

GEO1-09

EXPEDITION TO THE BARRIER PEAKS

A Two-Round Continuous D&D LIVING GREYHAWK[®]
Geoff Regional Adventure

Version 1

by Brian Lamprecht

The distant Barrier Peaks hold promise and peril. Can you make your way across the giant's lands to their imposing heights? The chance for a new ally against the giants hangs by a wing and a prayer. An adventure for characters level 3-10.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPAGEA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPAGEA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPAGEA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPAGEA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE BACKGROUND

ROUND 1: THE CAT'S MEOW

Having found out about the giant eagles' eyrie in the Barrier Peaks, and the possibility that they have knowledge of the giants positions and fortifications an ambassador is being sent into the Barrier Peaks to attempt to generate an alliance with the eagles.

As a result of an assassination attempt on the ambassador, which is reacted to by the PCs, Captain Parn asks the PCs to accompany the ambassador on this journey. The PCs will act as the ambassador's personal guard in getting him there alive and on time. Since the PCs have to pass the Javan River and giant controlled lands to get to the Barrier Peaks, they will join a unit of Gran March rangers already planning an excursion into Giant Lands. Shortly after crossing the Javan River and heading toward the Dim Forest, giants and orcs will attack the group. The PCs will be ordered to flee with the

ambassador toward the Dim Forest so they can complete the mission while the Gran March forces engage the orcs and giants to prevent them from overtaking the PCs.

After braving the lurking dangers of the Dim Forest, the adventurers arrive at the base of the Barrier Peaks to begin their expedition to find the eagles' eyrie.

Note: Timeliness is an issue in the module. As a measure of this, delay points will be used. Essentially adding one delay point means the PCs have gotten one day behind. The PCs start with no delay points at the beginning of round one and these points carry over to round 2. The PCs can make up lost time (subtract a delay point) by traveling through the night anytime they want. The cost for doing this means that the PCs act under the fatigue rules (DUNGEON MASTER'S GUIDE page 84) for the next day.

Timeline after leaving Hochoch: One day to border forts. Two days to go from Border Forts to get to Dim Forest traveling through the night. One full day spent traveling through the Dim Forest and finally another half day travelling through Dim Forest to reach the standing stones. For a total of 4 ½ days travel during round one once the PCs have left Hochoch.

PRELUDE

An air of excitement has filled the city of Hochoch during the past few weeks. It seems like shipments of goods to the city have risen with recent military victories at the border forts in the contested lands. Then, just a few days ago reinforcements from the Gran March arrived in Hochoch, and with their arrival rumors have run rampant. As the cold autumn evening air falls, you find yourself eager to get to the taverns to possibly hear the latest news.

Allow the players to make purchases, perform duties, whatever they require. The PCs may hear any of the following rumors during their activities over the course of the day.

The Armies of Retribution and Liberation plan to commence a push into giant controlled lands and many more Gran March military units are expected to arrive over the next month.

A new ally against the giants has been found to the north.

The Grand Duke is rumored to be visiting the stark mounds, gathering troops.

After the PCs have their spell lists ready and have made the necessary preparations, move onto encounter one.

ENCOUNTER 1: THE RACE IS ON

As you wind through the marketplace nearing your destination, dusk begins to settle. The strumming of instruments can be heard from some of the taverns as you pass them. By the sides of

one building you notice a hoard of children enraptured by a bard telling tales of the green man and a great shadowy dragon of the Dim Forest. Your ear tunes in to the tale as you pass when something brushes against your boots and a soft 'meow' reaches your ear from below.

Each PC is approached individually in this fashion in separate parts of Hochoch. When the PC looks down, a small tabby cat will be rubbing up against their feet. Oddly the cat has a note tied around its neck. Both the cat and the note are complex illusions. After interacting with the illusion, a PC can make a Will save DC 18 to recognize the cat as an illusion, in which case it will appear to the PC as a shadowy substance in the form of a cat. If the PC can read the illusionary note it says:

In about ten minutes, an attempt will be made to assassinate Ambassador Sericine at the 'The Old Oak Tavern' It is imperative that you be there to stop it.

If the PC can't read, then instead of written words, a magic mouth on the page speaks the words to the PC. In either case once the note has been read, both it and the cat vanish. If the PC doesn't initially respond to the cat, then a minute later the cat will reappear and rub against their feet again.

Each of the PCs will recognize the name and location of the tavern immediately and know that it is about ten minutes away. Get the PCs intentions. The round they arrive at the tavern is based on their 4x running move from the chart below.

Adjustments can be made to their arrival round as follows:

- If the PCs have any items or spells that increase movement or action potential (i.e. haste, expeditious retreat, boots of striding and springing, fly), then move them up one category on the chart.
- If the PCs opt to walk bump they arrive to round 6.
- If the PCs take time to try and get help from the guard, they will arrive on round six with six city watch.
- For each round the PCs don't take at least a single move toward the tavern bump them down one.
- Each round they ignore the cat and the message bump them down one.

Base Armored Move Rate	Arrival Round
40 or more	1
30-40	2
20-30	3
Less than 20	4

The tavern is named for the old oak tree fireplace that stretches up from ground to ceiling in the middle of the room. The wood has been treated so it resists fire, and the inside of the tree is hollow with several openings into the room. The top branches of the tree exit through the ceiling of the structure. This gives the outside of the building the appearance of having several fireplaces

burning. The two-story tavern is packed with patrons (See DM Encounter Map #1) and the ambassador is getting ready to have dinner with his wife. The PCs don't know what the ambassador looks like, but can identify him before the ruckus ensues in a couple of ways:

- 1) A Knowledge-Nobility, or Local History roll DC 10 and the PC will be able to recall that the ambassador is a grey elf. Since the ambassador and his wife are the only elves in the tavern, a spot check DC 15 will allow them to notice the ambassador.
- 2) Anyone calling the ambassadors name from the entrance will get several heads to turn. He will take a round to watch anyone using this method of finding him before responding. A PC using this method that makes a successful Spot check DC 20 will be able to differentiate between the curious onlookers and the elf who appears to be studying them.
- 3) Anything creative that seems feasible.

Any PCs detecting evil when they come in won't be able to pick up the assassins because of their pre-cast spells. However, they might notice the two evil merchants or the priest of Wastri depending on which direction they are detecting evil.

ROUND 1:

A man sitting alone stands and he adjusts his dark cape as he does so. Picking up his sheathed sword in one hand, a dark man walks purposefully toward a couple beside the fireplace.

A man carrying a sheathed sword gets up from table #11 and walks toward table #5 drawing his sword as he does so. The man has finished his meal and as he is leaving he spots the blacksmith and stops by to show him a new sword he recently acquired.

ROUND 2:

The loud crash of plates can be heard behind the gaunt waiter that enters from the kitchen. He looks over his shoulder for a second and continues as he delivers his food to an elven couple in the center of the room.

A waiter delivers the food to the ambassador and his wife and turns around to leave. His wife takes the first bite (regardless of any warnings, dismissing them as ridiculous) and begins choking on her food. The ambassador stands to help her.

ROUND 3:

A sudden explosion erupts in one corner of the room.

This is the distraction for the two assassins on the upper level. They are each armed with loaded light crossbows and fire their crossbows at their now standing target.

... Let the chaos begin.

At this point several things will happen:

- The ambassador will flip up his table and dive behind it to protect his wife and himself from the assassins.
- The other patrons of the establishment will begin running for the door. This will hamper the PCs movement for the next two rounds, until the majority of the patrons have exited the tavern. In game terms this means anyone in or entering the tavern is at half movement and cant take more than a double move, unless they make a successful Tumble check, DC 25.
- If the ambassador has not fallen, each assassin will skirt around the balcony to take another shot at the ambassador before trying to get away through the upstairs window. Given the position of the ambassador behind the table, he will have 50% cover unless the PCs intercede to provide full cover with their own bodies. (in which case the assassins, of course, will shoot the annoying heroes.).

If the assassins are challenged before they can escape, or if their escape route is blocked, then they will drop their crossbows and use their short swords. They will use their tumble skill to work together on a single target before allowing themselves to get split up. If they can get out the window safely, they will climb up a rope just outside the window (pulling it up behind them) and make their escape over the rooftops.

See Assassins Statistics in DM Encounter Sheet #1

See Ambassador Statistics in DM Aid #1

The second after the battle has come to an end (either by escape/death/capture of the assassins), Commander Hellansdotter (who was on her way for her dinner reservation with her personal guard) will arrive.

“What in Mordekainen’s name is going on here?” a commanding voice breaks the silence as a half dozen armed men pour through the tavern entrance and surround you.

If the ambassador is dead Commander Hellansdotter will call for the guards to immediately detain anyone standing in the room and go about sorting out the details later.

If the ambassador is still alive, then the ambassador will intervene before the Commander can give this order and pull her aside and explain what happened. The Commander will still have the PCs detained, but will be a little more diplomatic about it.

For any PCs that arrive after the combat they will also be detained for questioning. If any exited the tavern following the fleeing assassins, then they those PCs will be picked up on the street by the watch. For those that for some reason didn’t go to the tavern—find a way to have them taken in as well. Most likely the PC absent from this combat will relay a story similar to those arrested of a mysterious assassination message. This will be enough for the PC to be detained with the PCs that arrived to help the ambassador.

ENCOUNTER 2: WAITING GAME

The cold air chills your bones in the Spartan fifteen-foot room that the guards left you in over a half-hour ago. A lone table sits in the middle of the room across from the single wrought iron door. The thick stone walls are marred with deep red stains, the cause of which you shiver to imagine.

Give the PCs enough time to introduce themselves if they need to and to briefly discuss the events that led them here and any rumors they might have heard.

Commander Hellansdotter and Captain Parn will have discovered that the PCs were indeed there to help. Naturally, the two officers will be suspicious of the anonymous nature of the notice the PCs received (if they know about it), but they have a dilemma in that they don’t know who they can trust other than those that attempted to save the ambassador’s life (successful or not).

After more than an hour of waiting voices and footsteps become evident from down the hall. The sounds of walking seems to halt outside the door, but the conversation continues for another minute before the door opens. The commanding figures of Cadywth Parn and Alicia Hellansdotter enter the room.

“It would seem we have a dilemma on our hands,” Parn speaks. “The ambassador is (was) to leave Hochoch tomorrow to begin negotiations with a potential ally. It would seem that knowledge of this expedition has been compromised and someone is trying to prevent the mission.” He pauses for a minute eyeing each person in the room, “It would appear now that our ambassador needs a guard for his mission and that the only people I can trust are the individuals that helped save him.”

Given the nature of the situation, Captain Parn will ask the PCs to agree to be the ambassador’s guard for this mission. Hellansdotter, regretting the strong arm tactics she has to employ, will apologetically inform any PC who says they cant go, (or attempts to barter some sort of payment) that if they do not, then she will have no choice but to hold them for a week until the ambassador’s mission is well underway.

After each player has made a decision, any PCs that refused will be carted off for the week and the others will be asked to meet the ambassador (or replacement) at his abode an hour before sunrise on the appropriate day. Captain Parn will tell the PCs to be prepared to be gone for several weeks, but will leave it to the ambassador to fill the PCs in on the nature of the mission once they are underway. Hellansdotter will hand each PC a note allowing them to be on the streets before sunrise so they don’t have to worry about curfew.

If the ambassador was saved then the PCs will be asked to meet the ambassador at his home an hour before first light the next morning, ready to leave Hochoch.

If the ambassador was slain in the attempt, then the commander needs to prepare an alternate for the mission and the PCs receive one delay point. Captain Parn will be concerned about the impression the tardiness will leave, but has little choice but to delay setting out by one day to find and prepare a new diplomat. The PCs may offer to act as the diplomats themselves. If any one of them seem competent (7 ranks is Diplomacy, 7 ranks in sense motive and speaks Auran), then the Captain will take them up on the offer to be the proxy and they can leave the next morning on time. Otherwise the PCs will ask to meet ambassador Aerth ap Elsen an hour before first light the morning after next ready to travel.

If one of the PCs is to be the diplomat, that individual will be taken aside for several hours to be told the details and purpose of the mission while the rest are dismissed to meet that PC in the morning. If this is the case, give the PC ambassador the following information and skip encounter three.

- The government has had preliminary contact with Giant Eagles in the Barrier Peaks. They are expecting an ambassador in seven to talk about forming a possible alliance.
- He will give the PC a detailed map of how to get there from a landmark in the Barrier Peaks, but they will have to find that landmark.
- The military plan is for the group to join several units of Gran March rangers that are about to undertake a scouting mission in the giant lands. The rangers will help the PCs get across the Javan to the NW part of the Dim Forest where the PCs should then be able to make it safely to the Barrier Peaks.
- You are to meet Captain Tillman at the border fort closest to Hwyist's ford. Horses will be waiting outside the city walls ½ hour before curfew is lifted.
- The eagles would have come here, but are in the midst of their own crisis. This is why we are going to them. If we could help them with their problem (whatever it is) that would be beneficial in sealing an alliance.

ENCOUNTER 3: GO WEST YOUNG MAN, GO WEST?!?

Except for the chirping of crickets the streets are completely silent as you head toward the ambassador's house. As you get into view of the house, a guard standing in front of the doorway points a spear in your direction and speaks loudly "Identify Yourself."

After the PCs identify themselves and show the guard their writs they will allow them access to the house.

If the PCs saved the ambassador:

The ambassador's wife Elana will be very grateful to the PCs for saving her husband's life (assuming they did) and will load the PCs up with all manner of baked goods, fresh fruits, wine, cheese, soaps, and anything else she can think of. (There is no monetary benefit associated with this simple reward, however, for the remainder of the adventure the PCs will benefit from the lifestyle cost two higher than what they actually paid for).

If the PCs didn't save the ambassador and waited a day for a new ambassador to be briefed:

The replacement ambassador's wife Helana will be very dour and inhospitable to the PCs. She is very upset that her husband has been called away on such short notice and that she has been left to tend to the duties of the house all by herself. She will be short and snide to the PCs and let them know in no uncertain terms that she doesn't appreciate these last minute calls to duty.

If the PCs didn't save the ambassador and one of the PCs was chosen to be the acting ambassador:

Skip the rest of this encounter.

"Come in, Come in," the ambassador ushers you in to a cozy dining area with a large breakfast laid out in front of you. "I just have a few more preparations to make, but by all means sit and eat. My wife will help you with anything you need; we shall be off in a moment. If you have any questions just ask."

The ambassador (or replacement ambassador) will be skitting to and fro gathering books and materials in the adjacent room, but will gladly answer any questions the PCs may have. Information he can impart to the PCs

- There is an ancient eyrie of Giant Eagles in the Barrier Peaks that have been contacted and are expecting the ambassador.
- Ambassador Sericine will let the PCs know that the eagles are expecting them in seven days and it will take exactly seven days travel to get there.
- Ambassador Aerth ap Elsen will let the PCs know that the eagles are expecting them in six days, but it is going to take seven days to get there.
- He will give the PCs a detailed map of how to get there from a landmark in the Barrier Peaks, but they will have to help him find that landmark.
- The military plan is to join several units of Gran March rangers that are about to undertake a scouting mission in giant lands. The rangers will get the ambassador and the PCs across the Javan to the NW portion of the Dim Forest.
- The eagles would have come here, but are in the midst of their own crisis, which is why we are going to them. If we could help them with their problem (whatever it is) that would be beneficial in sealing an alliance.

If the PCs question anything regarding the travel arrangements, logistics, or planning he will politely let the PCs know he has no control over that. If they have any questions about the Eagles, he did speak briefly with the halfling scout who found the eagles' eyrie and arranged the negotiation. There was some problem with them coming to Hochoch for the negotiations that he is still unclear about.

ENCOUNTER 4: ALE TALES

Just before curfew is lifted, you hurry out the north gate. Heading toward the Border Forts with Hochoch behind you, your horses leave a trail on the dew soaked grass. You travel in relative silence as the contested lands draw near and the thought of traveling through giant held lands weighs on your mind. By late morning your first destination comes in to view atop the crest of a rugged hill. After another hour's travel, you near the sturdy walls of the fort. To the north and south you can just make out the smoke of activity at the next fort up and down the line.

When the PCs arrive at the border forts, they will be directed to a small pub by the gate guard who will inform them that the captain for their mission will be back from patrol in a few hours.

The pub is a small room with a long bar, no stools and two tables. It is the only social outlet for the Gran March troops as they get off duty. Every hour or so, men coming off of patrols will come in for their ration of ale and to share stories.

This is a roleplaying encounter with the soldiers. Stories that the troops might tell:

- A weird creeping vine has been emerging from the Oytwood and seems to be choking out other crops.
- The missing dwarven clans have resurfaced in the Barrier Peaks with a new thane.
- Recently, a large shadowy bat creature has been seen stealing the deceased from the fields of battle in the dead of night.

As news of the PCs arrival spreads, the small pub will fill up with troops eager for news about Hochoch and Gran March, but they will be interested in any news or tales of adventure that the PCs might share.

After an hour so of exchanging stories and listening to tales from the soldiers, a tall muscular gentleman in leather armor with a worn look on his face walks in. The troops you have been socializing with get suddenly quiet as the man speaks. "If you will follow me, we can discuss your hmm itinerary."

The troops have a good idea from rumors that the PCs will be heading into giant held lands. Realizing that the captain will be taking them on this mission, the troops will become very somber. Some of them may already know where they are going and will be part of the

accompanying unit later on. If the PCs as a whole exchanged stories, were respectful to the troops, and befriended the men in the pub, then one of them will grab a PC by the arm as they are being ushered to the planning room and press a leather pouch in his/her hand and whisper something along the lines of "This could help.... good luck" The pouch contains a single application of *Keoghtum's ointment*.

ENCOUNTER 5: A PLAN FOR ANY OCCASION

Your guide turns this way and that as he navigates the fort. "I am Captain Tillman," he says as you finally come to your apparent destination. A circular room with several maps hung loosely on the wall opens up before you. "I'll be quite honest with you," he continues, "I don't know what is in those mountains that is worth the risk, and I don't want to know. All that matters is the Commander has said this is going to happen, so we are going to do our best to get you there."

At this point the captain will explain that the giants and their minions seem to be afraid of the Dim Forest, especially as of late. He knows this because on several recent scouting excursions his unit had cause to flee into the Dim Forest and the giants would not follow. Thus, he will explain, if they can make it to the Dim Forest then they should be able to follow the Dim forest to the Barrier Peaks. Once at the Dim Forest the PCs and the troops will split ways so that the troops can investigate some strange occurrences that have been reported in the dim forest.

To cross Hywist's Ford, however, will be no small undertaking. The plan is for the PCs to leave in the morning with the unit and bivouac in the contested lands for a few hours before dusk. Then, once night falls, to cross the ford while its dark and overcast and follow the Javan north for a ways before leaving the river for a more direct northern route.

The captain will regretfully inform any PCs that wear armor heavier than light armor that they will have to leave it behind and will offer them military issue leather, studded leather, or chain shirt for the trip. Their armor will be sent to Parn for safekeeping until their return. The captain will under no circumstances allow anyone along who is unwilling to comply with this request.

The captain will listen to any concerns the PCs may have, but will not deviate from his orders on how to accomplish this objective. He will also make it quite clear that once underway, they are under his command and he expects them to follow his orders implicitly. After the discussion has come to an end, he will have the PCs and ambassador shown quarters, and instruct them that they will be awoken before dawn to head underway.

ENCOUNTER 6: THE LONG CROSSING

Once again any PCs that refused the light armor will be left behind. Any attempts by a PC to follow will be met with arrest until the group is well underway.

A hand shakes your shoulder gently, and the sound of crickets fills the air as you awake. You think for a moment you are waking from a dream when you see Captain Tillman move to your friends to wake them as well. Gathering your possessions and collecting yourself, you follow the Captain through the compound where several dozen men stand in somber, orderly detail. As you leave the confines of the border fort behind, the men around you shift in and out of view as they step into the shadows. Several of the troops break off to the south under the captain's orders to meet separately at the bivouac point. A little while later several more men break off, then more again, and more again, until it is just the captain, the ambassador and your companions. The captain moves as silently as the sun across the sky, and as afternoon approaches you find yourself in a small dale covered by many shrubs.

The captain will quietly instruct the PCs to get some rest in the relative safety of the groundcover while he keeps watch. If any of the PCs offer to stand watch while he rests, he will politely refuse. This is not enough rest for PCs to be able to relearn spells.

After several quiet hours, dusk begins to settle. The men you had left the fort with begin slipping silently into the dale to join you. As what you guess is the last of the men rejoin the party darkness now fills the sky. The captain makes a hand gesture and the men begin to leave toward the Javan slipping almost invisibly into the night. The captain walks with you and after what seems like forever you reach the ford. A hand reaches quietly out of the water to assist you as you descend the slope into the river. Two men, up to their necks in water have their backs to you as they keep watch. Slipping quietly into the water the captain points across the ford. Torchlight flickers its reflection in the water. As you continue to move under the protection of the river, you hear voices on the other side of the ford. Around a fire you see what appear to be several orcs bickering over some food. Your blood begins to race as the captain continues across the ford in the direction of the orcs. Some eighty feet away from the west bank he motions to the northwest and turns in that direction away from the orcs, heading upstream. The sounds of the orcs eventually fade as your feet come upon the west bank of the river. The captain continues on in silence as he guides you along the shore for another twenty minutes where the other men sit quietly waiting. After another half-hour of drying off equipment, the captain makes another motion and the men begin to spread out and head north, leaving the relative safety of the riverbank.

As the night continues you travel in weary silence. The moon begins its arc back toward the earth and the first rays of dawn begin to light the sky. Continuing onward the Dim Forest comes into view, a welcome site at the end of your first leg of a treacherous journey.

As you draw closer to your mark, suddenly, a horrible cacophony of sound fills the air. To the west, cresting a hillside a

hundred yards away stand several hundred orcs raising spears overhead and screeching in unison. Captain Tillman quickly issues a series of orders as his spread out troops quickly form tight ranks, spears in hand. "Get the ambassador to the Dim Forest," he looks at your group and shouts, "we will stem the tide." Without a moment's hesitation, he turns to join his men.

He will reiterate his order one more time for anyone who hesitates. Anyone who so chooses may stay and die valiantly with the Gran March rangers at this point if they wish.

As you dash for the Dim Forest, a dark robed human crests the hill and points in your direction. Several orcs riding wolves break off from the main orc force racing in your direction. The rest of the orcs hold back momentarily as a rain of boulders come flying over the hill. One of the large boulders bounces down the hillside and the captain is sent flying landing limply on the ground. As the Gran March troops split up to avoid a second rain of boulders, the heads of a half dozen giants peer over the hillside to see if they are hitting their mark. The phalanx now broken, the remaining orcs crash down the hillside in a wave upon the broken, weary troops. Three of the Gran March rangers break through the wave of orcs and run to intercept the wolf riders chasing you, managing to take out several before finally getting cut down themselves.

See DM Encounter Map #6

When the PCs are 120 feet from the treeline of the dim forest six worg riders will emerge from 100% concealment amid the brush halfway between the PCs and the forest. Each rider is spaced ten feet away from the next, so the line they form is about 75 feet across. The riders all get a partial action as they emerge from their cover and will fire their short bows at the ambassador. 800 Feet behind the PCs another dozen worg riders have broken toward the PCs and can cover 200 feet/round at a full move. The ambassador will take his lead from the PCs but wants to run for the trees. The riders will attempt to take out the ambassador first (they know who he is) unless there has been some attempt by the PCs to disguise him. In that event they will target elves first, then humans then anyone within reach.

Use Wolfrider Stats in DM Encounter Sheet #6a

If the PCs continue to engage the riders for more than three rounds, let them know that the remnants of the Gran March rangers have been felled and the giants and the rest of the orcs are heading in their direction and will be there in three more rounds.

Use Giant/Orc Army in DM Encounter Sheet #6b

Once the PCs have made it to the forest:

Having entered the lurking shadows of the Dim forest, the screeching of orcs suddenly comes to a halt. Looking back over your shoulder as you run through the trees you see the orcs have stopped their pursuit and are now pacing back and forth along the forest's edge not daring another step forward. As you run deeper still, a loud crack echoes from the trees above as a boulder and a large branch come crashing to the ground in front of you.

As you continue to run deeper into the forest the sounds of the boulders soon diminish and you find yourself nearly exhausted.

It is about a day and a half travel from this point to the Barrier Peaks. The PCs have now been traveling for two days with only several hours rest. They might be able to manage for another hour or two, but if they continue anymore then fatigue will reduce their Strength and Dexterity by 2. (See Fatigue rules, *DUNGEON MASTER's Guide* page 84).

ENCOUNTER 7: IN DIM SHADOWS

This is a random encounter that will happen while they are camping (unless they decide to continue straight through in which case it will attack while they are marching). If there is no watch, it will attack sometime while the PCs are sleeping. Otherwise, roll to see which watch the swordwraith(s) appears on. The first round is a surprise round. Any PC on watch that makes a successful spot or listen (against the swordwraiths' hide/move silently) will get a partial action as will the swordwraith(s). They will first appear forty feet away from anyone on watch. The first round the swordwraith(s) will rage and charge anything standing in a rabid, frenzied fashion. These particular swordwraith(s) are tormented and particularly unstable because of the necromantic experiments they have been created from. Once they come out of their rage, there is a cumulative 5% chance that any one of these particular swordwraiths will run back into the forest from the direction that it came.

See Swordwraith Stats in DM Encounter Sheet #7

If the PCs have still not rested since crossing the Javan they are now fatigued (*DUNGEON MASTER's Guide*, page 84).

ENCOUNTER 8: THE UPWARD ROAD

After gathering your strength and focus, you continue on through the Dim Forest northward. Creeping cautiously out of the forest you move through taller, rockier hillsides until the standing stones that mark the path you must take into the mountains comes into view. Having made it through the perils of the giant held lands and the Dim Forest the vast unknown looms overhead. The first part of your expedition complete, you have made it safely to the Barrier Peaks.

ADVENTURE BACKGROUND ROUND 2: THE CAT'S CLAW

Having made it to the base of the Barrier Peaks, the PCs now need to get to the eagles' eyrie. As they traverse the mountain passes en route to their destination, they run across a band of grimlocks. Unknown to the PCs, the grimlocks are actually of two different tribes, the Lornash and Sunash. The Sunash grimlocks are more peaceful than the Lornash and as a result the Sunash are often the victim of slave raids by the Lornash. The Lornash grimlocks are escorting the Sunash slaves back to one of their encampments when they are come upon by the PCs. The encounter will occur under the watchful eye of a galeb duhr who inhabits the area. If the PCs are wise enough to not kill any of the Sunash slaves and are merciful to them after killing the Lornash grimlocks the galeb duhr will help bridge the gap between the Sunash and the PCs.

Continuing to their destination, the PCs can make it to the eagle's eyrie in time to help a juvenile eagle that is under attack by some dire weasels. The giant eagles will negotiate with the ambassador while the PCs help get to the root of the eagles problem lately with dire weasels. When the PCs go to the dire weasel lair to aid the eagles, they can find out that the dire weasel familiar of one of the giants has been helping the local dire weasel population raid the eagles' nests to feed on the young.

Notes: It is important to continue to keep track of the delay points accumulated by the PCs as they travel. Also, in this round you will be asked to keep track of a number called a Mission Modifier. It will be very important that you keep this number accurately as it has a large impact on whether or not the PCs are successful in their negotiations.

Timeline from Standing Stones into Barrier Peaks is one half day until dusk. At the end of the second day is the frost giant encounter. Mid-afternoon of the third day is the mushroom valley encounter, and then late afternoon the same day for the land bridge encounter.

After another nights rest, the PCs then arrive at the eyrie early afternoon the following day. (For 2 ½ days spent in round 2 for a total of 7 days of travel in both rounds). If the PCs come the route with the grimlocks they still arrive in the same amount of time, they just arrive closer to evening.

ENCOUNTER 9: GIANT PERILS

Moving up the hillside, toward the standing stones that guard the pass into the Barrier Peaks, a loud yawn suddenly fills the air. Resting against the base of one of the standing stones you notice a fire giant, with what appears to be a banner attached to the tip of a giant sized long spear resting at his side.

The fire giant is an emissary of his lord, meeting here to parlay with a similar frost giant emissary. The fire giant is casually looking around, but is primarily facing the opening the PCs need to take into the mountains. Let the PCs squirm a little bit, perhaps let them plan for a few minutes before continuing with the following. If for some reason the PCs do an outright charge on the giant (or something equally silly), then have the frost giant appear on the third round of combat.

Suddenly the fire giant springs to his feet as a small boulder comes falling down the pass on the other side of him. A moment later a frost giant steps out of the mountain pass in the direction of the fire giant. The giants appear to greet each other stiffly and begin conversing. The conversation seems to go on for only a few minutes before the discussion begins to get heated. The frost giant says something that seems to enrage the fire giant who takes a shove at his cold counterpart. In retaliation, the frost giant swings the base of his spear, knocking the fire giant's banner to the ground. The fire giant dives at the frost giant, and they both fall into a pile and tumble down the far hillside fists swinging.

For those PCs that speak giant they might be able to pick up bits and pieces of what is being said. They seem to be discussing providing troops for some kind of assault. Each wants the other to provide the point force for the assault, here is where the discussion seems to go downhill.

Once the giants go to fisticuffs, if the PCs hurry to the mountain pass, they can get by at this point without being noticed by the giants tumbling down the hillside away from them. They can also take the fire giant's banner lying on the ground if they think and react quickly.

If the PCs wait around for more than a minute the fight will come to an end and the fire giant will pick up his banner and head across the great hearth and the frost giant will head back into the mountains.

If the PCs find the need to jump into the fray both giants will of course set aside their differences to deal with the PCs before returning to their own disagreement.

Use Giant Stats in DM Encounter Sheet #9

If the PCs have to run from this encounter it will take them a full day to lose the giants. In this case give the PCs one delay point.

ENCOUNTER 10: THROUGH THE PEAKS

Traversing the narrow mountain pass is hard and tedious as it winds its way back and forth, steeply up toward the northwest. Large boulders, as plentiful as the small stones on the trail dot the sides of the pass and create an occasional obstacle to progress. Although the sun can be seen overhead, its rays can't seem to find their way past the large stone walls that define the small pass. A cold mountain breeze blows down past you, which combined with the lack of the sun's rays, chills you to the bone.

The PCs will be traversing this pass for one day before anything eventful happens. The pass widens and narrows as it goes, so it shouldn't be difficult for the PCs to find some defensible location to make camp.

As you settle into camp the loud baying of dogs can be heard. Looking up the path a little more than a hundred feet away a frost giant turns a corner with two large white wolves at his side.

This particular frost giant is out walking his pets. Fortunately the PCs are downwind from the giants so the wolves won't notice them. The frost giant or wolves won't spot the PCs as long as they stay hidden. They will simply approach within fifty or so feet. The dogs will relieve themselves and then the frost giant and dogs will turn back the way he came.

Use Giant Stats in DM Encounter Sheet #10

If the PCs have to run from this encounter it will take them a full day to lose the giant. In this case give the PCs one delay point.

ENCOUNTER 11: THE MUSHROOM VALLEY

Breaking camp you continue your trek through the mountains. Your steep ascent begins to level out as you reach the summit of a mountain peak. Looking south the great hearth looks deceptively peaceful. As the sun peeks momentarily out of the cloud cover a brilliant light from the north blinds you for a split second. Squinting past the brilliance you see on a higher peak what looks like an ice spire poking into the sky. To the northwest an enormous plateau that extends higher than any of the adjacent peaks looms overhead. A massive claw shaped overhang extends from the plateau, marking it as your destination.

In front of you, the path descends into a wide vale dotted with boulders and split by a small stream. As you draw closer to the vale the boulders look to have a strangely different coloration that the surrounding rock. Descending further into the shadowy vale, what looked like boulders you now realize are rows of large spotted mushrooms that extend across the mile wide vale. At the center of the tall mushrooms in the middle of the rocky vale, the glint of a metal cylinder can be seen protruding from the canopy. Entering the vale several startled bats take flight from their perch beneath one of the large mushrooms.

The shade and moisture provided by the stream make this the perfect place for these giant mushrooms to grow. The mushrooms are about ten feet tall and the stalks measure three feet wide. The heads of the mushrooms are four to five feet in radius. Because the sun doesn't reach directly down into the valley, and because of the canopy created by the giant mushrooms vision off the main path is obscured. During the day low-light vision is required in order to see normally into the mushroom forest. At night it requires darkvision. Vision if the PCs are looking (or traveling) along the main path is normal.

The mushroom valley is a haven for all kinds of insect and animal life in the Barrier Peaks. As a result anyone using the death watch spell will likely register hundreds of fragile entities and several fighting off death entities in any given round.

The grimlock sorcerer's bat familiar noticed and reported the presence of the PCs as they entered the vale. This has allowed the Grimlocks time to set up an ambush near the spacecraft.

Once the PCs near the spacecraft:

Halfway across the mushroom valley you near what appears to be a large metal building with no doors or windows. The steel structure is perfectly smooth and juts from the ground at an odd angle. The stone comes up around the metal at various heights, small shrubs growing from the earth that lies above the tops of the mushroom. The amazing steel structure spires to a height of about thirty feet, and looks to be about twenty foot in radius.

The grimlocks have been waiting here to ambush the PCs. When the first PC touches the spacecraft or (if the PCs start to leave) the grimlock sorcerer will cast Fog Cloud over the PCs to initiate combat. If for some reason the PCs give the spacecraft a very wide berth then just have the ambush set up somewhere along the way using the same map but omitting the spacecraft and adding mushrooms in its place.

Remember that the grimlocks can still see in the Fog Cloud both to target spells and to attack because of their blindsight. The grimlock barbarian/ranger will use his Spring Attack and his reach weapon to attack the PCs from 10 feet away and keep moving in an attempt to stay out of sight from the PCs in the Fog Cloud. Once the Fog Cloud is cast the grimlock sorcerer will move up into the edge of the Fog with the ranger's pack animal (basilisk at higher tiers) to continue casting his spells under its concealment. Remember too that the grimlocks are unaffected by the basilisk. As a pack animal it is used to fighting around it and won't engage it combat unless attacked first. Even so anyone within 30 feet that is within sight of the basilisk must make the save each round for the gaze attack. Also, although the grimlock sorcerer can cast charm person he can't communicate with the PCs (unless they speak undercommon). So any charmed PCs won't attack the sorcerer (but might defend him), but can't really be asked to do anything for the sorcerer.

The grimlock sorcerer's bat familiar will not engage in any combat. It is simply monitoring the slaves and watching for any PCs that might try and sneak around the backside.

If any PCs try sneaking around within the area of a silence spell they will be effectively invisible to the bat, but the bat will know that someone is in that area under some sort of silence because the whole area becomes invisible to it. Similarly the grimlocks will still be aware of the location of a silenced PC through scent.

Although indistinguishable to the PCs these grimlocks are actually from two different tribes. The sorcerer and the ranger are evil grimlocks. They were

escorting the seven neutral grimlock slaves back to their encampment when they stopped to set an ambush the PCs.

Use DM Encounter Map #11

Use DM Encounter Sheet #11

When the battle starts the grimlock slaves will draw their daggers and take up a defensive circle around the litter. They will not fight unless they are attacked, and then they will all fight until the death, figuring escaping with their slave masters is better than dying to strange creatures. A PC within 10 feet of the grimlocks can make a spot check DC 20 (assuming the PC can see 10 feet) to notice a limp body on the litter in the midst of the grimlock slaves. The slaves will not allow anyone to approach the litter. They have little motivation to try and flee, knowing they are being watched by the sorcerer's familiar and will likely be tracked down and punished if they do so.

Allow the PCs as much time to investigate the spacecraft as they like. Search check DC 20 will reveal slight seams in the metal that might be a door of some kind. The metal hull of the ship gets a save versus any magical (whether the spell has a save or not) attempt to penetrate the hull. Its saves are Fort +50, Ref +50, Will +50. Extra-planar or Extra-dimensional travel across the hull is not possible. It requires a Disable Device roll DC 50 to open the door. If you haven't gotten the hint yet there is no way any PC is getting inside this baby, or bringing back any part of it. It is here for nostalgia.

After the PCs have dispatched the grimlock rangers, if the PCs didn't kill any of the grimlock slaves go to encounter 12A, otherwise go to encounter 12B.

ENCOUNTER 12A: AN UNLIKELY DETOUR

If the PCs haven't killed any of the grimlock slaves, but have managed to dispatch the rangers then in all likelihood there is a standoff. The slaves are still in their defensive positions and the PCs are trying (unsuccessfully unless the PCs speak Undercommon) to communicate with them. Unbeknownst to both groups a galeb duhr has been observing the battle.

A deep rumble echoes around you, "Ahhhh, So you humanoids can display some wisdom." Looking around there seems to be no source to the voice until a boulder shifts and moves toward you. The large boulder turns its face toward the grimlocks and speaks something incomprehensible (These people have freed you, they mean you no harm) and the grimlocks lower their daggers and seem to relax somewhat but appear confused.

The galeb duhr will offer to translate for the PCs. Through the galeb duhr, the grimlocks will tell the PCs any of the following information:

- ◆ Their friend Arakdill was hurt in a rock slide.

- ◆ They were taken from their village by a slaving party six months ago.
- ◆ Now that they are freed they will rejoin their tribe.
- ◆ If the PCs mention continuing northwest the grimlocks will warn the PCs that the fire lizard lives under the land bridge and it would be best for them to wait until nightfall to try and sneak past.

Arakdill, if healed by the PCs, speaks broken common. He will thank the PCs for healing him and freeing the slaves to return to their families and can offer the following:

- ◆ If any gnome PCs are in the party, he will ask them how they got away from the snake-faced man.
- ◆ Most grimlocks are evil, but his village is not. To keep from getting raided they move around a lot.
- ◆ A year ago when he was captured there were over a hundred people in his tribe, but has not heard any news of them since.
- ◆ If the PCs mention that they are on their way to the eagles, he will inform them that if they escort them to their destination he can show them a path that comes out at the base of the eagles eyrie and only adds an extra half-day travel.
- ◆ He is the son of the chief of his village.
- ◆ If the PCs seem legitimately interested in cementing some sort of long lasting arrangement with these grimlocks he will say he is in no position to make such an arrangement.
- ◆ If asked how he knows common, he will say that he started to learn common from another human named Harold who came into the mountains looking for dwarves and stayed with his tribe. Some of the gnome slaves he worked with also taught him common.
- ◆ If asked about the gnomish slaves, he doesn't know how many there are exactly, but the men are used to mine, while the women are bred. The snake headed man also has a special herd of gnomes that he likes to feed on. He would guess there are many hundreds in the gnomish herds and many hundreds more in the mines.

If the PCs still have an NPC ambassador, he won't make any decisions, leaving that to the PCs, he will voice his opinion however:

- ◆ If the PCs are with Ambassador Sericine is not averse to losing a half day, since that will still put them there on time barring no further delays.

- ◆ If the PCs are with Ambassador Aerthap Elsen, he will be very concerned about adding another half day travel since they left a day late and bad first impressions make bad negotiations.
- ◆ Both ambassadors will worry that these slaves haven't seen this passage in six months and if it has become blocked could delay them, causing them to be late and give a bad impression.

After the conversation has come to a close the PCs will either be continuing on via the land bridge, or they will go with the grimlocks. If they decide to go with the grimlocks then go to encounter 13A, if they part ways and continue via the land bridge go to encounter 13B.

ENCOUNTER 12B: ONWARD AND UPWARD

After killing the grimlocks, if the PCs have also killed all the slaves and have no one to talk to (or don't desire to communicate) then go to encounter 13B.

If the PCs help Arakdill to consciousness after killing all the slaves he will be frantic. He won't be helpful at all and will just try to get away from the barbarian humanoids.

ENCOUNTER 13A: INTO THE UNDERDARK

As you turn to follow your gray-skinned guide, the stone mound speaks again. "There might be hope for you to retake your lands yet, if all of your people can exhibit the wisdom you have shown." The ground beneath him begins to churn as he continues, "In the cavern you are about to pass, a human ranger brought his family to hide from the giants many years ago. Hidden near his skeleton, beneath a red stone is an arrow that might be of help to you some day, by it also sits a harp." And with that the strange stone creature sinks into the muddy earth beneath him and out of view.

Heading west across the mushroom vale, your grimlock guide turns into a cavern opening hidden well by one of the large mushroom stalks. After twenty feet, as the strange stone being suggested, you come across several broken humanoid skeletons. Gingerly lifting the red stone you find a single arrow and a golden harp carefully hidden behind it.

The PCs have the opportunity to continue developing a relationship with their grimlock guides. This conversation should be role-played as long as the PCs are initiating the discourse. Arakdill knows little of Geoff, having never been out of the Barrier Peaks. He will listen with interest if any PCs are willing to talk about the 'far

away' land from which they come. He can talk about any of the following:

- ◆ He and the other slaves the PCs rescued are member of the Sunash tribe and the grimlocks that the PCs defeated are Lornash grimlocks.
- ◆ The Lornash grimlocks have been slavers for many generations. Originally the Lornash used slaves to dig passages and defendable caverns, then to farm. Now they work for the snake headed man who he has heard buys and sells slaves and uses slaves to mine metal for Giants.
- ◆ When Arakdill's father was still young he and several others split away from the Lornash because they didn't like the violent way slaves were treated and thought it was wrong to depend on so many slaves for their work. Many grimlocks followed and they became the Sunash tribe. They don't keep slaves, but do their own farming and gathering.
- ◆ The Lornash have always hated the gnomes because they blame them for their loss of sight. It is recorded that a long long time ago the Lornash lived in mounds close to the sky. Then the gnomes came and pushed the grimlocks deep underground where their eyes became useless.
- ◆ On some of their gathering trips they have come across dwarves digging caverns out of the earth.
- ◆ Harold was here 7-8 months ago and left with several grimlocks to look for dwarves.

Several hours later, after many twists, turns and forks a grand natural cavern opens up in front of you. Across a small underground stream many crude tents stand burnt, broken and scattered. Walking into the remains, a few dead grimlock bodies lay scattered about the rubble. Arakdill lifts his nose to the air and in common exclaims, "father" and rushes to one of the nearby corpses. Holding the corpse tightly to his chest he lets out a loud bellowing wail. The other grimlocks move to comfort him, but say nothing, simply placing a hand on his shoulder or arm.

Arakdill's tribe was discovered and raided for slaves two days ago. The mounted raiders apparently came from the northern entrances to the caves and took many of the residents of this village them. Most of the villagers managed to escape through the southern caverns, however. The PCs can determine some of this information with the following checks.

Anyone making a successful tracking check will be able to tell:

- DC 15: A large number of grimlocks fled the area through the southern passages.
- DC 20: There were twenty to thirty mounted attackers on the village.
- DC 25: The attack was two or three days ago.

DC 28: Between twenty or so individuals were marched back up the northern cavern with the mounted raiders.

Additionally, on a successful healing check (DC 20) PCs will be able to tell the corpses are several days old.

If the PCs interact positively with Arakdill during this journey have them make a diplomacy check. Have the PC that interacted with Arakdill that has the highest diplomacy modifier make the roll and any other PCs that interacted assist. Do not include the ambassador for this roll, this is solely on the PCs initiative. The PCs get circumstantial modifiers as follows:

- 1) +2 for discussing homeland and giants
- 2) +2 for specifically asking about getting future help
- 3) +3 for consoling Arakdill's loss
- 4) +3 for giving him information about the direction his people fled

If the PCs succeed in a Diplomacy check DC 20.

Arakdill's sobs come to an abrupt stop. His face steels as he turns to you. "Thank you once more for saving us. Perhaps our tribes can help one another. Now I get my people. If one come back later then we maybe learn from the other. Thank you."

Pointing to a western passage from the cavern, Arakdill continues. "That is the way you go. It meets daylight at the base of the eagle's nestings one day from here. Hope for you that your gods keep you well," and with that he and the other grimlocks pick up the bodies and head out through the southern passage.

Otherwise:

"That is the way you go. It meets daylight at the base of the eagle's nestings one day from here. Hope for you that your gods keep you well," and with that he and the other grimlocks pick up the bodies and head out through the southern passage.

It is getting on nightfall, if the PCs continue on through the night without rest they will be under the effects of fatigue until they do so. See fatigue rules DUNGEON MASTER's Guide page 84.

Go to Encounter 14.

ENCOUNTER 13B: LONDON (BROIL) BRIDGES...

Late in the afternoon you approach a large chasm marked on your map. A winding stream cuts the chasm and disappears at the base of a mountain. A large natural rock bridge roughly five feet wide spans the chasm almost forty feet above the crystal clear water.

The land bridge is about one hundred fifty feet across and inclines slightly upward toward the higher side of the

chasm. Anyone with any engineering or stone working ability will recognize the bridge is very thick and exceptionally sturdy.

Living in a cave beneath the bridge is a huge hydra. Because the cave is beneath the bridge and on the same side as the PCs are approaching from, it is impossible to spot unless someone goes out twenty feet.

Use DM Encounter Sheet #13b

Once any of the PCs have ventured onto the bridge, they need to roll initiative. The hydra will know they are there by scent. The good news for the PCs is that the hydra can't quite reach the bridge with any of its heads, so it can't bite at them. The bad news is they are still within the reach of its breath weapon. The hydra has another conundrum of its own. If it breathes and does manage to drop someone from the bridge, the body will fall into the stream and possibly get washed away if it can't catch it. As a result the hydra will only breathe with two heads each round, and the other heads will be prepared to try and catch any falling food it might garner.

If the PCs have information from the previous encounter and wait until after midnight to cross, they can get across while it is asleep without event.

After crossing the chasm (probably at a full sprint after seeing the hydra) it's about another half day based on the map to the cat's claw, so the PCs will undoubtedly need to find a place to camp. They will have no problem finding adequate cover to camp.

ENCOUNTER 14: A BIRD IN THE HAND

If the PCs arrived following the grimlocks:

The underground passage begins to slope steeply upward and the light of day illuminates the exit to the cavern. Letting your eyes adjust to the bright afternoon sunlight glinting off the scattered mountain top snow, a loud squawk and sudden movement catches your attention fifty feet away.

If the PCs arrived via the land bridge:

As midday passes, your destination looms overhead. An impressive stone claw extends outward from the top of the plateau casting its shadow over you. As you approach a loud squawk and a sudden movement in a patch of snow at the base of the plateau catches your attention one hundred fifty feet ahead.

With a successful Spot check (DC 15 if the PCs followed the grimlocks and are emerging from the cave, DC 25 if they are arriving from the land bridge), the PCs can determine that the dire weasels are attacking a young giant eagle that has fallen from the eyrie. Once the PCs are within fifty feet of the weasels (or if the weasels have

been attacked with ranged weapons) half will turn their attention to the party.

Use DM Encounter Sheet #14

Keep in mind the size of the weasels and the size of the defenders. No more than two weasels will be able to attach to any one PC (or the eagle) at the same time.

Additionally, any weasels that do attach onto the giant eagle will stay attached until the eagle has reached – 10 hp, or they are slain.

On the fifth round of combat, or after the PCs have dispatched the dire weasels, two adult giant eagles will swoop down. The giant eagles will be more than happy to assist the PCs by swooping down on any remaining dire weasels. The giant eagles prefer to grab the weasels, take flight and then drop them to the ground from above if possible. Being aware of this the dire weasels will flee with all haste if being attacked by giant eagles.

ENCOUNTER 15: TWO IN THE BUSH

The eagles will first try to communicate with the PCs in auran. If no one in the group speaks auran he will switch to common.

If the PCs saved the juvenile giant eagle:

The giant eagle tips its large golden head in the direction of your group, "I am Aeril, I am indebted to you for saving my nephew, Elaar, from these vile creatures."

Then Add 10 to the Mission Modifier

Or, If the juvenile giant eagle perished:

"Alas, we have lost another," the largest eagle lets out a sigh of resignation and his wings fall tiredly beside him. "I am Aeril, thank you for trying to help my nephew."

If the PCs have accumulated 1 or more delay points:

"We were becoming concerned that something had perhaps befallen you on your journey."

Or, if the PCs arrived having gathered 0 delay points, and then add 5 to their Mission Modifier.

The ambassador (if alive), will communicate what is being said by the eagles to the PCs if the conversation is in auran. If the ambassador is not alive then the PCs will have to explain what happened. Aeril will ask then who is to be their speaker.

Aeril is the eldest eagle of the eyrie. He is a warm, gentle, soft-spoken, philosophical bird. He has never seen much need to deal in the affairs of any other races. His recent contact with the gyri was through a halfling named Albrecht (the rat from 'cat and mouse'). He found the halfling to be very personable and entertaining and so agreed to this diplomatic meeting. Also as a result of that meeting, he will be mildly amused by the presence of

even more small creatures (halflings and gnomes). He marvels at how they can survive in such a big world (remember they are huge creatures and are use to seeing giants).

“We should go to the eyrie, it is safer than here,” Aeril says before he lets out a shrill screech. In moments a half dozen eagles come circling down from the plateau above. “My brothers and sisters shall carry you to the top,” Aeril says as the eagles descend. A moment later they begin to pluck each of you gently from the ground and ascend back into the clear blue sky.

Aeril will select a halfling to take to the top with him. If there is no halfling, he will select a gnome, if there is no gnome then he will select the shortest humanoid. In the case of a tie, he would take the person with the highest charisma. If that is a tie, then flip a coin or roll a die.

“You little one,” he says, (indicating chosen individual) “Climb onto my back.” Aeril spreads his wings and takes a giant leap skyward and is airborne. As he ascends he turns east away from the eyrie. Looking behind, you see your friends delivered safely to the top of the plateau. Looking ahead a brilliant white spire comes into view in front of you.

Aeril ascends higher into the sky, passing above the spire then banking back toward it, as he does so a magnificent castle comes into view. The castle appears to be made of ice and is set into a mountain face. The ground around the castle is covered in a white sheet. What must be frost giants pace the walls. One of the giants points skywards toward you and hefts a large icy boulder through the air in a feeble attempt to knock you both from the sky.

The boulder falls short as he banks away from the castle and back toward the plateau. As the castle disappears from view Aeril asks, “What in life can possibly be better than flying? When you have a problem you can just take to the sky and soon it is a speck behind you...”

What Aeril is really doing is posing a philosophical question to the PC. He knows that diplomats are trained to say all of the right things. He is interested in seeing how the common person responds. In part, he is judging the group based on the answers from this PC. He is wise enough to know that one person doesn't represent a populace, though, and if the PC doesn't answer all or part of the question he wont press the question. He is simply interested in how the PC takes the question and the answer she gives Aeril is really asking two things.

#1 From the first part – “What could be better than flying?” he is trying to solicit a response to find out what the PC values.

#2 From the second part – “When you have a problem ..” Aeril really wants to find out how the PC deals with problems.

It could be the PC only answers one of the two questions or doesn't answer at all and that is fine.

There is no real right answer for #1, but there could be many wrong answers (i.e. killing babies, robbing people, kicking dogs, hurting people = bad). If in their response the PC deals with this part of the question and the answer is not a bad one, then add 2 points to the Mission Modifier.

For #2, Aeril is trying to determine how the PC deals with her own problems. Basically if the PC disagrees with the premise that leaving your problems behind unsolved is an acceptable practice, then add 3 points to the Mission Modifier.

After listening to the PCs response (if any), Aeril will head back to the eyrie.

“Thank you for the conversation little one,” Aeril says as he lands atop the plateau. Then, looking to the ambassador he says, “Shall we talk.”

The top of the plateau is exceptionally flat and smooth. The top is in the shape of a rough oval and is one hundred feet long ways and sixty feet on the short dimension. The eagles' nests are not actually on top of the plateau, but rather they are in large crags on the sides of the plateau at varying heights, near to the top. Aeril will issue the token warning not to get too close to the sides before he takes the ambassador to his nest to talk.

If the PCs do skirt the edges to look around they might be able to count as many as thirty or forty nests dotting the sides. What looked to be a single protruding claw as they traveled to the plateau is fifty feet below the top of the plateau. Looking down on it from above, there is one massive protrusion with three other smaller “claws” jutting out parallel. In the ridge between two of the claws Aeril is in his nest involved in discussion with the ambassador (though it is impossible to tell what is being said).

If one of the PCs is acting as the ambassador

Aeril is an old and patient bird. He doesn't like things to be rushed, and he likes to know about the person to whom he is speaking. Before getting into any discussion on any serious topic, he will want to spend several hours getting to know the PC. He very much enjoys conversing about things and about life. Roleplay this some, time permitting (but obviously not for three hours). Aeril will then go into the problem that the eyrie has been facing. Something (he has no idea what), has been pushing the young eagles out of the nests while they sleep. It seems when they fall, the dire weasels are always there to attack them. They try and attack the weasels whenever they can, but they always seem to slip away. They know where the weasel's lair is, and would be appreciative if the PCs could drive them off or get rid of them somehow. He is not sure, but after the ones that were killed today he thinks there might be another two dozen more.

Night falls and the temperature starts to drop. Your extremities begin to numb in the biting winds. Aeril returns, sets the ambassador with your group and moves to the other end of the plateau and looks out over the mountains.

If one of the PCs is acting as the ambassador it is up to them to relay this information to the PCs, otherwise the ambassador will inform the PCs of the eagles problem with the weasels and if they would be willing to help drive them from their lair or get rid of them somehow. If the PCs agree then the eagles will take them there the next morning while the ambassador continues negotiations. He obviously thinks it will help their cause if they do, but either way the negotiations should be wrapped up by the end of the day tomorrow.

After the PCs have made their decision as to whether or not they are going to help, the ambassador will call over Aerial. It is already close to freezing with the winds and will only get colder as the night progresses. Aerial will say there are several females (one per PC) without eggs that have offered their nests to the PCs (ie the PCs will be sat on like eggs while they sleep). Any PC that declines their host's offer can do so, but choosing to brave the night on top of the plateau in the cold will result in a temporary loss of 4 points of con (or with an endure elements spell the temporary loss of 2 con).

ENCOUNTER 16: FAMILIAR WITH WEASELS?

Early the next morning your host nudges you awake with a beak. "Your friends are assembling," she tells you. Standing and stretching the crisp morning air fills your senses. The female gently lifts you when you are ready and flies you to the top of the plateau. Where Aerial and the ambassador (if alive) stand among other giant eagles. Aerial says "My brothers will fly you to the entrance of the weasel lair. They do not rise as early as the eagles so you have some advantage. They will keep vigil above the lair, ready to fly you back." Aerial will then look to the one who rode him the day before "Little one," he continues, "you will be close to that castle we saw, but safely out of view. Do nothing that will attract their attention or my brothers may not be able to get you away in time."

After the PCs have left they will be flown low to a location near the frost giant castle. They will be around the edge of the mountain away from view of the castle, but can see the spire from where they are set down.

Here is some background on what has been going on. This is the lair of a weasel familiar, Nalthok. Nalthok is the familiar of a frost giant wizard name Arbrozar who occupies the castle. Arbrozar had come into possession of a giant eagle egg and has been trying to hatch it at the expense of attention to his familiar. As a result the weasel has become jealous and is taking his revenge on the giant eagles.

Nalthok's master has researched a special spell called "imbue familiar with spell ability," and gives him several spells, including a monster summoning spell each night. Nalthok uses the monster summoning spell to summon small air elementals to knock the young eagles out of their nests so that his weasel friends can eat them. Each afternoon many of the local dire weasel population gather

here to go to the eyrie with Nalthok, which is why the eagles think that this is the lair of all of the weasels and why they don't rise early. In reality this is merely Nalthok's abode.

Flying low to the ground, the Eagles drop you in front of an icy hole in the ground. Snow covers the ground and an icy white spire rises from behind a mountain little less than a mile away.

The hole drops thirty feet like a step slide into an icy cavern and turns east for another thirty feet in the direction of the ice castle. The PCs will need to piton a rope into place and lower it into the hole or they might have difficulty climbing out. Nalthok hears the PCs outside the lair or recognizes their presence with his scent so he has some precasts. If the PCs take longer than three rounds getting into the cavern from the entrance, then he will also be hiding near the entrance and ready to ambush whatever is invading his lair. He will try to save his monster summoning spell at first, but if things start to look bad he will use it to summon an small air elemental to aid him.

Entering the cavern, the bones of many long dead animals and humanoids are piled on the floor along the icy walls. With a flash a single creature can be seen moving among the bones.

Nalthok's lair is actually connected by a second half-mile underground passage from the cavern to his familiar's lab inside the castle. The bones are of varying ages, and varying races (human, orc, kobold, elf, etc). This is from a failed attempt during the last month of Gorna to infiltrate the frost giant castle through this passage.

See DM Encounter Sheet #16

Remember who laid the killing blow on Nalthok, They will receive special recognition in the treasure summary...

A loud scream echoes in the chamber from the eastern passage as the weasel falls dead at your feet.

Arbrozar (who has been ignoring his familiar's telepathic cries because he has cried wolf one too many times to get his masters attention away from the egg) knows that his familiar has just been slain and now the PCs will have very little time. The scream comes from the passage that leads into the castle. It is not large enough for the giant to come through himself, but if the PCs stay for more than five rounds they will hear the clamoring of metal coming from the passage. Five rounds following that, thirty orcs will present themselves and attempt to overbear the PCs.

Arbrozar will be rushing to the lair above ground accompanied by five other frost giants. Their loud shouts and steps can be heard and felt reverberating in the cavern should the PCs stay more than five rounds. Five rounds after that, the frost giants will be within site of the entrance to the cavern.

There are scattered broken weapons, shields and armor among the bones. Tattered clothing and rotted leather packs are also hidden among it.

The ice passage the PCs took getting into the cavern is particularly slippery and difficult to climb even though it is only an incline. It takes two successful climb checks to get out. The climb check is DC 25 to get out. A rope reduces the DC to 15. A knotted rope reduces the DC to 10. Anything that gives waterwalking gives a +5 circumstance bonus to the roll. Clawed creatures (or humanoids under the effects of the ripclaw spell) get a +10 circumstance bonus to the check. A check that fails by five or less simply means no progress is made that round. A check failed by more than five means the PC slips back down to the bottom. Anyone behind a PC that slips needs to make a reflex save DC 15 to avoid being hit by the falling PC. Any PC that fails this reflex save needs to make a second climb check to avoid being knocked to the bottom as well.

On the tenth round after killing Nalthok the presence of the giants will cause the eagles to take flight. They will grab anyone that has made it out of Nalthok's lair, but leave anyone that has not behind. If any PCs get left behind they will be captured by the giants. It is important that the names, levels and stats of these PCs are reported to the Geoff Triad because it will be used in future modules.

As a half dozen frost giants come running down the mountain path at you, your new eagle friends swoop down plucking you from the ground. They fly low to the ground and in another moment dip perilously into a deep ravine as several boulders loosed by the giants fly overhead. Following the twists and turns of the ravine, the eagles leave the view of the canyon behind and soon you are returned to the eagles' eyrie.

If the PCs successfully defeated Nalthok then add 10 to the Mission Modifier.

ENCOUNTER 17: FINAL NEGOTIATIONS

Once the PCs have returned (if they went), both the ambassador (if alive) and Aerial will come to hear the tale of the encounter from the PCs. If anyone was lost, of course Aerial will be saddened. If the PCs haven't figured it out by now, Aerial will put together the pieces and explain that the weasel must have been a familiar to one of the giants. Aerial will then take his leave with the ambassador to finish negotiations.

At this point it is time to determine whether the PCs have adequately impressed the eagles enough to accept an alliance.

Have each PC and the ambassador make a diplomacy check. Each PC that beats DC 10 on their roll has successfully assisted the ambassador (or acting ambassador) and adds +2 bonus to the ambassador's roll. Each PC that gets below 5 subtracts 1 from the

ambassador's roll. Anyone that speaks auran gets a +5 circumstance bonus to his or her diplomacy check. This roll may not be die bumped.

Calculate the DC of the ambassador's diplomacy check. The DC is 55 - the Mission Modifier. This roll cannot be die bumped.

If the diplomacy check is successful:

If a PC is acting has been acting ambassador:

Aerial will insist on the terms below for an alliance as an all or nothing deal.

If they have kept one of the ambassadors alive to this point, then the ambassador will communicate this agreement to the PCs and ask the PCs if someone is willing to stay. Under no circumstances can one of the NPC ambassadors be the one to stay. If none of the PCs agree to stay then Aerial will question the commitment of the Gyri and call the deal off.

The terms Aerial insists on are that:

One (and only one) of the PCs must stay with the eagles for the next six months to insure their weasel problem is, in fact, taken care of. In return his brother, Aerinor, will stay in Hochoch for the next six months so that two dozen members of the army of liberation can learn how to effectively ride the eagles and saddles can be crafted for them.

After the six months if he and his brother are happy with the relations to date, then he will allow a dozen of the human military to stay with the eagles in the eyrie to keep an eye on giant activity and will send a dozen eagles to assist the army of liberation in Hochoch.

He will also selfishly insist (quite embarrassed in fashion) that at some point in the next year he wants to stay at the stark mounds for a few days to see how the little people live.

If the ambassador succeeds in the Diplomacy check AND a PC agrees to stay with the eagles then:

Having completed negotiations with the eagles, they thank you for coming (and helping them if applicable) and invite you to stay a few more days if you like.

If the ambassador fails in the Diplomacy check OR no PC agrees to stay as part of the agreement then:

After much thought Aerial respectfully declines to make any formal arrangement at this time, but thanks your group nonetheless for coming. He invites you to stay a few more days if you like before you have to return to Hochoch.

At this point if the PCs got the invitation to return from Arakdill they may want to take this time to do so. If they return to the remnants of the village they will find him gathering any useful equipment that was left behind when his people fled. He will allow a single PC to come stay with him for a time if they wish to learn about the grimlocks and to discuss the outside world.

CONCLUSION

Even if the PCs think to ask about landing outside of town there will be people who notice the flying birds and they will begin to congregate in the direction the birds are about to land.

When it is time to leave, Aeril offers his brothers to fly you back to Hochoch. Mounting the majestic birds you begin your journey home. The approach of the giant eagles is not unnoticed and by the time you land a throng of people have gathered about. Pushing your way through the crowds you are bombarded with questions as you head to report the results of your mission, the details of which you are asked to keep confidential. For the next few weeks rumors abound and every place you go people talk in hushed whispers about you. Your perilous journey behind you, it is good to be back in Hochoch.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeating the Assassins(s) 150 xp
Saving the Ambassador 150 xp

Encounter Four

Lifting the Spirits of the Troops 150 xp

Encounter Six

Getting the Ambassador to the Dim Forest Alive 150 xp

Encounter Seven

Defeating the Swordswraith(s) 100 xp

Total experience for objectives 700 xp
Discretionary role-playing award 0-50 xp

Round 1

Total possible experience 750 xp

Encounter Nine

Avoiding Detection by the Fire & Frost Giants 25 xp

Encounter Ten

Avoiding Detection by the Frost Giant & the two winter wolves 25 xp

Encounter Eleven

Defeating the Lornash Grimlocks 200 xp
Befriending the Sunash Grimlocks 50 xp

Encounter Thirteen

13A:
Getting Arakdill's Blessing to Return 50 xp

Encounter Fourteen

Defeating the Dire Weasels 100 xp
Saving the Juvenile Eagle 50 xp

Encounter Sixteen

Defeating Nalthok 150 xp

Encounter Seventeen

Success Negotiating with the Eagles 50 xp

Total experience for objectives 700 xp
Discretionary role-playing award 0-50 xp

Round 2

Total possible experience 750 xp

Total possible experience

(Both Rounds) 1500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1:

- +1 *Studded Leather Armor* (Medium, 20 lb., leather and steel, 1175 gp).

If the PC's saved Ambassador Sericine in the Old Oak Tavern:

- Influence with Methos 'the Cat' Thomkin (N/A; N/A; N/A; No; common; N/A) (One for each PC): Unknown to the PC named on this certificate, they have received a certain degree of influence with Methos the Cat. This influence point could represent Methos taking care of a PC's debt to the Midnight Ravens, or it may be useful for opening doors to the PC at a later date.

Encounter 4:

- *Keoghtom's Ointment* (Tiny; N/A; N/A; Yes; common; 400 gp): This small leather pouch contains a single application of Keoghtom's Ointment

Encounter 12b:

- *Arrow of Giant Slaying* (Small; N/A; Bone; Yes; common; 2,282 gp).
- *Masterwork Harp* (Small; N/A; wood and gold; Yes; common; 320 gp).

Encounter 14:

If the PCs successfully save Elaar in Encounter 5

- *Giant Eagle Feather* (Small; N/A; Feather; Yes; Common; 5gp) (One for each PC): In appreciation for saving his nephew, Aeril has gifted each member of your group with a giant eagle feather. This serves as an influence point with the Giant Eagles of the Barrier Peaks

Encounter 16:

- *Enmity of Arbrozzar, the Frost Giant Wizard* (N/A; N/A; N/A; No; Common; N/A): As the last image seen by Arbrozzar's familiar, your face is now engrained in his memory. Although he doesn't know who you are (yet), he has a deep chilling hatred of you. If Arbrozzar ever sees you, he recognizes you instantly, and will take whatever means necessary to make sure that you suffer for a long, long time....

Conclusion

- Stay in the Barrier Peaks (N/A; N/A; N/A; No; Uncommon; N/A): The above named PC spent six months (26 Time Units) in the barrier peaks with the eagles at their eyrie. During that time the PC helped the eagles eliminate the rest of the dire weasels and became a friend to the eagles. If the PC that stayed with the eagles ever takes the Leadership feat and obtains a leadership score of 9 or greater they may attract the giant eagle below as their cohort one time only. If the PC that stayed ever gains 7 levels in paladin they may instead choose to take a giant eagle as a bonded mount upon achieving that level in the paladin class. Use the stats, including hit points, of the standard giant eagle found in the *Monster Manual* on page 102 and 103, for the cohort, or the base creature for the bonded mount.

- Stay with Grimlocks (N/A; N/A; No; Uncommon; N/A): The above named PC went to stay with the Sunash grimlock tribe for six months (26 TU's). During the stay, the PC helped as a gatherer and protector of the tribe and was made an honorary Sunash grimlock. If the PC named on this certificate is ever deemed as worthy (takes the Leadership Feat and obtains a Leadership score of 9 or greater) by the tribe elders then they will be asked to take on a tribal apprentice instead of a normal cohort.

☞ **Sunash Tribal Apprentice, male grimlock** **Bbri**: CR 2; Medium-sized monstrous humanoid; HD 1d8+1d12+3; hp 23; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee, or +4 ranged (base attack +3); SA Blindsight, Rage 1/day; SQ Immunities, Scent, Fast movement; SV Fort +3, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills and Feats: Climb +7, Hide +6*, Listen +6, Search +5, Spot +3, Wilderness Lore +1; Alertness.

Languages: Common, Undercommon

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Starting XP 3,000; *Starting wealth* 160 gp.

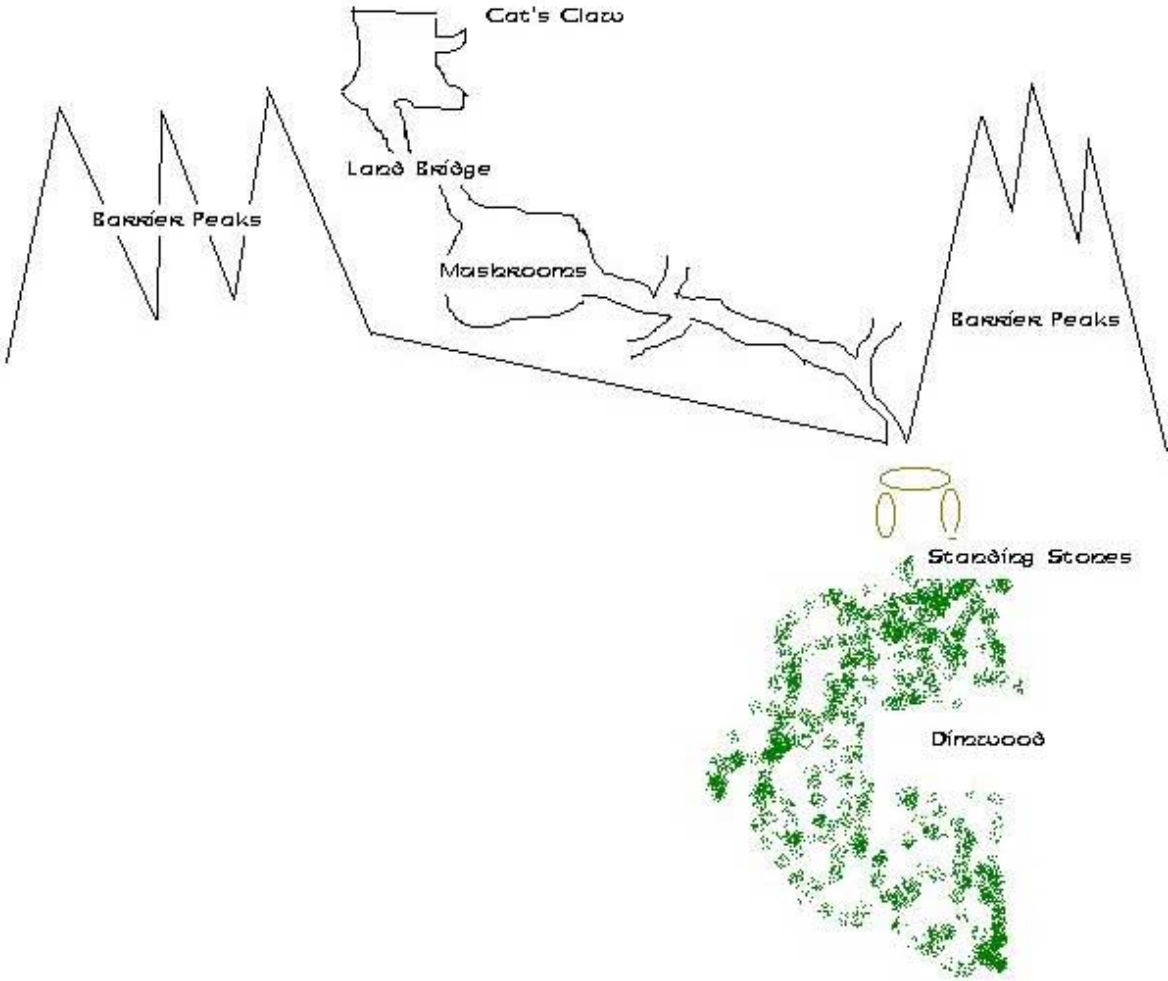
*Grimlocks get a +10 racial bonus to Hide checks when in mountains or underground.

For the purposes of leveling, the effective level of this cohort is one level higher than its class level. Thus this grimlock counts as a second level character when it is attracted and has already acquired 3,000 xp.

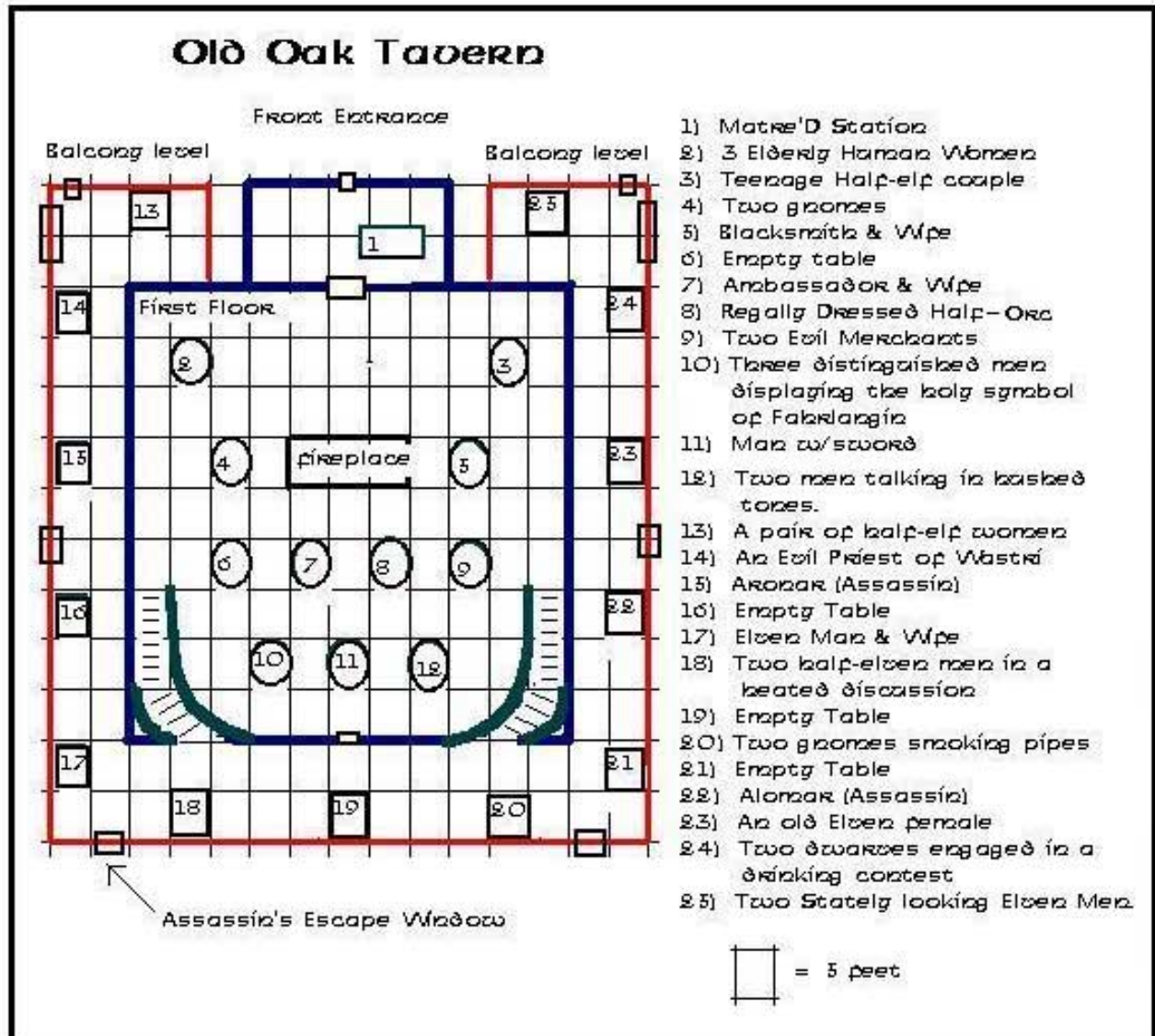
When it gains its next level it will become a 3rd level character and so will require 6,000 xp to advance. It otherwise advances per the LG campaign cohort rules. Any starting equipment for the cohort must be purchased out of the cohort's starting gold. If the apprentice dies in the care of the PC, he will not be granted a second apprentice by the tribal leadership.

MAPS & HANDOUTS

PLAYER HANDOUT #1



DM ENCOUNTER MAP #1



DM ENCOUNTERS I

Note: All Tiers – Both assassins had *freedom of movement* and *undetected alignment* cast upon them within the last ½ hour by an 11th level cleric.

APL 4 (EL 6):

➤ **Aronar, male human Rgr1/Ftr1/Rog2:** CR 4; Medium-size humanoid (human); HD 2d10+2d6; hp 30; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atks +7 melee (1d6+1/19-20, short sword), or +5 melee (1d6+1/19-20, short sword) and +5 melee (1d6/19-20, short sword); or +7 ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6, favored enemy (humanoid—elf) +1; SQ Evasion; AL NE; SV Fort +6, Ref +7, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +9, Move Silently +9, Wilderness Lore +7, Climb +7, Jump +9, Tumble +11, Spot +7, Escape Artist +6, Read Lips +4; Quickdraw, Iron Will, Weapon Finesse (short sword), Combat Reflexes.

Possessions: studded leather armor, 2 short swords, light crossbow, 5 crossbow bolts.

➤ **Alomar, male human Rgr1/Ftr1/Rog2:** As Aronar above except:

AC 18(touch 14, flat-footed 15)+4 Dex, +5 Studded Leather Armor +1, Silent Moves);

Skills: Move Silently +22

Possessions: +1 studded leather armor, 2 short swords, light crossbow, 5 bolts.

APL 6 (EL 8):

➤ **Aronar, male human Rgr1/Ftr1/Rog4:** CR 6; Medium-size Humanoid (human); HD 2d10+4d6; hp 42; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 17); Atks +9 melee (1d6+1/19-20, short sword), or +7 melee (1d6+1/19-20, short sword) and +7 melee (1d6/19-20, short sword), or +9 ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6, Favored enemy (humanoid—elf) +1; SQ Evasion, Uncanny Dodge; AL NE; SV Fort +7, Ref +8, Will +4; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +12, Move Silently +12, Wilderness Lore +7, Climb +7, Jump +9, Tumble +14, Spot +10, Escape Artist +6, Read Lips +4. Dual Strike*, Quickdraw, Iron Will, Weapon Finesse (short sword), Combat Reflexes.

Possessions: studded leather armor, 2 short swords, light crossbow, 5 bolts.

➤ **Alomar, male human Rgr1/Ftr1/Rog4:** As Aronar above except:

AC 18 (touch 14, flat-footed 18);

Possessions: +1 studded leather armor, 2 short swords, light crossbow, 5 bolts.

APL 8 (EL 10):

➤ **Aronar, male human Rgr1/Ftr1/Rog6:** CR 8; Medium-size humanoid (human); HD 2d10+6d6; hp 54; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 17); Atks +10/+5 melee (1d6+1/19-20, short sword), or +8/+3 melee (1d6+1/19-20, short sword) and +8 melee (1d6/19-20, short sword), or +10 ranged (1d8/19-20, light crossbow); SA Sneak attack +3d6, favored enemy (humanoid—elf) +1; SQ Evasion, Uncanny Dodge; AL NE; SV Fort +6, Ref +9, Will +4; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Disguise +4, Hide +13, Move Silently +13, Wilderness Lore +7, Climb +10, Jump +10, Tumble +15, Spot +10, Escape Artist +6, Read Lips +6; Dual Strike*, Quickdraw, Iron Will, Weapon Finesse (short sword), Combat Reflexes.

Possessions: studded leather armor, 2 short swords, light crossbow, 5 bolts.

➤ **Alomar, male human Rgr1/Ftr1/Rog6:** As Aronar above except:

AC 18 (touch 14, flat-footed 18);

Possessions: +1 studded leather armor, 2 short swords, light crossbow; 5 bolts.

APL 10 (EL 12):

➤ **Aronar, male human Rgr1/Ftr1/Rog6/Asn2:** CR 10; Medium-size humanoid (human); HD 2d10+8d6; hp 66; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 17); Atks +11/+6 melee (1d6+1/17-20 + poison, short sword, or +9/+4 melee (1d6+1/17-20 + poison, short sword), +9 melee (1d6/17-20 + poison, short sword); or +11/+6 ranged (1d8/19-20, light crossbow); SA Death attack, Poison, Sneak attack +4d6, Favorite enemy (humanoid—elf); SQ Evasion, Uncanny Dodge; AL NE; SV Fort +6, Ref +11, Will +4; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Disguise +4, Hide +13, Move Silently +13, Wilderness Lore +7, Climb +10, Jump +10, Tumble +15, Spot +10, Escape Artist +6, Read Lips +6; Dual Strike*, Quickdraw, Iron Will, Weapon Finesse (short sword), Combat Reflexes, Improved Critical (short sword).

Possessions: studded leather armor, 2 short swords, light crossbow, 5 bolts.

Poison (Ex): Each shortsword has been treated with large scorpion venom (DC 18, Initial 1d6 Str, Secondary 1d6 Str).

Death Attack (Ex): If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the assassin's class level + the assassin's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spell Prepared (2; base DC = 11 + spell level): 1st—*obscuring mist, ghost sound*.

➤ **Alomar, male human Ranger1/Fighter1/Rogue6/Assassin2:** As Aronar above except:

AC 18 (touch 14, flat-footed 18)

Possessions: +1 studded leather armor, 2 short swords, light crossbow, 5 bolts.

Spell Prepared (2; base DC = 11 + spell level): 1st—*spider climb, ghost sound*.

*Duel Strike is a feat from *Sword and Fist: A Guidebook to Fighters and Monks*, and is reprinted in Appendix A of this adventure.

AMBASSADORS' STATISTICS

Original Ambassador:

☞ **Ambassador Sericine, male gray elf Brd1/Exp7:** Medium-size humanoid (elf); HD 8d6+8; hp 42; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atks +5 melee (1d4+1/19–20, dagger); AL NG; SV Fort +4, Ref +5, Will +10; Str 8, Dex 12, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +17, Innuendo +10, Knowledge (Etiquette) +12, Knowledge (History-Sheldomar Valley) +6, Knowledge (Nature) +6, Knowledge (Religion) +6, Read Lips +6, Sense Motive +12, Perform +6, Profession (Diplomat) +8, Speak Language (Auran), Speak Language (Flan), Speak Language (Gnome), Speak Language (Sylvan); Great Fortitude, Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Bonus Language: Draconic

Spells Known (2; base DC = 12 + spell level): 0—*detect magic, flare, light, mending*.

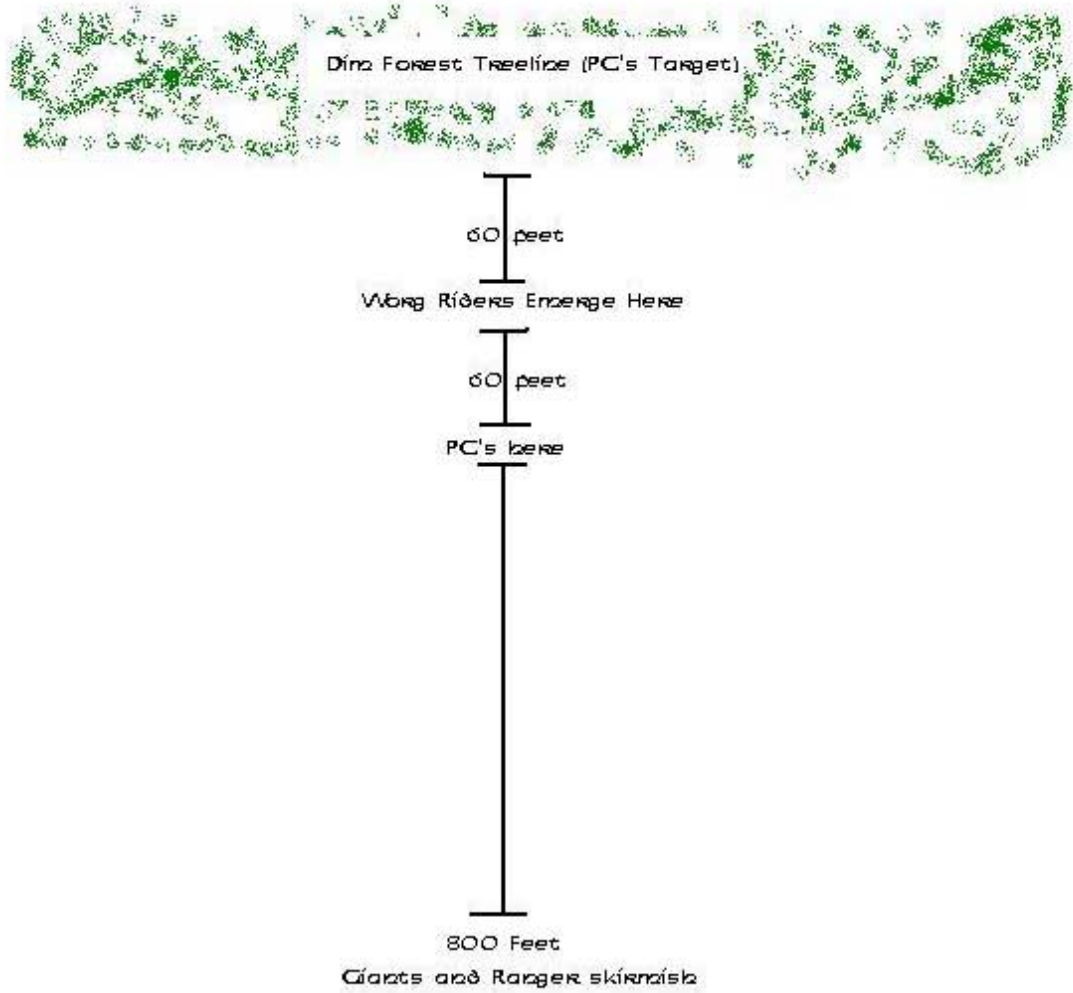
Replacement Ambassador:

☞ **Ambassador Aerth ap Elsen, male half-elf Exp6:** Medium-size humanoid (elf); HD 6d6; hp 32; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +5 melee (1d4+1/19–20, dagger); AL LN; SV Fort +3, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +11, Knowledge (Etiquette) +5, Knowledge (History-Flanaess) +5, Knowledge (Religion) +5, Sense Motive +9, Speak Language (Auran), Speak Language (Elven), Speak Language (Flan), Speak Language (Sylvan); Skill Focus (Diplomacy), Skill Focus (Knowledge-Etiquette), Alertness.

Bonus Language: Suel

DM ENCOUNTER MAP #6



DM ENCOUNTER SHEET #6A WOLFRIDERS

APL 4 (EL 8)

➤ **Wolf Riders, male hobgoblin Ftr1** (6): Medium-size humanoid (goblinoid); HD 1d10+1; hp 11 each; Init +0; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 ranged (1d6/x3, composite shortbow); or +2 melee (1d6+1/19-20, short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +2, Ride +6, Hide+2, Move Silently +2; Mounted Combat, Mounted Archery.

Possessions: studded leather armor, short sword, composite short bow, 10 arrows.

➤ **Worgs** (6): hp 30 each; see *Monster Manual* page 184

APL 6 (EL 8)

➤ **Wolf Riders, male hobgoblin Ftr2** (6): Medium-size humanoid; HD 2d10+2; hp 18 each; Init +0; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 ranged (1d6/x3; composite shortbow); or +3 melee (1d6+1/19-20 short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +3, Will +1.

Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +2, Ride +7, Hide+4, Move Silently +4; Mounted Combat, Mounted Archery, Weapon Focus (composite shortbow)

Possessions: studded leather armor, short sword, composite short bow, 10 arrows.

➤ **Worgs** (6): hp 30 each; see *Monster Manual* page 184

APL 8 (EL 9)

➤ **Wolf Riders, male hobgoblin Ftr3** (6): Medium-size humanoid; HD 3d8 + 3; hp 25; Init +0; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +6 ranged (1d6/x3, composite shortbow); or +4 melee (1d6+1/19-20, short sword); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +3, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +2, Ride +8, Hide+6, Move Silently +6; Mounted Combat, Mounted Archery, Weapon Focus (composite shortbow), Point Blank Shot

Possessions: studded leather armor, short sword, composite short bow, 10 arrows.

➤ **Worgs** (6): hp 30 each; see *Monster Manual* page 184

APL 10 (EL 10)

➤ **Wolf Riders, male hobgoblin Ftr4** (6): Medium-size humanoid; HD 3d8+3; hp 32; Init +0; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +7 ranged (1d6/x3, composite shortbow); or +5 melee (1d6+1/19-10, shortsword); Darkvision 60 ft.; AL LE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +2, Ride +9, Hide+7, Move Silently +7; Mounted Combat, Mounted Archery, Weapon Focus (composite shortbow), Point Blank Shot, Weapon Specialization (composite shortbow)

Possessions: studded leather armor, short sword, composite short bow, 10 arrows.

➤ **Worgs** (6): hp 30 each; see *Monster Manual* page 184

DM ENCOUNTER SHEET #6B GIANT/ORC ARMY

All Tiers (This is what is left after the army finishes off the Rangers)

➤ **Hill Giants** (6): 102 hp each; see *Monster Manual* page 98.

➤ **Fire Giants** (3): hp 142; see *Monster Manual* page 98.

➤ **Orc Warriors** (122): hp 9 each; see *Monster Manual* page 146.

DM ENCOUNTER SHEET #7

APL 4 (EL 6)

➤ **Swordwraith Bbn1/Ftr3**: CR 6; Medium-size undead; HD 4d12; hp 35; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) Atks +7 melee (1d8+3/x3 + temp Str damage, battleaxe); SA Strength damage; SQ Undead, Damage reduction 10/+2; Turn resistance +2; AL CE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 10, Con —, Int 10, Wis 8, Cha 8.

Skills and Feats: Hide +4, Move Silently +4, Jump +2, Climb +2, Spot +2, Listen +2; Weapon Focus (battleaxe), Power Attack, Cleave, Alertness, Iron Will.

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Rage (Ex): 1/day—hp 35; AC 14 (touch 8, flat footed 14); Atk +9 melee (1d8+5/x3 + temp Str damage, battleaxe); SV Fort +5, Will +4; Str 20, Con—; Lasts 3 rounds then stops.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: Chain shirt, large steel shield, battleaxe.

APL 6 (EL 8)

➤ **Swordwraith Bbn1/Ftr5**: CR 6; Medium-size undead; HD 5d12; hp 47; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) Atks +10/+5 melee (1d8+5/x3 + temp Str damage, battleaxe); SA Strength damage; SQ Undead, Damage reduction 10/+2; Turn resistance +2; AL CE; SV Fort +6, Ref +1, Will +2; Str 16, Dex 10, Con —, Int 10, Wis 8, Cha 8.

Skills and Feats: Hide +6, Move Silently +6, Jump +2, Climb +2, Spot +4, Listen +4; Weapon Focus (battleaxe), Power Attack, Cleave, Great Cleave, Alertness, Iron Will, Weapon Specialization (battle axe).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Rage (Ex): 1/day—hp 47; AC 14 (touch 8, flat footed 14); Atk +12/+7 melee (1d8+7/x3 + temp Str damage, battleaxe); SV Fort +6, Will +4; Str 18, Con—; Lasts 3 rounds then stops.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: Chain shirt, large steel shield, battleaxe.

APL 8 (EL 10)

➤ **Swordwraith Bbn1/Ftr5** (2): hp 47 each; see above.

Tier 5 (EL 12)

➤ **Swordwraith Bbn1/Ftr5** (4): hp 47 each; see above.

DM ENCOUNTER SHEET #9

ALL APLS (EL 12):

👉 **Fire Giant**: hp 142; see *Monster Manual* page 98.

👉 **Frost Giant**: hp 133; see *Monster Manual* page 98.

DM ENCOUNTER SHEET #10

All APLs (EL 15)

👉 **Tenadalmac, male frost giant Rgr5**: CR 14; Large Giant (cold); HD 14d8+5d10+95; hp 188; Init +0; Spd 40 ft.; AC 22 (touch 9, flat-footed 22); Atks +23/+18/+13 melee (1d8+9/19-20/x4, Large heavy pick), or +21/+16/+11 melee (1d8+9/19-20/x4, Large heavy pick) and +19 (1d8+4/19-20/x4, Large heavy pick), or +14/+9/+4 ranged (2d6+9, rock); SA Rock Throwing, Favored enemy (humanoid—human)+2, (humanoid—elf) +1; SQ Rock catching, Cold subtype; Face/Reach 5ft./5ft./10 ft.; AL CE; SV Fort +18, Ref, +5, Will +5; Str 29, Dex 10, Con 21, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +13, Jump +13, Knowledge (nature) + 8, Spot +6, Swim +8, Tumble +3, Wilderness Lore + 8; Cleave, Great Cleave, Improved Critical (heavy pick), Improved Two-Weapon Fighting, Power Attack, Track

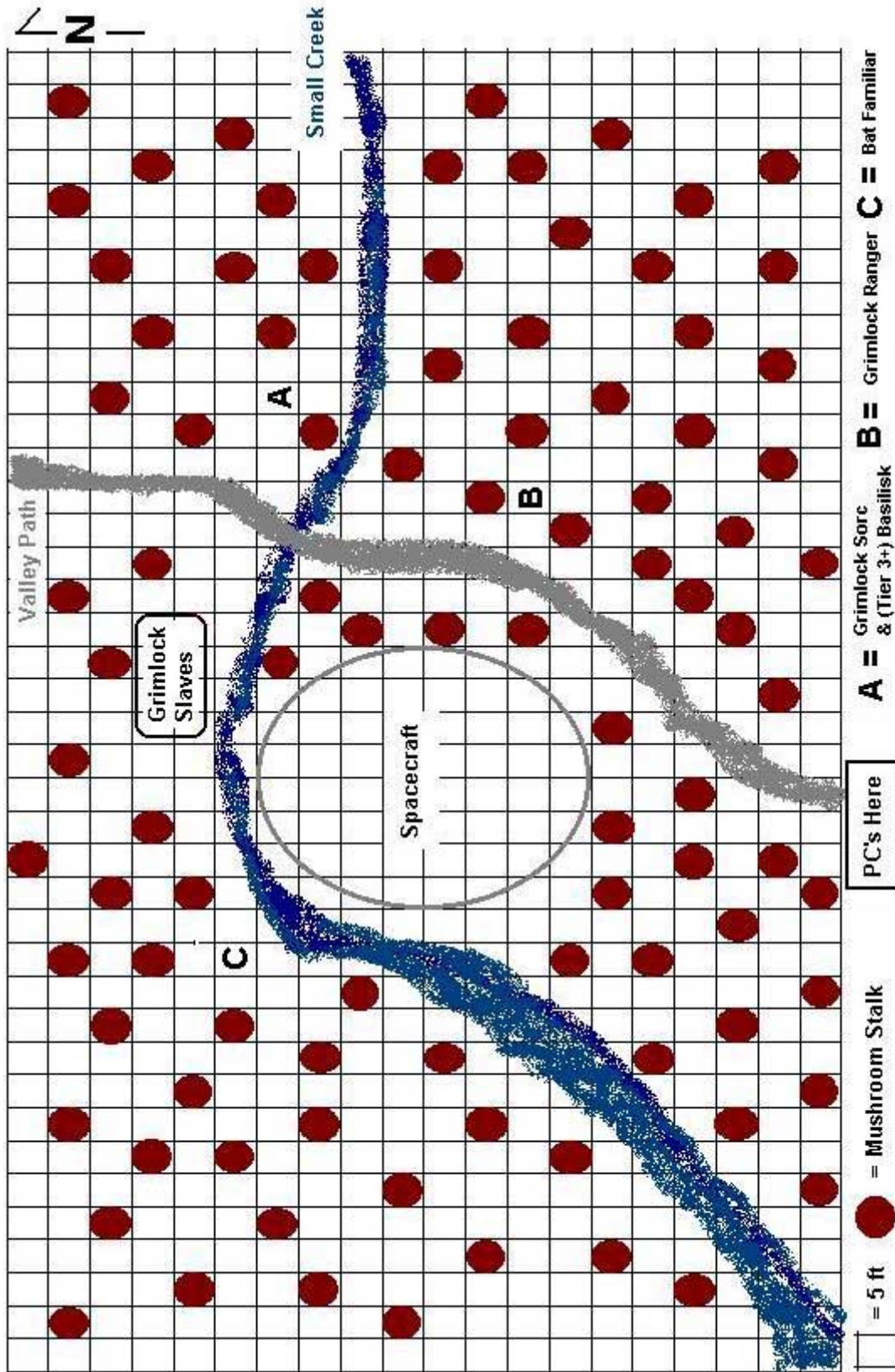
Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighting 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment for frost giants is 120 feet.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles or similar shape). Once per round a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Possessions: Large chain shirt, 2 heavy picks.

👉 **Winter Wolf (2)**: hp 51 each; see *Monster Manual* page 184.

DM ENCOUNTER MAP #11



DM ENCOUNTER SHEET #11 (1 OF 4)

Grimlock Slaves (All APLs):

➤ **Grimlocks** (6): hp 11 each; see Monster Manual page 114.

➤ **Arakdil, male grimlock**: hp 11 (currently -1, stabilized)

Special: speaks broken Common.

APL 4 (EL 6)

➤ **Male Grimlock Bbn1/Rgr4**: CR 6; Medium-size monstrous humanoid; HD 2d8+1d12+4d10+14; hp 52; Init +2; Spd 40 ft.; AC 20 (touch 12, Flat-footed 18)*; Atks +10/+5 melee (1d8+4/x3, longspear); SA Favored enemy (humanoid—gnome) +1, Rage; SQ Blindsight 40 ft., Immunities, Scent; AL NE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Heal +4, Hide +20, Move Silently +12, Wilderness Lore +7, Knowledge (nature) +5; Dodge, Mobility, Spring Attack, Track

Rage (Ex): 1/day—hp 62; AC 18 (touch 10, flat-footed 16); Atks +11/+6 melee (1d8+7/x3, longspear); Fort +8; Will +5; Str 20, Con 18; rage for 7 rounds, then fatigued.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

* *mage armor* and *message* pre-cast (4th-level caster).

➤ **Male Grimlock Sor4**: CR 5; Medium-sized monstrous humanoid; HD 2d8+5d4+7; hp 27; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18)*; Atks +4 melee (1d4/19-20, dagger); SQ Blindsight 40 ft.; Immunities; Scent; AL NE; SV Fort +2, Ref +6, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 8, Cha 13.

Skills and Feats: Concentration +11, Hide +17, Listen +1, Spellcraft +10, Spot +4; Alertness, Spell Focus (enchantment), Greater Spell Focus (enchantment)**

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Spells Known (6/7 [now 3]/3; base DC 11 + spell level): 0—*daze* (e), *detect magic*, *detect poison*, *ghost sound*, *mending*, *ray of frost*; 1st—*charm person* (e), *mage armor*, *message*; 2nd—*fog cloud*;

(e) Enchantment spell.

* *mage armor* and *message* are pre-cast (4th-level caster)

APL 6 (EL 8)

➤ **Male Grimlock Bbn1/Rgr4**: CR 6; Medium-size monstrous humanoid; HD 2d8+1d12+4d10+14; hp 52; Init +2; Spd 40 ft.; AC 20 (touch 12, Flat-footed 18)*; Atks +10/+5 melee (1d8+4/x3, longspear); SA Favored enemy (humanoid—gnome) +1, Rage; SQ Blindsight 40 ft., Immunities, Scent; AL NE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Heal +4, Hide +20, Move Silently +12, Wilderness Lore +7, Knowledge (nature) +5; Dodge, Mobility, Spring Attack, Track

Rage (Ex): 1/day—hp 62; AC 18 (touch 10, flat-footed 16); Atks +11/+6 melee (1d8+7/x3, longspear); Fort +8; Will +5; Str 20, Con 18; rage for 7 rounds, then fatigued.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

* *mage armor* and *message* pre-cast (5th-level caster).

➤ **Male Grimlock Sor5:** CR 6; Medium-sized monstrous humanoid; HD 2d8+5d4+7; hp 27; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18)*; Atks +4 melee (1d4/19-20, dagger); SQ Blindsight 40 ft.; Immunities; Scent; AL NE; SV Fort +2, Ref +6, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 8, Cha 13.

Skills and Feats: Concentration +11, Hide +17, Listen +1, Spellcraft +10, Spot +4; Alertness, Spell Focus (enchantment), Greater Spell Focus (enchantment)**

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Spells Known (6/7[now 2]/3; base DC 11 + spell level): 0—*daze* (e), *detect magic*, *detect poison*, *ghost sound*, *mending*, *ray of frost*; 1st—*charm person* (e), *mage armor*, *message*, *shield*; 2nd—*fog cloud*, *Tasha's hideous laughter*.

(e) Enchantment spell.

* *shield*, *mage armor* and *message* are pre-cast (5th-level caster)

➤ **Basilisk:** hp 45; see *Monster Manual* page 23.

APL 8 (EL 10)

➤ **Male Grimlock Bbn2/Rgr5:** CR 8; Medium-size monstrous humanoid; HD 2d8+2d12+6d10+18; hp 69; Init +2; Spd 40 ft.; AC 20 (touch 12, Flat-footed 18)*; Atks +14/+9 melee (1d8+7*/x3, longspear); SA Favored enemy (humanoid—gnome) +1, Rage; SQ Blindsight 40 ft., Immunities, Scent; AL NE; SV Fort +9, Ref +6, Will +3; Str 16 (20)*, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +8, Heal +5, Hide +22, Listen +1, Move Silently +14, Spot +1, Wilderness Lore +9, Knowledge (nature) +5; Dodge, Mobility, Spring Attack, Track

Rage (Ex): 1/day—hp 87; AC 18 (touch 10, flat-footed 16); Atks +16/+11 melee (1d8+10*/x3, longspear); Fort +8; Will +5; Str 20 (24)*, Con 18; rage for 7 rounds, then fatigued.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

* *bull's strength*, *mage armor* and *message* pre-cast (7th-level caster).

➤ **Male Grimlock Sor7:** CR 8; Medium-sized monstrous humanoid; HD 2d8+7d4+9; hp 41; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18)*; Atks +4 melee (1d4/19-20, dagger); SQ Blindsight 40 ft.; Immunities; Scent; AL NE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 14, Con 13, Int 10, Wis 8, Cha 14.

Skills and Feats: Concentration +12, Hide +17, Listen +6, Spellcraft +10, Spot +6; Alertness, Spell Focus (enchantment), Greater Spell Focus (enchantment)**, Silent Spell.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Spells Known (6/7[now 2]/5/4; base DC 12 + spell level): 0—*daze* (e), *detect magic*, *detect poison*, *ghost sound*, *mending*, *ray of frost*; 1st—*charm person* (e), *mage armor*, *message*, *shield*, *magic missile*; 2nd—*bull's strength*, *fog cloud*, *Tasha's hideous laughter*; 3rd—*haste*, *hold person* (e).

(e) Enchantment spell.

* *shield*, *mage armor* and *message* are pre-cast (7th-level caster)

➤ **Basilisk, advanced Large 12 HD:** CR 7; Large magical beast (reptilian); HD 12d10+48; hp 112; Init -2; Spd 20 ft.; AC 16 (touch 7, flat-footed 18); Atk +17 melee (1d8+9, bite); SA Petrifying gaze; Face Reach 5 ft. by 10 ft. (long)/5 ft.; AL N; SV Fort +14, Ref +6, Will +7; Str 23, Dex 6, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +6, Listen +9, Spot +9; Alertness, Great Fortitude, Iron Will.

Petrifying Gaze (Su): trun to stone permanently, range 30 feet; Fortitude negates DC 16.

APL 10 (EL 12)

➤ **Male Grimlock Bbn4/Rgr5:** CR 8; Medium-size monstrous humanoid; HD 2d8+4d12+6d10+44; hp 98; Init +2; Spd 40 ft.; AC 20 (touch 12, Flat-footed 18)*; Atks +19/+14/+9 melee (1d8+10*/x3, longspear); SA Favored enemy (humanoid—gnome) +1, Rage; SQ Blindsight 40 ft., Immunities, Scent; AL NE; SV Fort +11, Ref +7, Will +4; Str 16 (20)*, Dex 14, Con 14 (16), Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +12, Heal +9, Hide +24, Listen +1, Move Silently +16, Spot +1, Wilderness Lore +7, Knowledge (nature) +5; Alertness, Dodge, Mobility, Power Attack, Spring Attack, Track.

Rage (Ex): 2/day—hp 120; AC 18 (touch 10, flat-footed 16); Atks +21/+16/+11 melee (1d8+13*/x3, longspear); Fort +13; Will +6; Str 20 (24)*, Con 18 (20)*; rage for 8 rounds, then fatigued.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

* *bull's strength, endurance, greater magic weapon, stonesskin, mage armor* and *message* pre-cast (9th-level caster).

➤ **Male Grimlock Sor9:** CR 10; Medium-sized monstrous humanoid; HD 2d8+9d4+12; hp 78; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18)*; Atks +5 melee (1d4/19-20, dagger); SQ Blindsight 40 ft.; Immunities; Scent; AL NE; SV Fort +4, Ref +7, Will +9; Str 10, Dex 14, Con 13 (17)*, Int 10, Wis 8, Cha 14.

Skills and Feats: Concentration +16, Hide +17, Listen +6, Spellcraft +13, Spot +6; Alertness, Spell Focus (enchantment), Greater Spell Focus (enchantment)**, Silent Spell, Still Spell.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (Ex): Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see concealment, page 133 in the *Player's Handbook*). Grimlocks are susceptible to sound- and scent-based attacks, however, are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering orders (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are negated, the grimlock is effectively blinded.

Spells Known (6/7[now 3]/7 [now 4]/6 [now 5]/4 [now 2]; base DC 12 + spell level): 0—*daze* (e), *detect magic*, *detect poison*, *ghost sound*, *mending*, *ray of frost*, *resistance*; 1st—*charm person* (e), *mage armor*, *message*, *shield*, *magic missile*; 2nd—*bull's strength*, *endurance*, *fog cloud*, *Tasha's hideous laughter*; 3rd—*greater magic weapon*, *haste*, *hold person* (e); 4th—*confusion* (e), *stonesskin*.

(e) Enchantment spell.

* *endurance, stonesskin, shield, mage armor* and *message* are pre-cast (9th-level caster)

➤ **Basilisk, advanced Large 12 HD:** CR 7; Large magical beast (reptilian); HD 12d10+48; hp 112; Init -2; Spd 20 ft.; AC 16 (touch 7, flat-footed 18); Atk +17 melee (1d8+9, bite); SA Petrifying gaze; Face Reach 5 ft. by 10 ft. (long)/5 ft.; AL N; SV Fort +14, Ref +6, Will +7; Str 23, Dex 6, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +6, Listen +9, Spot +9; Alertness, Great Fortitude, Iron Will.

Petrifying Gaze (Su): trun to stone permanently, range 30 feet; Fortitude negates DC 16.

** This feat is from *Tome and Blood: A Guidebook to Wizards and Sorcerers*, and is reprinted in Appendix A of this adventure.

DM ENCOUNTER SHEET #13B

All APL (EL 9)

➤ **Huge Six-Headed Lernaen Pyrohydra:** hp 63; see *Monster Manual* page 121.

DM ENCOUNTER SHEET #14

All APL

➤ **Juvenile Giant Eagle:** hp 26; see *Monster Manual* page 102.

APL 4 (EL 6)

➤ **Dire Weasels (4):** hp 13; see *Monster Manual* page 56.

APL 6 (EL 8)

➤ **Dire Weasel (8):** hp 13; see *Monster Manual* page 56.

APL 8 (EL 9)

➤ **Dire Weasel, advanced Large 5 HD (8):** CR 3; Large Animal; HD 5d8+10; hp 33 each; Init +4; Spd 40 ft.; AC 16 (touch 12, flat-footed 13); Atks +9 melee (1d6+7, bite); SA Attach; blood drain; SQ Scent; AL N; SV Fort +6, Ref +9, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse(bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

APL 10 (EL 11)

➤ **Dire Weasel, advanced Large 5 HD (12):** hp 33 each; see above

DM ENCOUNTER SHEET #16

APL 4 (EL 6)

➤ **Nalthok, Dire Weasel Familiar:** CR 6; Medium-size magical beast; HD 7 (half of masters); hp 66 (half of masters); Init +4 (+4 Dex); Spd 40 ft.; AC 24 (touch 14, flat-footed 20)*; Atks Bites +6 melee (1d6+3, bite); SA Attach, Blood drain; SQ Scent; grants Alertness; improved evasion, share spells, empathic link; AL NE; SV Fort +17 (Masters), Ref +9, Will +11 (Masters); Str 14, Dex 19, Con 10, Int 11, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse (bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Spells Prepared (from *imbue familiar with spell like ability**; base DC = 14 + spell level): 1—*ray of enfeeblement*, *mage armor*, 3rd—*monster summoning III*.

**mage armor* pre-cast (12th-level caster) total is added into AC.

APL 6 (EL 6)

➤ **Nalthok, Dire Weasel Familiar:** CR 6; Medium-size magical beast; HD 7 (half of masters); hp 66 (half of masters); Init +4 (+4 Dex); Spd 40 ft.; AC 24 (touch 14, flat-footed 20)*; Atks Bites +6 melee (1d6+3, bite); SA Attach, Blood drain; SQ Scent; grants Alertness; improved evasion, share spells, empathic link; AL NE; SV Fort +17 (Masters), Ref +9, Will +11 (Masters); Str 14, Dex 19, Con 10, Int 11, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse (bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Spells Prepared (from *imbue familiar with spell like ability**; base DC = 14 + spell level): 1—*ray of enfeeblement*, *mage armor*, 3rd—*monster summoning III*.

**mage armor* pre-cast total is added into AC. *Shield* spell is also added, not added in AC totals. Both spells are 12th-level caster.

APL 8 (EL 7):

➤ **Nalthok, Dire Weasel Familiar:** CR 6; Medium-size magical beast; HD 7 (half of masters); hp 66 (half of masters); Init +4 (+4 Dex); Spd 40 ft.; AC 24 (touch 14, flat-footed 20)*; Atks Bites +6 melee (1d6+3, bite); SA Attach, Blood drain; SQ Scent; grants Alertness; improved evasion, share spells, empathic link; AL NE; SV Fort +17 (Masters), Ref +9, Will +11 (Masters); Str 14, Dex 19, Con 10, Int 11, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse (bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Spells Prepared (from *imbue familiar with spell like ability**; base DC = 14 + spell level): 1—*ray of enfeeblement*, *mage armor*, 3rd—*monster summoning III*.

**mage armor* pre-cast total is added into AC. *Shield* and *blur* spells are also added, not added in AC totals. Both spells are 12th-level caster.

➤ **Dire Weasel, advanced Large 5 HD (2):** CR 3; Large Animal; HD 5d8+10; hp 33 each; Init +4; Spd 40 ft.; AC 16 (touch 12, flat-footed 13); Atks +9 melee (1d6+7, bite); SA Attach; blood drain; SQ Scent; AL N; SV Fort +6, Ref +9, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse (bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

APL 10 (EL 8):

➤ **Nalthok, Dire Weasel Familiar:** CR 6; Medium-size magical beast; HD 7 (half of masters); hp 66 (half of masters); Init +4 (+4 Dex); Spd 40 ft.; AC 24 (touch 14, flat-footed 20)*; Atks Bites +6 melee (1d6+3, bite); SA Attach, Blood drain; SQ Scent; grants Alertness; improved evasion, share spells, empathic link; AL NE; SV Fort +17 (Masters), Ref +9, Will +11 (Masters); Str 14, Dex 19, Con 10, Int 11, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse (bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Spells Prepared (from *imbue familiar with spell like ability***); base DC = 14 + spell level): 1—*ray of enfeeblement*, *mage armor*, 3rd—*monster summoning III*.

**mage armor* pre-cast total is added into AC. *Shield* and *blur* spells are also added, not added in AC totals. Both spells are 12th-level caster.

➤ **Dire Weasel, advanced Large 5 HD (8):** CR 3; Large Animal; HD 5d8+10; hp 33 each; Init +4; Spd 40 ft.; AC 16 (touch 12, flat-footed 13); Atks +9 melee (1d6+7, bite); SA Attach; blood drain; SQ Scent; AL N; SV Fort +6, Ref +9, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +9, Move Silently +10, Spot +5; Weapon Finesse(bite).

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 13.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

** This spell is from *Tome and Blood: A Guidebook to Wizards and Sorcerers*, and is reprinted in Appendix A of this adventure.

APPENDIX A: NEW RULES ITEMS

Feats

DUEL STRIKE [GENERAL]

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonuses +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus to your attack roll.

Normal: The standard flanking attack roll bonus is +2

Source: Sword and Fist: A Guidebook to Fighters and Monks page 6.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisites: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic that you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Source: Tome and Blood: A Guidebook to Wizards and Sorcerers page 40.

Spells

Imbue Familiar with Spell Ability

Universal

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your current prepared spells, and the ability to cast them, to your familiar. If you are a sorcerer, you imbue your familiar with spell you know how to cast.

You can imbue a maximum number of one spell, per three levels. The maximum level of the spells to be imbued is one-third of your level, rounded down (maximum 5th level) Multiple casting of the spell do not increase these limits. The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level.

Once you cast imbue familiar with spell ability on your familiar, you cannot prepare a new 6th-level spell to replace it until the familiar uses the transferred spell or is slain. (If you are a sorcerer, you simply cannot cast imbue familiar with spell ability again until the familiar uses the imbued spells) In either cast the spell slots you transfer are not available to you until the familiar uses them.

If the transferred spells require focuses or material components, the familiar must have them to use the spells. Any XP cost for a transferred spell are deducted from your total when the familiar casts the spell.

Source: Tome and Blood: A Guidebook to Wizards and Sorcerers page 91.

CRITICAL EVENTS SUMMARY

GM, Please fill this sheet out completely and return it with your scoring packets if you are judging this event at the premier.

- | | | |
|---|------|----------|
| 1) Was Ambassador Sericine killed in either round? | Yes | No |
| 2) Was Ambassador Aerth ap Elsen killed in either round? | Yes | No |
| 3) Did the PC's kill or befriend the Grimlock Slaves? | Kill | Befriend |
| 4) Did the PC's kill Nalthok? | Yes | No |
| a) After killing Nalthok, did the PC's leave the fire giant banner from encounter 9 behind in the lair or did the person who laid the killing blow on Nalthok have the banner on their person and visible from the front? | Yes | No |
| 5) Did a PC stay with the Sunash Grimlocks? Who(PC and player name)? | Yes | No |
| 6) Who had the harp at the end of the module? (PC Name) | | |
| 7) Did the PC's succeed in negotiating an alliance with the eagles? | Yes | No |
| 8) Were any PC's captured by Arbrozzar at the dire weasel lair? Please list their PC information and player name. | Yes | No |

PC Name	Class	Level	Player Name	Player email

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.