then two teams of four goliaths play one another. In this case the PCs receive no XP for this encounter and you can proceed to Encounter 10.

You can use the map in *Appendix 5: Goliath Goat-ball Field* to draw out the goat-ball field, but add additional platforms so there are more 5 ft. jumps. The goliaths are giving the PCs a break because they know they cannot readily jump more than 5 ft.

The PCs should calculate their attacks, armor class, skills and ability checks prior to play.

- Throw. This is the normal ranged touch attack for throwing. Subtract four due to non-proficiency.
- Tag. This is the ranged touch attack for throwing a goat-ball at an opposing player. Subtract four due to non-proficiency.
- Intercept. This is the ranged touch attack for intercepting the goat-ball when it is within 5 ft. of you.
- Target AC. This is your normal touch AC.
- Catch AC. This is your touch AC for catching a ball. Calculate as normal touch AC except reverse the modifiers.
- Determine Jump skill.
- Determine Strength check for Bull Rushing.

You should give the PCs a chance to practice before they play against the goliaths. Allow them a chance to make jumps and throw the ball to other PCs. The goliaths are happy to give advice.

APL 6-14 (EL 2)

Goliath Goat Ball players (4): 12 hp each; See *Appendix 1 – NPCs*.

Tactics: For the first couple of possessions of goat-ball, the goliaths only make 5 ft. jumps and do not attempt to bull rush the PCs off the platforms or try to intercept the ball. They are giving the PCs a chance to play the game.

After the first couple of possessions or if the PCs manage to knock two goliaths out, the goliaths go all out making 10 ft., 15 ft. or even longer jumps, plus they bull rush the PCs off the rocks given the opportunity and try to intercept the ball.

Development: This encounter is interrupted by the magical beast attack (see Encounter 10). After several possessions have been played or at your discretion, start Encounter 10.

If the PCs decide to use magic to increase their chances of winning and they are discovered by the

goliaths, they goliaths grow upset at this. They discourage the PCs from using any more magic in this friendly contest and to get rid of any existing magic. Continued use results in the goliaths walking off the field. If this happens, have Encounter 10 start then. The goliaths' attitude to the PCs changes to indifferent.

For playing goat-ball, win or lose, the PCs gain the Goat-ball Trophy (see AR).

ENCOUNTER 10

If any of the PCs played goat-ball, you may read the following.

Catching your breath from your exertions at playing goat-ball, you glance up in time to see golden winged lion-eagles descending from the skies, while blue-black furred six legged panthers with a pair of tentacles sprouting from their back come bounding out from cover.

The goliaths race to their weapons and defend themselves. Not all the beasts are attacking the goliaths, however; some are intent upon attacking you instead.

If no PC played goat-ball, you may read the following.

You watch the goliath players jump, pass and throw the goat-ball at each other. As you glance around, you see golden winged lion-eagles descending from the skies, while blue-black furred six legged panthers with a pair of tentacles sprouting from their back come bounding out from cover.

The goliaths race to their weapons and defend themselves. Not all the beasts are attacking the goliaths, however; some are intent upon attacking you instead.

Several griffons and displacer beasts attack the goliaths. Only the creatures listed below attack the PCs. Assume the goliaths deal with the creatures attacking them. If the PCs ask about the creatures attacking the goliaths, tell them they are effectively dealing with them and they do not need the PCs help. If they insist on helping the goliaths, have them fight a single griffon or displacer beast. In this case do not award any additional experience points for this.

If any PC was playing goat-ball it is likely they do not have all their gear and equipment on them. If the PCs did not place their gear and equipment somewhere near them, they have to go to it. If the PCs did not state where they placed their gear and equipment, you can assume it is in the tent where the PCs were staying.

If the PCs posted a watch, they can warn everyone about the impending attack. This gives the PCs a surprise round instead.

Creatures: The EL has been increased by 2 due to the likelihood of the PCs having no armor or weapons with them when the creatures attack.

At APL 10, the advanced huge griffin has no pre-cast spells on him. Ignore the power-up suite adjustments.

At APL 12-14, the creatures have pre-cast spells on them. Refer to power-up suite.

APL 6 (EL 8)

Griffon (1): 59 hp; *See Monster Manual 139-140.*

Displacer Beast (1): 51 hp; *See Monster Manual 66-67.*

APL 8 (EL 10)

Griffon (2): 59 hp each; *See Monster Manual 139-140.*

Displacer Beast (2): 51 hp each; *See Monster Manual 66-67.*

APL 10 (EL 12)

Griffon (4): 59 hp each; *See Monster Manual 139-140.*

Displacer Beast (4): 51 hp each; *See Monster Manual 66-67.*

APL 12 (EL 14)

Advance Huge Griffon (1): 256 (298) hp; *See Appendix 1 – NPCs.*

Advanced Huge Displacer Beast (1): 153 (177) hp; *See Appendix 1 – NPCs.*

APL 14 (EL 16)

Advanced Huge Griffon (2): 256 (298) hp each; *See Appendix 1 – NPCs.*

Advanced Huge Displacer Beast (2): 153 (177) hp each; *See Appendix 1 – NPCs.*

Tactics: A griffon and displacer beast pair off and gang up on a single PC, preferably one with little or no armor. The griffon uses its pounce ability on the first round. At APL 6-10, they land and full attack. At APL 12-14, they ascend back into the air and set up for another pounce. The displacer beast keeps anyone trying to help the singled out PC away from the combat, and if able attacks them also. At APL 12-14, it has the feat Large and in Charge to do just that.

Treasure: One of the magical beasts in this encounter possesses the *strange white dragon scale*. This gives the bearer and all allies within 30 feet a +2 luck bonus to their

armor class against dragons. It only works for magical beasts.

All APLs: strange white dragon scale (250 gp each). Total 1500 gp.

Development: If the PCs capture a magical beast, treat it as hostile. If they can communicate with it and they change their reaction to friendly, they can learn the following from it.

- Whiteclawdeath sent them to attack the goliath camp.
- The griffons were hatched in the Clatspur Mountains and have lived here ever since.
- The displacer beasts were born in the foothills of the Clatspur Mountains. They were led here by Whiteclawdeath.
- For both the griffons and displacer beasts, Whiteclawdeath fought the leader of the pack for dominance and defeated them.
- Whiteclawdeath has promised them these lands are to be theirs soon. He has also promised to make them stronger, swifter and tougher. He has already done this to some of the beasts (these are the advanced huge creatures in this encounter).

ENCOUNTER 11

After you defeat the magical beasts, Swiftsayer comes to you. "Stonespeaker is dead. Whiteclawdeath has been seen flying to the high peak of Golnakmalthea. Take the eagles and fly there to face him. I remain here with the tribe to hunt down the remaining beasts."

The PCs can make any preparations they desire before ascending to Golnakmalthea. None of the goliaths go along with the PCs and resist any attempts of coercion. They have no advice for the PCs either.

Development: If the PCs insist on staying here to help the goliaths face the remaining magical beasts, Swiftsayer tries to discourage them. He tells them Stonespeaker wanted them to come with him to perform the ritual in case Whiteclawdeath tried to interfere with it. Since Stonespeaker is dead and Stonespeaker wanted you there, you should go. If the PCs are not persuaded, they fight another set of the creatures from Encounter 10 (new live ones). Award experience points for this additional encounter, but they cannot exceed the cap.

If the PCs insist on raising Stonespeaker from the dead, he refuses to be raised.

If they never go to Golnakmalthea, go to the Conclusion and adjust accordingly.

ENCOUNTER 12

With the assistance of a goliath, you saddle and mount the eagles and ascend toward Golnakmalthea. Each beat of the powerful wings brings you closer to the mist-shrouded peak. The chill wind blows in your face as you rise higher and higher into the air.

Finally, your destination is in sight and you see a ledge on which you can land. Drawing your attention is a toppled gigantic stone door surrounded in mud. An opening leads inside the mountain.

There is no map provided for this. You should draw a ledge that is 15-20 ft. wide and 30-35 ft. long. In the center of this ledge is a 5 ft. wide opening leading into the mountain. The toppled stone door does not provide any impediment to combat and neither does the mud.

The goliaths have flying saddles and they saddle the dire eagles for the PCs. If they desire, the PCs can help. If a PC has the ability to fly without the aid of an eagle and does not wish their help, his eagle flies alongside him. The dire eagles are trained for combat riding (*PH* 75).

If the PCs have animal companions, the goliaths can help rig a harness so they can be carried by the dire eagles. A DC 20 Handle Animal check must be made to have the dire eagles actually carry them. PCs that are unusual (judge's discretion), such as centaurs, suffer the same penalties. Assign penalties as you see fit.

The PCs can land the dire eagles on the ledge and dismount. Once dismounted the elementals attack the PCs if they hear. The elementals must make a DC 15 Listen check to do this. The rider-less dire eagles flee from the combat while those with riders on them must make their Ride checks while fighting. The rider-less dire eagles move 120 ft. away from the combat and circle. The dire eagles can be commanded to come to a PC if they make a DC 10 Handle Animal skill check.

The elementals are not summoned. Their duty is to guard the entrance and ensure no one gets inside. They also patrol the area described in Encounter 13.

If the PCs examine the stone door, they can determine the following.

- A DC 17 Spellcraft reveals a number of *transmute rock to mud* spells were used to topple the stone door.
- The gigantic stone door radiates a lingering aura of magic indicating the magic seal has been destroyed.

To summarize the encounter:

- Earth elementals make a DC 15 Listen skill check. The greater and elder elementals automatically make this skill check.

- Air elementals make a DC 15 Listen skill check. The greater and elder elementals automatically make this skill check.
- If the earth elementals hear the PCs, they take a surprise round to emerge and attack the PCs.
- If the air elementals hear the PCs, on the surprise round they delay. Once the first full round starts, they come off delay and attack.

Creatures: The EL of this encounter has been increased by 2 for tactics, terrain and synergy of monster abilities such as Whirlwind and Awesome Blow. The EL of this encounter has been decreased by 1 for the ability of the PCs to flee without being chased.

APL 6 (EL 8)

Air Elemental, Large (1): 60 hp; *See Monster Manual 95-96.*

Air Elemental, Medium (1): 26 hp; *See Monster Manual 95-96.*

Earth Elemental, Large (1): 68 hp; *See Monster Manual 97-98.*

Earth Elemental, Medium (1): 30 hp; *See Monster Manual 97-98.*

APL 8 (EL 10)

Air Elemental, Huge (1): 136 hp; *See Monster Manual 95-96.*

Air Elemental, Large (1): 60 hp; *See Monster Manual 95-96.*

Earth Elemental, Huge (1): 152 hp; *See Monster Manual 97-98.*

Earth Elemental, Large (1): 68 hp; *See Monster Manual 97-98.*

APL 10 (EL 12)

Air Elemental, Greater (1): 178 hp; *See Monster Manual 95-96.*

Air Elemental, Huge (1): 136 hp; *See Monster Manual 95-96.*

Earth Elemental, Greater (1): 199 hp; *See Monster Manual 97-98.*

Earth Elemental, Huge (1): 152 hp; *See Monster Manual 97-98.*

APL 12 (EL 14)

Air Elemental, Elder (1): 204 hp; *See Monster Manual 95-96.*

Earth Elemental, Elder (1): 228 hp; *See Monster Manual 97-98.*

APL 14 (EL 16)

Air Elemental, Elder (2): 204 hp each; *See Monster Manual 95-96.*

Earth Elemental, Elder (2): 228 hp each; *See Monster Manual 97-98.*

Tactics: The earth elementals are hiding underground and have total cover. If the elementals make a DC 15 Listen check, they hear the PCs walking on the rocky ground above. The greater and elder elementals automatically make this skill check. If the PCs are unable to detect the earth elementals, the creatures take a surprise round, using their standard action to move 5' out of the ground and attack the PCs. If there is not enough room for them all, then some remain underground until there is room. Alternately, the earth elementals can squeeze onto the ledge. One of the earth elementals blocks the entrance.

The earth elementals use their Push extraordinary ability to push the PCs off the ledge. Alternately they can use their Improved Bull Rush or Awesome Blow to push or knock the PCs off the ledge. If the PCs get inside the tunnel, the earth elementals follow and pound on the PCs as long as they are in the tunnel. If the PCs retreat from the tunnel and the ledge, they do not follow.

The air elementals are hiding the mists above the peak and they have total concealment (50% miss chance and cannot locate by normal sight). They are 100 feet above the ledge. If they make a DC 15 Listen check they hear the PCs below. The greater and elder elementals automatically make this skill check. If the elementals get a surprise round, they delay until the first full round and then go first at the top of the round.

The air elementals use their Whirlwind supernatural ability to pick up the PCs, carry them off the ledge and then let them go to fall to the ground below. The air elementals do not follow the PCs down. If the PCs get inside the tunnel, the air elementals attack them by using their Flyby Attack or Spring Attack. If they are unable to attack, they lurk outside waiting for the PCs to exit.

From the ledge, a PC falls APL x 10 ft. before they hit the side of the mountain (APL 6 is 60 ft., APL 8 is 80 ft., etc.). The elementals do not follow the PCs to attack them. Instead they stay near the ledge and prevent the PCs from entering inside. The earth elementals retreat underground and the air elementals go back to lurking in the mists.

The goal of the elementals is to prevent the PCs from entering the tunnel and the cavern.

Development: If the elementals do not hear the PCs and they enter inside, the creatures instead attack when the PCs leave, automatically hearing them, unless common

sense dictates otherwise. In this latter case do not award them any XP for this encounter.

If the PCs flee from the encounter, they do not defeat the elementals and do not receive full experience points. At your discretion, you may award them partial experience points.

If the PCs wait an hour or more before they return, the elementals leave this plane and return to their own, since Stonespeaker was not here to convince them to stay. In this case, proceed to Encounter 13.

ENCOUNTER 13

Entering into the mountain through the opening once sealed by the toppled stone door, you travel down a long natural tunnel. It opens into a cavern where your light falls onto four carved standing stones surrounding a silvery circle that lies in the midst of them. Strange markings are engraved into the circle.

Nearby is a wall of thorns wherein is trapped a goliath whom you recognize as Strongclimber. He is unmoving and bleeding profusely.

Strongclimber decided to ascend to the peak of Golnakmalthea as he once did in his youth, thinking it would kill him. To his surprise, he made it to the top. Fortunately for him, this was after Whiteclawdeath had breached the stone door. He crept inside, escaping the notice of the elementals. Once inside, he managed to escape Whiteclawdeath's notice for a short period of time. Once he was discovered, Whiteclawdeath cast the spell *wall of thorns* on him. At this moment, the PCs were making their way into the cavern. Whiteclawdeath escaped using magic.

Strongclimber is near the edge of the wall of thorns and is dying (-1 hp). If the PCs can save him, he relates the following as he can speak the Common tongue.

- He decided to ascend to the peak of Golnakmalthea as he once did in his youth, thinking it would kill him. To his surprise, he made it to the top.
- After seeing the toppled stone door, he crept inside to see who or what did this.
- Once inside the cavern he saw a white dragon, not much larger than himself (medium size).
- He watched as the white dragon changed shape into a humanoid form with a slight build. The humanoid was wrapped in the hide of a white scales and he could not see the person's face.
- The humanoid examined the carved standing stones and the circle, studying them for quite some time.
- After examining the carved standing stones and the circle, the humanoid chanted for a long time. Once

the humanoid finished, he talked out loud as if he were asking questions and getting answers (a DC 20 Spellcraft skill check indicates it is likely the spell *stone tell*).

- Strongclimber confirms the voice is masculine.
- He asked questions like, who made you, what is your purpose, how did you bring the dead back to life, how do you know this, etc. He did not hear and cannot remember all the questions.
- Strongclimber remembers the humanoid making a comment going something like this, "So, that is what He wants with this."
- The humanoid finally noticed him when he tried to get closer to hear what he was saying.
- Strongclimber tried to escape, but he found himself surrounded by thorns. He tried to escape from the thorns but only injured himself. He fell unconscious.
- He does not know the whereabouts of Whiteclawdeath or how he left the cavern.

If the PCs make a DC 15 Knowledge (arcana) skill check, they realize that the abilities and nature of Whiteclawdeath do not fit those of a white dragon.

If the PCs examine the circle with strange markings, they can discover the following.

- It does not radiate magic.
- It is made platinum. A DC 15 Appraise skill check reveals the value of it is equal to the amount located in the Treasure section of this encounter.
- A DC 15 Knowledge (arcana) skill check reveals this to be a runic circle. It is no longer functioning.
- A DC 25 Knowledge (arcana) skill check reveals this runic circle was used to cast *true resurrection*.
- A DC 15 Knowledge (religion) skill check reveals the runic circle is dedicated to Nerull of the Old Faith.

If the PCs examine the four carved standing stones, they can discover the following.

- The stones do not radiate magic.
- A DC 15 Knowledge (arcana) skill check reveals each stone is dedicated to one of the four elements (air, earth, fire and water). They line up across from their opposing element.
- A DC 15 Decipher Script skill check is required to determine the cryptic meanings of the carvings.
- Once deciphered, a DC 15 Knowledge (religion) skill check reveals the runic circle is dedicated to Nerull of the Old Faith and the carved standing stones themselves are dedicated to the four elements and are druidic in nature.

- Once deciphered, a DC 25 Knowledge (arcana) skill check reveals how to activate the runic circle. Four living sentient beings must be used to power it. Their souls are stripped from their bodies and are used to bring the dead person back to life. Fortunately, the circle is no longer enchanted.

When the Gamkathaals were destroyed and Darkslayer finally slain, the stonemaster guardians came to Golnakmalthea. Here they found this abomination that combined Nerull and the elements. Using their magical powers, they undid the magic of the runic circle and the carved standing stones. They placed a magic stone door over the entrance and set elementals as guardians over the place. A final disposition of what they were to do to this place was discussed, but nothing was ever actually done.

Treasure: If the PCs take the time, they may strip out the platinum from the stones.

All APLs: Loot - 650 gp each.

Development: If for some reason, you need a stat block for Strongclimber, use the one for the goliath goat-ball players.

Prior to entering the cavern, if the PCs use magic to view the tunnels or cavern ahead, they do not see Whiteclawdeath. They do see the wall of thorns and Strongclimber trying to free himself.

Strongclimber refuses any further help from the PCs and resists any attempts to bring him back down the mountain. A DC 35 Diplomacy skill check is required to convince him otherwise. A further DC 35 Diplomacy skill check convinces him to return to the tribe as a witness to what he saw.

If the PCs do not strip the platinum from the runic circle, they receive no loot from this encounter.

Anyone who does not loot the temple may report its existence to the Old Kerk and receive the equivalent reward as if they had looted the temple. Any PC who has any Favor of Nerull, bears the Mark of Hus or are Death Cultists, if they or anyone in their group decides to loot the temple get a massive headache on the first round looting begins. It gets worse for the next two rounds if looting continues. If looting continues past four rounds, they are affected by a *feeblemind* spell (no save).

The PCs are welcome to cast the spell *stone tell* on the carved standing stones. They can discover what actually happened here long ago (see above). Add details as necessary. If they ask what the humanoid asked, they can relate the following.

- Who made you? ***The shaman of the Gamkathaals and the priests of Nerull.***

- What is your purpose? **To bring the dead back to life.**
- How do you bring the dead back to life? **The power of the opposing elemental forces draws forth the souls of those sacrificed while the power of the circle channels them into the dead.**
- How do you know all of this? **I listened to those who made me and remembered.**

CONCLUSION

Returning from Golnakmalthea, you see Swiftsayer, the goliath chieftain, waiting for you. He asks, "Is Whiteclawdeath slain?"

The PCs have an opportunity to relate the events that occurred to Swiftsayer. Once finished, Swiftsayer speaks again.

Swiftsayer listens intently to you as you tell what happened. Once you have finished, he says, "Whiteclawdeath still lives. I must move the tribe to safety. I thank you for your help. You may come with us to meet with other goliaths and tell the stonespeaker guardians your tale."

If the PCs agree to travel with the goliaths, they travel to a meeting place and tell their tale to other goliath stonespeaker guardians. This costs any PC that chooses to go along an additional two (2) Time Units and they receive the Favor of the Stonespeakers. This is the only way to receive this favor. The players should be told the cost and you are certainly allowed to tell them a few choice tidbits about the favor.

If the PCs do not agree to travel with the goliaths, Swiftsayer wishes them well. He then orders the goliath camp to be struck immediately. The goliaths pack and leave the site within the hour.

Additionally the PCs get access to **Learn Something New** for playing this adventure.

The last of the goliaths disappears from view, leaving behind bare patches of ground where their tents once stood. Some among you pause for a moment, questioning what you uncovered. Who is Whiteclawdeath? What did he want with a runic circle that could bring the dead back to life? And why are magical beasts following him? You put these questions aside as you begin your own journey, one to your next destination.

Treasure: The goliaths give you skins and body parts from the slain magical beasts. You sell these in Verbeeg Hill to the highest bidder.

APL 6: None.

APL 8: Coin: 400 gp each.

APL 10: Coin: 1000 gp each.

APL 12: Coin: 2400 gp each.

APL 14: Coin: 5700 gp each.

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 1

Experience objective: Defeat the giant owls or yrrhaks.

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Encounter 9

Experience objective: Play goat-ball.

APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

Encounter 10

Experience objective: Defeat the griffons and displacer beasts.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 11

Experience objective: Defeat the elementals.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Discretionary roleplaying award

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total possible experience:

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 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.

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

Encounter 10

Recover the strange white dragon scale.

APL 6: Magic: 250 gp.

APL 8: Magic: 250 gp.

APL 10: Magic: 250 gp.

APL 12: Magic: 250 gp.

APL 14: Magic: 250 gp.

Encounter 13

Strip the platinum from the destroyed runic circle or report the location to the Old Kerk to get the reward.

APL 6: Loot: 650 gp.

APL 8: Loot: 650 gp.

APL 10: Loot: 650 gp.

APL 12: Loot: 650 gp.

APL 14: Loot: 650 gp.

Conclusion

Sale of magical beast parts.

APL 6: None.

APL 8: Coin: 400 gp.

APL 10: Coin: 1000 gp.

APL 12: Coin: 2400 gp.

APL 14: Coin: 5700 gp.

Total Possible Treasure

APL 6: Loot: 650 gp; Magic 250 gp; Total 900 gp.

APL 8: Loot: 650 gp; Coin 400 gp; Magic 250 gp; Total 1300 gp.

APL 10: Loot: 650 gp; Coin 1400 gp; Magic 250 gp; Total 2300 gp.

APL 12: Loot: 650 gp; Coin 2400 gp; Magic 250 gp; Total 3300 gp.

APL 14: Loot: 650 gp; Coin 5700 gp; Magic 250 gp; Total 6600 gp.

Special

Favor of the Stonespeakers: Gain TWO of the following; cross off the rest. This favor costs an additional two (2) TUs.

- TWO of the following feats: Mountain Fighter (D315), Powerful Charge (MH), Greater Powerful Charge (MH), Hurling Charge (MH), Reckless Charge (MH).
- Magic items marked with an asterisk (*) below.
- TWO of the following spells (SC): *tremor*, *lay of the land*, *greater stone shape*, *stonehold*, *master earth*, *bombardment*.

- Add storm elemental (MM III) to your list of creatures for the *summon nature's ally* or *summon monsters* spells.
- Dire eagle alternate form (RoS and MM III) for purposes of wildshape, polymorph, or similar abilities.
- Dire eagle animal companion (RoS).
- Access to gain a fully grown and trained dire eagle (RoS) (Costs 4,250 gp).

Favor of the Guildsmen: Trading the magical beast furs, feathers and hides to the Guildsmen of High Art grants you Iuz Metaregional access to ONE of the following. This access can only be used once. Cross out when used.

- TWO Core access spells for scribing purposes or the purchase of scrolls (one-time purchase only).
- *Bane (magical beasts)* weapon enchantment.
- ONE of the following: *winged shield*, *minor cloak of displacement*, *cloak of displacement*, *winged boots*, or *wings of flying*.

Goat-ball Trophy: You are given a bone trinket carved into the shape of a horned goat's head. If worn openly, you gain a +2 circumstance bonus to Diplomacy when dealing with goliaths.

Learn Something New: You may learn the goliath's language, Gol-kaa. Skill points in Speak Language must be spent as normal.

Strange White Dragon Scale: The bearer of this scale and all allies within 30 ft. gain a +2 luck bonus to Armor Class against dragons. This item only functions for creatures with the magical beast type and does not take up an item slot.

Frequency: Adventure. Faint abjuration; CL 3rd; *antidragon aura*^{DRA}, Craft Wondrous Item, Dragon Hunter Bravery^{DRA}; Price 3,000 gp; Weight 1 lb.

- Masterwork greatspear (Adventure; *Complete Warrior*; 325 gp)
- Masterwork greatspear, large-size (Adventure; *Complete Warrior*; 350 gp)
- Goliath healing kit (Adventure; *Races of Stone*; 50 gp)
- Military flyer's saddle (Adventure; *Races of Stone*; 70 gp)
- *Strange white dragon scale* (Adventure; see above)
- **Elemental gem (air)* (Adventure; *DMG*)
- **Elemental gem (earth)* (Adventure; *DMG*)
- **Elemental gem (fire)* (Adventure; *DMG*)
- **Elemental gem (water)* (Adventure; *DMG*)
- **Ring of climbing* (Adventure; *DMG*)
- **Ring of improved climbing* (Adventure; *DMG*)
- **Ring of feather falling* (Adventure; *DMG*)
- **Ring of jumping* (Adventure; *DMG*)
- **Ring of improved jumping* (Adventure; *DMG*)
- **Rope of stone* (Adventure; *Complete Adventurer*; 2800 gp)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6-14

- Masterwork composite greatbow (Str+4) (Adventure; *Complete Warrior*; 900 gp)
- Masterwork greatbow, large-sized (Str+4) (Adventure; *Complete Warrior*; 1100 gp)
- Masterwork goliath greathammer (Adventure; *Races of Stone*; 330 gp)
- Masterwork goliath greathammer, large-sized (Adventure; *Races of Stone*; 360 gp)

APPENDIX 1: NPCS

ENCOUNTER 9:

Goliath Goat-ball player: warrior 1; CR 1 Medium humanoid (goliath); HD 1d8+5 hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +7; Atk +3 melee touch or +1 range touch; Full Atk +3 melee touch or +1 range touch; SA none; SQ goliath traits; AL N; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 15, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +2, Jump +5, Sense Motive +2, Survival +1; Toughness.

Languages: Common, Gol-Kaa.

Possessions: animal skin kilt.

Goliath Traits (Ex): This warrior's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. He can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the -5 penalty on the Climb check. He is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Physical Description: Tall and muscular, the gray-skinned goliath goat-ball players wear only animal skin kilt.

Advanced Huge Griffon: CR 10; Huge magical beast; HD 21d10+132; hp 256; Init +1; Spd 30 ft., fly 80 ft. (average); AC 18, touch 9, flat-footed 18; Base Atk +22; Grp +39; Atk +29 melee (4d6+8, bite); Full Atk +29 melee (4d6+8, bite) and +26 melee (1d8+4, 2 claws); Space/Reach 15 ft./10 ft.; SA pounce, rake 1d6+4; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +19, Ref +14, Will +10; Str 26, Dex 13, Con 23, Int 5, Wis 13, Cha 8.

Skills and Feats: Hide -7, Jump +17, Listen +4, Spot +27; Diving Charge, Flyby Attack, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack, Power Attack, Weapon Focus (bite).

Pounce (Ex): If a Huge griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +26 melee, damage 1d6+4.

Power-up suite (for APL 10-14 only): The following spells are pre-cast at caster level 18 on the creature: *barkskin*, *bear's endurance*, *bull's strength*, *greater magic fang* (all natural weapons enhanced to +1), *owl's wisdom*, and *resist energy (fire 30)*.

Hp 298, AC 23, flat-footed 23, Grp +41, Atk +32 melee (4d6+11 bite); Full Atk +32 melee (4d6+11, bite) and +29 melee (1d8+7, 2 claws), SV Fort +21, Will +12. Rake attacks are at +29 melee, damage 1d6+7.

When performing pounce and diving charge: Full Attack +34 melee (6d6+11, bite), +31 melee (1d8+2d6+7, 2 claws) and +31 melee (3d6+7, 2 rakes).

Advanced Huge Displacer Beast: CR 9; Huge magical beast; HD 12d10+84 hp 153; Init +3; Spd 40 ft. (x4); AC 19, touch 11, flat-footed 16 (-2 size, +3 Dex, +8 natural); BAB: +12; Grp: +31; Atk: +21 melee (2d6+11, tentacle); Full Atk: +21/+21 melee (2d6+11, 2 tentacles) and +16 melee (2d6+5, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacles); SQ Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL NE. SV Fort +15, Ref +11, Will +6; Str 32, Dex 16, Con 24, Int 4, Wis 14, Cha 6.

Skills and Feats: Hide +11, Listen +6, Move Silently +12, Spot +6; Alertness, Combat Reflexes, Dodge, Large and in Charge, Stealthy.

Languages: Common.

Displacement (Su): Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Power-up suite (for APL 12-14 only): The following spells are pre-cast at caster level 18 on the creature: *barkskin*, *bear's endurance*, *bull's strength*, *greater magic fang* (all natural weapons enhanced to +1), *owl's wisdom*, and *resist energy (fire 30)*.

Hp 177, AC 24, flat-footed 21, Grp +33, Atk: +24 melee (2d6+14, tentacle); Full Atk: +24/+24 melee (2d6+14, 2 tentacles) and +19 melee (2d6+8, bite); SV Fort +14, Will +8.

New Races

Goliaths

(Reference: *Races of Stone*, p. 53)

OVERVIEW

Goliaths are massive creatures unafraid of throwing their weight around in a fight. Highly competitive, these strong nomads can prove to be powerful allies and welcome additions to any adventuring party.

Personality: Goliaths are known for their almost foolhardy daring. In their mountain homes, they leap from precipice to precipice, heedless of the fatal consequences of a misstep. They place great stock in clan and family; life in the mountains teaches even the youngest goliath to rely completely on his fellows for a hand across a crevasse. Because most goliaths are hunter-gatherers, they tend to be inquisitive, always curious about whether better hunting lies over the next ridge or a good water source can be found in the next canyon. Goliaths are completely unsympathetic toward tribe members who cannot contribute to the well-being of the tribe anymore—an attitude reinforced by social structures. Old, sick, and otherwise infirm goliaths are exiled from their clans, never to return.

Physical Description: A typical goliath is larger than the largest half-orc. Most stand between 7 and 8 feet tall and weigh between 280 and 340 pounds. Unlike with most other races, there is no appreciable difference in height or weight between male and female goliaths. Goliaths have gray skin, mottled with dark and light patches that goliath shamans say hint at a particular goliath's fate. Lithoderms—coin-sized bone-and-skin growths as hard as pebbles—speckle their arms, shoulders, and torso. Their skulls have a jutting eyebrow ridge, wide jaw, and occasional lithoderms as well. Female goliaths have grown to great length dark hair on their heads, and always kept braided. Male goliaths generally have hair only on their limbs. Goliaths' eyes are a brilliant blue or green, and they often seem to glow a little from underneath their furrowed brows. Because their skin mottling has cultural significance goliaths generally dress as lightly as possible, displaying their skin patterns for all to see. For the same reason, few goliaths would willingly get a tattoo—to draw on one's skin is tantamount to trying to rewrite one's fate. Goliaths instead decorate themselves with jewelry, often sporting ear, nose, or brow rings. A goliath's lithoderms are also common places to embed a gem or two, since they have few nerve endings and stand out on the goliath's body already.

APPENDIX 2: NEW RULES

Relations: When encountered in the mountains, goliaths are outwardly friendly to anyone who doesn't threaten the tribe and can keep up with them as they climb from peak to peak. Humans who brave the mountains—rangers and druids, most often—can often earn a tasty meal by helping a team of goliath hunters. Goliaths hold dwarves in particularly high regard, wishing their tribes had the dwarven aptitude for weapon crafting. Some of the bravest goliaths climb down into the tunnels and natural caverns under a mountain, seeking a dwarf community to trade with. The smaller-than-human races are regarded as curiosities, but many a nimble-climbing gnome or halfling has earned respect by beating a goliath in a race up a cliff. Goliaths view the extended life span of an elf as vaguely frightening, finding it hard to imagine a person who could have known one's great-great grand father. A goliath tribe's attitude toward any nearby giants varies widely. Some tribes eagerly trade with giants; the giants' weapons aren't up to dwarven standards, but they are made in larger sizes (which goliaths greatly prefer). However, giants have a bad habit of trying to turn goliaths into their slaves, using them for menial tasks they're too big or too lazy to do themselves. Conflict inevitably ensues, and soon either the giants are dead, the goliaths have fled, or the goliaths are chained up as slaves to a giant-lord. Goliaths tend to hold goblinoids and orcs (including half-orcs) at arm's length, noting that the 'downlanders' they trade with regard such races as troublemakers. But because goblinoids rarely stray into the high mountains, they are usually someone else's trouble, so goliaths do not bear them any actual malice.

Alignment: Goliaths have a slight tendency toward chaotic alignments, which is reflected in their wanderlust and the small, mobile communities in which they live. Still, each goliath tribe has one or more adjudicators that settle disputes within the clan, and such goliaths are generally lawful. Goliaths have a slight preference for good over evil, since among the high mountain peaks, survival becomes much easier when one aids a fellow goliath without insisting on recompense.

Goliath Lands: Because they do not support large-scale agriculture or extensive settlements, the mountain ranges where goliaths live are home to few other intelligent races. Most tribes of goliaths wander from peak to peak, tending their goat flocks and foraging for alpine roots and tubers. Typically, a tribe sets up a temporary village in an alpine meadow and remains there for a month or two, then moves on when the season changes or better hunting can be found

elsewhere, Larger tribes tend to follow a similar trail from year to year, retreating to lower elevations in midwinter and when they need to trade, then ascending to the highest peaks once the snow melts. Some goliaths live at lower altitudes among humans or other races, most often because their tribe exiled them after a crime, dispute or injury. Many a folk tale features a forlorn goliath working as a farmhand after a failed courtship in the mountains.

Religion: Kavaki the Ram-Lord is the primary deity of the goliaths (see the Religion section later in this chapter). As the Chief of All Chiefs, he watches over the goliaths and their mountain homes. His clerics say that Kavaki created the goliaths when he found a bush bearing gems in place of fruit growing atop the highest mountain peak in the world. When Kavaki plucked gems from the bush, those gems became the first tribe of goliaths. Kavaki instructs his followers to seek out the hidden bounty of the mountains and keep the tribe safe from harm.

Language: For millennia, the goliaths have had only a spoken tongue, Gol-Kaa, which has only thirteen phonetic elements: *a, e, g, I, k, l, m, n, o, p, u, th and v*. Recently, the goliaths have picked up the alphabet of the Dwarven language, though the concept of a written language hasn't spread to all the tribes yet. Those tribes that have learned the Dwarven alphabet are busily transcribing the goliaths' vast oral tradition into carvings, cave paintings, and even books.

Names: Every goliath has three names: a birth name assigned by the newborn's mother and father, a nickname or honorific assigned by the tribal chief, and a family or clan name. The birth name tends to be short—often only a syllable or two—but the clan names often have five syllables or more and always end in a vowel.

The honorific is not a traditional name so much as it is a descriptive nickname, often a two-part sobriquet. The honorific can change at the whim of the tribal chief, whether because a particular goliath did something useful for the tribe (earning an honorific such as Highclimber" or "Nighthunter") or as punishment for failure (a middle name such as "Latesleeper" or "Wanderslost). Goliaths who have been exiled from their tribe generally carry a middle name that reflects their status, such as "Solitary or 'Kinless." Some specific roles within the tribe, such as lorekeeper or shaman (described in the Society and Culture section later in this chapter), have honorifics attached to them as well.

When introducing themselves for the first time, goliaths always use the first name/honorific/family name construction, translating the honorific into the listener's language if possible. Thereafter, they refer to

themselves and each other by the honorific alone. Goliaths traveling among other races sometimes assign honorifics to their comrades rather than use their given names.

Male Names: Aukan, Eglath, Gauthak, Ilikan, Keothi, Lo-Kag, Maveith, Meavoi, Thotham, Vimak.

Female Names: Gae-Al, Kuori, Manneo, Nalla, Orilo, Paavu, Pethani, Thalai, Uthal, Vaunea.

Honorifics: Bearkiller, Dawncaller (see Chapter 5 for details on this prestige class), Fearless, Flintfinder, Horncarver, Keeneye, Lonehunter, Longleaper, Rootsmasher, Skywatcher, Steadyhand, Threadtwister, Twice-Orphaned, Twistedlimb, Wordpainter. Family Names: Anakalathai, Elanithino, Gathakanathi, Kalagiano, Katho-Olavi, Kolae-Gileana, Ogolakanu, Thuliaga, Thunukalathi, Vaimeil-Laga.

Adventurers: Traditionally, the only goliaths to become adventurers are those exiled (voluntarily or otherwise from the goliath tribes high in the mountains. However, since some goliath tribes spend more time with "downlanders, especially the dwarves, it's becoming more common for a tribe to send a particularly competent goliath on a mission that aids the tribe or goliaths in general. Once they descend from their mountain homes, most goliaths find the lowlands fascinating, although they are generally on their guard against "downland tricksters." The same wanderlust that keeps goliath tribes moving often keeps a lone goliath among humans for far longer than he originally intended.

GOLIATH RACIAL TRAITS

- +4 strength, -2 Dexterity, +2 Constitution: Goliaths are massively muscled, but their bulk sometimes gets in the way when they're trying to be nimble.
- Goliath base land speed is 30 feet. Medium: As Medium creatures, goliaths have no special bonuses or penalties due to their size. However, see the powerful build ability description below for more details.
- Monstrous Humanoid: As monstrous humanoids, goliaths are proficient with all simple weapons, but they have no proficiency with any armor or shield.
- Powerful Build: The physical stature of a goliath lets him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered

to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subjects size category.

- Mountain Movement: Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running Long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.
- Acclimated: Goliaths are automatically acclimated to life at high altitude. They do not take the penalties for altitude described in the Mountain Travel section on page 90 of the Dungeon Master's Guide. Unlike other denizens of the mountains, goliaths do not lose their acclimation to high altitude even if they spend a long time at a lower elevation.
- +2 bonus on Sense Motive checks: When speaking to one another, goliaths tend to augment their verbal communication with subtle body language. They are likewise able to 'read' the unintentional body language of others.
- Automatic Languages: Common and Gol-Kaa. Bonus Languages: Dwarven, Giant, Gnoll, Terran.
- Favored Class: Barbarian. A multiclass goliath's barbarian class does not count when determining whether he takes art experience point penalty (see the XP for Multiclass Characters section. page 60 of the Player's Handbook). The tribal life of the goliaths produces many barbarians.
- Level adjustment +1.

PSYCHOLOGY

Goliaths' love of competition shapes a significant part of their worldview. A goliath instinctively keeps score about anything that's a challenge and casually mentions how he's doing compared to his comrades and rivals. "That's the third time I've fed you a potion when you were about to die, a goliath might say, or. "It's frustrating—my enemies have drawn first blood four times in a row today. Those unfamiliar with goliath culture often find the need to keep score annoying, arrogant, or self-centered, but they're placing more weight on such utterances than the

goliaths themselves are. To a goliath, scorekeeping is as natural as breathing, and it is not meant to belittle or demean anyone.

While goliaths obviously love competing with and against each other, they face a more implacable foe. It's invisible to even a close friend, but a goliath is always competing against himself. If a goliath slays a dragon, he won't be satisfied with another dragon battle unless it's against a larger, older dragon. When a goliath doesn't measure up to his former achievements, he frequently becomes morose and withdrawn. Goliaths rarely speak of this inner struggle, and in fact many couldn't articulate why they feel the way they do. But to a greater or lesser degree, all older goliaths are haunted by their need to compete against their younger selves.

Because tribes rely on the utmost effort of each member to survive in the forbidding mountains, goliaths are almost incapable of holding a grudge if they lose a fair competition. Goliaths compete as teams more often than they do as individuals, and an oft-repeated goliath maxim is "Today's rival is tomorrow's teammate." Cheating in a competition—which for goliath covers most life activities—is so severely frowned upon that few goliaths will risk the social consequences of being caught. Many cannot conceive of cheating, instead redoubling their efforts or finding another game or sport to try.

Competition drives another mind-set common among goliaths: the notion that "everyone gets a turn." Just as most goliath competitions are open to all, goliaths expect that everyone should have the chance to compete for power, prestige, and other goals. Goliaths who visit areas of lower elevation are often puzzled by the plight of serfs. "Why does the lord not give them the chance to become knights?" a goliath traveler might ask. Anyone in a situation that affords no hope of advancement will earn pity—and possibly more tangible assistance—from a goliath.

Competition among goliaths has a darker side as well. The convivial attitude among goliaths extends only to the able-bodied and the very young, who are nurtured for their potential. A goliath who can't keep up with the rest of the tribe, either literally or in terms of production, is carried for only a few days before the tribe begins to shun the weak goliath. Sometimes the tribe will deny a weak goliath food and shelter, but it's far more likely that the weak goliath will refuse food and shelter until he has proven his worth to the tribe or until he walks away in shame.

Another noteworthy aspect of goliath culture is that while tribes do a thorough job teaching the principles of friendly competition and fair play to their youngsters, not every tribe has exactly the same notion

of fair play. A goliath who leaves one tribe and joins another is often torn between his upbringing and the unspoken precepts of his new tribe. This struggle often drives a goliath into exile if he is unable to reconcile his new tribe's rules of fair play with the ones he grew up with.

Role-playing Application: if you're playing a goliath character, consider keeping a tally of the monsters he defeats and track events such as "most damage dealt in a single blow" or "biggest wound I survived." Your character's desire to outshine his previous accomplishments probably influences what adventures he undertakes as he goes up in level. Consider carefully what your character regards as fair play, especially with regard to situations that come with some frequency in the D&D game such as the dilemma of a helpless foe or the notion of breaking the law to achieve a greater good.

New Creatures

Dire Eagle

(Reference: *Races of Stone*, p.186)

Large Animal

Hit Dice: 5d8+15 (37 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 60 ft. (average)

Armor Class: 18 (-1 size, +4

Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +3/+12

Attack: Talon +7 melee (1d8+5)

Full Attack: 2 talons +7 melee (1d8+5) and bite +2
melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: none

Special Qualities: Low light vision

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 20, Dex 19, Con 17, Int 2, Wis 14, Cha 6

Skills: Listen +4, Spot +20

Feats: Alertness, Flyby Attack

Environment: Temperate mountains

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large)

Level Adjustment: —

This enormous eagle has thick, glossy feathers that accentuate its bulk and physical power.

Dire eagles are larger, more powerful versions of the common eagle. The most powerful goliath clans keep

dire eagles as mounts, using them to scout the mountain ranges they inhabit.

A dire eagle stands up to 12 feet tall with a wingspan of up to 20 feet. A fully grown dire eagle weighs up to 650 pounds.

Combat: Like their smaller kin, dire eagles typically dive on their prey. When forced to fight on the ground, a dire eagle uses both its beak and talons to great effect.

Skills: Dire eagles have a +8 racial bonus on Spot checks.

New Equipment

Saddle, Flyer's

(*Races of Stone* p.160-161)

This specialized exotic saddle allows a properly strapped-in rider to stay safely on the back of a flying or climbing mount. The saddle includes a secure system of straps and buckles that hold the rider in place while minimizing the time it takes to get in and out of the saddle. Buckling yourself into a flyer's saddle is a full-round action that provokes attacks of opportunity. Unbuckling the straps is a move action that does not provoke attacks of opportunity.

While strapped into a flyer's saddle, a rider need not make Ride checks to stay in the saddle. The rider can break out of the straps as a standard action that requires a DC 20 Strength check and does not provoke attacks of opportunity. If its straps are broken, a flyer's saddle functions only as a normal saddle until they are repaired.

The flyer's saddle comes in three varieties: pack, riding, and military.

Cost 70 gp for military, 18 gp for pack and 35 gp for riding. Weight 25 lb. for military, 15 lb. for pack and 25 lb for riding. Weight given is for a saddle meant for a Large creature. Saddles made for Medium mounts weigh half this amount and saddles made for Huge creatures weigh twice as much.

New Feats

DIVING CHARGE [GENERAL]

(*Races of the Wild*, p.150)

You can dive down at a target to deal a devastating strike.

Benefit: When charging while flying, if you move at least 30 feet and descend at least 10 feet, you gain a bonus on your damage roll based on your fly speed. (The damage bonus is based on your fly speed, not how far you have moved in your charge.)

Fly Speed	Damage Bonus
30 feet or slower	+1d6
31 to 90 feet	+2d6
91 feet or faster	+3d6

In addition, after you make this attack you can choose, regardless of your maneuverability, to turn in place so that you are now flying parallel to the ground.

LARGE AND IN CHARGE [GENERAL]

(*Draconomicon*, p.71)

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

APPENDIX 3 – GOLIATH GAMES

Goat-Ball: This team game uses a furry, misshapen ball made out of stuffed goat-hide—the more lopsided and lumpy the ball, the better. Goat-ball requires a dozen to two dozen platforms (usually boulders, logs, and tree stumps) raised above the ground in a random pattern. Two teams of four clamber onto adjacent platforms, and a referee runs out to place the goat-ball on a platform somewhere roughly equidistant from the two teams. The teams then leap from platform to platform, each trying to be the first to reach the ball. Whichever team reaches the ball first is on offense. When a team is on offense, it tries to complete three consecutive passes involving teammates on four different platforms (in other words, you cannot just pass it back and forth three times; you have to leap from platform to platform). If the team on offense completes three passes, whoever has the ball can try to hit an opponent with the thrown ball. The team on defense tries to intercept the ball and push its opponents off the platforms.

A player who falls off a platform (either because he missed a jump or because an opponent pushed him off) or gets hit by a ball is “out” and cannot participate until possession changes and the two teams trade offensive and defensive roles. Whenever the ball hits the ground (including when the player holding the ball touches the ground), possession changes—unless the ball hits the ground after a successful throw at an opponent, in which case the offense keeps the ball. A team wins if all its opponents have been knocked out of the game at the same time.

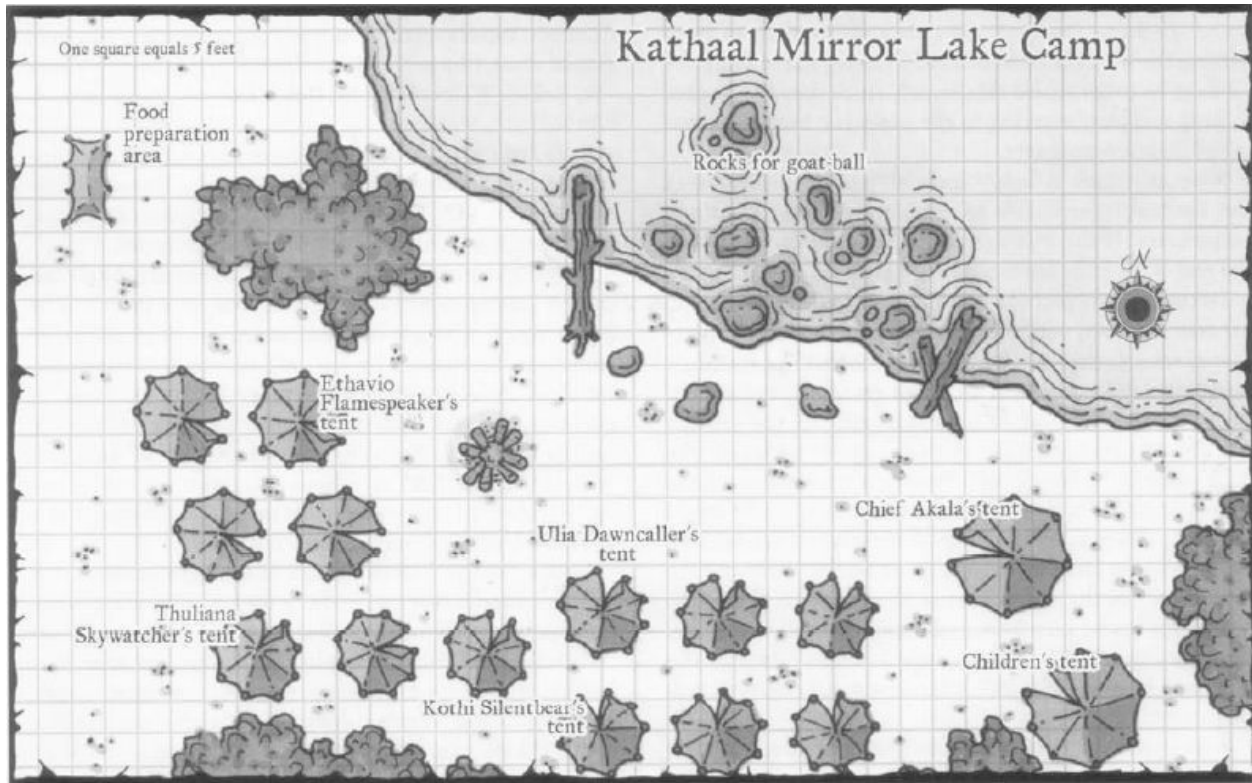
Participating in Goat-Ball: The jumping and bull rush aspects of goat-ball use the usual D&D rules. Throwing a ball at an opponent is a ranged touch attack, and every non-goliath player takes a -4 penalty for non-proficiency because it's almost impossible to get used to the misshapen goat-ball. Throwing a ball to an ally is likewise a ranged attack, except that Dexterity bonuses and penalties are reversed when calculating the target's AC (in other words, it's easier to throw the ball to a dexterous target and harder to get a clumsy teammate to catch it). To attempt an interception, you must be within 5 feet of the ball's path and get a better result on your ranged attack roll than the thrower got on his ranged attack roll. Also, because the players aren't fighting, they can share the same platform land often the same square) without penalty. Winning a game of goat-ball is a challenge equal to the combined CRs of the losing team members, as long as success in

the game is somehow relevant to the larger adventure.

Drink-and-Tell: A decidedly non-athletic contest, the game of drink-and-tell involves participants and spectators alike sitting in a circle. One participant produces a massive flagon of specially brewed mead, drinks from it, and then tells a tale. Depending on how entertaining the tale is, he'll either hear cheers from the rest of the circle (meaning the participant is still in the game) or jeers (meaning the participant is now out of the competition but remains a spectator). Then the flagon is passed clockwise around the circle; spectators merely pass it to their left, but participants drink from it and offer a tale of their own. The flagon keeps going around the circle until it's either empty or only one participant remains. If drink-and-tell ends with an empty flagon, everyone who hasn't been knocked out can claim a shared victory.

Participating in Drink-and-Tell: it generally takes a successful DC 15 Perform (comedy) or Perform (oratory) check to earn the cheers of the circle. Unfortunately, the mead brewed for drink-and-tell, though tasty, is known to slur speech more than most alcohol, making success in later rounds more difficult. Drink-and-tell mead is technically an ingested poison (DC 14 Fort save; 1d3 Cha/1d3 Cha), although it only induces drowsiness and reduces speech to a slurred gibberish. It is not otherwise dangerous.

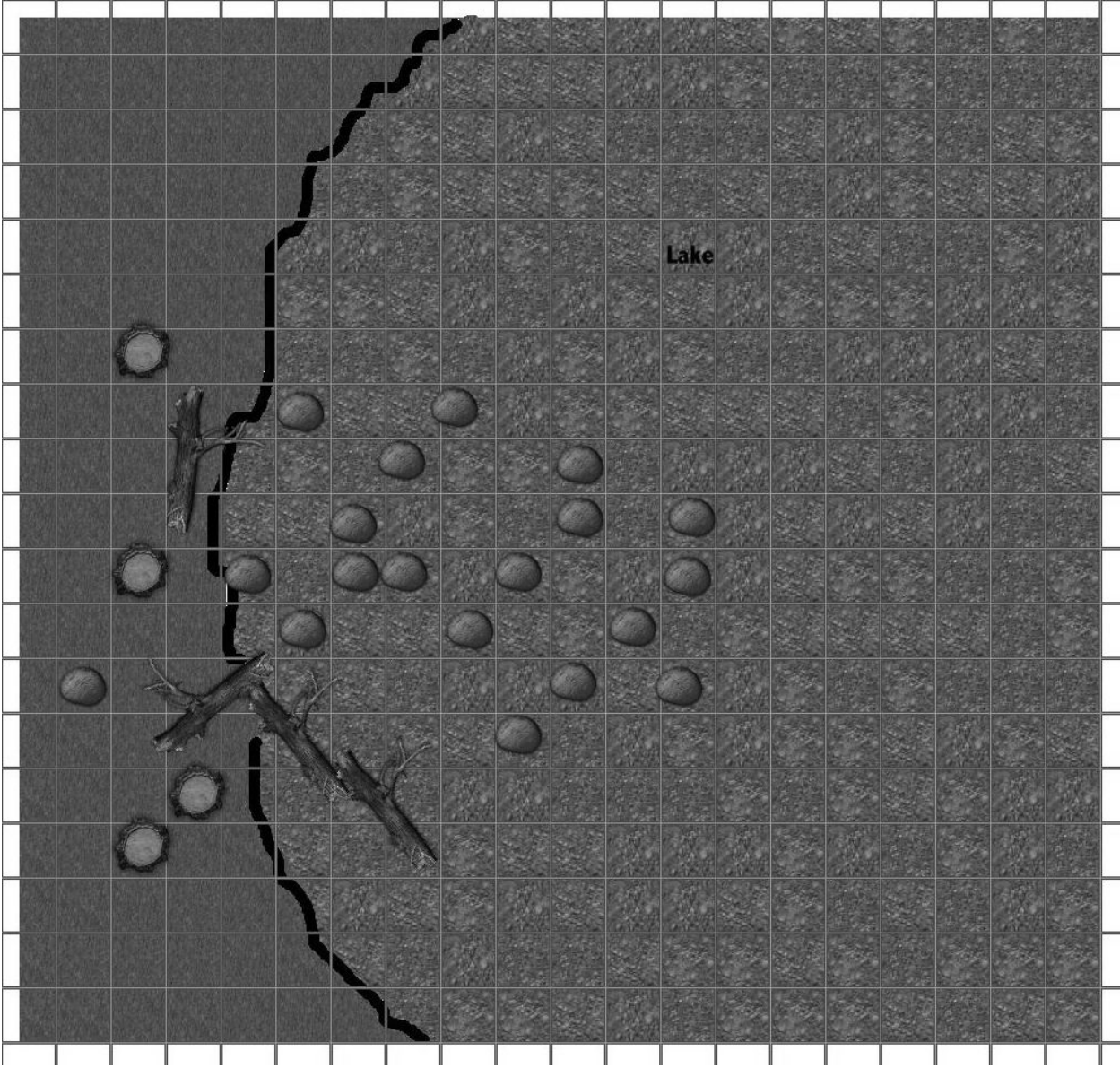
APPENDIX 4 – GOLIATH CAMP



Make the following changes to the map above.

- Ethavio Flamespeaker's tent is the tent the PCs are given to stay in.
- Chief Akala's tent is Chief Swiftslayer's tent.
- Assign the other tents as needed.

APPENDIX 5 – GOLIATH GOATBALL FIELD



Verbeeg Hill

(excerpted from *TSR9398 The Marklands*, p.53)

This bustling settlement stands at the point where the valley of the Velverdyva narrows sharply as it curs through the meeting of the Yatils and Clatspurs. The tumbling waters of the great river are difficult to negotiate even for skilled rivermen, and many travelers prefer to use the narrow trail running alongside the river through the dangerous mountain valley.

The town takes its name from a high peak just to the north, which is considered by some to resemble the head of a verbeeg. Indeed, verbeeg are among the hazards in this area as are prowling mountain lions, bears and eagles. Rarely, a monster such as a manticore may be encountered, although it is thirty years since a red dragon slew over 200 townsfolk at Verbeeg Hill.

The 1,100 folk who live here conduct their trade of fishing and trapping in more peaceful times. The spear fishers of this town work from small and highly maneuverable boats, resembling canoes. Their boating skills are a wonder to behold.

The salted eels in herb jelly made here are renowned throughout the Highfolk, although their preparation is fairly repellent. Eels are boiled alive in vinegary water. As the mixture sets they are chopped into chunks and herbs are added to the congealing pot. On a good day (or a bad one, depending on how one looks at it), this can be smelled a couple of miles away.

The townsmen also make a good living off of the passing river traffic. They build and repair river boats, and hire out to transport goods through the mountain valley.

Verbeegers are fine hillmen and trackers and if anyone wishes the service of a scout in the mountains, this is perhaps the best place to find one. Of course, locals can always sell the hopeful adventurer a genuine, guaranteed-to-be-accurate treasure map or two.

Verbeeg Hill is a cheerful place, untouched by battle. Some folk here fought in the wars, especially in the Badlands, and they are glad to be back home after the horrors they saw there.

Dock of the Rushing Waves

The Dock of the Rushing Waves is a temple devoted to Xerbo, the Suloise god of sailors, seafaring, and waterborne commerce. It is located at the docks in Verbeeg Hill, right up against the Velverdyva River. The temple has approximately 100 or so lay worshippers (mostly sailors and fishermen from the

APPENDIX 6 – VERBEEG HILL

area), and 10 clergy members. The high priest of the temple is Sacred Harbormaster Johim Balmree (human male). The temple's goals include improving commerce in Verbeeg Hill, and keeping the Velverdyva safe from pirating and other hazards.

Smiling Halls of Good Fortune

The Smiling Halls of Good Fortune is a temple and gambling complex devoted to Norebo. It is located in the heart of Verbeeg Hill. The temple has a large number of lay worshipers (the exact numbers are unknown, since all who gamble and “donate” here are considered worshippers), and a dozen or so clergy. The high priest of the temple (and the owner) is the High Roller, Malson Minfrid (human male). The temple's goals are simple — make as much money as possible.

Shrines

There are three shrines located in Verbeeg Hill. They are dedicated to Zilchus, Ehlonna, and Ulaa. The one to Zilchus is rather large.

PLAYER HANDOUT 1 – GOLIATH GOAT-BALL

- This team game uses a furry, misshapen ball made out of stuffed goat-hide—the more lopsided and lumpy the ball, the better.
- Goat-ball requires a dozen to two dozen platforms (usually boulders, logs, and tree stumps) raised above the ground in a random pattern.
- Two teams of four clamber onto adjacent platforms, and a referee runs out to place the goat-ball on a platform somewhere roughly equidistant from the two teams.
- The teams then leap from platform to platform, each trying to be the first to reach the ball.
- Whichever team reaches the ball first is on offense.
- When a team is on offense, it tries to complete three consecutive passes involving teammates on four different platforms (in other words, you cannot just pass it back and forth three times; you have to leap from platform to platform).
- If the team on offense completes three passes, whoever has the ball can try to hit an opponent with the thrown ball.
- The team on defense tries to intercept the ball and push its opponents off the platforms.
- A player who falls off a platform (either because he missed a jump or because an opponent pushed him off) or gets hit by a ball is “out” and cannot participate until possession changes and the two teams trade offensive and defensive roles.
- Whenever the ball hits the ground (including when the player holding the ball touches the ground), possession changes—unless the ball hits the ground after a successful throw at an opponent, in which case the offense keeps the ball.
- A team wins if all its opponents have been knocked out of the game at the same time.
- The jumping and bull rush aspects of goat-ball use the usual D&D rules.
- Throwing a ball at an opponent is a ranged touch attack, and every non-goliath player takes a -4 penalty for non-proficiency because it’s almost impossible to get used to the misshapen goat-ball.
- Throwing a ball to an ally is likewise a ranged attack, except that Dexterity bonuses and penalties are reversed when calculating the target’s AC (in other words, it’s easier to throw the ball to a dexterous target and harder to get a clumsy teammate to catch it).
- To attempt an interception, you must be within 5 feet of the ball’s path and get a better result on your ranged attack roll than the thrower got on his ranged attack roll.
- Also, because the players aren’t fighting, they can share the same platform land (often the same square) without penalty.
- At the start of the game, roll initiative. You can keep that order the entire game or you can reroll each possession change.
- When the possession changes, the goatball players still on the platforms stay where they are located. The ones who were knocked out may clamber onto any platform not occupied by an opposing player.
- When possession changes, if the ball was intercepted by a player, that player starts with the ball. If the ball was dropped, it may be given to any player and play starts with them.
- Although Bull Rushing provokes attacks of opportunity, you do not take one against your opponent.
- Determine jumping distance normally. If your jump check fails by less than 5, you can make a DC 15 Reflex save scramble onto the platform. If the Reflex save fails, you do not make the jump and fall. If you fall on the ground you take 1d6 hp of non-lethal damage. If you fall in the water, you take no damage.
- You can aid another ally’s jump check if you share the same square as them at the start of the jump.
- The goat-ball has a range increment of 10 ft.
- If anything comes up not covered above, the judge should make a ruling and continue with the game.