

# PATHFINDER<sup>®</sup>

ADVENTURE PATH<sup>™</sup>



## GIANTSAYER<sup>™</sup>

PLAYER'S GUIDE



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## ADVENTURE PATH™

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### REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Animal Archive</i>	AA	<i>Bestiary 3</i>	B3
<i>Bestiary 1</i>	B1	<i>Bestiary 4</i>	B4
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM

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## GIANTSLAYER PLAYER'S GUIDE

The Giantslayer Adventure Path begins in the besieged town of Trunau, a stubbornly independent town within the orc-held land of Belkzen. The adventure begins on the eve of a Hopeknife Festival, an important ceremony held for local youths when they come of age. The PCs arrive in town and get to know the townsfolk, but then disaster strikes!

### COMING TOGETHER

Since this Adventure Path starts in the small town of Trunau, it's best for at least one character to be from Trunau, or at least a regular visitor of the town. One of the campaign traits in this player's guide helps root characters who select it in Trunau, and the rest of the traits also make sense for characters from that region. To help players of local characters familiarize themselves with Trunau, a gazetteer

of the town is provided starting on page 7 of this guide. This gazetteer can help you figure out what growing up in Trunau would be like and introduce you to some of the town's most important people.

If your character is not from Trunau, but is familiar with the town, she could still gain this familiarity from frequent visits. Your character could be part of a caravan that regularly supplies the town, or belong to a group of scouts who patrol southern Belkzen and stop by the town to rest and resupply.

For characters with no previous association with Trunau, it could be that your character is part of a merchant caravan that just arrived in town the same day that the adventure begins, or perhaps the party formed in another bordering nation and started its adventuring by setting off through southern Belkzen. Your character could be a half-orc cast out of a nearby tribe and looking



for civilized company, or an envoy from Lastwall who's is part of a group charged with checking in on the besieged town. It also wouldn't be out of the ordinary for your character to be a Shoanti wanderer who came across the town and has been enjoying the safety of its walls and the townsfolk's hospitality.

Whatever the case, the Adventure Path works best if you plan for your character to visit the brave and independent town of Trunau. For more information on neighboring nations and nearby settlements, as well as advice for a personal backstory, see the Origins section on page 4.



## CHARACTER TIPS

You're starting the Giantslayer Adventure Path, but what kind of character should you play? What's the best way to make a character who will fit with the theme of fighting giants in the mountains and be well prepared to survive the campaign? The following hints, suggestions, and character options are designed to help you create characters perfectly suited to conquering the threats and challenges the Adventure Path has in store for you and your party. The following suggestions are not exhaustive, and there are thousands of viable character concepts that can shine in this campaign. For more discussions of characters in the Giantslayer Adventure Path, visit the messageboards at [paizo.com](http://paizo.com) and share your experiences with others who are playing through this campaign.

## ARCHETYPES AND CLASS OPTIONS

The majority of the Giantslayer Adventure Path involves trekking through the Mindspin Mountains, fighting giants in their lairs, investigating powerful artifacts, and encountering dragons and other dangerous beasts along the way. All character classes are suitable for the Adventure Path, but some classes have more thematically appropriate options a player could choose. Also, since most of the campaign deals with fighting giants on their home turf, character classes that gain mounts might have an easier time navigating the many giant-sized corridors of this campaign than they would dungeons made by smaller humanoids.

Some potentially useful archetypes are listed below.

- Beast rider (cavalier) from *Ultimate Combat*
- Goliath druid (druid) from *Pathfinder Player Companion: Giant Hunter's Handbook*
- Infiltrator (ranger) from *Advanced Player's Guide*
- Mountain druid (druid) from *Advanced Player's Guide*
- Mountain Witch (witch) from *Advanced Class Guide*
- Mouser (swashbuckler) from *Advanced Class Guide*
- Titan fighter (fighter) from *Pathfinder Player Companion: Giant Hunter's Handbook*
- Titan mauler (barbarian) from *Ultimate Combat*
- Underfoot adept (halfling monk) from *Advanced Race Guide*
- Vexing dodger (rogue) from *Pathfinder Player Companion: Giant Hunter's Handbook*

*Advanced Race Guide* also includes the order of the paw, a cavalier order made specifically for halfling cavaliers.

Those playing druids who use the animal and terrain domains from *Pathfinder RPG Ultimate Magic* should consider the mountain domain if they want to make characters with strong ties to the mountains.



Characters interested in pursuing a prestige class have many options. The following suggestions are among the most thematic for the Giantslayer Adventure Path: halfling opportunist (*Pathfinder Player Companion: Halflings of Golarion*), horizon walker (*Advanced Player's Guide*), Pathfinder delver (*Pathfinder Campaign Setting: Seeker of Secrets*), and skyseeker (*Pathfinder Campaign Setting: Paths of Prestige*).

### BLOODLINES AND MYSTERIES

While most bloodlines are good choices, the following suggestions fit the themes of the Giantslayer Adventure Path: deep earth (*Advanced Player's Guide*), draconic, elemental, orc (*Pathfinder Player Companion: Orcs of Golarion*), or stormborn (*Advanced Player's Guide*).

The oracle mysteries with the strongest ties to the themes of the Adventure Path are battle and stone, and shamans can select the spirits of the same name for fitting character options.

Of course, these limited suggestions aren't the only ones a player can choose—most bloodlines, mysteries, and spirits would work well in the Giantslayer Adventure Path.

### FAMILIARS AND ANIMAL COMPANIONS

Since characters can come into this Adventure Path from many different backgrounds and far-off locations, they can bring along exotic animal companions and familiars. However, characters from the region or who want to pick an animal that fits the environment well might want to be a bit more selective. The following familiars are good choices given the terrain and climate of this Adventure Path: bat<sup>B1</sup>, cat<sup>B1</sup>, giant flea<sup>B4</sup>, goat<sup>B3</sup>, hawk<sup>B1</sup>, house centipede<sup>UM</sup>, lizard<sup>B1</sup>, owl<sup>B1</sup>, raven<sup>B1</sup>, scarlet spider<sup>B4</sup>, and weasel<sup>B1</sup>.

The following animals can be found in the Mindspin Mountains and Belkzen and would be good choices for companions (or even mounts in some cases): aurochs<sup>B1</sup>, bear<sup>B1</sup>, bird (eagle<sup>B1</sup>, hawk<sup>B1</sup>, or owl<sup>B1</sup>), small cat (mountain lion<sup>B1</sup>), dire bat<sup>B1</sup>, dog<sup>B1</sup>, elk<sup>B3</sup>, horse<sup>B1</sup>, lizard (giant gecko<sup>B3</sup>), lizard (monitor lizard<sup>B1</sup> or cave lizard<sup>B1</sup>), llama<sup>AA</sup>, pony<sup>B1</sup>, ram<sup>B2</sup>, roc<sup>B1</sup>, stag<sup>B4</sup>, giant vulture<sup>B3</sup>, giant weasel<sup>B4</sup>, and wolf<sup>B1</sup>.

In addition to the animals mentioned here, the bestiary of *Pathfinder Adventure Path#91: The Battle of Bloodmarch Hill* features a selection of animals native to Belkzen and the Mindspin Mountains that PCs could take as animal companions. Talk to your GM about these possibilities.

### FAVORED ENEMIES AND FAVORED TERRAINS

The majority of the Giantslayer Adventure Path takes place in the Mindspin Mountains, though a few adventures take the PCs into underground, hilly, and marshy environments. The best first choice for favored terrain is mountains (which includes hills), and a strong second choice of terrain is underground. Solid favored enemy choices include humanoid (giant), dragon, humanoid (orc), and magical beast.

### WANT TO READ MORE?

A number of other books can help enhance your Giantslayer Adventure Path experience. Listed below are other sources that, while not necessary, may prove useful or inspiring while playing through this campaign.

#### FOR GAME MASTERS

To learn more about the wild and dangerous lands of southern Belkzen (where the first part of the Adventure Path takes place), check out *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*. To bolster your giant lore, read *Pathfinder Campaign Setting: Giants Revisited*. For use in visualizing encounters with giants, check out *Pathfinder Flip-Mat: Giant Lairs*.

#### FOR PLAYERS

For a primer on fighting giants, pick up the invaluable *Pathfinder Player Companion: Giant Hunter's Handbook*. Since player characters are also going to be involved in all manner of exploration, check out *Pathfinder Player Companion: Dungeoneer's Handbook* for tips on survival while out adventuring.

Players who want to find more options for half-orc characters in this Adventure Path should look to *Pathfinder Player Companion: Bastards of Golarion*, while players who want to play dwarves should check out *Pathfinder Player Companion: Dwarves of Golarion*.

### ORIGINS

For the purposes of the Giantslayer Adventure Path, it doesn't matter where your character originated. The Mindspin Mountains stretch through the Hold of Belkzen, Varisia, Nirmathas, Nidal, and Molthune, and Lastwall's western border is less than 50 miles from them. All of these nations could make great homelands for characters in this campaign.

The Mindspin Mountains attract visitors from all across the Inner Sea, and many of these have founded settlements either in the mountain range or only a few days' travel from the foothills. The orc-dominated city of Urgan in Varisia is nearby and could be the hometown of a half-orc character. While not necessary, it is strongly advised that at least one member of the party be from Trunau, or at least be a regular visitor who's familiar with the town. Packed full of criminals, Freedom Town could be a great hometown for a character with a checkered past. Dwarves in this campaign could hail from Janderhoff, Glimmerhold, or Kraggodan. On either side of the Bloodsworn Vale sit the lumber and mining settlement of Skelt and the Varisian city-state of Korvosa, both of which make good hometowns for characters in this Adventure Path. A little over a hundred



miles west of the northern end of the Mindspin Mountains sits Kaer Maga—home to easily the strangest mix of people in the Inner Sea and a perfect point of origin for unusual characters—and just south of Kaer Maga lies the Korvosan-held hamlet of Sirathu. In the Nidalese portion of the mountains, Brimstone Springs, a small town famous for its strange mineral hot springs, which reportedly provide magical benefits to those who bathe in them. Molthuni characters could come from Braganza, a small city ruled by a priest of Abadar.

While all of these nearby settlements make good places for characters to come from, they can also serve as locations for characters in this campaign to rest, sell treasure, and resupply.

## RACES

Western Avistan is still a thinly inhabited frontier in many places. While it is home to humanoids of all types, humans are the most common race found in this region. Half-orcs are also fairly common, as are dwarves, halflings, gnomes, elves, and half-elves. Dwarves' and gnomes' defensive training racial trait makes both of these races strong choices for this Adventure Path. In addition, players making halfling characters for this campaign should check out the underfoot alternate racial trait, which gives them bonuses when fighting foes larger than themselves.

Among the humans, Varisians, Chelaxians, and Taldans are the most common ethnic groups in the region. However, it wouldn't be out of place to find Kellids or Ulfens who have followed adventure south and made their way to Trunau on their journey. Likewise, characters can come to this campaign from anywhere in the Inner Sea region.

## RELIGION

Religion doesn't play a huge part in this Adventure Path, but that doesn't mean you should go adventuring without a cleric. If your character is from Trunau, he might worship Iomedae or Abadar, as both of those faiths have a presence in town. Since hunting is important to Trunau (and the wild lands of western Avistan as a whole), followers of Erastil would also be common in the region. Because of the travel element in this Adventure Path, Desna is an excellent deity to worship, and Gorum is a good choice for a cleric concerned with warfare. Torag is a good option not only for dwarves, but also for any righteous characters who value protection, strategy, and creation.

## SKILLS AND FEATS

There is no single skill that comes into play more often than others in this Adventure Path, so PCs should select skills that generally help with adventuring, especially adventuring in the mountains. Acrobatics not only helps a character move about unscathed while in a giant's extended reach, but also helps in jumping across wide gaps, navigating narrow

mountain paths, and remaining upright when moving through rubble or scree. Climb is useful for ascending mountains, and also comes into play when moving about within a giant's lair. Being informed in the field is important, and a few Knowledge skills stand out as good choices to focus on: Knowledge (arcana), Knowledge (dungeoneering), and Knowledge (local). Survival is a strong choice for helping the party deal with the wild and navigate the mountainous terrain found in this Adventure Path, and Perception is always a good skill to prioritize in any adventure.

Hundreds of feats are available in Pathfinder, and a number of those can really give a character an edge when fighting giants. The greatest wealth of such feats can be found in *Pathfinder Player's Companion: Giant Hunter's Handbook*, which includes 15 feats designed specifically for fighting large foes. In addition to that resource, *Ultimate Combat* includes two chains of style feats specifically designed to give dwarves and gnomes even more of an edge against giants. These include Earth Child Binder, Earth Child Style, and Earth Child Tumble, as well as Twin Thunders, Twin Thunders Flurry, and Twin Thunders Master. *Advanced Player's Guide* includes a pair of feats for Small or smaller characters—Under and Over, and Underfoot—and both are helpful defenses when fighting giants. Finally, Spring Attack and Strike Back both help combatants deal with a giant's long reach.

## TRAITS

In addition to the campaign traits below and those found in *Giant Hunter's Handbook*, many other traits are also suitable for characters in the Giantslayer Adventure Path. *Dwarves of Golarion* includes two regional traits for characters from the Mindspin Mountains: blooded and coin hoarder. The highlander regional feat from the *Advanced Player's Guide* helps a character stay stealthy in rocky areas, and the *Rise of the Runelords Anniversary Edition Player's Guide* includes the giant slayer trait—because this is a campaign trait from another Adventure Path, see how your GM feels about allowing this trait in the Giantslayer Adventure Path. Characters from Varisia could also choose the regional recluse trait from *Pathfinder Player Companion: Varisia, Birthplace of Legends*.

## CAMPAIGN TRAITS

Although the Giantslayer Adventure Path takes characters to a variety of locations within the Mindspin Mountains, it begins in the human town of Trunau in the orc-controlled Hold of Belken. Player characters created for this campaign should be residents of Trunau or recent arrivals to the town. It would be helpful if at least one player picks the Trunau Native trait for her character, but regardless of which campaign traits the PCs have, all should be interested in battling giants and their allies wherever they may be found!



**Artifact Hunter:** You've always had an interest in magic, but you're fascinated with those legendary magic items known as artifacts. You've spent years researching these mythical relics and committed the stories and legends about them to memory, making you something of an expert on the subject. You gain a +1 trait bonus on Spellcraft checks to identify the properties of magic items and a +1 trait bonus on Use Magic Device checks, and one of these skills (your choice) becomes a class skill for you. In addition, whenever you first encounter an artifact, there is a 50% chance (+1% per level) that you recognize the artifact and know its name, origin, and something of that artifact's powers, abilities, or dangers. Exactly how much knowledge you possess is left to the GM's discretion.

**Dragonfoe:** You've always hated dragons. Perhaps one of your ancestors was a well-known dragonslayer, or a rampaging dragon killed your family or friends. Maybe the stories you grew up hearing about knights rescuing captive princes and princesses from the clutches of evil dragons inspired you to slay dragons. Whatever the reason for your obsession, it has driven you to study how to fight dragons and defend yourself against their fearsome attacks. You gain a +1 dodge bonus to AC against creatures with the dragon type and a +2 trait bonus on Reflex saves against breath weapon attacks.

**Dwarf-Trained:** Dwarves are well acquainted with the threats posed by giants and orcs, and they have spent centuries honing their techniques for fighting these foes. You have trained with the dwarves and have learned some of the tactics they use against their hated enemies. You gain a +2 dodge bonus to AC against creatures with the giant subtype (this does not stack with the bonus granted by the defensive training racial trait of dwarves and gnomes) and a +1 trait bonus on attack rolls against creatures with the orc subtype (this does not stack with the bonus granted by the dwarf hatred racial trait). Dwarves and gnomes can't choose this trait.

**Giant-Blooded:** Your family has always been dogged by rumors that a bit of giant blood got into the family's veins at some point. Whether this was through alchemical or magical experimentation, or because your great-great-grandfather married a giant, it has made you big for your race, and may have given you other minor cosmetic features of giants, such as flaming red hair, a bluish tinge to your skin, or oversized hands. When you wield a weapon that is larger than your size, the penalty on attack rolls for using inappropriately sized weapons is reduced by half. In addition, you gain a +2 trait bonus to your CMD against awesome blow combat maneuvers. If you're a dwarf, your stability racial trait applies to awesome blow combat maneuvers as well.

**Giantslayer Scion:** You grew up listening to tales of a famed ancestor's mighty battles against giant foes. Just the mention of your ancestor's name is enough to strike fear into the heart of the most stalwart giant warrior, and you've resolved to follow in your forebear's footsteps. You take no penalty on Intimidate checks against creatures with the giant subtype that are larger than you, and you gain a +1 trait bonus to the DC of any fear-based effect you use against a creature with the giant subtype.

**Orphaned by Giants:** You grew up in a tranquil, happy home near the mountains, but that peace was shattered when giants came down from the mountains to raid your settlement. The giants killed your parents and left you a young orphan, and since that day, you've sworn to avenge the deaths of your kin. You gain a +1 trait bonus on attack rolls against creatures with the giant subtype, and a +2 trait bonus on rolls to confirm critical hits against creatures with the giant subtype.

**Roll With It:** You've trained with some of the best giantslayers out there, and have learned how to avoid the worst effects of a giant's powerful attacks. You gain a +1





trait bonus on Reflex saves. In addition, once per day, when a creature with the giant subtype successfully confirms a critical hit against you with a weapon or a slam attack (not a spell or special ability), you can roll with the attack. You take normal damage from the blow, as if the critical had not been confirmed. You must be aware of the attack and able to react to it—if you are denied your Dexterity bonus to AC, you can't use this ability. If you are a dwarf or a gnome, you can use this ability twice per day.

**Student of Giantkind:** You've always been fascinated by the giant races, and have devoted a considerable amount of time to studying their history and societies, gaining insight into the way they think and use their abilities. You gain a +1 trait bonus on Diplomacy checks against creatures with the giant subtype and a +1 trait bonus on Knowledge (local) checks regarding creatures with the giant subtype, and one of these skills (your choice) becomes a class skill for you. In addition, you know the Giant language (this does not count toward your number of languages).

**Trunau Native:** You were born and raised in the town of Trunau, one of the few human settlements in the orc-dominated Hold of Belkzen. Orc attacks are an ever-present threat, and like all Trunauans, you have made the Standing Vow: to hold Trunau against all attackers, orc or otherwise, to stand your ground, and to live free or die trying. Upon coming of age, you were given a hopeknife—a small, sheathed dagger, usually worn on a chain under your clothes—and taught how to use it to take your own life to avoid capture by orcs, or to grant the mercy of a quick death to the wounded. As a native, you have served in Trunau's militia, and fought alongside Patrol Captains Kurst and Rodrik Grath. You begin play with a hopeknife (a masterwork dagger), and your tenacity in the face of adversity grants you a +1 trait bonus on Will saves.

**Vexing Defender:** You're trained in fighting opponents that are larger than you, and you are skilled at keeping them on their toes, pestering them from all directions. You gain a +1 trait bonus on Acrobatics checks, and Acrobatics becomes a class skill for you. In addition, you gain a +4 trait bonus on Acrobatics checks to move through an enemy's space without provoking an attack of opportunity, provided that enemy is larger than you.

## TRUNAU GAZETTEER

The Giantslayer Adventure Path begins in the town of Trunau. A gazetteer of the town is presented below, reprinted from *Pathfinder Campaign Setting: Towns of the Inner Sea*.

### TRUNAU

One of only two non-orc settlements in Belkzen, Trunau is a predominantly human community of sturdy farmers and resolute warriors adrift in a monstrous sea of orcs who would as soon kill them as trade with them. Its people survive

through the grace of the gods, the remarkable tenacity and ingenuity of their leaders, and a simple, soul-deep refusal to be driven from the land of their ancestors.

Trunauans know sacrifice in all its forms. Though their lives are far from easy, this band of idealists, scoundrels, and outcasts takes great pride in the independence that comes from being all on their own in hostile territory. For them, every day of the town's continued existence is an enduring example of civilization's unconquerable spirit and the prodigious strength of hope.

### HISTORY OF TRUNAU

Since its border was first established after the defeat of the Whispering Tyrant in 3828 AR, the Hold of Belkzen has steadily expanded south into Lastwall, pushing back line after line of crusaders and leaving countless miles of shattered border fortresses to rot within the orc-held territory. In 4515, beleaguered soldiers and farmers pushed to the limit by nearly 300 years of active war since the fall of Harchist's Blockade crafted a new border dubbed the Hordeline, a sad affair consisting of little more than earthen ramparts and wooden palisades, and made their stand along the Kestrel River. Still, it held long enough for those communities behind it to feel some measure of hope that the orc menace had finally been halted.

It was not to be. Shortly after the Hordeline's construction, its western stretch fell, and orcs flooded south into Lastwall. The commanders of Lastwall reluctantly ordered yet another general evacuation, pulling back to a new border farther east, and leaving those residents in the relinquished territory to flee to safety with whatever they could carry, desperate to stay one step ahead of the rampaging orcs.

Yet not everyone fled. Enraged by what they saw as Lastwall's cowardly betrayal, the farmers and retired crusaders in the placid settlement of Trunau refused to run. Positioned on top of a rocky, naturally defensible plateau called Bloodmarch Hill, the community dug in, sharpening stakes and digging pits, their numbers swelling with refugees and soldiers unwilling to retreat and abandon their friends. When the orcs inevitably arrived, they found their ferocity more than matched by that of Trunau's defenders, and after taking heavy losses assaulting the cliffs and log palisades, the invaders retreated south to loot vacated settlements.

Heady with victory, the surviving residents made a pact, known today as the Standing Vow (or simply "the Vow"): to hold their land against all comers, paying tribute neither to raiding orcs nor to the armies of neighboring nations. They would stand their ground and live free, no matter the cost.

For the last couple centuries, the people of Trunau have held to this oath, and it's a matter of great pride that despite catastrophic raids and the rigors required by life in hostile territory, the town has never fallen. Even more important to some, however, is that unlike Freedom Town to the north—a



town of criminals and exiles settled just inside the Hold of Belkzen in order to avoid Lastwall's strict laws—the people of Trunau have never lost their fundamentally civilized nature, nor have they resorted to paying for protection from an outside entity.

While many have come to Trunau over the years looking to escape shadowy pasts, Trunau accepts no dead weight; only those who are willing to work and contribute to the community can share the safety of the town walls. When the orcs come, every man and woman, regardless of wealth or profession, is expected to aid in the defense. Those who acquit themselves well and conduct themselves with honor find that Trunau's residents care little about who newcomers may have been in their lives before—only who they seek to be now.

### LIFE IN TRUNAU

Living under constant threat, the people of Trunau have come to embrace death as simply another part of life. This doesn't mean that all of the inhabitants are totally at peace with their own mortality, but simply that they recognize theirs is a dangerous existence, and thus strive to live their lives to the fullest without worrying unduly about which raid or unfortunate accident may finally claim them.

Perhaps the best symbol of this—and certainly the one that most captures the imagination of outsiders—is the tradition of the hopeknife. Carried by every resident of Trunau, a hopeknife is a small sheathed dagger, usually worn on a chain underneath one's clothes, though young adults recently come of age often display theirs ostentatiously. The tradition of the hopeknife comes out of Trunau's understanding that capture by orcs is often far worse than a quick death, and thus all residents need to be prepared to take their own lives or offer mercy to the wounded in the event of capture. Ironically, what was originally a grim necessity has become a symbol of adulthood and independence, and many children wait impatiently for their twelfth birthdays, on which they're presented with their own hopeknives and shown which arteries to cut should they or their loved ones fall into enemy hands. Hopeknives are always kept well sharpened, and never used for anything but their intended purpose, though spouses often trade knives as part of a marriage ceremony.

After defense, and with water already handled by the Hopespring, food is the biggest issue in Trunau. The town maintains many fields, with border patrols and guards posted in temporary watchtowers at their edges, and focuses on crops that can be stored for long periods, allowing them to maintain extensive stores so as to be ready in case of a siege. Since fields are easily burned, however, the town also relies heavily on its hunters and trappers—during periods of more active conflict with the orcs, these often join with

### NOTABLE PEOPLE IN TRUNAU

The following are some of the more well-known citizens of Trunau.

- Chief Defender Halgra of the Blackened Blades
- Councilor and Banker Lessie Crumkin
- Councilor Agrit Staginsdar
- Councilor Sara Morninghawk
- High Priestess Tyari Varvatos
- Hopespring Warden Silvermane
- Master of Stores Kessen Plumb
- Patrol Captain Kurst Grath
- Patrol Captain Rodrik Grath
- Patrol Leader Jagrin Grath

more traditional fighters to counter-raid and steal food and livestock from the orcs themselves.

Perhaps most important to the town's survival is the *siegestone*. Early on after Trunau's decision to stand and fight, the town leaders recognized their vulnerability to starvation and made a decision to pool resources in order to find a magical solution. A trading group was sent east to Ustalav with most of the town's easily carried valuables, and they returned with the *siegestone*, a huge cauldronlike altar that in times of trouble can produce gallon upon gallon of tasteless porridge, keeping the residents from starving completely. The stone resides in the Longhouse and is never used except in direst need—both out of fear of exhausting its magic, and because no one in town is eager to taste the flavor of desperation during peacetime.

Folk in Trunau are independent by nature, yet all bow to the wisdom of the Council of Defenders. Chosen from the people's own ranks every 2 years, these six individuals devote themselves to managing the town's logistics and defense, making sure that laws are obeyed and no one endangers the community. One of the six councilors holds the title of Chief Defender, who has the final say in all matters relating to the town's safety and is commander of the people in times of crisis. Outside of that, the six councilors are theoretically of equal power in matters of the town's prosperity, laws, arbitration, and so on.

For the last 20 years, the position of Chief Defender has been held by Halgra of the Blackened Blades. A Trunau native, Halgra left the town at a young age to become an adventurer, fighting and raiding her way from the Skittermounds to the Broken Shore and beyond, up into the Realm of the Mammoth Lords. She finally returned at the age of 42 with a veritable throng of children in tow, all from different fathers, and settled in to spend the rest of her life defending her home. Though Jagrin Grath now guides the patrols and raiding parties, Halgra is still a mountain



## TRUNAU





of a woman and quick with her trademark lamp-blackened swords, and her deft politics and tactical acumen mean that no one can honestly challenge her fitness to lead.

Trade is a crucial part of life in Trunau. Though far from most established trade routes, Trunau still receives the occasional merchant from Lastwall or Nirmathas eager for the valuable salvage the townsfolk still pull from abandoned settlements (as well as the inflated prices the merchants know they can demand from such an isolated community). Most common among these traders are caravans of ethnic Varisians attempting to cross the Hold of Belkzen, or Shoanti raiding parties come east from Varisia to prove themselves against the orcs or the chitinous horrors of the Skittermounds. Trunau also sends its own caravans to Lastwall, trading valuable information on orc movements to the crusaders in Castle Everstand in exchange for supplies. The town even maintains ties with a select few orc traders from Urgir, though the common wisdom is that Grask Uldeth's current infatuation with trade and civilization won't last for long.

Orcs are naturally despised in Trunau, yet ironically, half-orcs bear less stigma here than in most places. As Trunau knows what horrors orcs perpetrate on those they capture, and with Halgra herself having two children from half-orc lovers during her adventuring years, half-orcs are viewed with sympathy, and more than one half-orc raised in orc captivity has escaped to earn a place within Trunau's walls.

Trunau is a hardworking community, but also one that understands the value of celebration and taking comfort wherever it can be found. Families are tightly knit, with most families at least mildly related by marriage at some point over the generations. Residents are encouraged to find love wherever they can, and there are few social or sexual taboos as long as residents respect the freedoms of others. Perhaps the best example of Trunau's philosophy is the holiday of Holdfast, commemorating the town's first victory over the orcs, which begins with a solemn recitation of remembrance and the burning of a wicker sword, followed by games, dancing, ale, and more than a few romantic liaisons.

### TRUNAU AT A GLANCE

The most immediately visible feature of the town of Trunau is its palisade. Originally, the palisade was a hastily constructed fence of sharpened branches, but over decades of strife, the Trunauans have built it into something considerably more lasting and deadly. Ten-foot-high tree trunks, their tops sharpened into wicked points, surround

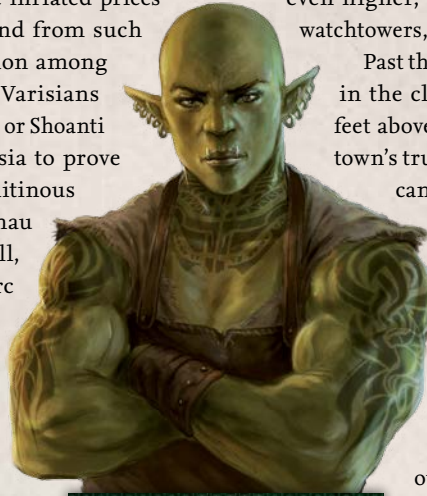
the lower portion of the village, fitted so tightly that not even light passes between them. Their bases are driven another 5 feet into the earth, and the bottom half of the wall is encased in a rough but sturdy stone foundation. Trenches filled with smaller spikes create a deadly briar patch guarding the wall from assault. Also incorporated into the palisade are several rock outcroppings that rise even higher, forming the bases for several wooden watchtowers, including those on both sides of the gate.

Past the gate, the town rises up a steep switchback in the cliff face to an exposed stone plateau 40 feet above the rest of the hill. These cliffs are the town's true defense, as even a handful of defenders can easily pick off any invaders attempting to scale the sheer cliffs, allowing the townsfolk to concentrate the bulk of their defense on the lower palisades. Stone watchtowers stand in the town's higher levels as well, with fortified structures crowding between normal houses and shops. While the barns and other working structures are kept outside the walls, and many of the residents spend their days and even nights in those buildings, all residents must either maintain personal quarters in the town or pay a "siege fee" to rent a room or a patch of floor in someone's house inside the walls, to be used only during orc attacks. The siege fee is a set rate established by the Council of Defenders in order to discourage profiteering.

Below are a few of the more noteworthy locations in the town of Trunau.

**1. Main Gate:** Trunau has only a single gate, as anyone needing to exit or enter during a siege could simply use a rope ladder dropped down from the cliffs at the town's higher end. The gate is built to overlap the stones to either side, allowing the rock of the hill to reinforce it against battering rams. Atop each rock stands a wooden watchtower large enough for a dozen defenders to fire bows or pour boiling water down on attackers from relative safety. Both to intimidate the orcs and to guard against fiery arrows, the towers' sides and roofs are armored with the shields and breastplates of orcs who've assaulted the walls and died, their various clan symbols prominently displayed. The town council sets a precise watch schedule to make sure that plenty of eyes are on the wall both day and night, and all adults in the village are required to take regular shifts.

**2. Ivory Hall:** The seat of power in Trunau, the Ivory Hall was originally festooned with the skulls of the most ferocious orc champions and chieftains felled in Trunau's first siege, their hollow eye sockets mute testimony to both the constant threat under which Trunau exists, and to the residents' unwavering commitment to surviving it. Later



SARA MORNINGHAWK



generations of councilors found the display too grisly and similar to the orcs' own trophy-keeping traditions, however, and discarded the bones. Today, the hall gets its name from the brilliant white of its walls, and serves as the home of whoever is Chief Defender. Halgra puts the manor to good use, allowing several of her grown children to house their own families in its many rooms. The only part off-limits to the rest of her rough-and-tumble clan is the Meeting Room—with commanding views of the surrounding countryside, she uses it to host war councils and entertain visitors such as traders, emissaries from Vigil or Castle Firrine, or the Pathfinders who often use Trunau as a launching point for expeditions into Belkzen.

**3. Flame of the Fallen:** Trunauans are all too familiar with the orc practice of gathering the bones of slain foes and creating grisly monuments out of the remains. To honor the fallen dead and deny their enemies the opportunity to turn them into skeletal mockeries, Trunauans go to great lengths to retrieve the body of any citizen slain in battle. Those recovered are burned in a great pyre along the cliff at the town's crest, their light and smoke traveling up into the endless freedom of the sky. During times of siege, the beacon is kept burning day and night to hearten the defenders and challenge to the orcs—though some cynics say that it's kept lit to keep townsfolk from noticing and despairing every time a new corpse is added.

**4. Commons:** The central feature of Trunau's community is a wide amphitheater with a stone floor and a raised stage at one end. By day, the Commons serves as Trunau's training ground, upon which its residents engage in martial training under Jagrin Grath—depending on their primary role in town, some dedicated warriors train nearly every day, but even those more valuable in other capacities are expected to train at least 1 day per month. By night, however, the Commons transforms into a place of relaxation and celebration as townsfolk meet to conduct hopeknife ceremonies for their youth or indulge in any other cause for festivity. Children's school lessons are often conducted on the rows of tiered seating, the stage is used for announcements and the occasional theatrical performance, and in general the Commons represents a pleasant outdoor meeting point for all residents.

**5. Barterstones:** While Trunau hosts some more established shops within its walls, most of its general trading is conducted at an open-air market held atop several low, broad slabs of flat rock just east of town. Originally, the market was only used for trading with orcs and suspicious outsiders who hadn't yet earned the people's trust enough

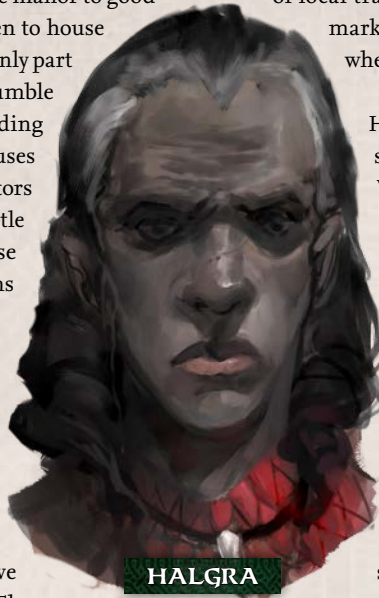
to be allowed inside the community's walls, but over time the town's farmers and herders found it easier to meet here than to try and guide wagons and livestock through the town's steep and narrow streets, and now the vast majority of local trade occurs at the Barterstones as well, with market days coming twice a week (and more often when traders arrive).

**6. Plague House:** Before the fall of the Hordeline, this was a small church of Iomedae serving the local farming communities. When Lastwall's forces retreated and Trunau decided to stand and fight, the priests of Iomedae joined them—yet unlike the other residents, head priest Arthuris Bain and his two assistants refused to retreat within the fortified walls, confident that Iomedae's wrath would strike down any raiders who dared to come for them.

Though the priests fought valiantly, the church was burned to the ground almost immediately by the rampaging orcs, and all three of its residents were slain. The church stood as a burned-out husk for decades, then 50 years ago was hastily reconstructed as a place to hold those afflicted by a plague sweeping the town. Though removing the sick from inside the town walls doubtlessly saved many, the plague house burned down in a mysterious fire only a few nights after its completion, taking with it a score of patients and healers. Whether the fire was an accident or the work of an arsonist attempting to stop the plague for good, no one knows, but no one ever proposed building on the site again.

Today, the site—known as both the Burned Church and the Plague House—is left alone, save for the occasional children's dare to stand in the center of the blackened beams at sunset. However, lights have recently been seen moving about in the church at night, but even the best trackers unable to find any evidence of tracks there the following morning. The whole town buzzes with wild speculation after each new sighting.

**7. Sanctuary:** A year after the loss of Trunau's old church, missionaries from the church of Iomedae arrived and began constructing a new house of worship to honor their goddess and minister to the people of Trunau—this time wisely building it inside the town's walls. The new sanctuary houses half a dozen clerics and paladins who, in addition to helping with the town's defense, staff a large prayer hall and a hall of respite where the wounded can be tended after battle. Though some citizens look askance at the Iomedaeans—all of whom still officially claim allegiance to Lastwall, and see their presence here as helping maintaining diplomatic ties with the outpost until the border can be expanded once more—no one is willing to actually turn away such



HALGRA



hardworking and valuable residents, especially as they refuse to serve in any governmental capacity.

The current matron of the sanctuary is a young cleric named Tyari Varvatos, the younger sister of the Second Sword Knight of the Sancta Iomedae in Vigil. Speculation abounds as to why she toils here in Trunau instead of alongside her prominent sister, with most presuming she's out to create her own name rather than live in her sister's shadow. Her staunchest ally is an errant paladin named Brantos Calderon, formerly stationed at Castle Firrine, who forsook his post to pledge his blade (and, rumormongers claim, his heart) to the resolute young cleric who toils on this harsh frontier.

The sanctuary's longest-standing resident (and patient) is a gnarled old half-orc named Katrezra. Raised among the Empty Hand tribe, he suffers from a terrible affliction of the lungs and weeping sores on his face and arms, gained when his jealous chieftain sent him to the Brimstone Haruspex to experience painful visions of the future. Fed up with the barbarity of the orcs, he managed to convince Halgra to grant him sanctuary, and has since found rebirth in the light of Iomedae, and proven his loyalty time and again on the town's walls. He still occasionally has visions, and though many write them off as hallucinations or attention-grabbing, Tyari has begun privately recording them on the chance that they may point toward some important revelation.

**8. Ramblehouse:** Before its founding as an independent town, Trunau had little call for an inn, and for many generations after, the town's rare visitors would stay wherever there was space. Nearly 30 years ago, however, a handful of escaped halfling slaves from Molthune fled north all the way to Trunau, determined to start new lives. One of them, Cham Larringfass, decided to build not just a place for herself and her friends, but an entire inn and boardinghouse. She got the rest of her crew in on the endeavor, and before long a sprawling, eccentric manor packed with rooms of all shapes and sizes sprang up in the town's lower end. Though guests are still rare, the aptly named Ramblehouse now houses a sizable chunk of the town's halfling population, as well as many boarders of other races. Cham, still the head innkeeper, also makes a good living off siege fees, and is thus fond of cutting deals to other halflings and members of "right-sized" races— with the only annoyance being her tendency to play matchmaker for available guests.

**9. Longhouse:** The largest structure in town, the Longhouse is the central meeting house of Trunau, hosting both council meetings and, on days when the weather is foul, all of the various training sessions and celebrations normally held in the Commons. In addition to its great common room for feasts and meetings, the structure also contains several barracks where young unmarried warriors of either gender can live in order to focus more on their militia training. Chief among these is Jagrin Grath, who despite his simple chosen title of Patrol Leader is the councilor in charge of

## BELKZEN DATES

The Hold of Belkzen, where the Giantslayer Adventure Path begins, has a long and storied history, and the orc hordes have on several occasions pushed the knights of Lastwall southward, forcing the humans to repeatedly redraw their nation's borders. Unfortunately, the multiple retreats have also resulted in some contradictory dates across multiple products.

In particular, *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes* lists an erroneous date for the fall of the Hordeline. The correct date for the fall of the Hordeline is 4517 AR, not 4524 AR, as listed in the print volume. The pdf of that product has been updated to incorporate the correct date, and the Giantslayer Adventure Path uses that date as well.

The dates in the updated *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes* pdf also supercede those originally given in "The Hold of Belkzen" article in *Pathfinder Adventure Path* #11.

training and leading the town's militia. After the death of his wife— also a talented ranger and warrior—at the hands of an orc raiding party, he and his sons moved into the Longhouse and devoted themselves to protecting the town, counter-raiding the orcs who would victimize them, and training all Trunau residents in the soldiering arts, to ensure that no more families are sundered. In addition to personally leading patrols, he's in charge of organizing and posting the watchtower rotations and helping Councilor Kessen Plumb make sure that the vast stores of siege rations, weapons, and potions in the longhouse's extensive basement remain viable. With the exception of the siegestone, which is far too heavy to be moved without a block and tackle, all of the stores beneath the Longhouse are kept under lock and key, with only the six councilors having copies of that key.

**10. Trunau Countinghouse:** When Lastwall first abandoned Trunau, an Abadaran tax collector in the region named Barran Crumkin decided to go rogue and cast his lot with the Trunau residents, whom he saw as epitomizing his faith's struggle to promote civilization in the face of barbarity. He gathered other like-minded merchants in the town and founded the Trunau Countinghouse, a bank where the locals could safely deposit their wealth and earn interest instead of hiding it in their houses and potentially losing it to orc raids.

Today, the Trunau Countinghouse has grown into a large, stately building that sees to both the banking and spiritual needs of locals and traveling merchants alike. Its proprietor, town council member and banker Lessie Crumkin, can proudly trace her lineage all the way back to the bank's founder, and takes to her job well enough, though several people have noted not only that her skill at arms in the training arena, but also the way she sometimes



longingly watches the patrols leaving— particularly their leader, Jagrin Grath.

**11. Hopespring:** Originally named simply “Hillspring,” this trickle of fresh water is the reason the town was founded in this spot, and the key to its existence. Welling up from deep within the stone, this astonishingly prolific stream provides the town with a waterfall of pure water, filling the town reservoir before filtering down through cracks in the stone once more and running underground before resurfacing in a creek miles away.

Whether the spring is natural or magical, none can say—yet that doesn’t mean no one knows. A mute elven druid, whose weathered features mark his age as venerable even for his timeless race, quietly watches over the spring and its reservoir, though what purpose his quiet contemplation serves is anyone’s guess. Dubbed Silvermane by the townsfolk, he has resided on this hill and slept near the spring since before the town was settled. He rarely communicates with anyone, but on occasion has been seen conversing with Halgra via some form of sign language. He generally holds himself aloof from the town’s proceedings, yet the few occasions upon which he performs magic— healing a dying child or calling lightning down on raiders— earn him respect from most residents, albeit mixed with questions regarding his inscrutable motives. The most common rumor is that he’s the only survivor of the Council of Thorns, a fierce druidic circle whose members ended their lives with the prodigious blood rite that gave Ghostlight Marsh its name.

**12. Inner Quarter:** Trunau has two stone inner walls blocking off the sloping area leading up to the top of the plateau. These inner walls are designed to allow citizens to retreat to the higher town in the event that the main palisade is breached, and having a gate at either end of the slope allows defenders to better choke the invaders and turn the whole ramp into a killing ground, firing arrows down from the walls and cliff above.

**13. House of Wonders:** Most visitors looking to purchase spellcasting or trade in magical items are surprised to be introduced to Agrit Staginsdar. The only daughter of a long line of warriors who left Janderhoff and came to Trunau for undisclosed reasons, she disappointed her family greatly when, after only a few years of studying the arts of war, she insisted on turning her attentions to arcane magic.

Though she’s built quite a fine business for herself, her family still feels strongly that her place is on patrols outside the town—and her relations are none too pleased that her childless marriage to Sara Morninghawk has ended the Staginsdar line. Agrit tends to be violently defensive about her life choices, but lights up when talking about her work or teaching the town’s other burgeoning arcane casters. She’s always eager to examine unfamiliar magic items, and anyone who appeals to her sense of wonder and mystery (and

succeeds at a DC 15 Diplomacy check) can convince Agrit to identify a magic item for free.

**14. Clamor:** Though technically Morninghawk’s Fine Steel, this smithy is better known by its nickname “Clamor” due to the constant pounding of hammers that thunders from it during the daylight hours. Its owner, Councilor Sara Morninghawk, is the daughter of a Shoanti woman who arrived in the town already pregnant and uninterested in talking about her past. Sara cares little about her mixed heritage, save to note that it gives her “proper shoulders to work the forge.”

Morninghawk oversees all of the metalwork for the town, including several apprentices specializing in different aspects of the trade. She also never goes anywhere without her mother’s axe, which she generally keeps strapped to her back. Sara’s well aware of the eyebrows some folks raise about her marriage to Agrit, but she cheerfully responds with a flexed biceps and the question of who else but a dwarf would be equipped to handle her.

**15. The Killin’ Ground:** Named for its position on the sloped ascent between the town’s two inner gates, this bar started as a way for Rabus Clarenston to finance the production of his beloved moonshine. Despite the vocal disapproval of Tyari and some of the town’s more straight-laced residents, Rabus does a brisk business—with the only law governing his trade being that, should someone show for a patrol or watch duty drunk on his product, Rabus himself must share in the punishment. As a result, Rabus knows the shift schedule better than anyone, and despite his own near-constant inebriation, he never allows anyone to drink in his bar within 4 hours of his or her next shift (or 6 or even 8 hours, for those he knows can’t handle their drink).

The Killin’ Ground itself is a strange structure, with walls that begin a foot off the ground and a roof made entirely of canvas. When the furious local storms roll in, Rabus pulls back the canvas and lets the rain and the slope of the hill wash the filth of the bar’s constant partying away—which greatly annoys his downhill neighbors.

**16. That ’n’ Such:** Yet another business known by its nickname rather than its official name—Meeson’s Goods & Salvage—That ’n’ Such is the closest thing Trunau has to a general store. Its proprietor, Jess “Crazy Jess” Meeson, is a shrewd businessperson in most matters, but unreserved in her passion for salvage from the days before Lastwall’s border retreated, and her shop is a clutter of both mundane goods useful to townsfolk and “treasures” purchased from patrols and adventurers.

Her husband, Gorkis Meeson, is equally obsessed with his own pursuits as the town’s only resident apothecary. From his workshop in the back of the store, he crafts potions and curatives both magical and mundane for those residents too embarrassed or ornery to seek out the town’s religious healers with their ailments.



## ENVIRONMENTAL CONSIDERATIONS

The Giantslayer Adventure Path will take your characters deep into the Mindspine Mountains. When traveling through the mountains, keep in mind the dangerous conditions you might encounter. Hone your skills, bring the right gear, keep your eyes open, and consider the following environmental rules—reprinted here to provide quick and easy reference, but originally found in the *Pathfinder RPG Core Rulebook*.

### HILLS TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

**Gradual Slope:** This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

**Steep Slope:** Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

**Cliff:** A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 10 feet tall, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

**Light Undergrowth:** Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape. Light undergrowth provides concealment and increases the DC of Acrobatics and Stealth checks by 2.

**Other Hills Terrain Elements:** Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

**Stealth and Detection in Hills:** In gentle hills, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 2d10 × 10 feet. In rugged hills, this distance is 2d6 × 10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge

### MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

**Gradual and Steep Slopes:** These function as described in Hills Terrain.

**Cliff:** These terrain elements also function like their hills terrain counterparts, but they're typically 2d6 × 10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.





**Chasm:** Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is  $2d4 \times 10$  feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically  $2d8 \times 10$  feet deep.

**Light Undergrowth:** This functions as described in Forest Terrain.

**Scree:** A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

**Dense Rubble:** The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with

dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

**Rock Wall:** A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is  $2d4 \times 10$  feet tall in rugged mountains and  $2d8 \times 10$  feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

**Cave Entrance:** Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. A cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are  $1d4 \times 10$  feet across.

**Other Mountain Terrain Features:** Most alpine meadows begin above the treeline, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they might be covered in ice sheets.

**Stealth and Detection in Mountains:** As a guideline, the maximum distance in mountain terrain at which a Perception check for detecting the nearby presence of others can succeed is  $4d10 \times 10$  feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Perception checks that rely on sound increase by 1 per 20 feet between listener and source, not per 10 feet.

## MOUNTAIN TRAVEL

High altitude travel can be extremely fatiguing—and sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

**Acclimated Characters:** Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.





**Altitude Zones:** In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

**Low Pass (lower than 5,000 feet):** Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers might find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

**Low Peak or High Pass (5,000 to 15,000 feet):** Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude

with more air. Acclimated characters do not have to attempt the Fortitude save.

**High Peak (more than 15,000 feet):** The highest mountains exceed 15,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

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