

HIG6-09

Racial Enemies

A One-Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

by Paul Dohearty

The Hammerstrike Clan and the Dwarves of Dargas Mor have need of the assistance of adventurers to guide some newly bearded Dwarves and help wipe out a Giant threat. Recommended for Dwarves of Dargas Mor and Hammerstrike Clan Dwarves. For characters levels 1-8.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at skerrit@wi.rr.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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 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.

Along with this adventure you'll find a RPGA Table 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

	CR	1	2	3	4
by virtue of a	1/4 and 1/6	0	0	0	1
class ability	1/3 and 1/2	0	0	1	1
(such as animal	1	1	1	2	3
companions,	2	2	3	4	5
familiars	3	3	5	6	7
paladin's	4	4	6	7	8
mounts) or the	5	5	7	8	9
warhorse of a	6	6	8	9	10
character with	7	7	9	10	11
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. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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 regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round; all others pay two Time Units per round.

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

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 Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

The Dwarves of Dargas Mor have heard of recent sightings of "giants" in the area. Following the "path of Righteousness," these violators must be handled. A small band of Dwarves are set to battle the giants and destroy them. However, none of them have actually been outside of Dargas Mor, ever.

To that end, the Hammerstrike Clan has been commissioned to find several adventurers to guide and act as liaisons between the Dwarves and the rest of Highfolk. They will also assist with the slaying of the "giants," if need should arise (and the dwarves would never admit that it would).

Only one snag...the "giants" are actually a nomadic tribe of goliaths that usually operate in the Clatspur Mountains. They are a peaceful people and have been trading with some isolated individuals.

Can the heroes stop the massacre of an innocent tribe of relatively unknown Goliaths? Can they convince the Dwarves that these are not valid targets for their bloodlust and racial hatred?

Adventure Summary

Encounter One: Spike Hammerstrike approaches the heroes and later meets them at Hammerstike Goods to test them to see if they're appropriate for the mission. Afterwards, he gives them the mission of escorting a group of four young Dwarves to investigate a reported giant threat.

Encounter Two: The party travels to Dargas Mor and encounters a harpoon spider (or two) in an old dwarven mine.

Encounter Three: The party reaches Dargas Mor and meets their charges, a group of four young Dwarves.

Encounter Four: The party has several encounters with locals in the area. This gives them information about the giant operations.

Encounter Five: After locating the correct location in the Clatspurs, the party climbs up and either meets with or beats one of the "giants" operating in the area.

Encounter Seven: The party stumbles upon a group of orcs that has been causing a good portion of the trouble blamed on the giants.

Conclusion: The party returns the Dwarves of Dargas Mor home and reports on their mission.
Preparation for Play

This adventure relies on subtle subterfuge and confusion regarding the real enemy. It is important not to give away the metagame details at some points.

Please check for the following before play begins:

- **Region of Origin:** Looking for Highfolk as this will affect skill checks.
- **Devoted of the Green and White:** This will affect skill checks.
- **Upkeep Status:** This will affecting CHA- based skills
- **Race:** Especially looking for Dwarves and Half-Orcs
- **Specially Certe Characters (Born of the Vesve, Kissed by Angels, Caressed by Devils):** This will affect skill checks.
- **Highfolk Meta-organizational Membership:** This will come to play in Encounter 1B as well as affecting skill checks.
- **Goliath Items from *A Deal Gone Cold* HIG5-07:** Do not ask about these, but players may use them to affect the attitude of certain creatures.
- **Ranger Favored Enemies:** Simply ask for this but do not tell people what you are looking for. This will influence skill checks and damage rolls. Monstrous humanoids, animals, orcs, outsiders and giants are used in this module.
- **Legendary Deeds:** At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, as a keep a record of his deeds, but it is no longer part of his or her pool.

Encounter One: Bar-time

Ah, the Heroes Rest tavern. You are certainly heroes and you do deserve a rest. That last fiasco was a bit hard on you, and you need some time to kick back and relax. The day is bright and sunny outside, but here you are, lounging around the inside of the bar.

After relaxing with some with your favorite beverage, your eyes begin to wander around the rest of the bar.

This is an excellent place for characters to make introductions.

Looking around the bar, you note that although there are many elves and, there is only a singular dwarf who catches your eye. Seeing you looking at him, he gets up from the table and ambles over to you.

His armor and weapons clang together as he moves. The stout Dwarf stands in contrast to many of the farmhands and laborers in the room. He's dressed in a fine breastplate covered in spikes, and has a steel shield (also covered in spikes) and a waraxe at his belt.

To Dwarves:

Cousin, my name is Spike Hammerstrike and I have a favor that I must ask of you. Can you meet me at Hammerstrike Goods at sundown? I have a favor to ask of you.

He waits for your response and then leaves.

To Non-Dwarves:

Greetings, my name is Spike Hammerstrike and I am part of the Hammerstrike Dwarven clan of Highfolk. I have a task and I think that you might be appropriate for it. Could you meet me at Hammerstrike Goods at Sundown? He waits for your response and then leaves.

Spike willingly gives directions to those who ask. For those that don't ask, to locate the shop takes a DC 10 Gather Information or Knowledge: (local - Iuz Border States) check. Dwarves, residents of Highfolk and Devoted characters each get a +5 circumstance bonus to this roll. Once the PCs arrive at the store proceed with the following read aloud text.

The storefront for Hammerstrike Goods is similar to many others in the area. It is a low, one-story building with a workshop attached to the back. Smoke belches from the top as well as the sounds of clanging metal emanate from the workshop area.

Outside of the store, where perhaps you have bought a fine weapon or two, Spike Hammerstrike sits on a tree stump.

As you wander nearer, he begins to speak. "Ah, good. I'm glad that you decided to come. We have a little situation that I think you can help with. See, the Hammerstrike Clan is an offshoot of the Dwarves of Dargas Mor. They live in a cavern to the north of here.

Many of the Dwarves are content to stay in their underground home, but some want to explore more of the area. We have a group that wants to explore some of Highfolk. However, customs vary widely up

here from down there. So, we need some folks to guide them through the area and make sure they stay on the right track.

We've had some reports of giant activity to the north of Dargas Mor. These are fairly young dwarves and are looking to bloody their axes a bit. So, we're looking to kill two rocs with one stone," he laughs.

"But first I have to test the lot of you. You already know that the Hammerstrikes only make the finest goods, just the same, we only hire the finest mercenaries."

Highfolk dwarves are exempt from this test as they are assumed to be sufficiently dwarfish and aware of Highfolk customs. This encounter is more freeform and should try to be tailored to the character. Possible tests using skills could be: Knowledge: local regarding the dwarves of Highfolk, Craft (weaponsmithing or armorsmithing), Speak Language (dwarven), Perform (storytelling or oratory) to tell Dwarven tales, or another appropriate skill that is stereotypically "Dwarfy".

Most of the tests can be resolved with a simple skill check of DC 10 + the APL. Feel free to give circumstance bonuses for good role-playing or descriptions.

Here are some examples:

- For a fighter- Performing a weapon drill (using an untrained perform or intimidate check); or keeping armor and weapons in good condition (no dirt or rust; choosing no upkeep fails automatically makes the character fail this check)
- For a divine caster- Quizzing him about the Dwarven pantheon and beliefs (Knowledge: religion)
- For an arcane caster- Cast a spell while continuously being poked and threatened by Spike. This requires casting defensively (Concentration check DC 15+ spell level) and then another concentration check of DC 10+ APL (he pokes harder at higher APL's).
- For a sneaky character- Go hide, let me try to find you. Opposed Spot/Hide (Spot +2), Move Silently/Listen checks (Listen +2).
- For a woodsy character- Spike leads the character around nearer towards the forge and produces his mule, Willafred. Why don't you put this critter through its paces (using Handle Animal; Willafred knows the Defend and Guard tricks).
- For an elf- Spike tosses you an ornate box constructed of several different kinds of metal. This is a puzzle box, why don't you open it for me (using a Search check)
- For a gnome- It's said that your people can speak to animals that live under the earth. Show me.
- For a halfling- Go hide, let me try to find you. Opposed Spot/Hide, Move Silently/Listen checks.

- For a half-orc- He points to a fallen tree limb. Break that in half for me, quickly! This requires a DC 18 Strength check or inflicting 20 points of damage to the object with hardness 5. The timeframe is 10 rounds – the APL.
- For a human- Show you know your ancestors, speak some of your racial language for me.

Other appropriate tests could be keeping armor or weapons in tip-top shape, be willing to do untrained labor around the forge (simple labor no skill check involved).

Treasure: If a hero does not pass the test, he will receive only half of the gold for the mission, as the dwarves see themselves as hiring sub-par mercenaries. If they decline to be tested or take less pay, the adventure is over for them unless they tag along for no pay.

All APL's: L: 0, C: 10gp (or 5 gp), M: 0

"Very good. Set out in the morning for Dargas Mor. I have a small stipend for you. Half now and half when you return having safely escorted the Dwarves."

He offers directions or DC 15 Knowledge (geography) or Knowledge (local: Iuz Boreder States) check will tell the way. Hammerstrike Clan members or a certified Dwarf of Dargas Mor characters already know the location of Dargas Mor.

A Brief Message from Our Sponsoring Meta-Orgs

As you return to your inn (or campsite), nothing eventful happens. As you have a private moment to yourself, are startled by being contacted by one (or more) of the groups that you belong to.

Please look to Player Handout 1 for missions for characters from various Highfolk meta-organizations. The following meta-orgs have missions relevant to this adventure:

- Rangers of the Vesve
- Guildsmen of the High Art
- Bardic College
- Druid Paths
- Fifth District
- Elven Clans
- Hammerstrike Clan

Give the appropriate handouts to the appropriate members of organizations. Some players may receive no handouts or more than one handout. The handouts are fairly straightforward. Try to respond to any questions using the information provided in this adventure.

Encounter Two: On the Road

Gathering your party, you are able to set out in the morning. Two days of travel finds you in the middle of the Clatspur mountains.

The sun shines on the road, glinting off your armor or weapons and reflecting onto tumbled rocks. The tall Clatspur mountains that surround you have been unremarkable as of late. During the last mile or so, those with keen eyes have spotted more caves than usual.

A successful DC 15 Intelligence check or Profession (miner), adding stonemasonry bonuses, can tell that these have been mines that have fallen out of use.

With a successful DC 5 Spot check the PCs notice:

Your keen eyes pick up something metallic glinting up in front of one of the larger caves.

If the heroes miss this Spot check, they should be returning this way at the end of the adventure and have another chance to spot it on the way back. Refer to **DM Map #1** for a layout of this area.

At this distance it is impossible to tell what it is. Climbing up towards the glinting metal requires a DC 10 Climb check. Characters can take 10 on this roll.

When you crest the last rock, you notice a collection of items strewn on the ground. Several things lie haphazardly between several rocks leading to a larger cave lie: a polished steel mirror, an iron pot, and a sunrod.

Examining the area with a DC 15 Search or Track check finds some drag marks in the area like something was dragged towards the cave.

If the party looks into the cave (using darkvision or low-light):

A large yawning cave mouth opens up into a flat cave floor. Several boulders lay strewn around and there are several tunnels leading off into different directions. Rusty iron tracks are placed carefully into the floor, confirming your suspicions that this is most likely an old dwarven mine.

Unless the heroes have been quiet while climbing, the spider(s) are hiding around the edge when the cave spreads out (See **DM Map #1** for placement). A DC 20 Spot check will enable the hero to act on the surprise round. On the surprise round, the Spider will fire their fangs if possible.

Adjust the box text according to APL:

A creature (A pair of creatures) the size of a large horse (small house) looms before you. It resembles a spider, except that it has ten legs rather than eight, its body is covered with sharp spines, and its eight eyes look like they belong on a human than a spider face. The massive mandibles flex slowly as it glares.

Use the following tables for Knowledge checks about the creature.

Knowledge: Nature

- DC 10- That's no ordinary Spider!

Knowledge: Dungeoneering

- DC 15- It's a Harpoon Spider!
- DC 19- (For APL's 4 & 6) It's abnormally large for its kind.
- DC 20- The Spider shoots its fangs, which sink into prey, then are dragged closer, only to be bit.
- DC 25- It has spines that may strike those using hand-held weapons if they are not quick enough.
- DC 30- It has lightning quick reflexes and can jump out of the way of many area effects spells, given some luck.

APL 2 (EL 4)

Harpoon Spider: Hp 47; See Appendix One.

APL 4 (EL 6)

Advanced Harpoon Spider: Hp 103; See Appendix One.

APL 6 (EL 8)

Advanced Harpoon Spider (2): Hp 103; See Appendix One.

Tactics: The Harpoon Spider is an intelligent foe. It attempts to shoot for non-armored or lightly armored foes first. It prefers to shoot its fangs and then drag foes close to use the free bite. It uses Combat Reflexes to strike out at targets when possible. If confronted by a powerful melee foe, the Harpoon Spider climbs the walls of the cave and drags its foes up using its fangs, causing falling damage (and knocking them prone) when it releases them. Remember the spine damage for striking at it with a handheld weapon and secondary poison saves. The Spider will only impale helpless creatures on its spines if there are no other targets available.

Treasure: Searching around the cave results in the skeleton of a human (DC 10 Knowledge (nature)). He was a prospector consumed by the spiders approximately 3 days ago. The remains of his equipment, a shattered lantern, 3 broken javelins, finger blades, an ice axe, a jeweler's loupe, a money belt, silent shoes, a thieving helmet, miner's helmet (with *continual flame*), an *armband of reduction*, and shredded leather armor can also be located. At APL 4 a *possum pouch*, is also among his possessions. Other skeletons of typical mountain creatures can also be found here. All other passages in the caves have been collapsed by cave-ins years ago.

APL 2: L: 6 gp; M: 169 gp

APL 4: L: 6 gp; M: 319 gp

APL 6: L: 6 gp; M: 319 gp

Encounter Three: Speak Friend and Enter

After your scrap with the creature, you brush yourself off and carry on, clambering down the mountain and heading back on the path to Dargas Mor. Approximately two hours later, you find yourself close to your destination. Amidst the tumbled rocks is a pair of large doors carved from stone leading deeper into the mountain.

Standing inside of the doors is a pair of dwarves dressed in full plate armor and holding axes at the ready. Seeing you approach, they ready their axes and watch you warily.

Ideally, the heroes should explain the situation to the guards. They reply in only grunts. One of them leads the characters into a waiting area, apparently expecting their arrival.

One of the guards finally takes you down a deep, dark hallway leading further and further underground. He ushers you into a small waiting area, seats and tables finely carved out of stone. Without a word, he exits the room, standing with his bulk blocking the door.

Looking around the room, you see murals and pictographs along with text elegantly carved into the walls.

Give the players Handout One. Let the heroes interact with their environment and attempt to talk to the guard. The guard is currently Indifferent. To talk to him, his attitude must be changed to Friendly (a DC 15 Diplomacy check). If the entire table is made up of Dargas Mor dwarves, he starts at Friendly.

If his attitude is changed to friendly he chats with the heroes and says that someone should be along shortly. He's not really sure who will come.

A short while later, the guard steps aside and an older, fit, finely dressed dwarf enters the room. He nods to each of you in turn. "Welcome to Dargas Mor, long lost home of the Dwarves of Highfolk. My name is Ulfgar Ironstone, one of the ruling clan. And you are?"

He waits for the heroes to introduce themselves. If characters introduce themselves as casters of arcane magic, wear little armor, few weapons, and are obviously not of a martial nature, Ulfgar gives them a suspicious look.

"Ah, excellent. Let's get down to business then. Rumors have come to our ears about a band of giants operating nearby. We, of course, need to protect our shipments and would like this band exterminated.

We could do this task ourselves, but orders for ore and other goods have been increasing greatly as of late, so we have few hands to spare. In addition, we do have several younger dwarves that yearn to see more than just our caves and bloody their weapons".

He takes a large horn from his belt and gives a mighty blow on it. Hustling into the room enters four dwarves.

The first of them is a young female dwarf, dressed in fine studded leather armor. She carries a magnificent light crossbow in her hands and a waraxe at her belt. Strings of bolts lay across her chest. She introduces herself, "Gunnloda Darkdelfer, trapfinder and archer."

The second Dwarf is a young male; he has only the slightest hint of beard stubble growing on his face. He carries a large greataxe with a spike on the top. He's dressed in splint mail with a jaunty helm sitting atop his head. His face is scarred around the small hair growth. "Barrend Sharpaxe, at your service."

The third Dwarf is a middle aged female. She wears a chain shirt and carries a simple staff for walking and protection. She has a small pack around her waist with pens and parchment protruding from it. "Audhild Deepcavern, sage and farmer."

The fourth dwarf is a hulking adolescent with large burly arms. He wears a finely crafted chain shirt and wields a large warhammer. "Taklinn Hammerstrike of the Hammerstrike clan, creator of fine weapons and armors."

Ulfgar speaks again, "I task you with assisting my fellow Dwarves with wiping out the giants operating in about a two days north of here. Guide them

through our lands, protect them and keep them safe."

With that, Ulfgar spins on his heel and walks out of the room, leaving you with the four young Dwarves.

The Dwarves look at you expectantly.

Ulfgar Ironstone: Male Dwarf Aristocrat 3.

Gunnloda Darkdelver: Female Dwarf Rogue 1/Ranger 1;
See Appendix 2.

Barrend Sharpaxe: Male Dwarf Fighter 2; See Appendix 2.

Audhild Deepcavern: Female Dwarf; Expert 2; See Appendix 2.

Taklinn Hammerstrike: Male Dwarf; War 1/Exp 1; See Appendix 2.

The Dwarves are curious and ask several questions of the heroes before leaving. Several possible questions are listed here:

- So, you're the outsiders. What can we expect out there?
- How do you all different races get along?
- Have you seen a giant before?
- What sort of family ties do you have?
- How can you tolerate arcane spellcasters?
- What faith are you?
- What sort of things have you fought?

The young dwarves have been briefed on the mission and can answer several questions before setting out.

Shipments of what? Weapons and ore mostly. We have a lot of that moving through here. We have the usual iron, steel, cold iron, and alchemical silver. Sometimes we get something exotic in.

What do the reports say? We've gotten wind of some reports of giant activity a bit up in the Clatspurs. We've heard things like giant footprints found, animals missing and several eyewitness accounts of large creatures moving around.

Who brought you these reports? We have sources on the outside, Rangers of the Vesve, and others that pass along important information.

What payment do you offer? I was told that Spike Hammerstrike ensured payment for this little excursion?

Use the stat blocks or Hammerstrike Clan notes to answer any other questions. The Dwarf NPC's have some talking points in their stat block in Appendix 2.

The Dwarves start with an attitude of Indifferent towards the heroes. This can be changed with successful Diplomacy or Intimidate checks or appropriate role-playing. Due to their society's views of arcane spellcasters, their attitude toward them is always one step

below the rest of the party. For example, they start as unfriendly towards those who demonstrate the ability to cast arcane spells.

In addition, the following modifiers apply to Diplomacy checks: +2 Dwarves or Gnomes, -2 Half Orcs, -4 Arcane Spellcasters, +2 Followers of a Dwarven Deity, +2 Dwarves of Dargas Mor or Hammerstike Clan Members, or +2 if the PC demonstrates having a Craft skill +2.

Use the Influencing NPC attitudes chart on p. 72 of the PHB to see what the Dwarves actions can be depending on their attitude. Diplomacy checks can only be made once and then once after a significant event (i.e. battle). If lowered to hostile, the Dwarves refrain from attacking the PC's.

Encounter Four: On the Road (Again)

Putting Dargas Mor to your backs, your small troupe makes it's way towards the Sepia Uplands and a portion of the Vesve forest.

The Dwarves that are traveling with you ask a continual line of questions and are amazed at things that you, as a surface-dweller, have taken for granted.

Gunnloda keeps peering off into the foliage, obviously not comfortable with such a new landscape feature. Taklinn and Barrend have been bragging amongst themselves about how many giants they will each kill, although from their gusto, you can tell not neither of them has faced a giant in combat before. Audhild is clearly engrossed in the territory, stopping to pick up samples of plants or other things every once in a while.

The area of reported giant activity is largely wooded and lacking large settlements. There is a large trail cutting through leading east to west.

Characters can make easy tracking checks (DC 10) to find different locations, can use a spiraling search pattern or wander aimlessly until they get close to a location. The encounters at this point can be taken in any order, but each takes place about an hour apart, unless the heroes have some method of moving rapidly from one to another (i.e. they are at least 3 miles apart).

The Ranger's Former Cabin

Off of an unused game trail, you find the remains of a small cabin nestled between the trunks of some tall scorched trees. Several smaller trees grow upwards, trying to break through the canopy. Sticking out from between the scorched trees lay several boards.

Reaching towards the heavens stands a small chimney, one of the few things standing in this place. This home has obviously been the target of arson. A large pile of firewood stands untouched next to the former home.

This cabin was the home of a ranger who is out on the hunt. The small chimney has a grate over the top. A successful DC 20 Tracking check finds the tracks of several bipedal creatures approximately 6' tall and 250 pounds.

The Dwarves poke around the ruins along with you. Gunnloda keeps her eyes focused on the foliage surrounding the clearing. Barrend openly wonders, "Why would anyone live in something that is so easily destroyed? Stone would have stood up to it much better."

Near where the two windows and the door used to be is still guarded by a *snare* spell cast by the owner of the cottage to deter trespassers.

Trap: *snare* (As per PHB p. 280); Search DC 23 Disable DC 27; 1d6 + entangled 20' midair in a tree. Escape Artist or Str Check DC 23 to escape. AC 7, 5hp to break.

Searching the remains of the cottage reveals little. With a DC 15 Search check and one hour of work, the heroes can locate: a vial of antitoxin, a whetstone, and the remains of the bed and wardrobe. Searching the chimney, a small scrap of paper that has several lines jotted in ink on it (**Player Handout 2**). The Search check also reveals the three places where the fire looked to originate. A DC 15 Craft (alchemy) check reveals that alchemists fire and oil was used to create the fire. It would take approximately three vials of alchemist's fire and several vials of oil to create a blaze large enough to destroy this cabin. A DC 10 Survival check tells the arson took place approximately 2 weeks ago. Unbeknownst to the PCs, some half-orcs ran into this cottage and decided to burn it down.

The Scared Housewife

Following a small game trail, you eventually come to a path that breaks off and leads to a larger clearing in the woods.

A small cabin with smoke curling out of the chimney sits next to a well-groomed patch of garden. A small barn and pens for animals sit near to the house as well.

A middle-aged human woman is working with a rake in a rather large vegetable garden. She turns and notes your arrival.

Belina is currently Indifferent to the party, but is suspicious and fearful as well. A DC 15 Diplomacy check will have her answer one question for the heroes before she asks them to leave. A DC 25 Diplomacy check is needed for her chat with the heroes for any length of time. Heroes who are Devoted to the Green & White get a +2 circumstance bonus, Caressed by Angels PCs also get a +2 circumstance bonus while Kissed by Devils PC's or half-orc PC's get a -2 circumstance penalty and members of "upstanding" Highfolk meta-orgs (Rangers, Guildsmen, Bardic College, etc.) displaying symbols of their organization gain a +2 circumstance bonus to this check. Feel free to add a circumstance bonus of +2 for good role-playing or a convincing argument.

If the heroes cannot shift her attitude, they are still free to investigate the farmstead, she may yell at them but will not physically confront them.

Belina is a middle-aged woman of mixed Human descent. She has red hair and a brown dress.

The dwarves, especially Audhild seem curious about this whole operation. She pokes around examining the foliage and looks oddly at the animals. All of the dwarves look around, trying to piece together how everything operates up here.

Have you seen any giants/anything odd? Several of my goats were taken about two weeks ago, right from their pen. I was cooking at the time and heard them bleat, so I quickly peered out with the crossbow, but they were already gone. That bowl was sitting on the stump near the pen. I've been a bit more cautious since then, but I haven't seen anything.

Could we see the bowl? The little woman hands over a rather large bowl, made of red clay with a red glaze smoothly painted on.

Examining the bowl shows a finely crafted larger mixing bowl made out of clay. The shaping of bowl has been skillfully done and the glaze has been applied carefully. The bowl is approximately two feet wide and one foot deep.

A DC 15 Craft (pottery) or Knowledge (geography) check can tell that the clay used to make the bowl is local to this area. An DC 12 Appraise check places the value of the bowl at 3-5gp. Another DC 12 Appraise check, or asking Belina puts the value of the missing goats also at 3-5gp.

Belina claims that bowl is too extravagant for her own uses and will most likely swap it at market the next time her or her husband goes (he is currently out hunting). She is willing to sell it to a PC for 5gp.

If the heroes call for Knowledge (nature) or (geography) to find out more about giants crafting, use the following table:

- 5- Many creatures make many different things.
- 10- There are many different kinds of giants that are known for crafting different things.
- 15- Giants are notorious crafters, but usually specialize in one craft.
- 20- Cloud giants, Fire Giants, Frost Giants and Storm Giants are the most common giant crafters. 25- Giants usually craft to trade solely with other giants.
- 30- This bowl seems too small to be made by a giant.

Taklinn peers at the bowl. Looks like fine work to me. Maybe 3-5 gold pieces?

Can we examine the pen or look for tracks? *Well, you're certainly welcome to try. We've had some rain since then, but feel free to look around the property.*

The pen is unremarkable and there are still three sheep and three goats confined to it. Searching the pen results in nothing significant.

A DC 15 Track check allows the character to pick up several smaller depressions that they then determine are footprints of some sort of bi-pedal creature, most likely approximately 7-8' tall and about 300-350 pounds.

A DC 33 Track check allows a character to follow the trail for a short, heading possibly towards the Clatspurs in a round-about way while through the woods until it crosses a stream. This is due to the long time (2 weeks), several hours of rain and the firm ground of the area where the tracking occurs. The hard ground of the riverbed makes tracking even more difficult. Unbeknownst to the PCs, one of the goliaths swapped a bowl that he had made for several goats, since game has become scarce.

Do you know a man named Cyranthian? Yes, I've ran into him several times. He comes through every couple of months. He's a Ranger of the Vesve and he just comes around to make sure everything is okay. (She can provide directions to his cabin Encounter 4A).

Before the heroes depart, she calls after them: "If you do see my husband, Armend, tell him to come home, he's been hunting long enough."

If the heroes pry deeper, she gives a description of Armend, tells them that he was hunting for deer and has been gone a week and half, not that unusual, but a little longer than he is normally gone for.

Finally Combat!

When the players are getting frustrated or bored with investigating, use this encounter. Adjust the box text to match the APL.

The large bellow of an enraged animal reaches your ears. This is followed shortly by the call of, "Help, help me!" carrying over the gentle breezes of the day. As you charge through the brush, the quartet of clanking dwarves fall farther and farther behind you. Breaking through one last stand of shrubs, you find yourself in another clearing.

Half-way up a tall tree is a lanky human of mixed descent and laying on the ground is a fine looking longbow. Between the two stands a large animal with dark-colored, shaggy hair covering its body. It's set of enormous antlers span about 12 feet and it looks to weigh thousands of pounds.

Knowledge (nature)

- DC 12- It looks like a large elk
- DC 16- This elk has an overly developed set of horns.
- DC 22- It is indeed a Dire Elk (at APL 4 & 6)

Knowledge (planes)

- DC 22- There's something unnatural about that elk, like it has been imbued with the power of tales and fables (Legendary) (APL 6 only).

APL 2 (EL 5)

Advanced Megaloceros (Disguised as a large elk): Hp 69, See Appendix Two

APL 4 (EL 7)

Dire Elk: Hp 114, See Appendix Two

APL 6 (EL 9)

Legendary Dire Elk: Hp 174, See Appendix Two

This elk has come chasing after the hunter due to the death of its mate (approximately 100' away). Armend has been treed by the animal and will eventually be killed if the heroes do not intervene. The animal's attitude is currently hostile. Remember, wild empathy takes 10 rounds, or can be rushed into one round by taking a -10 penalty.

Tactics: If disturbed, the elk attempts to gore in the first round followed up with attempting to trample as many heroes as he can afterwards.

At APL 6 the Elk can talk (in Sylvan). If hostile, he'll yell at the heroes. He also makes sure to bellow every round (triggering his frightful presence and trying to make opponents who fail their save shaken). Remember the fast healing 5 at this APL. If friendly, he'll explain the

situation to the heroes (in Sylvan). However, at APL 6, the elk needs to be talked down with a Diplomacy check instead of wild empathy.

If the heroes do not take any actions, the elk starts to attack the tree, hoping to knock Armend down and then attacking him. At APL 2, this timeframe is 3 rounds, at APL 4, 2 rounds and at APL 6 one round.

The Dwarves attempt to stay out of the way. They know that they are not experienced combatants. Audhild remains back from the battle and attempts to stabilize downed PC's.

Development: When the man climbs down from the tree, after the Elk is defeated/turned away, he can confirm that he is Belina's husband Armend. He had been hunting in the woods and shot a doe close to here (he can show the heroes where). Next thing he knew, a large buck came charging towards him and he was forced to drop his bow and climb this tree to avoid injury. He is grateful to the party. He can also tell the party that this area has been hunted out lately, since he has found little game on this trip.

If the heroes successfully save Armend, they gain the **Favor of Armend & Belina** item on the AR. If the heroes slay the Elk, they can claim his horns as the raw materials for a Masterwork Sugiin. If they drive him off or do not kill him, cross of the Masterwork Sugiin on the AR.

Signs of Violence

The small trail that you are on veers around a large rock and widens a bit. A black scorch mars the earth near a collection of bones and a large tree trunk stacked with other small branches. A shallow depression has collected some water.

The dwarves scan the area, looking for threats in this unusual terrain.

A DC 15 Survival check or Knowledge (nature) check confirms that the areas that you have been traveling through have been hunted fairly thoroughly, as evidenced by older tracks and fewer sightings of game.

With a DC 10 Knowledge (nature) check, the pile of animal bones appears to be 2 goats and a deer. A DC 12 Heal check of can determine that these animals have been dead for between one and two weeks. Scavengers have done their work and little flesh remains. No skin is left as well. Examinations of the skeletons reveal a blunt trauma to the head killed these animals. A DC 12 Heal check determines that these animals were most likely hit over the head with a large club and died almost instantly and painlessly.

A DC 5 Survival check identifies the fallen tree and other branches as a lean-to, a camping arrangement that is common for the wilderness. However, this structure is constructed for a large individual, larger than a human.

The scorch mark appears to be a fire pit of some sort. A DC 5 Survival check indicates that the depression that it was built in was intended to contain the fire and prevent it spreading from the surrounding foliage.

Along the edges of the water, some tracks may be found by someone with successful Survival roll and the Track feat.

- DC 5 There is some tracks here but you can't make anything of them.
- DC 10 Some tracks are found here. There is only one creature that looks like they paused to drink water or fill a water skin.
- DC 15 The creature was either a hefty medium size creature or a smaller large size creature.
- DC 20 It was most likely 7 and a half feet tall and three hundred pounds.
- DC 25 The creature rubbed up against a half-submerged stump and the small jewel and rock-like fragments were left behind.
- DC 30 The rock-like fragments were part of the creature's skin.

With a DC 15 Search check or a DC 20 Spot check, the heroes find a small, uncut ruby along with some rocky, stone-like substance.

Knowledge: Nature

- DC 5: It appears rock-like
- DC 10: It appears to have been alive at one time
- DC 15: It appears to be a skin nodule of some sort.
- DC 20: These nodules are common amongst earth creatures.
- DC 25: This nodule came from a member of the goliath race
- DC 30: The nodule appears to have come from an adult male.

Bardic Knowledge can also be used for this check.

Gather Information

If a spell like *Speak with animals*, *Speak with plants* or a similar spell is utilized, the caster may make a Gather Information check with the surrounding flora and fauna.

If the caster possesses 5 ranks of Survival or Knowledge: nature gives this check a +2 circumstance bonus. A +2 circumstance bonus should also be given for feeding the plant or animal the appropriate food.

- DC 5 We didn't see anything
- DC 10 People pass by here all the time little ones, medium ones and big ones.
- DC 15 We see some people all the time, medium sized ones, coming and going. Some new ones have

showed up lately. Weird looking ones. Some of them big and other mean ones in a group that killed one of my friends.

- DC 20 The weird looking ones traveled in a group of 6. They looked like pigs. The big ones traveled alone.
- DC 25 There was one of the big ones that came through followed later by one of the pig men.
- DC 30 The pig men have been prowling around here for at least several weeks.

Children at Play

For those that succeed at a DC 10 Listen check, read the following:

A small noise, like a yell, snags your attention from somewhere to the left of the trail that you're on.

Going off of the path for about 100 feet, the party can find a smaller clearing.

A small clearing blooms before you eyes. Three children, two human boys that strongly resemble each other attempt to jump over a downed tree branch, chasing a small gnomish girl around a couple of trees and a rock.

When the children become aware of the party (Listen or Spot -1), they cower behind a tree trunk. They are filled with both worry and curiosity, thus their current attitude is Indifferent. A DC 15 Diplomacy check turns them helpful. They are children, so unusual appearing people get a +2 bonus and a +5 bonus applies if they are offered candy or money. They can also be bluffed (Sense Motive -1).

The children, (the humans are Klim and Kannon; while the gnome is Bimprnottin), live nearby are simply neglecting their chores and come here to play. Their farm is several miles away and their parents are working the fields. They are approximately 8 years old. If questioned about what they're doing:

"We were playing monsters. When we were playing by the mountains one day, we saw something going from rock to rock. It was so far up! We could hardly see anything but they were up there! Now we're being monsters." They growl and chase the small girl some more.

"Ah, younglings," replies Barrend, "I remember when I was one. Shouldn't these little ones be helping with the family trade?"

Encounter Five: Meet and Greet or Meet and Beat?

After several encounters, the party will most likely head towards the Clatspur Mountains. If the heroes do not get the hint, Audhild will pipe up.

Good Gentlefolk, I believe that the clues that we have point to part of the Clatspur mountains.

As you walk through the woods, you can see through the small gaps in the trees the mountains rising above you.

The cliffs are fairly easy to climb at the lower levels. The DC to climb the lower parts is DC 10. The party can take 10 on this roll assuming that they are not in combat.

Climbing and clambering your way up and through the mountains takes a lot of time and effort. You ascend into the mountains, scouting around for enemies or encampments.

At higher elevations the climbing becomes more difficult. The difficulty for climbing a higher portion of the mountain is a DC 15 Climb. The party can take 10 on this roll assuming that they are not in combat.

For those who make a DC 15 Spot check:

On a crag on above you, you spot a large form. With a single leap, it bounds across a gap between large boulders.

The humanoid creature stands at least seven and a half feet tall and must weigh at least 300 pounds. It appears as if small patches of stone grow out of its grey skin. On its face, it has a jutting eyebrow ridge, a wide jaw and piercing green eyes. It carries a small pack, a large sling and an enormous piece of wood it must use as a club.

If the party makes a lot of noise or the sun glints off of their armor (On opposed Hide/Move Silently vs. Spot/Listen, assume the party is taking a 1 if they are not trying to be stealthy), then Lo-Kag is alerted to their presence.

When he can first be spotted, Lo-Kag is 40' feet above the party. The party can either climb or fly up to the creature. Climbing up the slope of the mountain requires a DC 15 Climb check. Characters that are climbing are considered flat-footed and cannot use a shield. Characters who have seen a Goliath before get a +

2 bonus on Knowledge checks and can get information up to DC 12 while having no ranks.

Lo-Kag: Goliath Barbarian; See Appendix One.

Knowledge (nature)

- DC 5- You're unsure exactly what this thing is.
- DC 11- The being standing in front of you is not a giant, per se. It is a race called a Goliath.
- DC 16- Goliaths are a race of monstrous humanoids. They have differing relationships with giants.
- DC 21- Goliaths are at home in the mountains and acclimated to the higher altitudes.
- DC 26- Goliaths have a powerful build and use their muscles powerfully to wield larger weapons and to take advantage of smaller foes.
- DC 31- Although Goliaths are usually of the raging martial type, they have an intricate understanding of body language (resulting in bonuses on Sense Motive rolls).

Knowledge (geography or knowledge (local- Iuzian Border States))

- DC 15- Some adventurers had a run-in with creatures like this about a year or so ago.
- DC 20- The creatures were friendly and helpful, if not curious.
- DC 25- There are some reports of creatures like this getting along well with the Dwarves of Dargas Mor.
- DC 30- The Goliaths in a certain tribe and the Dargas Mor Dwarves have formed a pact of uncertain content.

This encounter has the potential to be handled diplomatically or else martially. This is up to the heroes. If handled martially, the characters lose the opportunity to **Spending Time with Lo-Kag** item from the AR.

When he is spotted (or spots the party if they are being stealthy), his attitude is indifferent. He is curious about the dwarves with the party, but it is important that the party makes the first move.

The dwarves with the party become hostile if the party believes or insinuates that the creature is indeed a giant or is unsure of exactly what it is. If they do become hostile, they will swear at Lo-Kag, curse vengeance against him and start to climb towards him. Sadly, none of them are skilled with climbing and only move up at 5' per round. This gives the PC's plenty of time to intervene or assist if they wish.

If one of the characters prominently displays a goliath item from *HIG5-07 A Deal Gone Cold*, such as a Goliath Greathammer, the mood of Lo-Kag improves by one category. He will however, still react hostilely to violence.

Dwarves and gnomes receive a +2 circumstance bonus to social rolls with Lo-Kag. Half-orcs suffer a -2 circumstance penalty. Anyone who offers Lo-Kag food or manufactured weapons will receive a +2 circumstance bonus to social rolls as well. Also give a +2 circumstance bonus for good role-playing.

If Lo-Kag is attacked or has his attitude changed to hostile by the characters, he attacks them as long as he believes that he may have a chance to win. This would involve taking cover (+4 AC) behind a boulder and raining sling stones down on the party as they try to climb up. Remember, climbers lose their Dex bonus to AC while climbing.

Lo-Kag should be portrayed as daring and primitive, but not dumb. He is fascinated by worked metal and other marvelous technological or obviously magical things.

What is your name? *Lo-Kag Kalagiano, the Long-Leaper.* (The first name is his personal name, the second name is the clan name and the final is the honorific bestowed upon him by the chief).

What are you doing here? *This place is near where we live for now. I hunt, gather and provide for the rest of my clan mates. We are a nomadic people and will move on soon.*

Did you kidnap some sheep? *I gave the woman a bowl for them. Game was playing out and I was hungry.*

Are there giants nearby? *I have not seen any in a while, although there might be.*

DM Note: *If the heroes are insistent upon fighting giants, it will take them 2 TU's of tracking until they finally find their target(s). At APL 2 it's one Ogre, at APL 4, 2 Ogres and at APL 6 it's a 4th level Ogre Barbarian (All From MM). They receive no XP or treasure for this encounter and make sure they mark off the extra TU's.*

Are there others like you nearby? *Others from my clan are not far away. We have been traveling apart since one of my clan mates was killed while walking down in the forest.*

What was that all about? *One of my clan, Nalla, was gathering plants in the woods used for healing. Someone was lurking in the woods and shot her with a javelin. She took off running and lost it.*

Can you lead us to the rest of your clan? *Not right now. They are still frightened from the attacks. Maybe give them time and they will come around.*

Are you related to those other Goliaths that we met? *No, they are from a different clan. There are several clans that pass through here. We are a nomadic people.*

If the players take the diplomatic route, Lo-Kag says he will need to depart soon after the heroes finish questioning him. He offers to spend some time with heroes that have made his attitude friendly and teach

them phrases of his language or help them fashion larger weapons. This will take two weeks. The dwarves are willing to stay if the PC's are, but they must make the choice now. After this period, he says he needs to move on. Having done this, he will welcome the characters if he runs into them again.

Encounter Six: On the Way Back

Clambering down from the mountains, you retrace your steps down the tumbled rocks at their base, and back through the woods. The sun is shining and several hawks ride and spiral through the unseen wind currents above you. The boughs of the trees are thick here and you can feel that the Vesve is certainly the largest forest in the land. Eventually your eyes wander to the squirrels and other wildlife that you find along your walk. The hawks dive down for prey, the squirrels abscond with nuts and your party keeps heading forward.

The characters may wish avenge Lo-Kar's clanmate or else they simply stumble onto an ambush. Have the players set a marching order. This encounter takes place on a path with a wooded area on one side.

Suddenly, gliding out from behind a thick tree stands a tall half-orc dressed in a chain shirt and wielding a wicked looking double-axe. He shakes it in your general direction. "C'mere you hairy, shorty badger-luv'n' Dwarves. I gots a bone ta pick wit ya."

The orcs have prepared an ambush for whoever walks down this path using trained hawks. The orcs are currently hiding. The heroes need a Spot check with a DC 10 of 2+ the orc's Hide modifier to act in the surprise round and noticing the Orcs hidden above them. All of the dwarves automatically make this Spot check.

Sputtering and fuming with rage, the usually disciplined dwarves charge ahead, brandishing their weapons at their long-hated racial enemy. As they move past a particularly large tree, the sound of a single axe fall echoes through the tree trunks around you. The tree wobbles and falls, narrowly missing the dwarves, but cutting them off from you. Cries of battle, both Dwarven and Orcish come from behind the fallen beauty.

The tree is very old growth and is approximately 5' tall when laying on the ground. It is 100' long (assume the ends are 50' from the dwarves). Prior to the PC's arriving,

they sawed thought most of the tree, enabling it to be fallen with a single blow.

Dropping from the foliage above your head. Several heavy shapes land next to you, leaves and branches cracking. In a split second, the whistling sound of swinging weapons get nearer towards your ears as the Orcs whip around their heavy double axes. (At APLS 4 and 6) After a command in Orcish is given, several dogs burst from the undergrowth, as well.

APL 2 (EL 5)

Half-Orc Ambushers (3): Hp 14, Male half-orc Ranger 2; See Appendix One

APL 4 (EL 7)

Half-Orc Ambushers (3): Hp 32, Male half-orc Ranger 4; See Appendix One

Riding Dog Animal Companions (3): Hp 13; See Appendix One

APL 6 (EL 9)

Half-Orc Ambushers (3): Hp 48, Male half-orc Ranger 6; See Appendix One

Riding Dog Animals Companions (3): Hp 30; See Appendix One

Tactics: The half-orcs attempt to take down lightly armored foes first and prefer striking their favored enemies (elves if available). At appropriate levels their animal companions come in one round later and attempt to flank and trip foes. At higher APL's the half-orcs cast *burning blades* the first opportunity they have to make a full attack. In addition to the half-orcs attacking the PC's, there are three full-blooded orcs attacking the dwarves. The PCs are not are not intended to battle these orcs.

If the battle takes less than (or equal to) 10-APL rounds:

As the sounds of battle begin to wind down, you hear victorious cries from the other side of the fallen log. When your two groups join back up, you find four dwarves, covered in blood, their own and their fallen enemies. Hearty slaps on the back and congratulations follow as Gunloda collects her bolts, Barrend slashes off the head of a fallen orc, Taklinn picks up their weapons and Audhild examines their holy symbols. Barrend turns and looks at your group, "Ah, we bloodied our weapons rightly today," as his axe slashes through the neck of another fallen orc.

Although facing foes of superior skill, multiple fortunate critical strikes took down their enemies quickly.

If the battle takes more than 10-APL rounds:

As the sounds of battle begin to wind down, you hear cries from the other side of the fallen log. When your two groups join back up, you find the dwarves, covered in blood, mostly their own. Barrend lies on the ground, a large slash from an axe almost bisecting his torso. An orc lays on the ground with several slash marks in it. Audhild's arm lies a fair distance from her body and Taklinn seems to be tending to her, without success. Gunloda scans the foliage with her crossbow at the ready. A look of sorrow fills her face as she addresses your party, "Well, we bloodied our weapons, all right. And those ancient foes of ours took some good dwarves today. That is why we keep on fighting and swear revenge. Talkinn and Gunnloda begin to make preparations for moving the other two dead dwarves.

In this scenario, the dwarves were faced with superior skill and lost two of their number.

Conclusion: Wrapping it all Up

If all the dwarves survived:

Making your way back to Dargas Mor, the dwarves that accompany you are a buzz with energy. The low chatting of the dwarves simply cannot be hushed now that they've had a bit of excitement.

If all the dwarves did not survive:

Making your way back to Dargas Mor, the dwarves that accompany you are a simply quiet and sullen. The heavy burden of their friends and compatriots weighs heavily, both physically for then and in their hearts.

In both cases:

You bid farewell to each other in the same room that you met each other. A final meal filled with ale, mead and fungus, amongst other delights is shared between you, your dwarven companions and several other dwarves that have come to celebrate their return.

This is the last opportunity for heroes to fulfill some meta-org goals.

- Rangers of the Vesve: The character must report back to the Rangers and tell them about the parchment and the burned house. The Rangers

confirm that Cyranthian lived there, but there is still no word from him.

- Guildsmen of the High Art: The character must have acted properly towards the dwarves. The final attitude of the dwarves needs to be at least Indifferent.
- Bardic College: The character must have interacted positively with the dwarves and the final attitude of the dwarves must be friendly.
- Druid Paths: The character must have spoken to Audhild and turned her attitude to Friendly.
- Fifth District: The party must have neutralized the Orc threat.
- Elven Clans: The party must have neutralized the Orc threat.
- Hammerstrike Clan: The character must have tried to mediate between the dwarves and the party. The final attitude of the dwarves needs to be at least Indifferent.

If a hero completed her meta-org goal, then they receive the **Meta-Org Praise** item on the AR.

Finally, your journey almost over, you head to Hammerstrike Goods to report the results of the mission to Spike. With a typical dwarven fashion, he hears your tale, nodding and grunting during the appropriate times.

If the Dwarves survived:

Spike tosses you each a small bag of gold and nods appreciatively. "We'll be calling you again if we ever need some extra hands."

If any of the Dwarves perished:

Spike shakes his head with regret as you tell your tale. "Those orcs," he shakes his fist with fury. "We'll get them next time," a sad look comes over his face, "there's always a next time."

If none of the dwarves perished, the PC's receive the **Proven of the Hammerstrike** item on the AR.
Treasure:

All APL's: Coin –10gp or 5gp.

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 Two

Defeat Harpoon Spider

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

Encounter Three F

Defeat or neutralize the elk

APL 2: 150 xp

APL 4: 210 xp

APL 6: 270 xp

Encounter Six

Defeat the Orcs

APL 2: 150 xp

APL 4: 210 xp

APL 6: 270 xp

Story Award

Defeat or Befriend Lo-Kag

APL 2: 60 xp

APL 4: 135 xp

APL 6: 180 xp

Total possible experience:

APL 2: 450 xp

APL 4: 675 xp

APL 6: 900 xp

Treasure Summary

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

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

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

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

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

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

Encounter Two

APL 2: L: 6gp, C: 0 gp, M: 169gp

APL 4: L: 6gp, C: 0 gp, M: 319gp

APL 6: L: 6gp, C: 0 gp, M: 319gp

Encounter Five

APL 2: L: 75gp, C: 0 gp, M: 0gp

APL 4: L: 25gp, C: 0 gp, M: 183gp

APL 6: L: 25gp, C: 0 gp, M: 350gp

Encounter Six

APL 2: L: 481gp, C: 0 gp, M: 6gp

APL 4: L: 164gp, C: 0 gp, M: 569gp

APL 6: L: 328gp, C: 0 gp, M: 984gp

Total Possible Treasure

APL 2: L: 562gp, C: 0 gp, M: 175gp

APL 4: L: 195gp, C: 0 gp, M: 1071gp

APL 6: L: 359gp, C: 0 gp, M: 1653gp

Special

Proven of the Hammerstrike: Spend this favor for one of the following: access to the feats Shield Mate and Improved Shield Mate (*Miniatures Handbook*), or access

to *divine protection* (*Miniatures Handbook*) or adventure access to *planar forks* for the planes of Earth and Ysgard for the cost of 50 gp each. PCs who are Devoted of the Green and White may choose two options. Cross off all options not chosen.

Favor of Armend and Belina: In return for rescuing him Armend offers you access to some of his equipment. Expend this favor to have one-time access to the following items from *Races of the Wild*: blunt arrow, swiftwing arrow, serpentstongue arrow, and forest warden shroud. You may purchase more than one when you expend this favor. Cross off this favor when this benefit is used. His wife Belina also sends you several care packages of food good for a 50% discount to Standard lifestyle costs for the next 3 Time Units set in Highfolk [] [] [].

Forges of Dargas Mor: During your time near Dargas Mor, dwarven merchants allow you to purchase one suit of armor or shield made of Mithril, or one weapon or shield made of Adamantine, or reinforce one suit of armor with Ysguardian Heartwire (*Arms & Equipment*). Once you use this favor, it grants Adventure access and is then expended.

Spending Time with Lo-Kar: By befriending Lo-Kar and spending 2 TU's you have access to learn the Goliath language (by spending skill points appropriately) and you have access to normal (non-masterwork) versions of the following Large or Huge Weapons: dart, quarterstaff, club, greatclub, shortbow, sling, and sugiin (*Frostburn*).

Meta-Org Praise: For successfully completing a mission for your meta-org, from one year from date this adventure was played, you enjoy a +2 circumstance bonus on all social rolls with fellow meta-org members. In addition, you receive one time regional access an item based upon your meta-organization membership: Rangers of the Vesve - *wand of exacting shot* (CV); Guildsmen of the High Art - *spellsight spectacles* (CV); Bardic College - *instrument of the bards: Mac-Fuirmidh Cithern* (CA); Druid Paths - *wand of hawkeye* (CV); Fifth District - *medal of gallantry* (CV); Elven Clans - *safewing emblem* (CW); Hammerstrike Clan/Dwarves of Dargas Mor - *anti-impact armor Upgrade* (CW).

Item Access

APL 2:

- Finger Blades (Adventure; A&EG)
- Ice Axe (Adventure; A&EG)
- Jeweler's Loupe (Adventure; A&EG)

- Money Belt (Adventure; A&EG)
- Silent Shoes (Adventure; A&EG)
- Thieving Helmet (Adventure; A&EG)
- Miner's Helmet (with *continual flame*) (Adventure; A&EG)
- *Armband of Reduction* (Adventure; A&EG)
- *Everfull Mug* (Adventure; A&EG)
- Masterwork Sugiiin (Adventure; Frostburn; Limit 1)

APL 4 (all of APL 2 plus the following):

- *Possum Pouch* (Adventure; CA)
- *Hammersphere* (Adventure; A&EG)
- *Weightless Scabbard* (Adventure; A&EG)

APL 6 (all of APLs 2-4 plus the following):

- *Clasp of the Elder* (Adventure; A&EG)
- *Horses of the Zephyr* (Adventure; DMG)

Appendix One – APL 2

Encounter Two

Harpoon Spider, CR 4; Large Aberration; HD 5d8+20+5; HP: 47; Init +4; Speed 40', Climb 20'; AC: 16, Touch: 13, Flatfooted: 12; Base Attack: +3; Grapple: +10; Attack: Bite +5 (1d8+3+Poison) or Fang +6 ranged (1d4+1+Harpoon); Full Attack: Bite +5 (1d8+3+Poison) or 2 Fangs +6 ranged (1d4+1+Harpoon); Space/Reach: 10'/5'; SA: Harpooning, Poison; SQ: Darkvision 120', Evasion, Spines, Web Movement; Alignment: CE; SV: Fort: +5, Ref: +5, Will: +5; Str: 17, Dex: 19, Con: 18, Int: 14 Wis: 12 Cha: 19

Skills and Feats: Balance +8, Climb +16, Hide +8, Jump +21, Spot +7, Tumble +13; Combat Reflexes, Improved Toughness, Improved Trip

Harpooning (Ex): As a ranged attack, a harpoon spider can fire one or two of its fangs up to 20' (no range increment). The spider can fire at two different targets if desired. A successful hit deals 1d4+1 points of damage as the harpoon hooks the flesh and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+10 Bonus) against any creature attacked to the fang. Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature its size or larger automatically cause the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly and at the end of the spider's turn the fang automatically detaches.

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

Spines (Ex): Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures wielding reach weapons such as longswords are not subject to this damage. The spines also deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 Medium, 8 Small, 32 Tiny or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

Web Movement (Ex): Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of the *web* spell.

Encounter 4C

Megaloceros, Advanced; CR 5; Large Animal; HD 9d8+18; HP: 69; Init +1; Speed 40'; AC: 14 Touch: 10 Flatfooted: 13; Base Attack: +6; Grapple: +15; Attack +10 Gore 2d6+7; Full Attack: +10 Gore 2d6+7; Space/Reach: 10'/5'; SA: Improved Grab, Toss; SQ: Low-Light Vision, Scent; Alignment: N; SV: For: +9 Ref: +7 Will: +6; Str: 20 Dex: 12 Con: 17 Int: 2 Wis: 11 Cha: 8

Skills and Feats: Listen +10, Spot +9; Feats: Alertness, Run, Endurance, Improved Natural Attack (Gore)

Improved Grab (Ex): To use this ability the creature must hit a medium or smaller opponent with its gore attack. If it gets a hold, it scoops up the opponent and can toss it aside.

Toss (Ex): A megaloceros can viciously shake any creature caught in its horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+9) except that there is no attack of opportunity. The megaloceros do not need to move with an opponent in order to throw it more than 5'. If the toss victim beats the megaloceros' strength check he remains in the current square with no effect and is not grappled any longer. Toss victims take impact damage from landing as if they had fallen a distance equal to the distance that they were tossed.

Scent (Ex): A megaloceros can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Encounter Five

Lo-Kag, Male Goliath Bar 1; CR 2; Medium Monstrous Humanoid; HD 1d12; HP: 8; Init +0; Speed 40'; AC: 13 Touch: 10 Flatfooted: 13; Base Attack: +1; Grapple: +9; Attack +4 Huge Greatclub 3d8+6; +1 Large Sling 1d6+4; Full Attack: +4 Huge Greatclub 3d8+6; +1 Large Sling 1d6+4; Space/Reach: 5'; SA: Rage; SQ: Powerful build (Large for opposed checks), Mountain Movement (Do not take penalties for accelerated climb or standing jumps), Acclimated to High Altitudes; Alignment: CN; SV: For: +3 Ref: +0 Will: +1; Str: 18 Dex: 10 Con: 12 Int: 12 Wis: 10 Cha: 10

Skills and Feats: Jump +11, Climb +8, Craft: Pottery +4, Survival +4, Swim +8; Monkey Grip; Languages: Common, Gol-Kaa

Possessions: MW leather armor, MW huge greatclub, huge greatclub, large sling, 20 sling bullets,

various non-precious stones and gems, 2 days rations, waterskin

Power-Up Suite (Raging): Rage lasts for 6 rounds. HP: 10; AC: 11 Touch: 8, Flatfooted: 11; Grapple: +9; Attack +6 Huge Greatclub 3d8+9; +1 Large Sling 1d6+6; Full Attack: +6 Huge Greatclub 3d8+9; +1 Large Sling 1d6+6; SV: For: +5 Ref: +0 Will: +3; Str: 22 Dex: 10 Con: 16 Int: 12 Wis: 10 Cha: 10

Encounter Six

Male Half Orc Ranger 2, CR 2; Medium Humanoid (Orc); HD 2d8+2; HP: 14; Init +1; Speed 30'; AC: 16 Touch: 11 Flatfooted: 15; Base Attack: +2; Grapple: +5; Attack +6 Orc Doubleaxe, 1d8+4 or +2 Javelin 1d6+3; Full Attack: +4 Orc Doubleaxe, 1d8+3 and +4 Orc Doubleaxe 1d8+1 or +3 Javelin 1d6+3; Space/Reach: 5'; SA: Favored Enemy (Elf) +2; SQ: Half-Orc Traits; Alignment: CE; SV: For: +5 Ref: +4 Will: +1; Str: 16 Dex: 12 Con: 14 Int: 7 Wis: 12 Cha: 6

Skills and Feats: Hide +15, Move Silently +5, Survival +6, Spot +6; Exotic Weapon Proficiency: Orc Double Axe, Track (B), Two-Weapon Fighting (B)

Possessions: MW Orc Double Axe, 5 Javelins, Chain Shirt +1, 2 daggers, holy symbol (IUZ), bedroll, 2 days rations, *scroll: camouflage* (Used), *scroll: cure light wounds*, *scroll: pass without trace* (Used)

Power Up Suite: *camouflage* (CL 1st), *pass without trace* (CL 1st)

Appendix One – APL 4

Encounter Two

Harpoon Spider; CR 6; Huge Aberration; HD 9d8+63; HP: 103; Init +4; Speed 40', Climb 20'; AC: 18, Touch: 12, Flatfooted: 14; Base Attack: +6; Grapple: +21; Attack: Bite +11 (2d6+7+Poison) or Fang +8 ranged (1d8+3+Harpoon); Full Attack: Bite +11 (2d6+7+Poison) or 2 Fangs +8 ranged (1d8+3+Harpoon); Space/Reach: 15'/10'; SA: Harpooning, Poison; SQ: Darkvision 120', Evasion, Spines, Web Movement; Alignment: CE; SV: Fort: +9, Ref: +8, Will: +7; Str: 25, Dex: 18, Con: 22, Int: 14 Wis: 12 Cha: 9

Skills and Feats: Balance +12, Climb +24, Hide +8, Jump +29, Spot +11, Tumble +14; Combat Reflexes, Improved Toughness, Improved Trip, Lightning Reflexes, Improved Natural Weapon (Fang)

Harpooning (Ex): As a ranged attack, a harpoon spider can fire one or two of its fangs up to 20' (no range increment). The spider can fire at two different targets if desired. A successful hit deals 1d8+3 points of damage as the harpoon hooks the flesh and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+18 Bonus) against any creature attacked to the fang. Failure indicates that the harpoon rips free (and deals another 1d8+3 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature its size or larger automatically cause the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly and at the end of the spider's turn the fang automatically detaches.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

Spines (Ex): Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d8 points of piercing damage from the spider's spines. Creatures wielding reach weapons such as longswords are not subject to this damage. The spines also deal an extra 1d8 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 3d6 points of piercing damage. The spider can carry up to 2 Large, 8 Medium, 25 Small, 128 Tiny or smaller creatures in

this manner. Harpoon spiders often use this method to carry their next meals.

Web Movement (Ex): Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of the *web* spell.

Encounter 4C

Dire Elk; CR 7; Huge Animal; HD 12d8+60; HP: 114; Init +0; Speed 50'; AC: 15 Touch: 8 Flatfooted: 15; Base Attack: +9; Grapple: +24; Attack +14 Gore 3d8+10; Full Attack: +14 Slam 2d6+7, +9 2 Hooves 2d4+3 or +14 Gore 3d8+10; Space/Reach: 15'/10'; SA: Trample 2d8+10; SQ: Low-Light Vision, Scent; Alignment: N; SV: For: +13 Ref: +10 Wil: +10; Str: 24 Dex: 11 Con: 20 Int: 2 Wis: 11 Cha: 7

Skills and Feats: Listen +8, Spot +8, Hide -5; Feats: Alertness, Track (B), Iron Will, Improved Natural Attack (Gore), Run, Lightning Reflexes

Trample (Ex): As a standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 22) for half damage.

Scent (Ex): A dire elk can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Encounter Five

Lo-Kag, Male Goliath Bar 3; CR 4; Medium Monstrous Humanoid; HD 3d12+3; HP: 27; Init +0; Speed 40'; AC: 13 Touch: 10 Flatfooted: 13; Base Attack: +3; Grapple: +11; Attack +7 Huge Greatclub 3d8+7; +4 Sling 1d6+4; Full Attack: +7 Huge Greatclub 3d8+7; +4 Large Sling 1d6+4; Space/Reach: 5'; SA: Rage; SQ: Powerful build (Large for opposed checks), Mountain Movement (Do not take penalties for accelerated climb or standing jumps), Acclimated to High Altitudes, Uncanny Dodge, Trap Sense +1; Alignment: CN; SV: For: +4 Ref: +1 Will: +2; Str: 18 Dex: 10 Con: 12 Int: 12 Wis: 10 Cha: 10

Skills and Feats: Jump +9, Climb +8, Craft: Pottery +4, Survival +4, Swim +8; Monkey Grip, Weapon Focus: Greatclub; Languages: Common, Gol-Kaa

Possessions: *Leather armor +1, huge greatclub +1, huge greatclub, MW large sling, 20 sling bullets, various non-precious stones and gems, 2 days rations, waterskin*

Power-Up Suite (Raging): Rage lasts for 6 rounds. HP: 33; AC: 11 Touch: 8 Flatfooted: 11; Grapple: +11; Attack +10 Large Greatclub 2d8+11; +4 Sling 1d6+6; Full Attack: +10 Large Greatclub 2d8+11;

+4 Large Sling 1d6+6; SV: For: +6 Ref: +1 Wil: +4; Str: 20 Dex: 10 Con: 16 Int: 12 Wis: 10 Cha: 10

Encounter Six

Male Half Orc Ranger 4, CR 4; Medium Humanoid (Orc); HD 4d8+4; HP: 28 Init +1; Speed 30'; AC: 16 Touch: 11 Flatfooted: 15; Base Attack: +4; Grapple: +7; Attack +9 Orc Doubleaxe, 1d8+4 (Plus Poison) or +4 Javelin 1d6+3; Full Attack: +7 Orc Doubleaxe, 1d8+3 and +7 Orc Doubleaxe 1d8+1 or +5 Javelin 1d6+3; Space/Reach: 5'; SA: Favored Enemy (Elf) +2; SQ: Half-Orc Traits; Alignment: CE; SV: For: +7 Ref: +6 Will: +3; Str: 17 Dex: 12 Con: 14 Int: 7 Wis: 12 Cha: 6

Skills and Feats: Hide +17, Move Silently +7, Survival +8, Spot +8; Weapon Focus: Orc Double Axe, Track (B), Two Weapon Fighting (B), Endurance (B), Exotic Weapon Proficiency: Orc Double Axe

Spells: (0+1; DC 11+ Spell Level): *blades of fire*.

Possessions: MW Orc Double Axe, 5 Javelins, Chain Shirt +1, 2 daggers, holy symbol (IUZ), bedroll, 2 days rations, *scroll: camouflage* (Used), *scroll: cure light wounds*, *scroll: pass without trace* (Used), *cloak of resistance* +1, Sassone Leaf Residue (Used)

Power Up Suite: *camouflage* (CL 1st), *pass without trace* (CL 1st), Sassone Leaf Residue Poison on Primary Axe Blade (Contact Fort DC 16 negates; 2d12 hp/1d6 Con)

Riding Dog; CR -; Medium Animal; HD 2d8+4; HP: 13; Init: +2; Speed 30'; AC: 16, Touch: 12, Flat Footed 16; Base Attack: +1; Grapple: +3; Attack: +3 Bite 1d6+3; Space/Reach: 5'; SA: Trip (+2); SQ: Low-Light Vision, Scent; Alignment: N; SV: Fort: +5, Ref: +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Spot +5, Listen +5, Swim +3, Survival +1; Alertness, Track

Tricks: Attack (x2), Flank, Come

Appendix One – APL 6

Encounter Two

Harpoon Spider; CR 6; Huge Aberration; HD 9d8+63; HP: 103; Init +4; Speed 40', Climb 20'; AC: 18, Touch: 12, Flatfooted: 14; Base Attack: +6; Grapple: +21; Attack: Bite +11 (2d6+7+Poison) or Fang +8 ranged (1d8+3+Harpoon); Full Attack: Bite +11 (2d6+7+Poison) or 2 Fangs +8 ranged (1d8+3+Harpoon); Space/Reach: 15'/10'; SA: Harpooning, Poison; SQ: Darkvision 120', Evasion, Spines, Web Movement; Alignment: CE; SV: Fort: +9, Ref: +8, Will: +7; Str: 25, Dex: 18, Con: 22, Int: 14 Wis: 12 Cha: 9

Skills and Feats: Balance +12, Climb +24, Hide +8, Jump +29, Spot +11, Tumble +14; Combat Reflexes, Improved Toughness, Improved Trip, Lightning Reflexes, Improved Natural Weapon (Fang)

Harpooning (Ex): As a ranged attack, a harpoon spider can fire one or two of its fangs up to 20' (no range increment). The spider can fire at two different targets if desired. A successful hit deals 1d8+3 points of damage as the harpoon hooks the flesh and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+18 Bonus) against any creature attacked to the fang. Failure indicates that the harpoon rips free (and deals another 1d8+3 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature its size or larger automatically cause the fang to rip free as if the trip attack failed. The glue exuded by the spider's fangs decomposes quickly and at the end of the spider's turn the fang automatically detaches.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

Spines (Ex): Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d8 points of piercing damage from the spider's spines. Creatures wielding reach weapons such as longswords are not subject to this damage. The spines also deal an extra 1d8 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity based.

As a full-round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 3d6 points of piercing damage. The spider can carry up to 2 Large, 8 Medium, 25 Small, 128 Tiny or smaller creatures in

this manner. Harpoon spiders often use this method to carry their next meals.

Web Movement (Ex): Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of the *web* spell.

Encounter 4C

Legendary Dire Elk; CR 7; Huge Outsider (Augmented); HD 12d8+60; HP: 174; Init +7; Speed 50'; AC: 19 Touch: 11 Flatfooted: 19; Base Attack: +7; Grapple: +27; Attack +19 Gore 4d8+18; Full Attack: +19 Slam 3d6+12, +17 2 Hooves 2d6+6 or +19 Gore 4d8+18; Space/Reach: 15'/10'; SA: Trample 2d8+15; SQ: Frightful Presence, Fast Healing 5, Low-Light Vision, Scent, Greater Damage; Alignment: N; SV: For: +21 Ref: +16 Will: +14; Str: 34 Dex: 17 Con: 30 Int: 4 Wis: 13 Cha: 11

Skills and Feats: Listen +8, Spot +8, Hide -5; Feats: Alertness, Track (B), Improved Initiative (B), Iron Will, Improved Natural Attack (Gore), Run, Multiattack (B); Sylvan

Frightful Presence (Ex): When the Dire Elk of Legend bellows, all creatures within 20' with fewer hit dice or level than the Dire Elk of Legend must make a Will save DC 16 or become shaken, a condition that lasts until the opponent is out of range. A successful save leaves the opponent immune for 24 hours.

Trample (Ex): As a standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+18 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 27) for half damage.

Scent (Ex): A dire elk can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Encounter Five

Lo-Kar, Male Goliath Bar 5; CR 6; Medium Monstrous Humanoid; HD 5d12+5; HP: 35; Init +0; Speed 40'; AC: 15 Touch: 10 Flatfooted: 15; Base Attack: +5; Grapple: +13; Attack +9 Huge Greatclub 3d8+6; +6 MW Large Sling 1d6+4; Full Attack: +9 Huge Greatclub 3d8+6; +6 Large MW Sling 1d6+4; Space/Reach: 5'; SA: Rage 2x/day; SQ: Powerful build (Large for opposed checks), Mountain Movement (Do not take penalties for accelerated climb or standing jumps), Acclimated to High Altitudes, Improved Uncanny Dodge, Trap Sense +1; Alignment: CN; SV: For: +5 Ref: +1 Wil: +2; Str: 19 Dex: 10 Con: 12 Int: 12 Wis: 10 Cha: 10

Skills and Feats: Jump +10, Climb +10, Craft: Pottery +4, Survival +4, Swim +10; Weapon Focus: Greatclub, Monkey Grip; Languages: Common, Golluth

Possessions: Leather armor +1, huge greatclub +1, huge greatclub, MW large sling, 20 sling bullets, various non-precious stones and gems, 2 days rations, waterskin, amulet of natural armor +1.

Power-Up Suite (Raging): Rage lasts for 6 rounds. HP: 45; AC: 13 Touch: 8 Flatfooted: 13; Grapple: +13; Attack +12 Large Greatclub 2d8+8; +6 Sling 1d6+6; Full Attack: +12 Large Greatclub 3d8+8; +6 Large Sling 1d6+6; SV: For: +5 Ref: +1 Wil: +4; Str: 23 Dex: 10 Con: 16 Int: 12 Wis: 10 Cha: 10

Tricks: Attack (x2), Flank, Come, Heel

Possessions: Chain Shirt Barding

Encounter Six

Male Half Orc Ranger 6, CR 6; Medium Humanoid (Orc); HD 6d8+4; HP: 42 Init +1; Speed 30'; AC: 16 Touch: 11 Flatfooted: 15; Base Attack: +4; Grapple: +7; Attack +11 Orc Doubleaxe, 1d8+5 (Plus Poison) or +6 Javelin 1d6+3; Full Attack: +9/+4 Orc Doubleaxe, 1d8+4 and +9/+4 Orc Doubleaxe 1d8+2 or +7 Javelin 1d6+3; Space/Reach: 5'; SA: Favored Enemy (Elf) +7; Favored Enemy (Human) +2; SQ: Half-Orc Traits; Alignment: CE; SV: For: +7 Ref: +6 Will: +3; Str: 17 Dex: 12 Con: 14 Int: 7 Wis: 12 Cha: 6

Skills and Feats: Hide +19, Move Silently +9, Survival +10, Spot +10; Weapon Focus: Orc Double Axe, Track (B), Two Weapon Fighting (B), Endurance (B), Improved Favored Enemy (Elves), Improved Two Weapon Fighting (B)

Spells: (1+1; DC 11+ Spell Level): *blades of fire* (x2).

Possessions: Orc double axe +1, orc double axe, 5 javelins, chain shirt +1, 2 daggers, holy symbol (IUZ), bedroll, 2 days rations, scroll: camouflage (Used), scroll: cure light wounds, scroll: pass without trace (Used), cloak of resistance +1, Sassone leaf residue

Power Up Suite: Camouflage (CL 1), Pass Without Trace (CL 1), Sassone Leaf Residue Poison on Primary Axe Blade (Contact DC 16; 2d12 hp/1d6 Con)

Riding Dog, Male; CR -; Medium Animal; HD 4d8+12; HP: 30; Init: +3; Speed 30'; AC: 23, Touch: 13, Flatfooted 23; Base Attack: +3; Grapple: +6; Attack: +6 Bite 1d8+3; Space/Reach: 5'; SA: Trip (+3); SQ: Evasion, Link, Share Spells, Low-Light Vision, Scent; Alignment: N; SV: Fort: +7, Ref: +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +11, Spot +7, Listen +7, Swim +4, Survival +3; Alertness, Track, Improved Natural Attack (Bite)

Appendix Two: Dwarven NPC's and Reactions

Gunnloda Darkdelver: Female Mountain Dwarf; Rogue 1/Ranger 1; CR 2; Medium Humanoid (Dwarf); HD 1d6+1d8+6; HP: 17; Init +3; Speed 20'; AC: 16 Touch: 13 Flatfooted: 13; Base Attack: +1; Grapple: +1; Attack +5 Light Crossbow 1d8 or +1 Dwarven Waraxe 1d10 Space/Reach: 5'; SA: Favored Enemy +2 (Goblins); SQ: Dwarf Traits, Sneak Attack +1d6; Alignment: LN; SV: For: +5 Ref: +7 Wil: +0; Str: 10 Dex: 16 Con: 16 Int: 10 Wis: 10 Cha: 6

Skills and Feats: Craft: Trapmaking + 5, Craft: Bowmaking +5, Survival +4, Spot + 5, Search +5, Hide +5 Move Silently + 5, Tumble +4; Track, Weapon Focus: Light Crossbow; Languages: Common, Dwarven

Possessions: Studded leather armor, dwarven waraxe, wooden holy symbol (Gendinar Argrim), MW light crossbow, 20 bolts, bedroll, 5 days rations, backpack, MW tool kit

Traits: Witty, precise, keen-eyed

Barrend Sharpaxe: Male Mountain Dwarf; Fighter 2; CR 2; Medium Humanoid (Dwarf); HD 2d10+6; HP: 27; Init +1; Speed 20'; AC: 16 Touch: 11 Flatfooted: 15; Base Attack: +1; Grapple: +5; Attack +7 Greataxe 1d12+4; Space/Reach: 5'; SA: -; SQ: Dwarf Traits; Alignment: LN; SV: For: +7 Ref: +1 Wil: -1; Str: 17 Dex: 12 Con: 16 Int: 8 Wis: 8 Cha: 6

Skills and Feats: Craft: Armorsmithing + 4, Jump +8; Weapon Focus: Greataxe, Toughness, Improved Toughness; Languages: Common, Dwarven

Possessions: Splint mail, MW greataxe, wooden holy symbol (Moradin), bedroll, 5 days rations, backpack, MW tool kit

Traits: Awkward, Cumbersome, Socially Inept

Audhild Deepcavern: Female Mountain Dwarf; Expert 2; CR 1; Medium Humanoid (Dwarf); HD 1d6+1d8+6; HP: 17; Init +0; Speed 40'; AC: 12 Touch: 8 Flatfooted: 12; Base Attack: +1; Grapple: +0; Attack Quarterstaff +0 1d6-1; Space/Reach: 5'; SA: -; SQ: Dwarf Traits; Alignment: LG; SV: For: +0 Ref: -1 Wil: +6; Str: 8 Dex: 8 Con: 10 Int: 16 Wis: 16 Cha: 6

Skills and Feats: Craft: Bookbinding + 10, Knowledge: Nobility + 8, Knowledge: Dungeoneering +8, Profession: Farmer +11, Knowledge: Planes +8, Decipher Script +8, Profession: Scribe +8; Skill Focus: Profession: Farmer; Languages: Common, Dwarven, Terran, Goblin, Undercommon, Infernal, Abyssal, Flan, Celestial, Ancient Suel

Possessions: Chain shirt, quarterstaff, wooden holy symbol (Dumathoin), bedroll, 5 days rations, backpack, MW tool kit, 10 paper, 3 pens, 2 ink, scrollcase

Traits: Quiet, inquisitive, curious

Taklinn Hammerstrike: Male Mountain Dwarf; Warrior 1/Expert 1; CR 1; Medium Humanoid (Dwarf); HD 1d6+1d8+6; HP: 17; Init +0; Speed 40'; AC: 15 Touch: 9 Flatfooted: 15; Base Attack: +1; Grapple: +3; Attack +4 MW Warhammer 1d8+2; Space/Reach: 5'; SA: -; SQ: Dwarf Traits; Alignment: LG; SV: For: +5 Ref: -1 Wil: +0; Str: 14 Dex: 8 Con: 12 Int: 16 Wis: 10 Cha: 8

Skills and Feats: Craft: Armorsmith + 9, Craft: Weaponsmith +9, Craft: Blacksmithing +9, Craft: Stonemasonry +9; Craft: Leatherworking +9, Intimidate + 3, Profession: Merchant + 4; Skill Focus: Craft Weapons; Languages: Common, Dwarven, Undercommon, Orcish

Possessions: MW chain shirt, MW warhammer, bedroll, 5 days rations, backpack, holy symbol (Moradin), MW tool kits (multiple), MW heavy steel shield

Traits: Gruff, proud, egotistical

Dealing with the Dwarves

The Dwarves start with an attitude of indifferent towards the heroes. This can be changed with successful Diplomacy or Intimidate checks. Due to their society's views of Arcane Spellcasters, their attitude to them is always one step below the rest of the group. For example, they start as unfriendly towards those who demonstrate the ability to cast arcane spells.

In addition, the following modifiers apply to Diplomacy checks: +2 Dwarves or Gnomes, -2 Half Orcs, -4 Arcane Spellcasters, +2 Followers of a Dwarven Deity, +2 Dwarves of Dargas Mor or Hammerstike Clan Members, have a Craft skill +2.

Use the Influencing NPC attitudes chart on p. 72 of the PHB to see what the Dwarves actions can be depending on their attitude. Diplomacy checks can only be made once and then once after a significant event (ie battle). If lowered to hostile, the Dwarves refrain from attacking the PC's. The Dwarves of Dargas Mor always respond one category better to other Dwarves of Dargas Mor or Hammerstrike clan dwarves.

Where there is silence or indecision from the PC's, the dwarves are able to pipe in suggestions based on their skills or intelligence. Sometimes they just question how things are done up on the surface world.

Appendix Three: New Rules

New Creatures

Dire Elk

Reference: Monster Manual, p. 75.

Huge Animal

Hit Dice: 12d8+63 (117 hp)

Initiative: +0

Speed: 50 ft

Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +9/+22

Attack: Slam +14 melee (2d6+7)

Full Attack: Slam +14 melee (2d6+7) and 2 hooves +9 melee (2d4+3) or gore +14 (2d8+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample 1d8+10

Special Qualities: Low-light vision, scent

Saves: Fort +13, Ref +8, Will +8

Abilities: Str 24, Dex 11, Con 20, Int 2, Wis 11, Cha 7

Skills: Hide -4, Listen +10, Spot +9

Feats: Alertness, Diehard, Endurance, Power Attack, Toughness

Environment: Temperate and cold forest, hills, and mountains

Organization: Solitary, or herd (6-30)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 13-16 HD (Huge); 17-36 HD (Gargantuan)

Level Adjustment: —

A bull dire elk is an imposing and aggressive beast. Females are less aggressive than males, but a cow dire elk is still formidable when her calves are threatened.

A dire elk has dark-colored, shaggy hair covering its body. The bull's enormous antlers can span up to 12 feet, and he can weigh up to 3 tons. In the spring, he sheds his antlers, so his gore attack is not available until he, regrows them the following autumn. A female is not antlered, so she never has access to a gore attack

Combat

If a bull dire elk believes himself challenged, he tries to drive off the interloper by bellowing loudly and pawing the ground. If that doesn't work, he charges with his head lowered to deliver a vicious gore with his oversized antlers, then follows up with trample attacks.

Trample (Ex): As a standard action during its turn each round, a dire elk can trample opponents at least one size category smaller than itself. This attack deals 2d8+10 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 23) for half damage.

Scent (Ex): A dire elk can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: A dire elk receives a +4 racial bonus on Hide checks.

MEGALOCEROS

Reference: Frostburn, p. 117.

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +4/+13

Attack: Gore +8 melee (1d8+7)

Full Attack: Gore +8 melee (1d8+7) **Space/Reach:** 10 ft./5 ft.

Special Attacks: Improved grab, stampede, toss

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 11, Cha 8

Skills: Listen +7, Spot +6

Feats: Alertness, Endurance, Run **Environment:** Cold marshes

Organization: Solitary or herd (6-20)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-12 H.D (Large); 13-18 HD (Huge)

Level Adjustment: —

This large elklike creature has shaggy fur and a huge set antlers easily 10 feet across.

The megaloceros is a large, powerful deer, standing up to 7 feet tall at the shoulder with 100-pound antlers spanning 12 feet. It favors lakes and bogs, and can be trained to serve as a mount. The creatures' enormous antlered skulls are popular decorations for castles and hunting lodges. These beasts also serve as powerful totem animals for neanderthals and snow goblins, who call the animals "Great Snow Elk."

Combat

Megaloceroses prefer to avoid combat, except during mating season, when males are extremely aggressive and territorial, and during the spring calving season, when female megaloceroses are extremely aggressive in defense of their young,

Megaloceroses typically charge the most obvious or brightly colored target, attempting to gore and toss it, then return to trample and finish it. When an entire herd is threatened, the young males sometimes charge two and three together against a threat.

Improved Grab (Ex): To use this ability, the creature must hit a Medium or smaller opponent with its gore attack, if it gets a hold, the megaloceros scoops up the opponent with its antlers and can toss it aside.

Stampede (Ex): A frightened herd of megaloceroses may flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large or smaller size that gets in their way, dealing 1d12 points of damage for each five megaloceroses in the herd (DC 18 Reflex save half).

Toss (Ex): A megaloceros can vigorously shake any creature caught in its horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+9 check modifier), except that there is no attack of opportunity, since the megaloceros has already grabbed its foe when it tries to toss the victim. The megaloceros does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the megaloceros's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

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

Training a Megaloceros

Small and Medium humanoids such as neanderthals, snow elves, human druids, and gnomes sometimes use megaloceroses as mounts; Midgard dwarves use them as pack animals. Their speed and height are particularly useful for scouts and reconnaissance of all kinds. Their gait is fast, jarring, and prone to sudden shifts in direction.

Training a megaloceros requires four weeks and a successful DC 20 Handle Animal check. Riding a megaloceros requires an exotic saddle. A megaloceros can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a megaloceros is up to 400 pounds; a medium load, 401-800 pounds;

and a heavy load, 801-1,200 pounds. A megaloceros can drag 6,000 pounds.

New Feats

Improved Favored Enemy

Reference: Complete Warrior, p. 101.

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy; Base Attack +5.

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Improved Toughness

Reference: Complete Warrior, p. 101.

You are significantly tougher than normal

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Monkey Grip

Reference: Complete Warrior, p. 103.

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty to the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapons for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

New Spells

Blades of Fire

Reference: Spell Compendium, p. 31.

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

With a word your weapons burst into flame. You feel no heat and the flames merely tickle your skin.

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Camouflage

Reference: *Spell Compendium*, p. 43.

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Upon finishing the spell, your skin and clothing change color, warping tint and hue to match your surroundings.

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

New Template

Monster of Legend

Reference: *Monster Manual*, p. 213.

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. These divinely enhanced creatures are often set to guard artifacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

CREATING A MONSTER OF LEGEND

“Monster of legend” is a template that can be added to any animal, beast, magical beast or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider, though the monster of legend's home plane is the Material Plane. It has all the base creature's attributes except as noted here.

Hit Dice: All the base creature's Hit Dice increase to d8s (if smaller than d8, otherwise same as base creature).

Speed: Same as base creature.

AC: Base creature's natural armor bonus improves by +5.

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	1	1	-	-
Diminutive	1d2	1d2	1	-
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium-size	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	2d4	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d6

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks.

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + 1/2 monster of legend's Hit Dice + monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Ruling Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th-level cleric (save DC 10 + spell level + the monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su): 10/magic.

Enhanced Attributes (Ex): The save DC for each of the monster of legend's special attacks, spells, and spell-like abilities increases by +4.

Fast Healing (Ex): A monster of legend regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below

Old Damage	New Damage
—	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su): The creature is supernaturally quick. It can take an extra partial action each round, as if affected by a *haste* spell.

Immunities (Ex): The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su): The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Regrow Limbs (Ex): If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of legend with this ability cannot be slain by a vorpal weapon's head-severing ability.

See in Darkness (Su): The creature can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Spell Resistance (Su): The creature has spell resistance equal to 10 + 1/2 monster of legend's Hit Dice.

Subtype (Ex): The creature has one of the following subtypes: cold or fire.

Saves: Each of the base creature's base saves increases by +3.

Abilities: Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: A monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate/Terrain: Same as base creature.

Organization: Same as base creature

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Appendix Four: Highfolk Influence Chart

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note: Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note: All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

Highfolk Town Council

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)
- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

Merchant Guilds of Highfolk

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

Patron's Guild of Norebo

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))
- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

Tavin Ersteader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

- Death sentence may be commuted to exile from the lands of Highfolk

Player Handout #1: Meta–Org Assignments

Bardic College

You hear the sound of something being thrown against your window. When you peek out a small Gnome woman stands below you. She quickly casts a spell and then starts to whisper to you. “Hey, it’s me, Asa Sludge, from the Bardic College. I got word from the higher-ups that you’re on a mission for the Dwarves. We’ve heard that the Dwarves have a Bardic tradition. If you can, sweet talk them and see if they might want to send an exchange student to the Bardic College. I’d be willing to go there if they want. Sound good?”

She waits for your reply and then scampers away.

Fifth District

A small rat comes scurrying next to you and nudges your leg. Looking down, you see that it has a specially designed collar with a small scroll tube fixed to it.

Inside of the tube is a tightly rolled parchment. It reads:

There have been reports of Orcish activity somewhat near where you are going. We have reason to believe that these are Iuzian operatives working in the Vesve forest. Look out for them and destroy them if possible.

It waits for your reply and then scampers away.

Elven Clans

A small cat comes scurrying next to you and nudges your leg. Looking down, you see that it has a specially designed collar with a small scroll tube fixed to it.

Inside of the tube is a tightly rolled parchment. It reads:

There have been reports of Orcish activity somewhat near where you are going. We have reason to believe that these are Iuzian operatives working in the Vesve forest. Look out for them and destroy them if possible.

It waits for your reply and then scampers away.

Player Handout #1: Meta-Org Assignments (Cont.)

Hammerstrike Clan

The Dwarves of Dargas Mor are your relatives. Treat them well and show them the hospitality of Highfolk and the High Vale. Our clan will be appreciative.

Rangers of the Vesse

A small dog comes scurrying next to you and nudges your leg. Looking down, you see that it has a specially designed collar with a small scroll tube fixed to it.

Inside of the tube is a tightly rolled parchment. It reads:

“One of our Rangers, a man named Cyranthian has not been heard from in some time. He is known to be operating close to the area that you may be sent to. Keep your eye out for him and report back any information that you can find out.”

It waits for your reply and then scampers away.

Druid Paths

A small bat comes flapping next to you and lands on your shoulder. Looking, you see that it has a specially designed collar with a small scroll tube fixed to it.

Inside of the tube is a tightly rolled parchment. It reads:

“The Dwarves have much knowledge of underground life and may have different farming techniques. Try to build bridges between us and them and learn what you can of their techniques.”

It waits for your reply and then scampers away.

Guildsmen of the High Art

A voice calls out to you, it takes a moment but then you realize that it is only in your mind. “The Dwarves do not like mages. Use your best behavior. They craft unique items, befriend them and open paths for learning from each other.”

You believe that you can respond mentally to the message using up to 25 words.

Player Handout #2: The Burned Parchment

Tracks

Heavily Hunted

Trail of Burned Grass and Brush

Fire Threat?

From Mountains?

Giants?

Orcs

Player Handout #3: A Short Primer on Dargas Mor

Location

Dargas Mor (a name meaning “Forge Home” in the Common tongue) is located in an enormous cavern, deep beneath the Clatspur Mountains, west of the Highvale and north of Highfolk. The city itself is made mostly of granite and other stones found in the general area. The dwarves have mines that were once commonly in operation only 2-3 miles from the city, but those have since fallen into disuse, and are havens for monsters.

City Features

The city has over 4000 inhabitants, almost all of who are mountain dwarves (there are some elementals that live within the city as well). The most prominent features include the All-Father’s Temple, a multi-level complex devoted to Moradin (as well as the other non-evil deities of the dwarven pantheon), the Hall of Ancestors (the throne of the city’s ruler, as well as the meeting place for his advisory council), the Sacred Gate (a giant stone ring that is used as a calling focus for *planar ally* spells), the Hammerstrike Forge (the hottest and most active forge in the city), and the Wheel of Inevitability (a large stone time wheel surrounded by a lake, fed by an underground river). In addition, just outside the walls of the city, in the four corners, stand the Guardians of Dargas Mor, stone golems mystically linked to ward the city from the evils of arcane magic.

The Inhabitants

Dargas Mor is populated by mountain dwarves who, long ago, lost contact with the surface world. They continue their existence, despite the threat of invasion by creatures of the Deep (which most know as the Underdark). The dwarves of Dargas Mor call themselves Dargakind, or Children of the Forge, and they are staunch traditionalists. While other dwarven societies may have been influenced to some degree by the outside world, these dwarves have been separated from that influence for hundreds of generations, and have instead fallen back on their ancient traditions to give them strength. They call this the Path of the Righteous, and almost every citizen follows it, although some are much more serious about it than others. The Path is like a code of conduct, and it includes the following: behave in a manner epitomizing law and good, honor and cherish the family, respect both elders and their wisdom, work hard at developing a craft, show courage in the face of adversity, and avoid any dealings with arcane magic. The Dargakind believe very strongly that the duergar strayed from the Path to become what they are now. In fact, moreso than giants or goblins, the duergar are the Dargakind’s mortal enemy (although many pity them for their choice of existence).

Dargakind males and females who have not undergone the Rite of Bearding are clean-shaven to denote their status as children. Dargakind women wear short, neatly trimmed beards, while Dargakind men wear their beards long and in different customs dependant on their clan. Their hair tends towards reds and browns, and their eye color is almost always brown (although rarely, green is found – mostly in females). The Dargakind tend to be in good shape physically, as most of their time is spent pursuing a craft that usually carries some physical demands (such as stonemasonry or weaponsmithing). While they do not disdain knowledge, the Dargakind have a strong oral tradition, and do not often write things down (although most of the society is literate).

The dwarves have divided themselves into clans, basically extended families that generally (though not always) follow a certain trade. The six clans are the Ironstone (the ruling clan and clan of nobles), the Keygate (the clan of elementalists and priests), the Hammerstrike (the clan of master craftsmen), the Deepcavern (the lore keepers and farmers), the Darkdelfer (the scouts and trap makers), and the Sharpaxe (the warriors and guards).

Elementals

More than any other creature, perhaps more than even other dwarves, the Dargakind have a very strong bond with elementals from the four elemental planes (air, earth, fire, and water). Long ago, the dwarves found that an allegiance with the elemental lords from those planes was most beneficial to them, and ever since, they have had an equitable relationship, paying them in either favors or material for the services they provide to the city. In fact, the greatest of the elementals, the Sacred Four (elemental elders), are

integral to the city survival. Shouusshh the elder air elemental controls and directs the flow of air circulation and soot removal. Fezalezu, the elder fire elemental, stokes the greatest forge in the city, keeping it hotter than all others. Wugullag is the water counterpart who keeps the great Wheel of Inevitability moving constantly, allowing the dwarves to keep time in their skyless domain. Lastly, Murwag (also called the Keeper of Lore) the elder earth elemental teaches the dwarves his secrets of the earth and the magic it holds (such as the creation of stone golems and the discipline of the stonelords). He is looked upon as the greatest of the Four. Some other elementals, closely tied to the four prime elementals have also come through the Sacred Gate, such as walking walls and thoqqas.

The Sacred Gate itself is vital to contact with the elementals, and it is used as a focus for all *planar ally* spells cast by the clerics. All elementals are brought to Dargas Mor through the Sacred Gate; in fact, it has become so intrinsically tied with those spells that the clerics cannot cast the *planar ally* spells without using the gate as a focus. The gate always seems to call elementals to it – never outsiders.

History

Dargas Mor was once a part of a much more vast dwarven kingdom that stretched on for miles beneath the Clatspur range. Over 3000 years ago, an event of cataclysmic proportions known as the Sundering caused a massive collapse of most of the cavern tunnels, sealing the dwarves of Dargas Mor in their immediate area. It was soon discovered that they were essentially alone, and that any remaining tunnels only lead down into the Deep. Eventually, the clerics called for aid, and after a long time spent in prayer, received help in the form of an earth elemental named Murwag. The elder elemental helped the dwarves to build the Sacred Gate, and he was instrumental in making peaceable bargains with other elementals that were called to the dwarves. After numerous conflicts with the duergar, Murwag helped the dwarves construct the Guardians of Dargas Mor, the stone golems that protect the city from arcane magic. After a while, he retreated to a life of enigma, speaking only to certain dwarves known as the Chosen.

The dwarves continued their existence, finding their ties to the elementals they called through the Sacred Gate growing. In order to keep their society from crumbling into chaos, they established the Path of the Righteous, a code of conduct to govern their behavior. All this time, their enemies, the duergar, were growing in numbers and cunning. Less than a century ago, the duergar struck a telling blow to the Dargakind by raiding and destroying their entire mining operation. As time goes on, it is becoming clear to the Council of Wisdom (the advisors to the ruler) and the Thane (the ruler of Dargas Mor) that something needs to be done soon, or their whole civilization will fall to the duergar.