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BEYOND ALL REASON



TODD SECORD



BEYOND ALL REASON

A Fantasy Roleplaying Adventure for the D20 System

Requires the use of the Dungeons and Dragons® *Player's Handbook*, Third Edition,
published by Wizards of the Coast®

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INTRODUCTION

Ranging from the mighty Aggerring Mountains, a powerful wave of giant raiders has swept through the Valley of the Mattadin and thrown its weight against the human settlements of the frontier. Caught off guard, the Castle of the Delta's Ram has sent for reinforcements, worried by the ferocity of these attacks. It has been a long time since the Castle has done battle with such creatures, and it appears that the giants have been building in strength, waiting for an opportunity to attack. The raids themselves have been terrifying, and the Delta's Ram, for the first time in its history, has had to deal with the problem of deserters. To make matters worse still, some of the men who have disappeared have later been seen fighting valiantly for the giants. What is it about these huge, dark warriors that strikes fear into their enemies and yet, only weeks later, can still win their loyalty? Winter has now effectively cut the Castle off from any timely aid, and should the giants wish to take the Castle, they could most certainly do so now. The Delta's Ram and the frontier itself need help, and quickly, for their current situation lies beyond all reason.

Beyond All Reason is a fantasy roleplaying adventure for use with the d20 System, and requires the Dungeons & Dragons® 3rd Edition *Player's Handbook*, published by Wizards of the Coast®. The adventure is designed for a party of four 13th- to 14th-level characters, but can be modified easily to present a challenge to larger groups or more powerful characters. On average, four 13th-level characters who complete this adventure will gain enough experience points to reach 15th level.

The adventure takes place in the ancient Aggerring mountain range, north of the region of the West Wood Barony, in an area referred to simply as "the frontier." Although it is assumed that this adventure will be set in the Fiery Dragon campaign world of Karathis, the Game Master (GM) is provided with options for modifying and replacing parts of the background with elements of his or her own game world (see "Using *Beyond All Reason* in Your Campaign" for more details).

PREPARATION

Before running this adventure, the GM should read it through carefully to gain a familiarity with its layout and various features. Due to the intricate subplots and multiple characters, it will likely take two or more thorough readings before all of the connections can be understood. In addition, the GM should be familiar with basic rules of play, particularly combat, skill checks (especially hiding and spotting), and environmental dangers. She should take note of any player characters with weapons or spells that do fire- or cold-based damage, as these may have special impact on the conditions of the battlefield and on particular opponents. As it is possible that the party may acquire NPC allies through the course of the adventure, the GM should also have a firm grasp on the various NPCs in this adventure, as well as a good understanding of the importance of NPCs in general and of their role in maintaining game balance. The GM should feel free to photocopy the

Appendices, which contain all creature and character stats for the adventure, to use as references during play.

For the best results, the adventurers should have between 50 and 56 total character levels, and should constitute a balance of combat, spellcasting (or power manifesting), and healing ability, as the adventure features powerful monsters that attack and defend in groups and can deal massive amounts of damage very quickly. For optimum game play, the party's character mix should include a ranger and/or a druid, a dwarf, and possibly a psychic warrior.

If you plan on playing a character in this adventure, STOP READING NOW! The following notes are for the Game Master only; reading them may spoil the secrets and the fun of *Beyond All Reason*.

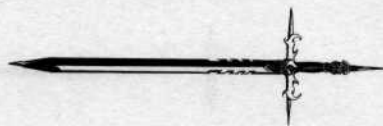
A Brief History of the Drone

Thousands of years ago during the Atlantean-Enbarrian Great War, the Enbarrians formed a mysterious pact with their alien brothers far underground within the Netherdeep, the Atra Bilis, a large and extensive clan of mind flayers known for something called Strange Mechanics. Even though the mind flayers hated all surface-dwellers, they could not forsake their psionic "brothers" to the sorcerous Atlanteans. Several weeks later, the psions had their weapon. Unlike the sorcerers' rune magic, the Enbarrians' weapon was psycho-biological in nature: the Blood Swarm of killer bees, dubbed "The Drone." The bees were a semi-intelligent psionic collective with poison stings that delivered a mind-controlling venom. However, the High Council of Psions discovered a flaw in the psychic matrix of the bees; it appeared the Atra Bilis had installed a "back door" that would allow the mind flayers to override the Enbarrians' control of the bees. The Council immediately seized the mind flayer emissaries within their midst and began destroying the perilous products of Strange Mechanics. Little did they know, however, that one of the Atra Bilis escaped, taking with him a great number of the Drone prototypes....

ADVENTURE BACKGROUND

The Story Thus Far...

As one flies over the snowy caps of the Aggerring Mountains, the blue ice of the Holy Winters begins to melt away and feed into the lush Valley of the Mattadin. On the north ridge of this immense valley sit the fiery Uffatos ("The Smoke" in ancient Dwarven), a cluster of eight volcanoes of various sizes slowly building tension in the ancient rock. The largest of these volcanoes is Uffatos Strath ("The Valley Smoke"), which overlooks the valley and bolsters the nearby ecosystem with a network of hot springs. From these springs, mineral-rich deposits feed the roots of the Mattadin, helping to create a dense mantle of warmth and verdant life amid the cold Aggerring. Even in the depths of the region's harsh winters, the isolated valley is capable of supporting an abundance of natural flora and fauna, preserving what many call "Tera'Meta's Hearth."





Rangers have scouted the Valley of the Mattadin for many years, and have on occasion found signs of giant occupation there. They have wisely surmised that the giants originate from the Uffatos Strath. Fire giants of an ancient line, the *Jirockk*, have lived for many generations beneath the volcano. Still, none but the valley's inhabitants have ever encountered the *Jirockk* directly, and certainly the giants have never been openly hostile to any of the Valley's other inhabitants. At the center of their stronghold is the Strath Forge, a collection of lava tubes that provides heat for the needs of the *Jirockk*. Boasting several master smiths among them, the giants have an elaborate and impressive arsenal, and many of their less militaristic metalworks are equally remarkable. Such crafts have elevated their status among giantkind and have made some of the younger warriors anxious to test their mettle against other nearby giant clans (the humans of the frontier being quite beneath their notice).

Now, however, reports of a giant invasion have made their way from the northlands of the West Wood Barony as far south as Myrr. A few northern rangers, though somewhat surprised by this turn of events, suspect the Uffatos fire giants. Supported by Redcloaks and militia from other important settlements (such as Hollobrae), the Castle of the Delta's Ram's commanders demand that a counterattack be planned immediately. The King understands the urgency, of course, but with the Himrak armies nearly at his borders, it is feared that Kalendia's defenses may be spread too thin. Garrisons from Myrr and Amaghlán have been dispatched, but they will take time to arrive, especially given the snows of the mountain passes.

The Real Story...

Several years ago the growing *Jirockk* clan began scouting the surrounding mountains and building outposts to mark their expanding territory northward, deeper into the Aggerring Mountains and away from the human frontier lands. Unfortunately, they stumbled upon a hidden cave that appeared to have been untouched for centuries. Located northwest of the Uffatos Strath, the cave was sealed with an ancient mechanism. Unlocking its secret, the *Jirockk* scouting party were astounded by what they found. It appeared they were inside a tomb, thousands of years old, with an edifice serving as a large sarcophagus in the vault-like cavern. Embedded in its surface was a large crystal that housed a tentacled, alien life form unlike any they had seen before. In a circular pattern, situated around the alien's resting place, were hundreds of clay pots, some large, some small, all housing different substances and materials. Many of the pots contained dried pollen, preserved honey, and a congealed oil that held many bees, apparently still alive. As the giants explored further, they began to feel that they were not alone. A presence was slowly beginning to enter their consciousness. Unable to stop themselves, they pulled the crystal sarcophagus from its settings and opened the hinged lid...

Several days later, the *Jirockk* scouting party returned to the stronghold. Their comrades were amazed at the party's findings,

but perplexed and unnerved by their comrades' strange behavior. But before they could begin to understand the situation, the alien from the cave entered the stronghold, seemingly without fear. The clay pots suddenly released hundreds of bees that swarmed the giant guards. Soon overwhelmed by the poison of the bees' stings, despite their great strength, the giants inexplicably began to fall under the alien's influence. The creature quickly advanced its attack, and those giants who had already been controlled quickly bound the *Jirockk* king until the bees' strange poison could win his mind as well. Soon the entire complex was taken.

The alien, a mind flayer known as Kolume, was one of the Atrabilian emissaries captured by the Enbarrians millennia before. During the confusion caused by the Deluge (referred to by some historians as the Cataclysm), however, Kolume managed to escape. The fiendish creature had no means to return to his home in the Netherdeep, so he rallied his small entourage and set forth into the mountains of northern Enbarria. His party hollowed out an old lava chamber under the sturdy Uffatos and prepared for their master's "burial." Kolume placed himself in stasis, intending to return only years later to a more stable, safer world. His entourage secured the last of the necessary Strange Mechanics around their master, sealed his tomb, and then committed a ritual suicide designed to power their master's devices.

Now, once again, Strange Mechanics has proven its effectiveness. Kolume has been in control of the *Jirockk* for two years and has done much to renovate and restructure their mountain stronghold. Improving upon the giants' innovations, as well as adding a few of his own, he has equipped the *Jirockk* stronghold to carry out his plans. The first phase of this operation is only half complete, however. The Drone cannot yet withstand the brunt of the Aggerring winter, as Kolume needs time to alter their makeup to endure such cold conditions, and thus they must be held back till the coming of spring. In the meantime, Kolume has constructed a "hive cavern," effectively a huge greenhouse, augmenting it with the resources of the captured druid Hyiadramain. Thus, Kolume is able to produce Drone honey in order to build his stores of Drone honey mead (see Appendix III: New Items), which constitutes the key to his master plan: the mead can introduce the mind-controlling effects of Drone poison to a prospective convert through a pleasant tasting drink.

Only last year (when he formally revived the entire Drone) was Kolume finally in a position to execute this facet of his diabolical plan. The Drone honey mead produced so far has been used to feed the *Jirockk* and the first units of Kolume's convert army. In the last few weeks, several human converts have begun using merchant contacts in the frontier to distribute the mead to an unwitting open market. A few barrels have made it to the Castle of the Delta's Ram, and already they are paying off in fresh converts. It is Kolume's hope that throughout the winter much of the Delta Ram garrison will desert, heading north under the irresistible call of the mead. Theoretically, he could have a sizable army by the summer and could then move across the frontier with little resistance.





Central to his war effort is the Drone, of course, but Kolume knows that the Blood Swarm alone will not be enough. The Drone is but a tool to create an army of converts, and it is they who will actually carry out his conquests. To supplement his army, he has utilized the capabilities of the Jirockk to build formidable weapons. One such weapon, upon which the Jirockk have just started production, is the Jirockk war chariot. Pulled by dire boars, these massive chariots will most likely crush the front lines of any army the frontier could muster. He has also used the Jirockk and their salamander allies to build up a cache of weapons and armor to equip his growing convert army. Further, to meet the needs of this commission, Kolume has captured the iron mines of Hut'lolph Firemane, the azer leader of a nearby dwarven settlement.

Presently, the mind flayer elder has positioned his Jirockk warriors conservatively throughout the Uffatos region. Still, he has been forced to use them to capture prospective converts and to establish a territorial perimeter for the winter. Thus, he has spread his forces somewhat thinner than he might like and has alerted the region to their presence, but these are risks Kolume is willing to take. After all, he does have the power of an ancient fire giant clan – and, soon, the Drone – at his disposal.

ADVENTURE SYNOPSIS

The party will be asked to investigate the Jirockk actions and to act based upon their findings. Initially, their mission will be to scout and assess, but as they begin to understand the mystery of the giants' motivations, they will begin to realize that the only effective way to deal with the giants is at their source, within the Uffatos Strath at the top of the Valley of the Mattadin. Now, with the new activity of the fire giant clan, traveling through the beautiful Valley of the Mattadin will be deadly: the PCs will encounter battle ready Jirockk war parties and their allies. Once they have navigated the Mattadin, the party will most likely be forced to assault the Jirockk stronghold itself. Inside the stronghold is a mix of giants, gnolls, hell hounds, trolls, salamanders, thoquqa, and various NPCs and creatures who were either in the giants' prison at the time of Kolume's takeover or captured in recent raids. Once the Uffatos complex has been cleared (or at the very least, secured), the characters will have to deal with the Drone Hive itself, which is detached from the stronghold and resides in the eastern ridge of the valley. Getting through the Drone swarms to defeat their brain-devouring Atra Bilisian master will be the true test of the characters' mettle.

SETTING THE STAGE

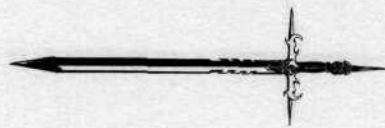
The party should eventually realize that there is more to the Jirockk than simply brute force. The Valley encounters are meant to pique the party, setting the stage for the real fun of this adventure – the assault on the fire giant stronghold. It is imperative that the GM emphasize the mystery of the Jirockk and build tension and suspense through the clues provided in the Valley. This tension can begin with a first encounter at Hyiadramain's pillaged ranch.

Characters may guess correctly why the giants would steal livestock and grain stores (every army needs to feed itself), but why would they also raid her greenhouse and make off with her research? When the characters meet Hyiadramain's assistants, Taso and Innikit, they can uncover further information, or this can also occur with Yusiss, the yuan-ti prisoner at the Jirockk War Camp. Further, the party will observe the odd relationship among the Jirockk and their "allies" at the Camp. Lastly, the party should come to understand how precarious the frontier's situation is when (if) they intercept a Drone honey mead caravan and perhaps witness the subsequent "testing" of the honey mead. At this point, the characters may want to warn the Castle of the Delta's Ram (which may produce mixed results), or they might push on to destroy the Drone honey mead at the source.

The Jirockk are ruthless tacticians. They are smarter than most of their kind and will be difficult to trick or intimidate due to their native intelligence and the influence of the Drone. Their allies will also act in unusually sophisticated ways: the Jirockk gnolls and trolls can control their insatiable hunger, for instance, and are very organized in their attacks and defenses. The Jirockk and their allies are under orders to kill only in defense. They will make every effort to capture enemies rather than destroy them outright. Should the characters gain the upper hand, however, self-preservation becomes the priority. Drone converts generally act as they normally would on an individual level, but never behave in a disorganized or chaotic manner socially. The converts always respect each other's needs and will never question an order from a superior (i.e., usually, a Jirockk).

Player character Drone converts: Needless to say, characters who are captured will be subject to indoctrination into the Drone. Characters who are *partially converted* (i.e., those who have failed the initial **Fortitude save** against the Drone poison but who have not yet failed the secondary **Will save**) can still play their characters, but the GM has final say on what is appropriate for their actions. *Fully converted* characters (i.e., those who have failed both the initial **Fortitude save** and the secondary **Will save** against the Drone poison) will attempt to flee the party, and will attack their comrades immediately if delayed or assaulted. This eventuality will be difficult to negotiate, but will impress upon the party the deadly nature of their mysterious foes. Only after a character is rescued from *partial* or *full conversion* by a *neutralize poison* spell or similar means, will she have something to say about the experience (the GM should relate thoughts and feelings the character endured while possessed; "Maria had a feeling of being part of a greater consciousness, one that was inhuman to say the least...").

Further, although great pains have been taken in the adventure's design to avert *total party conversion* (i.e., the whole party succumbs fully to the Drone effect), such a thing might conceivably occur. It is assumed that high-level characters will in all likelihood not need any assistance, having the means among themselves to prevent such an occurrence. Since only the GM knows the strengths and weaknesses of her players and their characters, how-





ever, it is strongly suggested that she devise a believable and appropriate "back-up" scenario before the adventure begins that could rectify such a situation. Some possibilities may include:

- Just before the last character is fed the Drone honey mead, he is given an opportunity to break free. At the War Camp, for example, the Jirockk use a wooden chair to seat captives. This chair could break as the struggle with the honey mead begins.
- Allies of the storm giant Grav Leviathan (see "The Uffatos Strath and The Jirockk Stronghold" for further details) attack, disrupting the indoctrination. Or the yuan-ti attack, seeking to rescue Yusiss; they sneak into the stronghold using their alternate form and chameleon powers to get to Missmisss, and, if the PCs have been sympathetic to the emissary, they release them as well.
- A revolt by prisoners in the Indoctrination Rooms of the Jirockk stronghold occurs. Missmisss, the captive yuan-ti emissary, uses his neutralize poison power on the character(s). Yusiss, at the War Camp, or any other yuan-ti, might also be used in this way.
- Taso or Innikit (if either is with the party) flees when the characters are captured. Using her *hat of disguise* or wild shape ability, she puts herself in a position where she can cast *neutralize poison* on a character.
- Before the adventure, one of the characters (preferably one with a very good Bluff or Perform (acting) skill, so that he can fool the Drone converts) acquires a magic item that prevents him from being affected by poison. Remember also that druids of 9th level or higher and monks of 11th level or higher are unaffected by the poison.

Using *Beyond All Reason* in Your Campaign

If the GM wishes to alter this adventure to fit into an ongoing campaign, a few considerations must be made. The basic principles of the scenario are quite easy to adapt. The origin of the Drone and the facts of the ancient Atlantean-Enbarrian conflict can easily be ignored or altered to suit any world's history. The Players' Map of the Uffatos Strath and the Valley of the Mattadin does not include any of the surrounding area, allowing it to be inserted into any similar environment in an alternate game world. The Castle of the Delta's Ram can be renamed or replaced by another settlement. Any other specifics of the region (such as the Uffatos volcanoes, the West Wood Barony, etc.) can be added or subtracted, or renamed as the GM sees fit. Valley encounters can be changed to suit any environment the GM wishes. Other Karathis-specific references can also be altered by the GM with little work and only a little imagination (it is of no consequence, for example, that Dasdak the ogre is a member of Snule's Death Knell Bandits). The Jirockk stronghold itself need not be located in a volcano, but things like the heat effects will most likely be greatly affected if this is not the case.

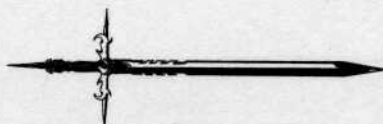
Adventure hooks: Perhaps the simplest introduction, of course, is to have the PCs hired for the mission against the Jirockk. The King of Tendaria has assured Hollobrae mayor Kel Varnsen that the royal coffers will be opened to sponsor a mercenary force to scout and possibly attack the marauding northern giants outright. Unfortunately, the King's own champions, the Lords, have disappeared mysteriously. It is up to Varnsen to select and brief this strike force and to send them forth into the Aggerring. Based on the PCs' past exploits, Varnsen has contacted them for the job. The fee offered is 4,500 gp each, plus full claims to any booty found. The mission, should the party accept it, will be to locate the giants' base of operations and, if possible, to neutralize them. The Redcloaks and northern rangers report that the giants are very well organized, and that their weapons are of the highest quality. They have been confirmed as fire giants, and thus are likely coming from the volcanoes of the Uffatos Mountains. Militia scouts know for a fact that much of the trails the giants have been using run through the Valley of the Mattadin, which rests at the base of the Uffatos Strath.

However, given that this adventure is aimed at experienced characters with established adventuring careers, using such a stylized (and cliché) opening scene might prove burdensome. It is likely that, as with any published adventure, crafting an opening scene to introduce the adventure will require considerable thought and modification. Several alternate plot hooks are listed below to give some latitude to the GM and to get those creative muscles flexing:

- The GM can skip right to "The Giants and The Druids," simply having the PCs stumble upon the druid sisters while they are traveling elsewhere, perhaps on their way to the Castle of the Delta's Ram.
- The characters arrive at the Castle of the Delta's Ram on a separate journey and discover that much of the castle is deserted. Those who remain say that after a night of revelry (due to a festival, or a celebration of a recent victory over the giants), many people awoke, packed some gear, and headed north.
- The party has been following a bounty on the head of Dasdak, an ogre rogue wanted for various crimes in the name of the criminal mastermind Snule. They have tracked him to the frontier and are told that he was last seen heading into the Valley.
- Talk of a false Rune Sword (or some other sword of power) forged by giant hands that resides underneath the Uffatos Strath.
- A powerful psion or cleric (either an NPC or a player character) has felt an extremely ancient and evil force somewhere along the frontier. This evil is so malignant in nature that it must be investigated.

The Castle of the Delta's Ram

The adventure starts as fall has ended and the howl of winter bellows from the Aggerring Mountains. The adventurers have been told to assemble at the Castle of the Delta's Ram.





CASTLE OF THE DELTA'S RAM

(Small keep): Conventional; AL NG; 250 gp limit; Assets 7,225 gp; Population normally 574 (currently 554 total, including Redcloak reinforcements); Integrated (human 38%, dwarf 30%, gnome 16%, halfling 10%, half-elf 4%, elf 1%, half-orc 1%).

Authority Figures: Jarl Gembreaker, male dwarf Ftr6 (Commander); Peotr Vilham, male human Clr4 (priest of Solorien); Cercak Mildoon, male gnome Exp7 (Chief Engineer).

Important Characters: Milian Varhuorn, female human War5 (Redcloak captain).

Notes: The Delta's Ram is a high-walled fortress held by Kalendian forces. As the keep has been under attack several times recently by very powerful Jirockk forces, morale is currently very low. Over forty soldiers and many supporting staff have deserted so far (humans more than any other race, interestingly). There are presently 74 Redcloaks here reinforcing the Delta's Ram soldiery (sixteen of these have deserted and ten have been killed of the original 100 men sent).

The castle offers any standard equipment from the *Player's Handbook*, all of good quality, at only 40% of the usual cost (a boon, given the PCs' assistance in this matter). Should the party feel the need to purchase or to make new magic items, the time and resources available are left to the GM's discretion. Likely, though, Jarl Gembreaker, the Castle's dwarven commander, will demand that the party act quickly and not waste their time with such things ("You slay giants with steel! Not pixie dust!").

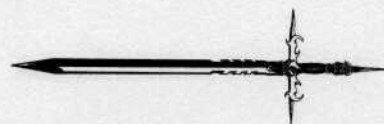
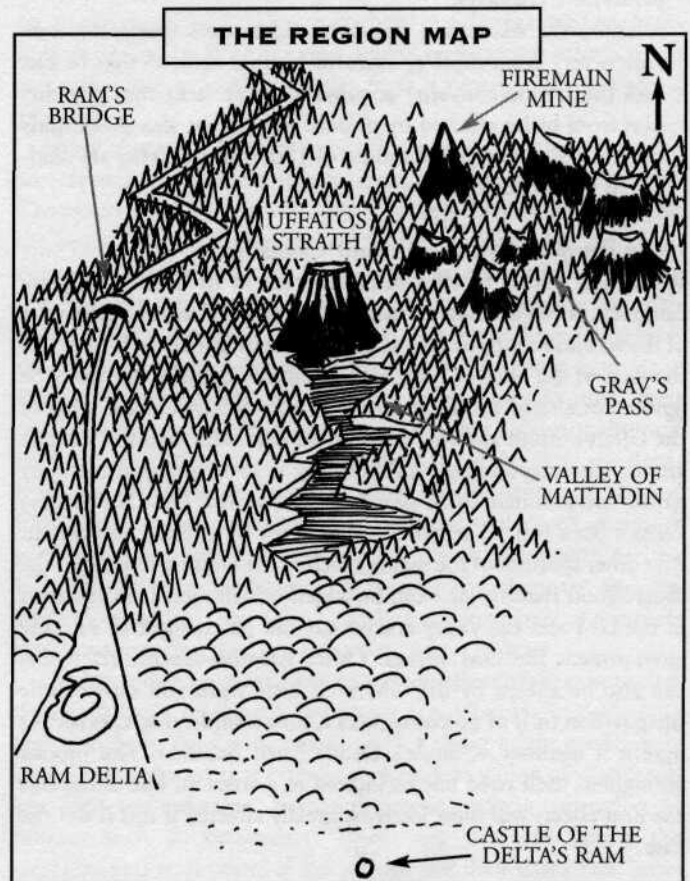
Gathering Information: While at the castle, characters may hear a number of rumors with little effort, some far less true than others. However, a successful **Gather Information check** (DC 10) will uncover the following facts (a character must spend a few hours pursuing such information, but need not spend any gold in the attempt):

- The fire giants have attacked Delta's Ram three times in three weeks. Each time the attacks have been disciplined and fierce.
- The giants are heavily armed, employing huge swords the likes of which no one here has ever seen. They also seem to enjoy throwing boulders against the walls of the castle for sport, but they also use great bundles of alchemist's fire, which they toss over the walls into the courtyard.
- All three raids have taken a toll on the defenders, but the last was the most deadly. In the last week, several Delta's Ram soldiers and Redcloaks have deserted.

Should the party wish to make a more thorough investigation within the castle, they can learn the following facts with a **Gather Information check**, again by spending a few hours among the men of the fort (all information of a lower DC is also gained with one check):

- **DC 15:** The Jirockk are stationed throughout the Valley of the Mattadin in highly organized war camps. Scouts have had a tough time staying hidden, as the region is constantly patrolled.
- **DC 20:** Hyiadramain, the Lady Druid of the Valley (often called Hyia by her friends), has disappeared. Her farm has been ransacked and picked clean, presumably by the giants.

- **DC 25:** The Jirockk war camps also house gnolls and trolls. Worse yet, several Delta's Ram and Redcloak deserters also have been also spotted by scouts – mingling freely with the giants! This is a frightening development for which no one has any explanation.
- **DC 30:** Several barrels of honey mead were sent to the Castle just under a week ago by a nameless merchant, and they were given to the men once its quality was assured.





Travel through the Aggerring Mountains: The Uffatos Strath is roughly 60 miles north from the Castle of the Delta's Ram as the crow flies, and the intervening miles encompass a number of different kinds of terrain. Trails do exist, however, and one can be found with a **Profession (guide) check (DC 10)**, assuming the character also has at least two ranks in **Knowledge (local)** for this region, or else by any character who makes a successful **Track/Wilderness Lore check (DC 20)**. One such check must be made for each day's travel; a failed check means the characters must travel through trackless terrain for the day. Overland movement rates, by terrain, can be found in the *Player's Handbook*.

Environmental hazards: The Holy Winter has arrived and a thick blanket of snow covers the region. Temperatures might reach the sub-zero range higher up in the Aggerring Mountains, but the characters should have no reason to climb those peaks in this adventure. Where the PCs will venture, temperatures typically range from 25-30° F in the daytime to only 15-20° F at night, and are thus potentially fatal to unprotected characters. See *DMG* Chapter 3, "The Environment" for details on cold dangers.

The Valley of the Mattadin

The Valley of the Mattadin is a strange, Edenic paradise amid the somber and cold Aggerring Mountains, making it an attractive destination to those that seek refuge. Due to hot springs originating from the Uffatos volcanoes, the Valley has a certain amount of protection from the harsh climate of the Aggerring. The mineral rich springs also lend to the lush, dense growth of the Valley's vegetation; several forests of fir and pine fill the Valley and serve to protect travelers from inclement weather. In the winter, the heat from the underground springs and fissures rises through the bedrock, keeping the surface temperature relatively warm (usually 15 degrees or more warmer than the surrounding region). Thus, rather than the heavy blankets of snow prevalent in the surrounding mountains, fog is the order of the season here, deep and thick. Many natural runlets protect the Valley from flooding. When a large snowfall does find its way into the Valley, it dissipates relatively quickly, melting off and collecting at the Ram Delta.

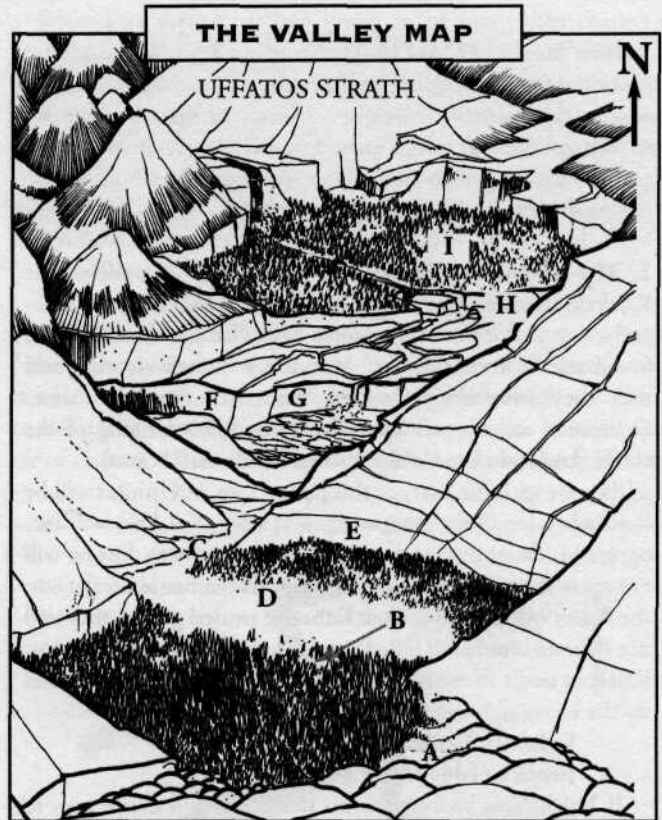
Characters will still require cold weather garb at night (see "Environmental hazards," above), when the valley is at its coldest, but do not risk exposure during the day here even in the dead of winter. Should the party want to brave the mountainous terrain on either side of the valley in order to approach the Uffatos Strath, however, then the cold will remain a factor. Cold temperatures, harsh winds, and snow flurries will make such a trip miserable by comparison.

Flying: Note that a party or character flying near the fire giants' lair has a chance of being noticed by the red dragon Yokyle. He should be allowed a **Spot check (DC 20)** once every minute to detect anyone flying openly within two miles of the stronghold; if he spots anyone, he will fly to investigate immediately and will attack anything or anyone who seems suspicious.

Fog conditions: On any given day during the majority of the year

(excepting high summer), there is a 90% chance that heavy fog will fill the bowl of the Valley of the Mattadin between dusk and late morning. Characters traveling in the lowlands of the Valley during these hours have their overland speed reduced by ½, and visibility is reduced to 5 feet. In such conditions, creatures beyond 5 feet distant have **total concealment** (50% miss chance), and those within 5 feet have **one-half concealment** (20% miss chance).

The Jirockk: All Jirockk encountered in the valley wear heavy furs to protect themselves from the elements, and suffer a **-1 morale penalty to attack and damage rolls, saving throws, and skill and ability checks** because of the cold climate.



VALLEY ENCOUNTERS

There are three types of encounters on the way to the Uffatos Strath: random, event-based, and fixed. *Random encounters* are not vital to the story arc and can be placed throughout the valley/mountain region as the GM sees fit or by random dice roll. The ramifications of these encounters depend largely upon the GM. *Event-based encounters* are vital to the story, but need not be fixed in any specific location. "The Giants and the Druids" scenario (Event 2), for instance, can occur anywhere and at any time, though it is important to the adventure that this encounter occur before the party reaches the Jirockk stronghold. *Fixed encounters* represent events vital to the scope of the adventure, situated so that





the characters will have to go out of their way to avoid them (or so that they cannot avoid them at all if they are to complete the adventure). Logic must be used in their application, but for best results they should occur in the order presented. However, if, for example, a party chooses to stay east along the Valley's ridge, then they will not come across Hyia's ranch.

Random Encounters

These encounters should take place as the GM sees fit, or, optionally, the GM may roll 1d4 every 12 hours: a result of 1 or 2 indicates that an encounter occurs.

1. Dire Boars (EL 9-11): The primary food source of the Jirockk, wild dire boars are very common to the valley. Kolumbe now insists that they be captured alive, so that they can be trained to pull his great war chariots. They will always be encountered in groups and will attack immediately.

Dire boars (1d6+4): hp 52 each.

2. The Elven Ranger (EL 13-15): There is a 40% that Kalakain Redleaf (see Appendix II: Featured Characters) – sadly, now a drone convert – and a few of his Jirockk allies have found the PCs' trail (if they have left a discernible one) and that they have been tracking the party for some time. Otherwise, roll normal **Spot checks** at the beginning of the encounter (and note Kalakain's high **Hide** skill bonus).

If they are with the party at this point, Taso and Innikit will be shocked to see their father with such allies. Kalakain will recognize his daughters, and even acknowledge them, but he will not spare them from capture or harm. As the battle breaks out, the sisters will insist that their father be treated gently; they will not tolerate him being killed outright, regardless of his actions. Kalakain tends to use hit and run tactics, letting his giant allies do the heavy fighting while he supports with missile fire.

Kalakain Redleaf: hp 62.

Jirockk (1d4+2): hp 142 each.

If Kalakain is badly hurt, his daughters will desire him to remain with the party until he is suitably healed. Should he be captured, it is up to the party to decide his fate, but whatever his state of mind, his daughters will want him to come along. Should he be cured of the Drone poison, he will most certainly wish to join the party. His memory of the events leading up to his conversion is shaky. He and his wife were out hunting when they encountered giant tracks. Suddenly, they were ambushed and caught in a large net. After that, his memory is blank, but he will do his best to explain the nature of his conversion: "There was a higher power among us, calming us, guiding us." He does not know where his wife is, but he feels that she is alive.

3. Delta Ram Warriors/Redcloaks (EL 1-2): Having deserted their post at the Castle of the Delta's Ram, these poor, mead-addled souls will likely be found wandering, and half-frozen through the Valley or the mountain passes. They are looking for contact with their fellow Drone converts (and their next sip of Drone honey mead). They will not attack the party immediately but will take a defensive stance. They will fight to the death if stopped or attacked.

Human warriors (1d4): hp 8 each.

4. Jirockk Patrol: Roll d%: 01-35 hunting party; 36-60 foot patrol; 61-85 mounted patrol; 86-00 war party B (see Appendix IV: Jirockk Patrols for details).

5. Centaur Refugees (EL 2-7): Disoriented and confused by the destruction of their tribes, these centaurs wander aimlessly. If more than one is encountered, it will be a female with her foals. They won't mind accompanying the party if given a reason to trust the PCs, but will flee the second they feel threatened and as soon as any Jirockk are encountered.

Centaur (1d4): hp 26 each.

6. Yuan-ti Totem: Large stone monuments built by the original inhabitants of Moko-Manara (see Valley Area F), these weather-beaten statues depict a snake in a striking posture. Each will have a large symbol carved in its back; a **Knowledge (religion) check (DC 18)** or a **Bardic Knowledge check (DC 25)** will identify it as the ancient symbol of Rasfang, the snake god. These monuments can be found throughout the Valley.

7. Red Dragon (EL 12): One of the giants' dragons, Yokyle, flies overhead. He notices the party with a **Spot check (DC 20)**, or opposed to the party's **Hide check** and attacks.

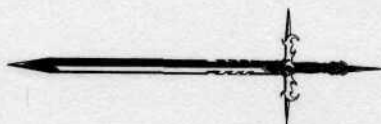
Note that a party or character flying near the fire giants' lair has a chance of being noticed by Yokyle. He should be allowed a **Spot check (DC 20)** once every minute to detect anyone flying openly within two miles of the stronghold; if he spots anyone, he will fly to investigate immediately and will attack anything that seems suspicious.

Yokyle (1): hp 173.

8. Honey Mead Caravan (EL 14): Escorted by four Jirockk, a large covered wagon containing five barrels of Drone honey mead makes its way to the Castle of the Delta's Ram. There are five human agents along who will carry on alone once they near the Castle. They have a ledger with them containing a list of contacts already willing to buy the mead, and a number of other locations within the West Wood Barony where it might be sold. The ledger also suggests that the mead has already been at the Castle for some time.

Jirockk (4): hp 142, 142, 142, 142.

Human converts (5): hp 7, 7, 7, 7, 7.





Event-Based Encounters

EVENT 1: *Love Is Blind* (EL 10)

GM's note: Although this encounter is best used within the Darken Forest, it can be used whenever the PCs are traveling through forest terrain in the Valley.

Beyond reason, love is blind. Just ask RR'racktra, a female ettin, and her partner Mooojooo, an athach. If they seem a spectacle when they stand side by side, one should wait until they hug. Mooojooo has been a native to the Mattadin all his life, while RR'racktra arrived several years ago with her brothers, RR'mikok and RR'lopha. One day, both lurking in the forest seeking prey, RR'racktra and Mooojooo bumped heads (all three of them) when they charged a dire boar at the same time. It was love at first sight.

RR'racktra's brothers were furious once they found out. They attacked Mooojooo out of protest, but suddenly found themselves in retreat, especially when RR'racktra stepped out to stand by her mate. The brothers eventually moved on and left their sister behind. Not minding in the slightest, she stayed with Mooojooo, and the rest is, as they say, history. Not long after, the pair actually produced a child, RR'noolar – imagine an 18-foot-tall ettin with a third arm. All was well for many years, until the Jirockk came down from the volcano recently to start their reign of terror. The family wanted no part of the fire giants, but refused to leave the Valley. A confrontation was inevitable. Remarkably, when the giants did come, their approach was diplomatic; they came with a peace offering of honey mead. Thanking the family for their time, the Jirockk skulked back to their camp. Mooojooo and RR'noolar drank heavily and soon passed out. RR'racktra thought it was best that somebody stay sober. She did not trust the giants as far as she could throw them.

The next morning, Mooojooo woke to a nasty headache only to find that RR'noolar had punched his mother in the noses and made off in the direction of the Jirockk. Bewildered and saddened, they haven't seen him since; they have no explanation for their son's behavior. Mooojooo's venomous blood shielded him from the poisonous effects of the honey mead. RR'noolar, being a half-breed, failed to resist the Drone's call. Heartbroken, Mooojooo constantly attempts to track his son down, but doesn't dare go against the powerful Jirockk directly. Thus, angry and bitter, somber and uncommunicative – and their relationship consequently suffering – RR'racktra and Mooojooo should be spoiling for a fight when they encounter the party.

A character making a **Wilderness Lore check (DC 10)** within 2 miles of this area will note the abnormal amount of damage the surrounding forest seems to have taken. Trees have been stripped of branches, broken in half, or simply pushed over. Another **Search** or **Track/Wilderness Lore check (DC 10)** will reveal giant footprints belonging to two different creatures, one about 14 feet tall and 5,000 pounds, the other several feet taller at least and weighing well over 6,000 pounds.

The encounter with RR'racktra and Mooojooo starts when the

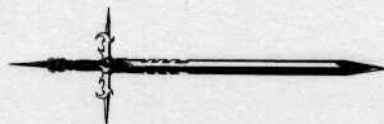
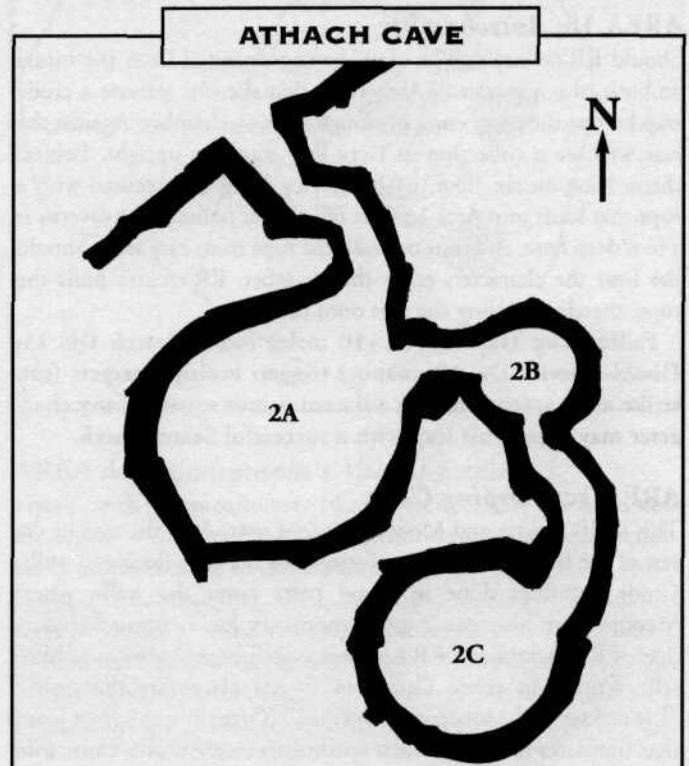
party find themselves walking along a rocky slope that quickly rises out of the forest floor. The dejected couple lurk along the trail, awaiting any passersby. The ettin is about 60 feet ahead of the party, hiding among the trees: a **Spot check (DC 25)** is required to notice her; a second **Spot check (DC 34)** is required to notice the athach in the dense undergrowth about 90 feet to the south-east. However, anyone making a **Wisdom check (DC 15)** notes a strong odor wafting down the trail, revealing the presence of giants (gnomes gain a **+2 racial bonus** to this check for their strong sense of smell; any character or creature with the **scant** ability detects the foul odor automatically). The giants launch their attack immediately.

RR'racktra throws her two spears at the party, then charges in the next round; Mooojooo charges from the southeast as soon as RR'racktra throws her rocks (he has **delayed** his action to follow immediately upon her spear attack). Once her lover has engaged the characters directly, RR'racktra will sweep in with her clubs and commence bashing. Mooojooo will save his bite attack for the most fearsome of his opponents. Both will focus on attacking unarmored characters first.

Mooojooo (1): hp 188.

RR'racktra (1): hp 93.

Should either RR'racktra or Mooojooo be forced to retreat (which they will do if reduced to 25% hit points or less, or as a result of a fear effect, for example), they will head back to their lair to make a last stand; in such a case, tracking them is a simple matter of making a **Search** or **Track/Wilderness Lore check (DC 8)**.





AREA 1: *The Lovers' Lair*

The couple's lair is nothing more than a series of caves located in the side of a rocky hill. The smell within the cave is so overpowering that characters who attempt to enter must make a **Fortitude save (DC 15)** or be *nauseated* for 1d10 rounds, then suffer a **-1 circumstance penalty to all attacks and checks** while they remain in the lair (gnomes suffer a **-2 racial penalty to this save** due to their strong sense of smell; any character or creature with the **scent** ability fails the save automatically).

AREA 1a: *Main Cave*

If Mooojoo has retreated to the lair, he will stand by the southwest entrance and attempt to grab the first character who enters, requiring a successful **grapple** attack. His next action will be to hurl the character into the fire (a *standard* action), a trick he has learned from observing Jirockk warriors: this requires him to make a **ranged attack against AC 10**, and does **1d6+12 points of damage** (even if the attack roll misses) and (if it hits) **1d6 points of fire damage**, plus the risk of catching on fire – a **Reflex save (DC 15)** is required each subsequent round: failure means another **1d6 points of fire damage**, while success means the character is no longer on fire (Note: If any character catches on fire for even one round, his or her items and equipment must also save against fire). Mooojoo will then fight to the death with his clubs.

Save for a fire that is kept lit constantly, there is nothing but rotted flesh and bones from past kills lying about the floor. Three large rocks, worn down from their use as stools, sit around the fire.

AREA 1b: *Antechamber*

Should RR'racktra still be alive, having retreated from the initial ambush, she will wait in Area 1c so that she can activate a crude trap here as the party comes through the antechamber. Against the east wall are a collection of large logs standing upright. Behind them, lying on the floor, is another log lying flat, secured with a rope that leads into Area 1c. The refuse that pollutes the caverns is a foot deep here, and thus conceals the rope from easy view. Should she hear the characters enter the chamber, RR'racktra pulls the rope, thereby toppling the logs onto the party.

Falling Log Trap: CR 3; +10 *melee* (4d6); Search DC 15; Disable Device DC 10; manual trigger; multiple targets (can strike all characters in two adjacent 5-foot squares); any character may locate this trap with a successful Search check.

AREA 1c: *Sleeping Cave*

This is RR'racktra and Mooojoo's love nest. As is the case in the rest of the lair, waste of every form coats the cave floor and walls. Crude paintings done in blood paste cover the walls, where Mooojoo, in his more inspired moments, has attempted renderings of RR'racktra and RR'noolar, as well large drawings of himself. Written in crude Orcish in several places are the words, "RR'racktra and Mooojoo. Together." (Orcs do not have a word that translates to love, as such sentiments rarely if ever come into

play in their society.)

If RR'racktra is injured and waiting for the party's final assault, she will activate the trap in Area 1b as they approach (see Area 1b). After that she will fight to the death.

A **Search check (DC 15)** will locate a sack in the corner, underneath large furs, containing a handful of gemstones: a black opal (1,500 gp), 3 rubies (1,000 gp each), and a sapphire (400 gp). If anyone wishes to sift through the refuse and filth, a second **Search check (DC 16)** will uncover a further 120 gp, 235 sp, and 200 cp.

EVENT 2: *The Giants and the Druids (EL 12)*

GM's note: This encounter can be used whenever appropriate, though it should occur relatively early in the party's travels as they pass through the highlands of the Valley (above the fog line).

The thunderous crash of falling timber reaches your ears and then, almost immediately, the underbrush explodes in a snowy cloud that rises above the trees off to your left.

The party has two rounds to react to this disturbance, which has taken place about 200 feet to the west (note that both Taso and Innikit can move unhampered through the woods due to their *woodland stride* ability). Then, read the following:

A moment later, two elf-maids, subtly curved blades in hand, come rushing out of the tree line toward you. Whether due to instinct or fright, they scream, "Run! Run! The Jirockk are upon us!" Over this can be heard the rhythmic vibration of terribly heavy footsteps, and then they appear: three dark-skinned giants, wild manes of fire-red hair flowing in their pursuit....

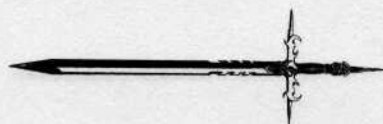
The two are sisters, the half-elves Taso and Innikit, assistants and students of the druid Hyiadramain. They have been scouting the Valley for weeks, hoping to gather any clues to the Jirockks' actions. At this particular time, however, they were overzealous in their pursuit and found themselves in a giant ambush. The druids, realizing that they do not know the party's intentions, will approach warily and call for assistance. The largest giant will take the first round to survey the scene (using the **refocus** action), keeping his wits about him, but the other two, crazed by the chase and the cold, will move to engage the party immediately. Again, note that all Jirockk encountered in the Valley suffer a **-1 morale penalty to attack and damage rolls, saving throws, and skill and ability checks** because of the cold climate.

Taso (1): 38.

Innikit (1): 40.

Jirockk (3): 161, 142, 142.

After the battle, the sisters will thank the party profusely, elated to find friends in the Valley. Taso was wounded slightly in the ambush, and either she or her sister will take a moment to cure her if the party does not offer healing. Questioning them will be easy





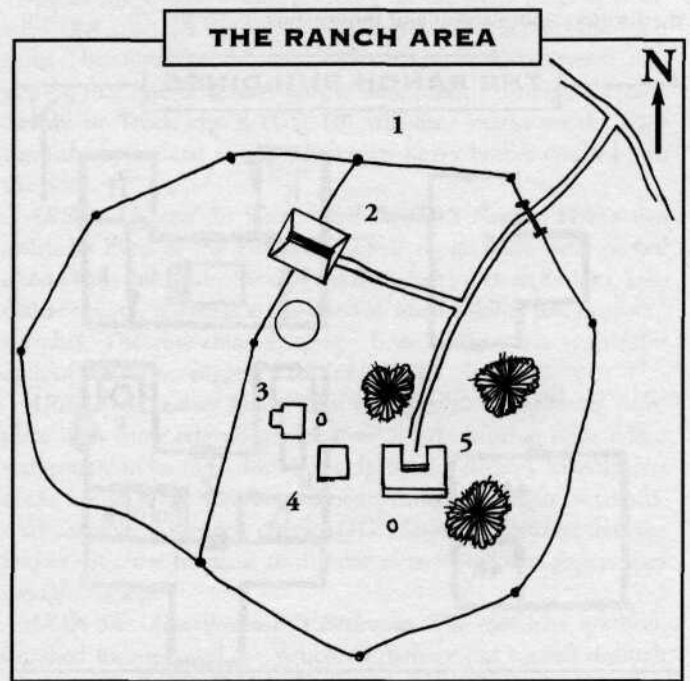
thereafter, as they are completely forthcoming with any information they have to share. What they have seen and experienced in the last few months can be summed up as follows:

- Hyia knew of the *Jirockk* (as the fire giants call themselves) for as long as the sisters have known her. They rarely ventured south beyond the grasslands, seemingly content to live out their lives under the Uffatos Strath volcanoes, aside from occasional forays to hunt the wild dire boars of the Valley.
- This past spring, rangers in the Valley noted a *Jirockk* expansion to the mountains of the north. Hyia believed this to be a natural progression of their growth, and left it at that. However, the giants quickly swung south and began a campaign of terror.
- About two weeks ago, the fire giants attacked Hyia's ranch with ruthless precision. The attack was a surprise, occurring at night. Gnolls and trolls quickly tore through the house, separating the sisters from their mistress. Hyia fought valiantly and ordered her students to flee, so they did, taking refuge in the Darken Forest. In the morning they returned to discover Hyia missing, the farm ransacked, and their friend and helper Oshat dead.
- The attack was swift and organized. It seemed as if the *Jirockk* and their allies moved with purpose, taking everything from the ranch, including Hyia's research.
- The sisters, worried for their parents Kalakain and Mislonin Redleaf, rangers of the North Forest, decided that they must brave a journey north, through the Valley. They witnessed further cruel acts of *Jirockk* aggression. The giants had set the Piquat Forest on fire to coax the Gomdi centaurs out of their enclave. Similar tactics, it appeared, were used on the treants of the North Forest, of whom there is now no sign. The sprites of the Crystal Oasis were also bullied from their home, as were the Minniver falcons. The Redleaf homestead was still intact, but their parents were nowhere to be found.
- At great risk, the sisters held out at the house as long as they could in the hope that their parents would return, but this never came to pass and they were forced to go south. On their way back, they encountered Serff-Jis, Hyia's dark druid nemesis, and were ensnared by her. They awoke within her cavernous lair, sounds of combat filling the air. They ran blindly through the tunnels and soon found themselves out into the winter air of the Valley once again.
- Since the fall, it appears that the situation has calmed down somewhat; winter has cooled the fires of the *Jirockk*, it would seem, but not extinguished them altogether.
- They are aware of the *Jirockk* War Camp, but have not risked studying it up close.
- They have no theories to explain why the *Jirockk* have acquired so many allies. The *Jirockk* do not keep slaves, and many appear to have joined the giants of their own free will.
- The only inhabitants of the Valley they have not seen, but of whom they are very curious to know, are those of the yuan-ti

colony at Moko-Manara. Only Hyia knew the exact location of their settlement, as she would visit them from time to time – a strange relationship to be sure, but Hyia was satisfied that they were not a threat to the Valley.

The sisters are at a loss as to what they or the party should do next. There simply is no quick solution, especially now that it is winter. If the frontier is only now reacting, then it is their feeling that they and the party must solve the mystery of the *Jirockk*, and that this can be accomplished only underneath the Ufatto's Strath itself. The sisters will offer their help in this endeavor, happy to join forces with the PCs; they would willingly lay down their lives to protect the Valley they love. They also wish to ascertain what has happened to their loved ones, and, deep down, hope that a rescue might still be possible.

Fixed Encounters



AREA A: Hyiadramain's Vacant Ranch

Hyia's ranch is approximately 10 miles from the Delta's Ram, near the edge of the Valley. Reaching it by horse via the rocky trails normally takes about six to seven hours.

As you move forward, you notice a quiet set of snow-covered buildings resting upon the gentle slope of the plateau. Getting a little closer, you can see that it is a ranch, but surprisingly it appears empty. There are no animals in sight.





This is the ranch of Hyiadramain, elven druid, self-proclaimed protector of the Mattadin, and friend to all who abide by the laws of nature. The protector, however, has disappeared. In fact, the place is quite clearly deserted. Whatever defenses she may have set up in the past exist no longer. There are clear signs of battle having taken place (a portion of the roof has a large hole in it, windows have been smashed, some of the fencing has been flattened, and doors have been kicked in).

Based on information obtained by Drone converts native to the Valley, Kolume learned of the druid. He immediately ordered her capture and had her brought back to face his personal indoctrination. Strong-willed, however, she resisted, but she now languishes, badly beaten and demoralized, in the Jirockk dungeons. Kolume constantly probes her for knowledge of the Mattadin and the political structure of the frontier peoples. It is Hyia's personal stock of seeds, flowers, and plants that now occupy Kolume's greenhouse.

Taso and Innikit, Hyiadramain's two half-elven assistants (and daughters to the rangers Kalakain and Misonin Redleaf), escaped during the raid. They now scout the Valley in an attempt to assess the Jirockks' motivations and movements.

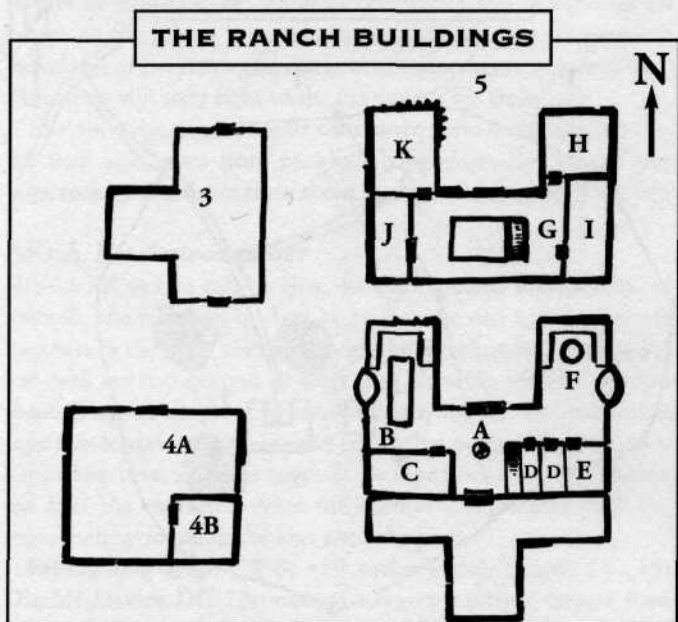
DC 25: There are numerous months-old giant prints around the area, showing through in places from beneath a fairly fresh snowfall. It also appears that the ranch's livestock (everything from horses to cows) was herded off the premises. These tracks lead to the north.

DC 30: The giants average around 12 feet tall and 7,000 pounds (this makes them of a stature akin to 12-foot-tall dwarves). There are also prints of humans, humanoids, and shod horses throughout the area. You cannot discern exactly how recent they might be, though they are not fresh.

DC 35: The humanoid prints are of bipedal, dog-like creatures slightly larger than men (likely gnolls); they and the shod horses, as well as the humans, all appear to have accompanied the giants.

DC 40: Two separate sets of human tracks pick through the area only a day or two after the raid took place. They go into and come out of the house, and one set leads toward the oak tree south of the house. [GM's note: These are the tracks of Taso and Innikit.]

Three large oak trees dominate the estate. Under the roots of the southernmost tree is buried Oshat, elven groundskeeper and caretaker to Hyia. Slain during the raid, he was later interred by Taso and Innikit when they circled back sometime later. A successful **Search** or **Track check** (DC 15) will discover the simple grave, with a flat stone humbly inscribed in the flowing elven script: "Oshat the Kind. Rest in peace." The party may disinter the body in order to *speak with dead*, but any characters of lawful good alignment might suffer some sort of penalties (GM's discretion) should they allow it.



RANCH ENCOUNTER AREAS

AREA A1: *The Estate*

An 8-foot-high fence surrounds the grounds. In several areas the fence has been smashed down, though obvious signs of combat, such as discarded or broken weapons lying in the area, have been removed. However, certain details can be found with a **Track/Wilderness Lore check** (note that a ranger with **favoured enemy** (giant or gnoll) can add her **favoured enemy bonus** to this check, and a high check result also gains all information with a lower DC):

AREA A2: *Barn*

A strong, sturdy barn stands here. A successful **Profession** (carpentry) **check** (DC 10) reveals that the barn is of elven construction. The two-level structure is largely undamaged, but does not contain any livestock and appears to have been picked clean in terms of equipment. There apparently was once a horse cart inside, but now it is gone. The party will find that even the hay and grain stores are missing, should they check the silo: it looks as if the raiders were stalking up on their winter stores.

AREA A3: *Greenhouse*

Once a beautiful and ornate greenhouse, this building has been nearly demolished. Judging from the broken glass scattered around the structure, it looks as if the destruction happened from the inside out. Oddly, as with the barn, it appears that all agricultural supplies have been taken: topsoil, fertilizer, tools, watering equipment, and so forth are gone. The greenhouse has been pillaged and gutted. A large shelving unit labeled in Elven once housed seeds and clippings. A well sits nearby, still functional and clean.





AREA A4: *Workshop*

A square building of similar construction to the barn (a **Profession [carpentry] check [DC 10]** reveals it is elven), Hyia's workshop sits lonely and battered. Like the barn, the damage it has sustained does not suggest battle, but simply foraging and vandalism. The door has been forced and its contents turned over.

Hyia studies the ecosystem of the Valley, tracking and documenting the patterns of life that such a lush region provides. She has conducted a great deal of research and had a number of current experiments (all of which appear to have been destroyed).

Area 4A: A character making an **Alchemy check (DC 10)** can ascertain that this room was once used to conduct some sort of experiments. Smashed glassware crunches underfoot. Aquariums that once held plant cultures have been pushed over along with the tables that carried them. Bookshelves and cupboards have been stripped bare.

Area 4B: Hyia's office. A large mahogany desk and bookshelf stand empty; a **Search check (DC 13)** will locate several fresh scuff marks as well as a shred of sack-cloth hanging from a splinter of wood on the top shelf – the raiders hastily tore the books from the shelves and threw them into a sack. On the office's north wall hangs a scientific painting of several fish that can be found in the Mattadin rivers. The artist's signature, in Elven (Kalakain Redleaf, an elven name), includes a thank you to Hyia for her devotion to the study and care of the Valley.

AREA A5: *The House*

Unlike most of the other buildings, the house itself looks as if it was under attack. All the exterior doors have been kicked in, and the bay windows have been smashed. The north-west wing of the house has taken significant structural damage as if struck by a tremendous force. To the east is an outhouse, to the south a well. There was a large pile of firewood stacked to the east as well; all but a few pieces of kindling have been taken.

Area 5a: Front Foyer: A marble statue of Tera'Meta, the nature goddess, greets those who step over the fallen front doors. The statue has been struck and chipped by vandals and also bears smears of dried blood. Behind it is another smashed door that leads to a deck located in the rear of the building. Along the west wall was once an indoor garden with various delicate flowers, which have been ravaged by the recent cold weather.

Area 5b: Dining Room: This side of the house has been badly damaged. The north wall, which used to feature a bay window, has been almost entirely pushed in. A large oak dining table still stands, but is scratched and covered in debris. What was left of a wraparound couch situated under the window is shattered and torn. On the west wall is a partly collapsed fireplace. A cabinet has been thrown over and smashed, the royal porcelain within (a gift from the Barony's Grand Druid) scattered and broken.

Area 5c: Kitchen: This is the only room in the house that is still intact. It is obvious that Hyia loved to cook. A large rack full of rare and delicious herbs and spices (total value 200 gp) is cen-

terpiece to a beautifully and exhaustively equipped kitchen.

Area 5d: Stairs and Storage: These two doors lead to the cellar stairs and the house's storage closet respectively. The closet contains shelving and hooks with brooms, mops, and other cleaning implements, etc. The cellar has recently been stripped of most of its contents.

Area 5e: Oshat's Room: Oshat, Hyia's elven caretaker, lived here. The room is humble and rustic: several small elven paintings adorn the walls, and an elven resting bed sits along the far wall. The room would appear to have escaped the raiders' notice if it weren't for the large blood splatter upon the south wall.

Area 5f: Living Room: The east wing of the house is very similar to the west, except this side of the building was used for living space. A round table, situated in the middle of another wrap-around couch, lies tipped on its side. The fireplace on the east wall is large and ornate in construction. A successful **Search check (DC 10)** will find marks left on the mantle where figurines and baubles once sat. All of the windows in this area have been smashed.

Area 5g: Upper Balcony: Going up the stairs leads to a balcony that encircles the lower chambers and peers onto the front foyer. The railings on the west side have been broken outward, suggesting that one or several people were pushed through them. A **Search or Track check (DC 10)** will note marks on the floor beneath the broken railing where two heavy bodies crashed into the floor.

Areas 5b and 5i: Taso's and Innikit's Rooms: Hyia's two assistants lived in the east wing. Their rooms have been picked clean of anything valuable save the furniture (of elven design). Like Oshat's room, the walls are covered in small wildlife paintings and sketches. The rose-colored canopy beds and modest vanities in each of the rooms suggest a feminine touch.

Area 5j: Reading Room: This was Hyia's reading room, complete with (now empty) bookshelves, a large writing desk, and a wall-mounted humidifier for Hyia's cigars (also empty). Like the rest of the house, it has been cleared of anything that might be considered valuable. A **Search check (DC 15)** will determine that the raiders used the fireplace to dispose of any books or papers they thought useless.

Area 5k: Hyiadramain's Bedroom: The roof here has been smashed through and the structural damage has carried through into the room. Considering the attention given to Hyia's room, it seems likely that the raiders attacked at night while she lay in her bed. The contents of the room have been smashed and scattered, cluttering the room with snow-dusted debris. A **Search check (DC 10)** will yield a *scroll of ice storm* (divine, caster level 9) that has been crumpled up underneath what was left of her bed. Anything else of value has been taken or destroyed.

AREA B: *Darken Forest*

The Darken Forest is a rather pleasant place despite its name, which probably arose from the deep shadows produced by the dense foliage here. During the day, occasional shafts of sunlight





pierce the canopy and illuminate the forest in a dim but heavenly haze. Sound does not travel well through such heavy growth, though, so the forest often seems eerily quiet. Overland speed is halved (the Forest should be considered *trackless terrain*), and all tactical movement is reduced by $\frac{1}{4}$ due to the hampering undergrowth, and by more if the PCs cannot see due to the darkness.

At night, life in the Darken Forest is very different. The forest is utterly dark, and the lack of both light and sound can be very disconcerting, even to an experienced ranger. At night, a successful **Wilderness Lore check (DC 15)** must be made every hour—secretly, by the GM—to keep the party from getting lost. Should any of these checks fail, the party strays off course for the next 24 hours (though they will probably not realize this for some time), when another check will be allowed to get them back on track. It is up to the GM to determine just how badly the party may find themselves off course. The best way to combat getting lost is to simply stop and camp, and then try again come morning.

There is a 20% chance per day traveling through the Forest that the party will come across a large section of the forest that has been cleared to build the palisade of the Jirockk War Camp.

AREA B1: *Darken Forest Road*

A successful **Search** or **Track/Wilderness Lore check (DC 10)** on the main road through the forest uncovers many recent giant tracks. The road was made originally by men from the Castle of the Delta's Ram, who use the forest for their lumber needs and normally support several logging camps in the spring.

AREA C: *Jirockk War Camp (EL 14-18)*

GM's note: Although this is intended to be a fixed encounter, the War Camp can be used as an event-based encounter whenever the PCs are traveling through the Valley.

The largest of Kolume's Jirockk encampments is located here in the Mattadin, mainly as an expeditionary force for indoctrinating the inhabitants of the Valley, but also placed to prevent any retaliatory strikes the southern lands may plan. (Unfortunately for Kolume, he may be a little naïve about the southerners' resolve.) The camp can be located anywhere in the Valley; if used as a fixed encounter, it should be situated in the northern part. The snowy plains to the east are patrolled regularly, and the centaurs tend to a large herd of sheep nearby.

Should the characters take the time to observe the camp, they see a strange mix of giants, humans, centaurs, and gnolls. Due to the influence of the Drone, all get along harmoniously and carry out their jobs efficiently. Jirockk scouts, gnolls and centaurs mostly, use the camp regularly, and it also acts as a platform for parties raiding the frontier. Worse, however, Kolume's merchant agents have just begun to use the camp as a base to send large quantities of Drone honey mead to frontier outposts. Within the coming days, more and more warriors will desert their posts to seek out other converts. Then, using surprise, Kolume's forces will capture the Delta's Ram once and for all (the winter will cover their

approach, and none would expect a major assault at this time of year). The northern winter will prevent any reprisal from the southern lands until the spring, and by then it will be too late: the Drone will be fully active, ready to swarm any forces brought against the Jirockk.

The frost and hill giants are the most recent addition to the Jirockk forces, having been lulled with gifts of honey mead and thus lured from their homes in the north. They have been assigned here to supplement the Jirockk, as they are more suited for the winter weather. Again, note that the Jirockk (and their hell hound pets) suffer a **-1 morale penalty to attack and damage rolls, saving throws, and skill and ability checks** because of the cold weather in the Valley.

Patrols constantly affect the population of the camp, so the GM must keep track of such movement. As a rule, the population of giants (including trolls) within the camp should never fall below ten or rise above twenty. Humanoid and centaur numbers are generally constant, though human numbers are constantly on the rise. During the day, the camp is busy with patrols, prisoners, guards, workers, and human teamsters (while the night shift sleeps). The centaurs rotate in lonely 6-hour shifts, watching the many sheep night and day. Four trolls watch Area C5 at all times, while two giants (at night frost giants, in the daytime fire) patrol the assembly yard and two gnolls with hell hounds circle the camp's perimeter separately. There are always four gnolls and a troll at the main gate.

At night it is quieter, with four gnolls and two humans receiving patrols and the rest of the inhabitants, except the sentries described above, in their tents.

In the event of an attack, the giants will break into groups and stand at each of the compass points of the camp, letting the gnolls and trolls shore up any weakening or overwhelmed positions. Invaders will be treated with extreme prejudice. The priority for the camp will be to defend the Drone honey mead, and they will do so at all costs to protect the secret of the mead.

Raeshor (1): hp 179.

Jirockk (4): hp 152, 146, 142, 135.

Frost giants (4): hp 139, 134, 131, 123.

Hill giants (2): hp 108, 101.

Trolls (5): hp 63, 56, 55, 55, 50.

Centaurs (6): hp 25, 24, 20, 19, 18, 17.

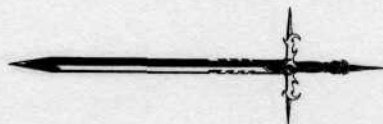
Gnolls (15): hp 17, 15, 14, 13, 13, 12, 12, 11, 10, 10, 10, 9, 9, 8, 8.

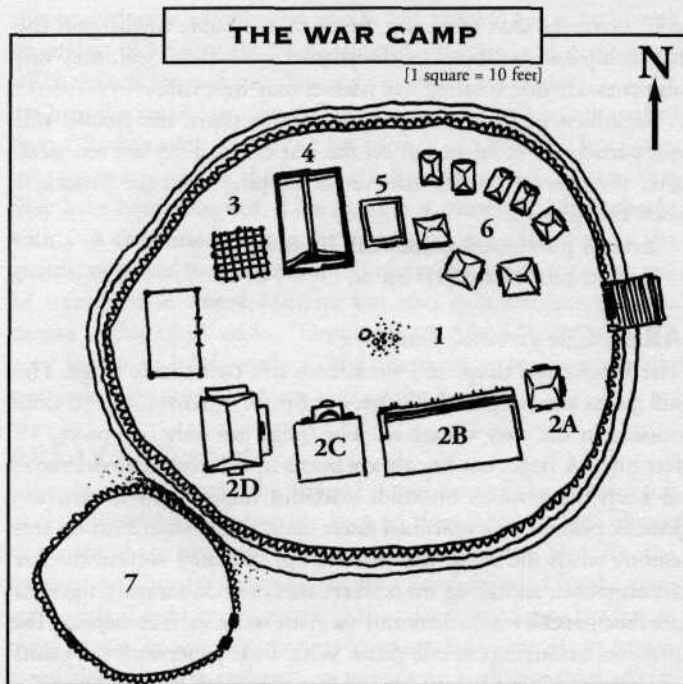
Hell hounds (6): hp 50, 43, 36, 34, 31, 27.

Human converts (7): hp 9, 8, 7, 7, 6, 5, 4.

AREA C1: *Stockade*

Surrounding the encampment is a 12-foot tall stockade comprised of wooden logs from the Darken Forest. The wall is strong and sturdy, as is the main gate, which also has had an *arcane lock* cast upon it by Tian Fullstrike (see The Stronghold, Strath Forge: Area E); it is normally kept closed and barred with two large timbers.





Surrounding the palisade is a 10-foot-wide muddy ditch that is difficult to travel through (*speed is reduced by 1/2*). Two gnoll sentries equipped with war horns, each accompanied by a hell hound, rotate clockwise around the inside of the palisade in 8-minute intervals. Either will use his first action to blow his horn if he spots intruders. The gate is always guarded by four gnolls and a troll, operating on 8-hour shifts. They take careful note of each sentry and will call out should one take an unusually long time to make his round. Because most of the camp's inhabitants have *darkvision*, watch fires are rarely needed or lit.

Palisade wall: 10 in. thick; Hardness 5; hp 90; Break DC 25; Climb DC 10.

Gate: 10 in. thick; Hardness 5; hp 90; Barred DC 38 (*arcane lock*); Climb DC 10; lifting the bars from inside requires a Strength check (DC 12).

There is a 50% chance, rolled every six hours, that a patrol will enter or leave the camp. If this roll indicates a patrol, roll 1d8 on the following table to determine the type of the patrol and its heading (see Appendix IV: Jirockk Patrols for details concerning patrol types):

ROLL	War Camp/Outpost Traffic
1.	War Party B, leaving
2.	War Party B, arriving
3.	Mounted Patrol, leaving
4.	Mounted Patrol, arriving
5.	Foot Patrol, leaving
6.	Foot Patrol, arriving
7.	Hunting Party, leaving
8.	Hunting Party, arriving

AREA C2: Assembly Yard

This space is designated for the coordination of various camp operations. Whether coming or going, all traffic always stops off at Area C2 for processing. In the middle of the yard is a pile of 18 giant throwing rocks, with a huge barrel of 8 Jirockk fire bombs (see Appendix III: New Items).

Area 2A: This large tent is the post from which all coming and going traffic is processed: orders are given, reports are made, and prisoners are sent to Area C3 to await indoctrination. Hemtral, one of Kolume's human agents, controls all this. He handles all of the administrative tasks of the encampment and makes daily reports to Raeshor, the camp's commander. His papers are kept in sealed crates lined with sheep's bladder to protect them from the elements. Inside them, the characters will find prisoner lists (and their various races), various maps of the valley (all of which are Hyia's), recorded levels of honey mead consumption (fifteen kegs in three months), and a ledger showing that five kegs of honey mead were sent to both the Castle of the Delta's Ram and other locales. Hemtral's assistant, Meyhew, is always by his side taking notes and giving orders.

Area 2B: These makeshift stables, roughly crafted from logs, hold many of Hyia's horses (generally, there are no more than 10 horses present at any one time). Two horse-drawn carts are parked to the south of the crude structure. The stables are maintained by Rogchu, a human blacksmith that handles the camp's lesser smithing needs. The centaurs who patrol the immediate area stable here as well.

Area 2C: The chief smith of the camp is Metjrok, a Jirockk, who is tough on the lowly Rogchu. His "shop" here is by no means complete, but serves the camp's typical maintenance and repair needs. Three masterwork scimitars, taken from the yuan-ti prisoners, hang on one wall.

Area 2D: Food is prepared and served out of this large hut. Gip, a human cook, takes care of all the dietary needs of the camp's inhabitants. He and his human assistant are also responsible for feeding and maintaining the livestock (cows, pigs, and chickens) fenced in next door. Due to the pacification brought about by the honey mead, no thefts of animals have occurred (which is remarkable when one considers the gnolls and trolls in the camp); such acts would be punishable by death.

AREA C3: Holding Pens

A wooden holding pen, about 20 feet by 50 feet, stands locked and empty save for an enormous table that supports three large brewer's barrels. They seem to be full of water.

All prisoners that have been captured in raids are held here before they are indoctrinated. The standing order from Kolume is that all prisoners are to be kept alive, whether they can be converted or not. The pens are presently empty—or so it appears. The three barrels actually contain prisoners tied off in floating sacks. The tops of





the sacks are above the water line in order to allow the prisoners to breathe, so that the wet impressions of their mouths struggling for air against the sack-cloth can be seen. Rescuers, however, might be surprised by the barrels' contents: each holds a yuan-ti pureblood.

Once the first emissaries sent by the yuan-ti to the Jirockk were imprisoned by Kolume (see Valley of the Mattadin: Area F for details), two pureblood guides were sent to protect Yusiss, the most human looking of the yuan-ti purebloods, who would be traveling as an emissary to the human settlements to alert them of the Jirockks' movements. The young yuan-ti maiden was to pose as a druid serving Hyiadramain (the yuan-ti have a loose rapport with Hyia) and bring her message to the Castle of the Delta's Ram. But she and the two rangers were ambushed and captured by the giants, and await transport back to the Jirockk stronghold for further questioning. The three of them have been tied, gagged, blindfolded, placed in sacks, and submerged in wooden barrels of heated water (with their heads just above the water line). This may be seen as overzealous on the giants' part, but the yuan-ti are very difficult to detain considering their abilities to exude acid and to *polymorph*: the water dilutes the acid to protect the integrity of the bonds, and is changed and heated every three hours. The yuan-ti are near death.

The two guides and their ward will of course be grateful if they are released. Still, they will work hard to conceal their true identities (the yuan-ti make **Disguise checks** against party members' **Spot checks**; note that, as purebloods, they gain a +5 racial bonus to these checks when impersonating a human). If they manage to fool the characters or are not treated kindly, they will be indifferent to the party's needs. Given the opportunity, they will leave the party to their own devices, making their own way home if possible. Ultimately, they have no problem with keeping the characters oblivious to their people's fears. As much as the yuan-ti need the characters to help them, they will not be impressed with the idea of becoming known to the outside world, either. If the yuan-ti are somehow discovered and forced to lead the PCs to their settlement, the snake people of Moko-Manara are not likely to be friendly....

However, a successful **Diplomacy check** by a PC opposed to Yusiss' **Wisdom check** can win the young yuan-ti's trust, given her current situation. Or, if Taso and/or Innikit are with the party at this point, the serpent folk may (GM's discretion) reveal themselves openly and be quite friendly; in fact, the sisters may have suggested the yuan-ti as possible allies already. In either case, if Yusiss feels warmly inclined toward the party, she will reveal her identity (perhaps despite her guides' looks) and guardedly tell the party of her master's hope for human assistance. If the characters are still friendly, another **Diplomacy check** – this time opposed to her **Will save** – will allow her to elaborate fully: i.e., the captured emissaries, her people's small numbers, but most of all their need to relocate. If questioned as to why the Jirockk went to such lengths to detain them, the yuan-ti will state simply, "The Jirockk are a cruel lot! They have no care for life." Taso or Innikit will sug-

gest, privately, that returning Yusiss to her home might gain the friendship and assistance of the yuan-ti as a whole. Still, they will also concede that trusting the yuan-ti may be a risk.

Regardless of their relationship with the party, the yuan-ti will not participate in an assault on the war camp. They are too weak after their torturous detention, and escaping from the Jirockk is their first priority.

Yuan-ti pureblood guides (2): hp 0, 0.

Yuan-ti pureblood (1): hp 1.

AREA C4: *Jirockk Lodge*

The Jirockk eat, sleep, and work from this ramshackle lodge. The hill giants also sleep in the lodge, but the frost giants prefer to sleep outside in the cozy winter air. The lodge has only one room, 18 feet high. A large, hot fire always burns in the middle of the room to keep them warm on cold Mattadin nights (Yan Lavala, the Jirockk priest, cast a *continual flame* upon it in a sanctification ceremony when the camp was first set up). Situated around the fire are six stools, and along the wall are six beds. Underneath the beds are four Jirockk footlockers and six giant sacks, each containing the personal belongings of one giant. What little paperwork the giants are responsible for is kept at a table at the north end of the room. Scattered about the room are empty *flagons*, bones, and other debris.

Jirockk footlocker: iron; 1 in. thick; Hardness 10; hp 50; Break DC 30; Open Lock DC 20.

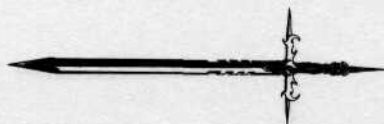
The Jirockk commander, Raeshor, never takes watch, and he can always be found in the lodge at night. During the day, he often walks around the camp making sure that things are running smoothly. His friend, Metjrok the Smith, also keeps busy during the day, but at night he spends his time trading stories with Raeshor and the rest of the giants. The other giants spend their time watching the perimeter and guarding the Drone honey mead. Whenever a war party returns, all of the giants gather to hear their comrades' report. That night, the giants always hold a feast in the lodge to honor another successful mission.

In a locked iron chest in the corner are 354 gp, 112 sp, and 672 cp in loose booty taken from prisoners.

Iron chest: 2 in. thick; Hardness 10; hp 60; Break DC 30; Open Lock DC 30.

AREA C5: *Drone Honey Mead Stores*

This crude building was constructed to hold the giants' supply of Drone honey mead, kept in large brewer's barrels. There are twelve barrels in total (about a 2½-month supply) resting in massive shelving units that line the walls. A total of twenty barrels can be kept on the shelving. During the night, the camp's four trolls guard the building. Throughout the day, three giants will be stationed here, where they dole out honey mead for the camp and oversee the indoctrination of any new prisoners. Such captives are lashed to a chair, held by their noses (by Meyhew, normally), and forced to drink mead from an iron *flagon*. Most of the muscle in





this procedure is supplied by gnolls, but at least one giant always supervises. All prisoners are considered valuable, and great pains will be taken not to harm them any more than is necessary.

Once the mead has taken effect, the convert will be released to Area C2: Assembly Yard (2A) for further processing. Those who manage to save against the Drone effect might wish to pretend that they have been charmed. This requires a successful **Bluff check**, with a **-4 circumstance penalty** due to the close attention of the guards, **opposed to the guards' Wisdom check** (most guards will be untrained in **Sense Motive**, but also gain bonuses to their checks as described under "Drone Honey Mead," Appendix III: New Items). It is left to the GM's discretion as to what role any new inductees might be given among the Jirockk.

AREA C6: Barracks

Eight large tents house the "lesser" population of the camp. Each of the different races generally keep to themselves by tent. Thus, currently, there are two tents for the gnolls, one tent for the humans, and one for the trolls. The rest are designated for the extra traffic that should pass through in the near future, once the honey mead makes its way into frontier markets. Converts of the honey mead do not covet treasure, so outside of basic personal effects (shaving paraphernalia, change of gear, minor weapons, etc.) there is nothing of value to be found here.

AREA C7: Dire Boar Holding Pens (EL 7)

Three captured dire boars languish in this enclosure. They have been fed Drone honey mead to pacify them and will be transported back to the stronghold within the coming week.

Dire boars (3): hp 52, 52, 52.

AREA D: The Grasslands

Throughout the middle of the Valley of the Mattadin are the grasslands. Sloping down from the upper lands of the Darken Forest (and the War Camp ridge), the plains are usually thick with fog from nightfall until late each morning (see "Valley of the Mattadin": *Fog conditions*). By slightly before noon the fog begins to dissipate, revealing whatever Valley denizens haunt the plain. On the grasslands, the chances for random encounters increase to 1-3 on 1d4, checked every 2 hours. Before the Jirockk hostilities began, the grasslands were frequented by the Gomdi centaur tribes, who herded horses and cattle or hunted there. Most of the centaurs now have been slain or indoctrinated by the Jirockk, of course.

Every hour traveling across the plain, there is a 50% chance that the party will come across one of the Gomdi horse totems. Large logs pounded upright into the ground, the totems act as territorial markers, but some also describe warnings, directions, or tributes to heroes of note. They are inscribed in a regional dialect of the Sylvan tongue (in the Elven script). Even if one understands Sylvan, he must make an untrained **Decipher Script check (DC 8)** to interpret the totems correctly. Otherwise, a **Bardic**

Knowledge check (DC 25) will identify the purpose and origin of the totems, but a **Decipher Script check (DC 20)** is required to understand the full meaning of the symbols. There is a 60% chance that any given totem will contain a warning to travelers of the "snake men" to the west, in addition to any other message or meaning it bears. In this case, a **Knowledge (religion) check (DC 18)** or a **Bardic Knowledge check (DC 25)** will identify the symbol of the ancient snake god Rasfang carved beside the warning.

AREA E: The Piquat Forest

Even though the grasslands separate the two, the Piquat Forest is no different from the Darken Forest in any important respect. The Piquat is (was) home to many creatures, most notably the Gomdi centaur tribes. Drone-controlled gnoll raiders recently burned large sections of the forest in order to drive the centaurs from their protective enclave into the waiting Jirockk. The battle was made brief as the centaurs were attacked by the Drone directly: Kolume was interested in a test of his newly awakened psycho-biological weapon, and it passed with flying colors. Although some of the centaurs were able to escape out onto the open plains, many more fell prey to the Drone swarms. Since that time, most of the centaur refugees have been hunted down and captured in any case.

Several square miles of the forest have been destroyed by fire, but the enclave still stands. An extensive puzzle of trails and clearings covering acres of forest, the Gomdi tree complex is truly a wonder. Much of the forest's canopy has been manipulated to act as a natural roof to protect the tribes from the elements. Not much is left of the settlement, having been picked clean by the gnolls, and there are no recent signs of its former tenants.

AREA F: Underground Colony of the Yuan-Ti

There are four different methods by which the party might learn of the yuan-ti settlement: Taso and Innikit might mention it, a stone monument in the Valley might hint at its existence, the warning on a Gomdi totem might cue the PCs' interest, or Yusiss from the Jirockk War Camp might tell the party of it if she is treated well. The first three methods cannot lead the party directly to the colony, however; Yusiss can provide the only direct approach.

Yuan-ti colonized the Valley several hundred years ago in the wake of political strife on their hidden home island of Moko-Lasha. Pollit, a pureblood sage, outraged the island nation's theocracy with his heretical ideas. The head priest declared him a pariah; so, embittered, Pollit stole the priests' sacred symbol of authority, the Venom Rod. He then left the island to embark on a pilgrimage that led him and his followers, eventually, to the Valley of the Mattadin. The young colony died away within a generation, however, leaving only empty halls and monuments behind. Then, roughly fifty years ago, an expedition of yuan-ti came up from the south following rumors of this lost colony of their forebears. To their surprise, as they made their way through the Valley, they discovered stone monuments that led them to the settlement. Entering, they journeyed down past the hot springs and into the





empty lava tubes of the Uffatos Strath. Their worst fears were soon confirmed—an empty ruin. But they relish the honor of starting a new civilization among their ancestral halls.

Moko-Manara: The Lost Colony

Since the re-establishment of the colony, the original expedition has nearly tripled in size. The settlement's population, as it now stands, comprises forty-two purebloods, seven halfbloods, and three abominations. The bulk of the colony lives in a number of buildings situated in an underground cavern. From this cavern extends a very complex network of empty lava tubes that wind beneath the Valley's floor. These tubes, for the most part, are abandoned, save for several large thoqqua.

The spiritual leader of the colony, Vashilliss, is terribly worried about the Jirockk. The yuan-ti have known of the Jirockk for some time, but had never imagined they would be capable of such a mobilization. Worse, the giants have had the audacity to detain a group of emissaries that he sent to them. Yet what has worried him even more is that several seismic earthquakes, although mild, have shuddered through the cavern recently. Scouts in the lava tubes have brought back stories of the thoqqua. Vashilliss fears, rightly, that the Jirockk are somehow manipulating the elemental creatures to weaken the foundations of Moko-Manara. The settlement is in a constant state of alert. All yuan-ti are prepared to evacuate at a moment's notice, but where they would go is a growing concern. Vashilliss has suggested a move to the Gomdi centaurs' now empty tree complex, while others feel that a migration to the Oasis springs near the Uffatos is a better choice. But currently, winter is here, and the yuan-ti are no match for such conditions. In any case, it is quite clear to Vashilliss at least that the Jirockk are waiting to ambush them as soon as they leave the protection of the caverns. It is due to this sense of urgency that the priest finally gave in and sent a small group of purebloods to warn the human frontiersmen of the Jirockk transgressions. That was a week ago, and there is no sign of his messengers' return. He is now out of answers.

The yuan-ti will mistrust any strangers and assume they are ene-

mies unless the interlopers can prove that they are not friends of the giants. If such proof is produced, then, remarkably, they will take the strangers in. Although they are thoroughly evil, desperation has done much to temper their wickedness.

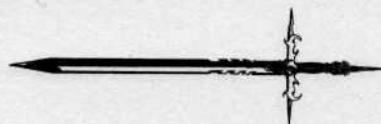
AREA F1: Entrance (EL 13)

In order to reach Moko-Manara, the party must first discover or be shown the secret entrance, located along the rocky ridge at the tip of the hot springs on the west side of the Valley, as shown on the Valley map. There is a 50% chance per hour spent in this area that the party will encounter a Jirockk foot patrol looking for yuan-ti stragglers. As the party enters the pass that leads into the northern part of the Mattadin, they will spot a large stone monument of a rising snake. A **Knowledge (religion) check (DC 18)** or a **Bardic Knowledge check (DC 25)** will identify the ancient symbol on the snake's back as Rasfang, the snake god. Should the party have encountered previous snake monuments, the one before them now is the largest and most ornate. The direction in which the snake statue is gazing (toward the north ridge) tells the secret, for the monument looks at the entrance.

If the party investigates the base of the natural wall of the Valley, they have a chance of uncovering the secret entrance. A successful **Search check (DC 25, -1 per hour spent looking)** will find the entrance to a small cavern, a cleverly concealed opening. Above this small opening is the symbol of Rasfang, carved into the rock. An unarmored man-sized creature can slip through with a little work. After about 5 feet, the passage opens into a small cavern, roughly 20 feet across in each direction and 20 feet high. Images cover the walls: a successful **Decipher Script check (DC 10)** determines that they are exotic hieroglyphics depicting the yuan-ti colonization of the area. To the north is a rocky tunnel that drops suddenly along a 45-degree angle for approximately 200 feet; the noise of rushing water can be heard from along the passage. The shaft ends behind a small underground waterfall. Once the PCs pass through the waters, read the following:



From a rocky platform to the left of the waterfall, you have entered a large natural cavern with a ceiling as high as 100 feet in some places. Set among ancient formations of stalactites and stalagmites are four spiral buildings of alien design. The rock formations are large, and it would be difficult to tell what is natural and what is not but for the dots of light glowing from the structures' windows. This soft light fills the cavern, illuminating for you the cavern's natural beauty: crystals and other colorful mineral deposits reflect the light in a myriad of shades and lusters. The stream below the waterfall wends its way through the cave, its warm waters giving off wisps of steam in the cool, humid air. To your immediate left is another stone snake totem, its fierce fangs extending a warning to visitors. Suddenly, from the waters below, a loud, raspy voice shouts, "Sstay where you are sssurfasse dwellers! Your pressensse is an insult!"





Twenty feet below, in the river, stand nine pureblood yuan-ti warriors and a halfblood lieutenant named Husssh (with a large snake's tail rather than legs), all called here telepathically by the guards in the main tunnel. Above the characters, standing ready on a rocky outcropping, are the three purebloods and their halfblood leader (this one with scales for skin) who first spotted the approaching party and called Husssh; these five are all currently in Large viper form. If the party is accompanied by Yusiss and/or her pureblood ranger guide(s), one will step forward in order to vouch for the characters; they will then be given passage and taken immediately to the abomination priest Vashilliss.

Without the benefit of Yusiss' presence, the party must think quickly. If they announce that they are actively seeking the yuan-ti either as allies or advisors, a successful **Diplomacy check (DC 20)** will gain them an audience with Vashilliss. Any party that can prove in some way that it is working against the giants gains a **+8 circumstance bonus** to this check (if they carry some sign of having slain giants about them, for example); if Taso and Innikit are present, a **+2 bonus** can be added to the check as well. If the party fails this **Diplomacy check** but still wishes to parley with the yuan-ti leader, the characters will have to allow themselves to be captured. From the moment of such a "capture," the PCs can make a daily **Diplomacy check (DC 20, -2 for each day that they persist)** to convince the yuan-ti of their sincerity.

The party's last option, of course, is to fight, since the yuan-ti will not let strangers walk away now that they know of the colony's location; in such a case, the party will be facing a very desperate and hostile yuan-ti colony tired of outside interference in its daily life.

Husssh (1): 83.

Yuan-ti halfblood (1): 39.

Yuan-ti purebloods (12): 37, 32, 30, 28, 28, 27, 26, 24, 23, 21, 20, 19.

AREA F2: *Spiral of the Warrior-Born (EL 5)*

The first of the alien yuan-ti buildings houses the militia who are on active duty—and given recent events, they have all been on alert for some time. The structure is four stories tall and in normal times houses fourteen pureblood and three halfblood warriors, along with their lieutenant, Husssh. Only one halfblood is currently here, and, most likely having already been alerted of the PCs' approach, is ready to mobilize and lead the colony against the PCs if necessary. Husssh, whom the PCs will have met in Area F1, is in charge of the colony's defenses and always has four warriors stationed in the main tunnel in viper form to watch for intruders. Should outsiders be spotted, the garrison can be in position in just one minute (as has already occurred). Five minutes after an enemy is spotted in the main tunnel, the entire colony will be on alert, ready for either fight or flight.

Yuan-ti halfblood (1): 44.

AREA F3: *Spiral of Comfort (EL 15)*

The main living space for the colony, this odd building is where the majority of the cavern's inhabitants spend their time. It is five stories tall and includes an apartment for every member of the clan, as well as many extra rooms for visitors. The second level contains the common area for the clan and is extremely comfortable given the surroundings.

Yuan-ti halfblood (2): 38, 38.

Yuan-ti purebloods (21): 27 each.

AREA F4: *Spiral of Craft (EL 10)*

Several workshops spread over five stories produce all the necessary wares for life under the Valley, plus some small luxuries, including a winery that, amazingly, converts a particular subterranean fungus into a wine of exceptional quality. The bottom level features the yuan-ti metalworks, where their beautiful masterwork weapons are produced. Other shops of note belong to the colony's scribe, the jeweler (the total worth of goods here is left to the GM's discretion), and the alchemist (where an array of potions might be obtained, at the GM's discretion, at double the standard price). Should invaders gain the upper hand, the artisans and craftsmen of these shops will destroy their wares rather than have them fall into enemy hands. Further, however talented they may be in other areas, they are still yuan-ti and are thus capable warriors.

Yuan-ti halfblood (1): 30.

Yuan-ti purebloods (4): 25, 23, 22, 19.

AREA F5: *Spiral of Rasfang (EL 14)*

The center of the colony—the temple—as well as the high priest's throne chambers are located here on this structure's three levels. The bottom level is devoted to yuan-ti culture and religion. Sacrifice is a staple of their worship (though these yuan-ti tend to limit their sacrificial subjects to animals of the Valley, except on special occasions, when gnolls or centaurs are usually used...), and thus they have located their detention cells here. Characters who are captured will be locked away in the cells in full view of the temple floor and the altar of Rasfang. The temple is a large chamber with a large pit full of vipers before the altar, intricate mosaic floors, and brass sculptures of various serpentine saints.

The second level is where the party will be taken to meet Vashilliss. If they have arrived on friendly terms, then the priest will be more than willing to cooperate with the party. He is in no mood to negotiate at length, preferring to let the party do all the talking and reacting to their needs. Depending on what the party requests, he will respond within reason and at the GM's discretion (or possibly based on the relative success of an **opposed Diplomacy check**). He refuses to send a sizable force of warriors along with the party, but he may agree to send one or two of Yusiss' ranger guides, if they have returned (and once they have been healed), to supplement the party's numbers. The colony's defense is of the utmost importance to him, and he will not risk it in any way. He will grant the characters sanctuary, giving them a place to





rest and heal should they need it, and can provide the following information:

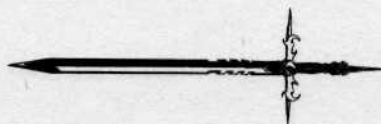
- Missmiss, the yuan-ti emissary that he sent to the Jirockk to negotiate terms, hasn't been seen or heard from since. Vashilliss fears for the diplomat's life, but knows that Missmiss is wise and tenacious and that the party should expect him to still be alive.
- He cannot understand the actions of the giants: "They have lived here for centuriesss, but never have they have been aggresssive toward otherss in the Valley on sssuch a military... ssscale. Pardon the pun."
- He also doesn't understand why Jirockk captives show such loyalty to the giants: "The Jirockk are known for sssword and sssteel, not diplomasssy."
- Scouts in the lava tubes have brought back stories of large thoqqua there. He fears that the Jirockk are somehow manipulating the elemental creatures to weaken the foundations of Moko-Manara.
- The yuan-ti wish to draw the nearby humans' attention to the Jirockk threat. His goal, obviously, is a resolution to this conflict. He does not wish to have his people perish under such sad circumstances: "We are an ancient racsze with ancient traditionsss."

This will not change. We have always kept to ourselvesss, and sssimply wish to continue living in thissss manner for our time to come."

Negotiating with such notoriously evil creatures as the yuan-ti may be difficult for some characters, but once they fully understand the serpent folks' situation, a certain level of sympathy may be appropriate. It is quite clear that they have been humbled, and likely do not pose a threat, if they ever did, to the people of the frontier. Taso and Innikit will work very hard to convince the party of this truth:

"Our mistress felt – feels – that any creature of the Mattadin is worthy of understanding. The Valley has been known to humble even the hardest of hearts, and there was always... I mean, there has always been a mutual respect between Hyia and these folk."

At any rate, to have the yuan-ti as allies would be a wise move on the party's part, given their understanding of poison and their psionic abilities. Ironically, the yuan-ti would probably be more than a match for Kolume and his Drone swarm if it were not for the might of the Jirockk.





Vashilliss (1): hp 88.

Yuan-ti abomination (1): hp 67.

Yuan-ti halfblood (1): hp 38.

Yuan-ti purebloods (2): hp 27, 27.

Vipers (65): hp 4 each.

AREA G: *Hot Springs*

The Spring River, which carries warm waters from the vast underground hot springs of the region, collects in numerous mineral springs throughout this area. A waterfall to the northeast carries the flow over the ridge and deposits into a shallow lake. Large rock outcroppings and igneous islands rise up out of the shelf, but these are often hidden by the cool fog that rises from the water's surface. At the south end of the springs juts a large ridge that keeps the water from dropping into the lowlands. On the other side of the ridge, not far from the yuan-ti monument described in Valley Area F, is a long fissure. Erupting from this fissure every 45 minutes is a geyser, a mighty waterspout that hurls super-heated water and vapor up to 50 feet into the air. Any creature so unfortunate or foolish as to be standing within 10 feet of the geyser when it erupts will suffer **3d6 points of heat damage (Reflex DC 13 halves)**, and anyone actually within the burst takes **3d6 points of impact damage** and **5d6 points of heat damage (no save)**.

To the northwest is an old mountain trail that gently slopes up along the northern ridge; the origins of this trail cannot be determined.

AREA H: *Crystal Oasis*

This impressive rock formation is a perfect example of what makes the Valley so picturesque. The "oasis" is actually a horseshoe-shaped chasm with a great waterfall spilling over at the midpoint of its concave side. The water breaks into a multitude of layers and smaller falls, so that the Spring River has actually split in two by the time the water reaches the bottom, divided by a huge, rocky plateau situated in the middle of the Spring Falls, part way down the chasm wall. Embedded in the jagged walls of the chasm all around the waterfall are quartz crystals of various sizes. When the sun is high in the air, the combination of glittering quartz and mist, all reflected by the river waters below, is breathtaking. The icy deposits at the chasm's rim amplify this beautiful effect even more, framing the scene in a sublime spectacle.

Near the base of the waterfall is a small stone altar used by Hyiadramain to worship under the glow of the full moon each month. Among the crystals one can observe small openings that, upon closer examination, are tiny cave domiciles that recently housed some diminutive humanoids; a successful **Knowledge (fey) check (DC 10)** or a **Wilderness Lore check (DC 20)**, will identify the former occupants as pixies. The Jirockk red dragon, Yokyle, chased off or devoured the fey at the beginning of the summer (nixies also used to make their homes in the Oasis). None can be seen now. On the west side of the chasm is a steep trail that can take the party up to the highlands of the Valley. However,

using this slightly treacherous path requires a **Balance check (DC 15)** to avoid slipping and falling 2d6x10 feet, taking **1d6 points of damage for every 10 feet fallen**. The chasm is 130 feet deep.

AREA I: *North Forest*

Like the Piquat, the North Forest is very similar to the Darken Forest. Once populated by treants, the forest has been hideously scarred and its noble inhabitants decimated by the great fires of the Jirockk and their red dragons. It is now practically devoid of any creature larger than a raccoon, as the Jirockks' gnoll servants have held lengthy hunting campaigns to supply their masters' stronghold. Despite the Jirockk devastation, however, the Forest is quite large and can still provide cover for the party and their enemies alike.

To the west are the Spring Falls, one of three waterfalls found in the Valley. There are several bridges along the Spring River that allow passage over the river. If Taso and Innikit have been with the party, they may have mentioned the location of their parents' house near the western edge of the North Forest. Should the party wish to set up the Redleaf house as a base of operations before they begin their assault, they may do so. Even after all these months, the house is still in perfect shape, and it remains empty. The sisters will be concerned at the continuing absence of their parents (unless they have encountered Kalakain and his Jirockk allies already, in which case their return here may be either happy or anguished). The house lies ten miles to the west of the stronghold at the forest's western edge.

Once they have passed the northern tree line of the forest, the party will have to travel another two miles over very hilly, trackless terrain before arriving at the base of the Uffatos Strath and the entrance to the Jirockk stronghold.

THE UFFATOS STRATH AND THE JIROCKK STRONGHOLD

The mighty Uffatos Strath is the largest of the eight Uffatos volcanoes (rising to just over 7,800 feet at its peak) that stretch across the northern Aggering mountain range. Although dormant, its molten roots still churn, creating the perfect haven for the Jirockk to build their underground stronghold and maintain the power base of their clan. The Uffatos Strath's last recorded eruption occurred 553 years ago, when it boiled down through the rocky plain to the south and began the formation of the Mattadin. Thousands of miles of dormant lava tubes and pockets lie beneath the surface of the Valley and the surrounding region. Some of these complexes can be accessed from the surface, as the yuan-ti have demonstrated, but it would be virtually impossible to successfully map and explore the tubes to their fullest extent. None of these lesser tubes leads directly into the Jirockk stronghold, but many can take the adventurers down into the bowels of Karathis, perhaps even into the Netherdeep. Due to the internal heat of the mountain, ice caps continuously melt and flow from its peak down into underground streams and reservoirs. Some of these eventually





resurface into streams and rivers or, being so close to molten rock, heat the water to form hot springs that run all through the region; others plunge into deeper caverns and complexes.

There is a natural pass that runs from west to east along the Uffatos range. This pass is not detailed herein, except to say that it sees a fair amount of traffic from Aggering inhabitants, including other giant clans. Grav Leviathan, an enormous storm giant leader whose mountain castle resides about 200 miles east of the Uffatos Strath, has crushed all attempts by any one force to control this pass. Grav, however, is only now learning of the Jirockk campaign. Kolume, not wanting to tempt the storm, as it were, has instructed his followers to steer clear of Grav's minions and allies for now. In the meantime, the Jirockk are set up along the pass, abducting other passersby for indoctrination. To the north of the giants, there lies a small but prosperous dwarven clan led by Hut'loph Firemane, an azer exiled from the elemental plane of fire. Firemane had maintained a loose relationship with the Jirockk before Kolume, trading iron and steel for precious metals. The mind flayer, however, soon captured the azer and his mines in order to take advantage of the dwarves' metallurgy. He now presses the dwarves to hasten production in order to feed his growing war machine. Dwarven smiths and miners, now under Drone influence, have been committing heinous acts: recklessly plundering their own mines to appease their new master. To the west, at Ram's Bridge, the Jirockk have positioned another war camp to intercept any invaders that may appear from that direction. They have only been in position for a week now, and none yet know of their presence.

The Jirockk stronghold is constructed close to the mountain's surface, allowing for easy access to the Valley. Two large watch towers have been constructed by the Jirockk, one each to the south and northeast of the Strath. Each tower protects its respective entrances into the stronghold and is fully garrisoned as a first line of defense. The southern tower constitutes the main entranceway to the underground stronghold and, obviously, protects against any attack that may be focused through the Valley. The northeast tower is new, erected recently at Kolume's command to watch over "Grav's Pass" and to prevent any sneak attack that may be launched against the Southern Tower's flank. A single secret passageway leads from the stronghold into this tower, the only means of entry or egress.

A party that attacks the Jirockk stronghold directly will likely incur heavy losses. Regardless of the Jirockks' confidence, Kolume expects a large-scale attack from some quarter and keeps the giants in a constant state of readiness. What he does not expect is a small guerilla force gaining access and attacking from within. A wise party will reconnoiter, assessing the fortress and probing for any weaknesses. There are four direct ways into the stronghold. The first two are the towers: the Southern Tower is the obvious but much tougher way in, the Northeast Tower a little simpler (though still not easy). The third way is through the "windows" of the grain/mead storeroom on the stronghold's Main Level: Area 8E. Finding these shafts hewn from the mountainside would be diffi-

cult (and of course the characters would need to be careful not to be spotted themselves), requiring a successful **Search check (DC 20)**; a character with the *stonecunning* ability would get a **+2 bonus** for that ability to this check. The last way in is through the dragon Yokyle's tunnel, which attaches onto the Main Level: Area 3K. The door into the dragon's tunnel can be seen with a successful **Spot check (DC 15)** by anyone scanning the appropriate side of the mountain from afar, but choosing it as a way in may be rather dangerous.

Note: The red dragon Yokyle should be allowed a **Spot check (DC 20)** once every minute to detect anyone flying openly within two miles of the fire giants' lair; if he spots anyone, he will fly to investigate immediately and will attack anything or anyone who seems suspicious.

Of course, there are many other more subtle ways into the complex. Spells of *invisibility*, *hats of disguise*, or the skills of a capable rogue may all come into play, for instance. Depending on the GM, a party might attempt to enter the stronghold in the guise of a caravan of prisoners being brought in for indoctrination, or a brave party could even pose as Drone converts and try to walk right in (although they would need excellent **Bluff**, **Disguise**, and/or **Perform skills**, at the least, for this to work).

The stronghold has many technological features that go beyond those of normal giant culture. Much of this was originally due to Tian Fullstrike, but Kolume has made remarkable contributions since his arrival. Everything started with the Strath Forge built by Jirockk Stonefyr himself. An enormous achievement for the Jirockk, it enhanced the prosperity of the clan tenfold. It is the backbone of their culture and a source of great pride. With the help of Kolume, the giants have now mastered the flammable gases that seep throughout the mountain, which Fullstrike had originally tapped into through the use of a network of metal piping. In various areas it is utilized for defense or for heating, but for the most part it is used for illumination throughout the stronghold. The ice cap of the Uffatos Strath, collected in the volcano's natural "bowl," is the source of the interior waterworks and the stronghold's steam power. The Jirockk have brought the water into the stronghold using the burrowing abilities of the thoqqua. In fact, much of their stronghold was constructed by thoqqua, which have over the centuries been deified within the belief system of the fire giants. The complex nature of the Jirockk abode would not be possible without these creatures.

The Strath Forge receives the power of the volcano through vents that tap into the deep molten core. Kolume has modified much of the stronghold to meet his specific needs, actively using the sacred thoqqua to reshape things, but he has also put them to work in other ways. As much as he was delighted with the Strath Forge and the possibilities it allowed, he knew that the facility was not large enough for what he planned. Making the forge more efficient, and thus expanding its output, became his first priority. After completing this task, he built a steam-powered elevator system that could handle the massive equipment and materials he





would need to build his war machine. He has also created a sanctuary for the Drone hive, expanded the living quarters for his growing army, and burrowed out the secret passage to the new northeast tower, among other things.

Environmental hazards: Compared to the winter conditions the party has been experiencing so far, life within a volcano, needless to say, can get warm. Still, temperatures would range only from 80-85° F if not for the gas chandeliers that light the complex, which increase the temperature to about 95-100° F, quite harmful to most characters. Certain rooms, such as the Strath Forge vault, have their own special circumstances and are detailed as they are encountered. As the characters enter the stronghold, the GM should make very clear to the party the dangers of the unusual heat. In general, see DMG Chapter 3, "The Environment" for details on heat dangers.

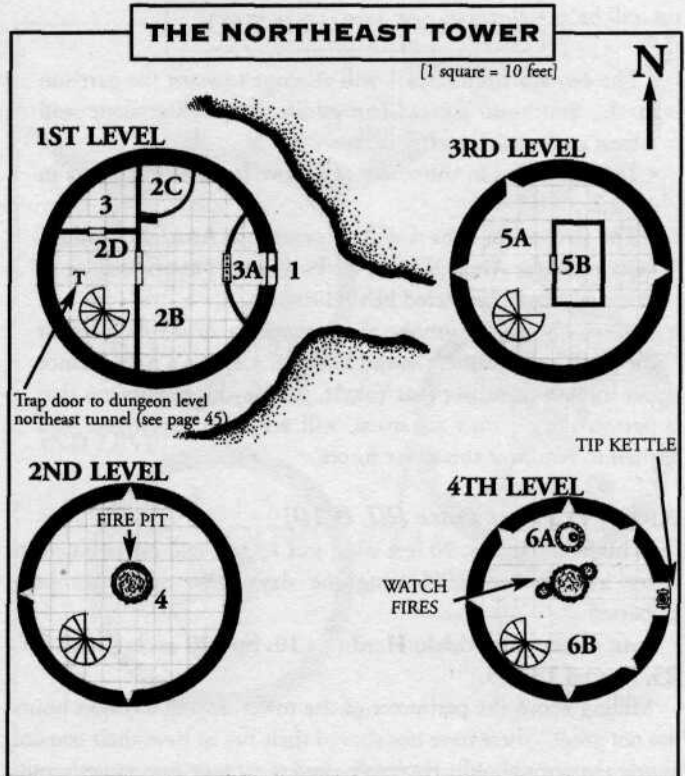
Moreover, a Medium-size character must consume at least three gallons of water over the course of a day in such high temperatures; if he does not, he risks dehydration in addition to heatstroke. A character can go without enough water for one day plus a number of hours equal to his Constitution score. After this time, he must make a **Constitution check (DC 10, +1 per previous check)** each hour or sustain **1d6 points of subdual damage**. A character who sustains subdual damage from lack of water is effectively *fatigued* (as with heatstroke, above, and with a similar risk of becoming *exhausted*). These penalties end when the character has an opportunity to drink enough fluids to rehydrate. Subdual damage from dehydration cannot be recovered until the character gets enough water, as needed—even magical healing will not suffice.

Outside of magical means, however, there are several other ways to combat the heat. As long as a character has been consuming his daily requirement of water, then drinking one additional quart of water over a one-hour period cures **1d4 points of subdual (heat) damage**. This benefit can only be gained once per hour. The stronghold itself provides other methods of cooling off as well (see various area descriptions for details), which are in place for Jirockk allies who are not normally heat-dwellers. Denizens of the stronghold are all considered to have become accustomed to the heat, and all of the available precautions are part of their daily routine. All Jirockk allies carry a large waterskin, for instance, and do their best to avoid the more intensely warm areas of the complex. It should also be noted that all gnolls that dwell within the fortress have shaved off the majority of their fur, to aid in the cooling process.

Encounters: Each encounter in the stronghold provides differences in daytime or night-time occupancy, if applicable, and in normal and full alert conditions. This is only meant to be used as a guideline and could change dramatically due to the internal logic of a particular game and the GM's discretion. Further, GMs who feel the party is having an easy time of it could "beef up" encounters to present a better challenge for the players, or move certain NPCs around as they see fit. The opposite can be said for parties having a tough time: certain encounters may need to be toned

down. Ultimately, the assault on the Jirockk stronghold is meant to be a demanding affair where only the strong and the quick-witted survive, but where they at least *might* survive.

Kolume and the Drone will rarely be found in the stronghold itself, preferring the comfort of the hive. Drone swarms, however, could be encountered randomly in the stronghold's hallways, provided those areas fall in the 80-95° F range. Rules for this kind of encounter are provided below.



Northeast Tower

A trail leading from the southeast pass ends at the northern tower. If the party comes this way, there is a 25% chance that en route they will encounter a Jirockk foot patrol (see Appendix IV: Jirockk Patrols). If a fight occurs and the patrol finds itself in trouble, the giants will sound a war horn and flee back up the path to safety. The path gently slopes up to a plateau upon which the tower is positioned. The ground is relatively level in a 30-foot-wide band around the tower, but drops off sharply beyond that at an 85-degree angle, plummeting at least 55 feet down. The tower is roughly 45 feet high with walls of thick reinforced masonry. Each of the interior levels is 15 feet high from floor to ceiling. All doors in the tower are considered to be *stuck* for Medium-size or smaller creatures ("**Stuck DC**" refers here to doors that are not barred but that, simply due to their size and weight, are difficult to open for creatures smaller than giants); generally, inhabitants who are of Medium size or of low Strength simply leave their doors ajar. On





the third floor (Area 3) there are open 6-ft. by 3-ft. "slits" at 10-foot intervals around the circumference, the bottoms of which are about 5 feet from the floor (granting Medium-size creatures **75% cover** but imposing a **-2 circumstance penalty to their missile fire**, and granting Large creatures **90% cover**).

Reinforced masonry walls: 2 ft. thick; Hardness 8; hp 360; Break DC 50; Climb DC 15.

The tower encounters have been keyed to a normal state of alert. Should the garrison there know the party is coming, their alert status will be as follows:

- The centaur from Area 1 will attempt to warn the garrison in the Southeast Tower. The gnolls and troll(s) there will retreat to Area 2 for extra defense.
- The two ettins in the tower will move to assist the giants in Area 2.
- The sleepers in Area 4 will disperse into Areas 2, 5, and 6 (see details for Areas 2D and 6). Both sets of doors leading to those areas will be barred behind them.

Note: Should the smoke alarm signal in Area 6 be used or the gnoll lookout there sound his horn, there is a 35% chance per minute thereafter that Yokyle, the Jirockk red dragon that patrols the region's air space, will arrive to investigate and then to reinforce the tower forces.

AREA 1: *Front Gate (EL 8-10)*

Two huge iron doors, 20 feet wide and 13 feet tall, protect against entry into the tower. During the day, these doors are kept unbarred.

Iron doors: 4 in. thick; Hardness 10; hp 120 each; Stuck DC 25, Barred DC 45.

Milling about the perimeter of the tower during daylight hours are ten gnolls (these have not shaved their fur, as have their cousins inside the stronghold), two trolls, and a centaur messenger/scout, all of whom return occasionally to a large fire lit for warmth; at night, there are usually only five gnolls and a troll sitting by the fire, while the rest are inside. An ettin is constantly on lookout duty, regardless of the time of day.

Ettin (1): hp 75.

Trolls (1-2): hp 63 each.

Centaur (0-1): hp 20.

Gnolls (5-8): hp 11 each.

AREA 2: *First Level*

Area 2A: Entering through gate here, one finds a 9-foot, semi-circular wall surrounding the entry space. Across from the front doors is a massive swinging gate of iron bars with intricate scroll-work that opens out to the west. The gate can be barred, but is usually left open.

Gate (iron bars): 3 in. thick; Hardness 10; hp 90; Stuck DC 14, Barred DC 35.

Area 2B (EL 7): There are always three Jirockk here, though not

always the same three. If a frontal assault should occur, two will throw heated rocks and alchemist's fire grenades from here into the fray in Area 2A. There are four Jirockk fire bombs (see Appendix III: New Items) ready for use against the east wall. Several iron braziers are situated in the room (to keep the temperature closer to the Jirockks' liking), and six throwing rocks rest against the braziers absorbing heat, as the Jirockk prefer. The third Jirockk stands at the gate with a huge, metal-hafted, masterwork ranseur (2d6, x3 crit, 15-foot reach weapon), ready to jab any intruders that come within range. At night, the centaur from Area 1 sleeps here.

Jirockk (3): hp 142, 142, 142.

Centaur (0-1): hp 25.

Area 2C (EL 5): This is a 9-foot raised platform topped with battlements from which up to five gnolls can defend with their short bows, gaining **75% cover (+7 AC, +3 Reflex)** while they do so. Five gnolls are here on duty, day or night.

Gnolls (5): hp 13, 12, 11, 10, 9.

The door on the east wall is of heavy wood reinforced with iron bands, and is not barred under normal circumstances.

Iron-banded door: 2 in. thick; Hardness 6; hp 35; Stuck DC 11, Barred DC 27.

Area 2D (EL 0 or 7): A large stone spiral staircase winds up the length of the tower from this room. Stacked along the east wall are barrels used to carry coal and wood from Area 3. A secret trap door can be found partially concealed by the barrels with a successful **Search check (DC 15)**. It opens into a passageway 14 feet below that carries on to the stronghold, Dungeon Level: Area 4 (a Jirockk foot patrol is always posted at the far end of the secret tunnel). Fixed into the lower passageway's wall about halfway down from the trap door is a large metal bar that acts as a footrest for the giants to climb up or down upon. Directly beneath it are several stuffed hide pallets placed here by the gnolls to soften the drop if they need to get into the tunnel quickly (creatures jumping down take no damage); Medium-size or smaller creatures must make a **Climb check (DC 5)** to get down normally.

During an alert, three Jirockk from Area 4 will move here to intercept any intruders.

Jirockk (3): hp 142, 142, 142.

AREA 3: *Fuel Room*

Stacked in here are cords of wood and a huge mound of coal to keep the tower's various heat sources and fires burning.

AREA 4: *Common Area (EL 14-16)*

This entire floor is devoted to accommodating much of the tower's garrison. Surrounding a fire pit in the middle of the room are numerous bedrolls and sleeping furs of various sizes. It smells strongly of gnoll and giant, and is badly kept. Bones, flagons, and garbage are strewn about. There is little of value to be found here: most of the giants' belongings are in the stronghold for safekeeping. Sitting on a table is a barrel of Drone honey mead. At night, this place typically sleeps four Jirockk, one frost giant, an ettin, two





trolls, and thirty gnolls. In the daytime, it sleeps fifteen gnolls, a troll, an ettin, two frost giants, and three Jirockk.

Jirockk (3-4): hp 142 each.

Frost Giant (1-2): hp 133 each.

Ettin (1): hp 75.

Gnolls (15-30): hp 11 each.

Trolls (1-2): hp 63 each.

AREA 5: Archers' Level (EL 10)

Area 5A: This chamber helps in the tower's defenses, but part of this level is used for storage as well. At any given time, fifteen gnoll archers are on duty while another fifteen sleep here. The archers fire at any invaders through the "slits" (granting 75% cover but imposing a -2 circumstance penalty to their missile fire due to the inconvenient height, as explained above).

Gnolls (30): hp 11 each.

Area 5B: This room is both larder and armory, kept locked with a stout wooden door. Each Jirockk in the tower bears a key to this door. It holds food rations for the tower (smoked meat, cheese, hardbread, etc.), but also, hanging on racks fixed on the exterior walls, are seven extra gnoll battleaxes, five short bows, and twelve quivers of arrows (20 arrows each), as well as two Jirockk ranseurs (huge, metal-hafted, masterwork; 2d6, x3 crit, 15-foot reach weapon) and two huge masterwork greatswords. Piled against the south wall are fifteen throwing rocks for the giants.

Locked wooden door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 20.

AREA 6: Battlement (EL 12-13)

Note that any Jirockk here suffer a -1 morale penalty to attack and damage rolls, saving throws, and skill and ability checks because of the cold. One large and two small watch fires are kept burning continuously here. Beside them are three pots full of different colored powder. These powders are introduced into the fires to change the color of the smoke for a coded communication system. All three fires burning red is the sign for invasion. A tip kettle full of boiling pitch is positioned directly above the main doors, to be lit and poured onto invaders. Positioned around the roof are a total of fifteen throwing rocks (ten of these are kept heated for the Jirockk), and ten Jirockk fire bombs (see Appendix III: New Items).

Burning pitch: +10 melee touch; 5d6 fire, then 2d6 fire each round for 3 rounds; see also DMG Chapter 3, "Catching on Fire" for details on the dangers of exposure to open flame.

At full alert, the roof holds one Jirockk, three frost giants, and twenty gnoll archers. Otherwise, during daylight hours there are one Jirockk, one frost giant, and fifteen gnolls present. At night, this is reduced to two frost giants and five gnolls. At any time, one of the gnolls listed here is actually up in the crow's nest (Area 6A).

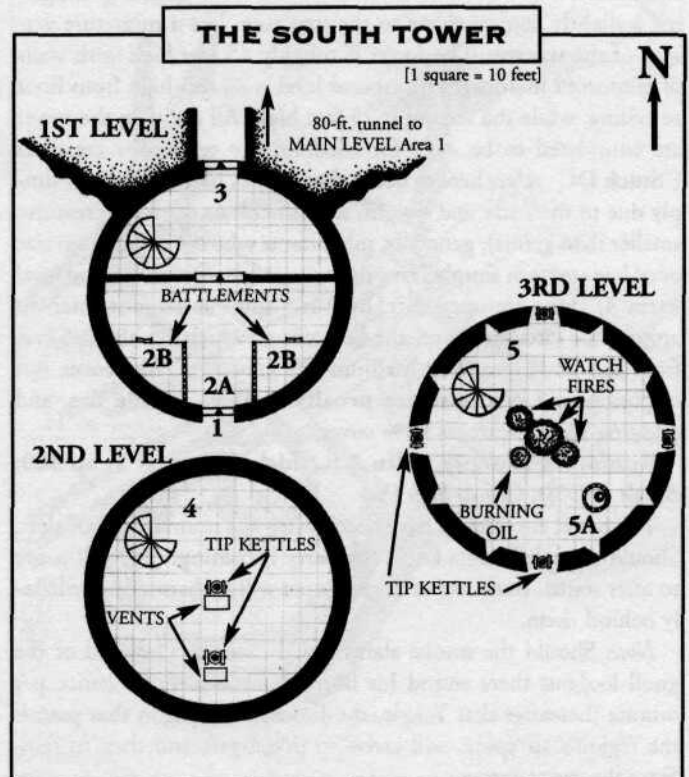
Jirockk (0-1): hp 142 each.

Frost giants (2-3): hp 133 each.

Gnolls (4-19): hp 11 each.

Area 6A: This is a 15-foot-high crow's nest from which a gnoll warrior always watches for activity, mostly toward the trail that leads down from Grav's Pass. If the party does not conceal its approach up the path to the tower, the gnoll gains a +4 circumstance bonus to his Spot check to see them. There is a war horn mounted in the crow's nest that he will sound if he cannot determine who or what is approaching.

Gnoll (1): hp 11.



Southern Tower

Jutting out of the side of the mountain, the Southern Tower watches over the Valley before it. To the east, a trail winds its way out of the mountains and into the Mattadin, ending at the front gate of the northeast tower. Traffic of all kinds comes and goes along this path, generally consisting of patrols, scouts, or Jirockk iron caravans (which are the equivalent of a Jirockk foot patrol—see Appendix IV—plus ten gnolls and several wagons) bringing metal from the Firemane mines. Occasionally, a caravan transporting Drone honey mead to various Jirockk abroad will head either east or south. Caravans heading to the south will have human agents accompanying them, seeking to sell the mead on the open market of the frontier, or else specifically at the Castle of the Delta's Ram. The exact frequency and kind of traffic are left to the GM. Generally, however, any entry into the tower goes under very tight scrutiny. Hell hounds are brought around to sniff out anything unusual, while the gnolls check everything by hand and eye. The





Jirockk in Area 2 have the final word on who or what is allowed in.

This tower is similar in construction to the Northeast Tower, but is older and connected directly to the mountain, which slopes down into the back of the tower 25 feet above the ground at the front. Since the tower is connected to the stronghold directly, there is no need for living quarters within, and occupants of various areas will be the same, day or night, under normal conditions. Recently, a gas line has been piped in to heat and illuminate the structure. The base of this tower also has a much greater girth, giving a slightly conical shape to the structure, like a miniature version of the volcano. The tower is roughly 45 feet high with walls of reinforced masonry. The ground level is 20 feet high from floor to ceiling, while the second is 25 feet high. All doors in the tower are considered to be *stuck* for Medium-size or smaller creatures ("Stuck DC" refers here to doors that are not barred but that, simply due to their size and weight, are difficult to open for creatures smaller than giants); generally, inhabitants who are of Medium size or of low strength simply leave their doors ajar. On the second level (Area 4) there are open 6-ft. by 3-ft. "slits" at 10-foot intervals around the circumference, the bottoms of which are about 5 feet from the floor (granting Medium-size creatures 75% cover but imposing a -2 circumstance penalty to their missile fire, and granting Large creatures 90% cover).

Reinforced masonry walls: 2 ft. thick; Hardness 8; hp 360; Break DC 50; Climb DC 15.

The tower encounters have been keyed to a normal state of alert. Should the inhabitants know the party is coming, they will move to alert status. Both sets of access doors will be barred immediately behind them.

Note: Should the smoke alarm signal in Area 6 be used or the gnoll lookout there sound his horn, there is a 45% chance per minute thereafter that Yokyle, the Jirockk red dragon that patrols the region's air space, will arrive to investigate and then to reinforce the tower forces.

Fifty feet to the southeast of the tower, living out of a relatively small shack, is RR'noolar the ettach (see Appendix II: Featured Characters). He is the main lookout for the tower, keeping an eye (or two) on both the northeast and southern trails. A true loner, he finds the stronghold too cramped, preferring the wide-open space and the brisk air of the Mattadin. RR'noolar's reaction to the Drone honey mead is odd—he now never seems to need sleep. As he is terribly addicted to the mead, the Jirockk consider it a blessing that he would rather live outside, so they do not have to worry constantly about him taking more than his share...

His home is empty of furniture, save a stout table with a barrel of honey mead on it. Should he spot intruders, he'll engage them immediately, buying time for the tower's defenses to prepare. He will fight to the death.

RR'noolar (1): hp 102.

AREA 1: *Front Gate (EL 7-10)*

Two massive iron doors, similar to those of the Northeast Tower but 25 feet wide and 15 feet tall, open outward, protecting against entry into the tower. During the day, these doors are kept unbarred.

Iron doors: 4 in. thick; Hardness 10; hp 120 each; Stuck DC 25, Barred DC 45.

Patrolling the perimeter of the tower during daylight are ten gnolls (shaved of their own fur, but wearing furs to protect them from the elements), a troll, two hellhounds, and a centaur messenger/scout. At night, there are only ten gnolls (shaved of their own fur, they suffer a -1 morale penalty to attack and damage rolls, saving throws, and skill and ability checks because of the cold) and two trolls. A large fire has been lit to the southwest to comfort them.

Trolls (0-1): hp 63.

Hellhounds (0-2): hp 38 each.

Centaur (0-1): hp 28.

Gnolls (10): hp 14, 13, 13, 12, 11, 11, 10, 9, 9, 8.

AREA 2: *Gate Chamber*

Should an attacking force breach the main doors at Area 2A, they will meet stiff resistance on the other side. Attackers have little choice but to move straight ahead, having 15-foot-high battlement walls on either side of them.

Reinforced masonry walls: 2 ft. thick; Hardness 8; hp 360; Break DC 50; Climb DC 15.

Area 2A (EL 14): Here attackers will most likely be forced to endure burning pitch being poured on top of them from kill-holes in the ceiling. There are two 4 ft. by 4 ft. holes for this purpose, both covered with a heavy iron grate; the first is directly behind the main doors, the second 60 feet behind the first. This second vent will be used only if a first wave of invaders pushes through, or if a second wave makes it in before the first vat can be reloaded.

Kill-hole grates: 3 in. thick; Hardness 10; hp 90; Break DC 35.

Burning pitch: +10 melee touch; 5d6 fire, then 2d6 fire each round for 3 rounds; see also DMG Chapter 3, "Catching on Fire" for details on the dangers of exposure to open flame.

Only Jirockk will defend in this area, since they are unaffected by the burning pitch. Once the area has been doused with fire, three Jirockk will arrive to repel the attackers. These warriors are some of the toughest the Jirockk have to offer and will fight to the death.

Jirockk (3): hp 175, 175, 175.

Area 2B (EL 8): This area comprises two 10-foot-tall battlements that hold five gnoll archers each, all of whom gain 75% cover (+7 AC, +3 Reflex) while they shoot arrows at invaders as they come through.

Gnolls (10): hp 14, 13, 13, 12, 11, 11, 10, 9, 9, 8.

Another set of iron double doors similar to those in Area 1 are fixed into the north wall, opening inward. These doors are kept





unbarred under normal conditions.

Iron doors: 4 in. thick; **Hardness 10;** **hp 120 each;** **Stuck DC 25,** **Barred DC 45.**

AREA 3: Main Entryway (EL 6)

Normally, this room is occupied by two gnolls and a troll who assist in opening the doors for any traffic that may happen through.

Troll (1): **hp 57.**

Gnolls (2): **hp 14, 10.**

Along the east wall are several cords of wood to keep the watch fires burning on the roof. The opening at the north end of the room runs 80 feet into the stronghold. A spiral staircase to the west leads up into the tower. Should invaders make it this far, the Jirockk from Area 5 will move to intercept (possibly meeting opponents on the stairs and thus gaining a +1 bonus to **melee attack rolls** for fighting from higher ground).

AREA 4: Archers' Level (EL 9)

Fifteen gnoll archers are posted here and will rain arrows down on any attackers below through the large "slits" (granting them 75% **cover** but imposing a -2 **circumstance penalty to their missile fire** due to the inconvenient height, as explained above). The gnolls also operate the burning pitch kettles that tip into Area 2A. Each kettle is heated from underneath by a gas burner situated in the floor. Each gnoll has an extra quiver of 20 arrows somewhere in the room. Several barrels of pitch stand against the wall, ready for use with the kettles.

Gnolls (15): **hp 15, 14, 13, 13, 12, 12, 11, 11, 11, 10, 10, 9, 9, 8, 7.**

AREA 5: Battlements (EL 14)

Note that any Jirockk here suffer a -1 **morale penalty to attack and damage rolls, saving throws, and skill and ability checks** because of the cold. The roof normally holds two Jirockk, two frost giants, and ten gnoll archers (one of whom is always in the crow's nest, Area 5A). One large and two small watch fires are kept burning continuously. Beside them are three pots of colored powder, similar to those in the Northeast Tower battlements. Using the smoke signals will be the Jirockks' first action should intruders or attackers be noted. Four large tip kettles are positioned at each of the compass points of the roof, full of pitch to be lit and then poured onto invaders. Near the large fire is a large vat of pitch, kept heated from underneath by a gas burner in the floor. A Jirockk can fill a tip kettle with one of the great iron buckets nearby in two rounds. The vat holds enough extra pitch to fill four tip kettles. Also positioned around the roof are a total of twenty throwing rocks (ten of these are kept heated for the Jirockk), and ten Jirockk fire bombs (see Appendix III: New Items).

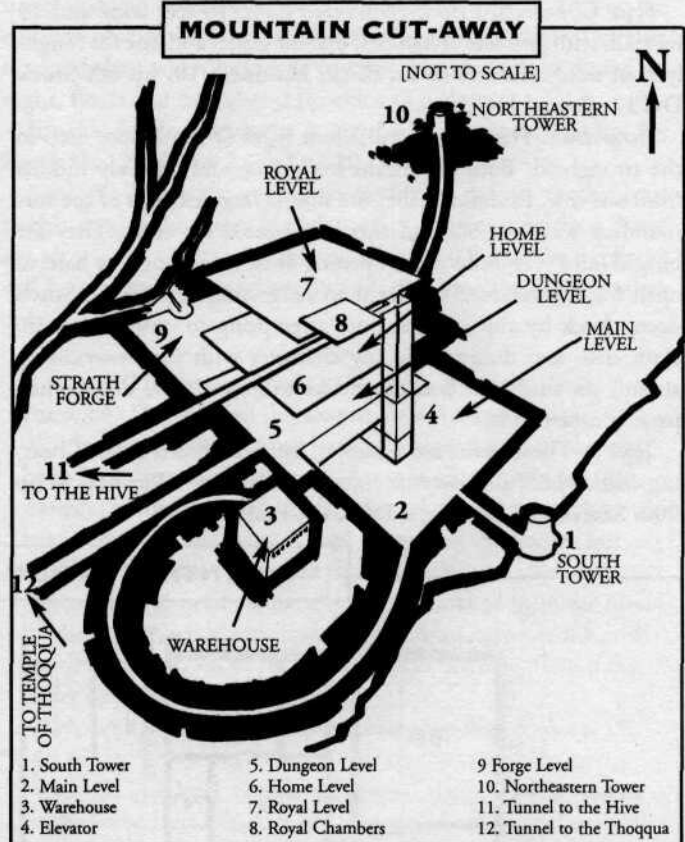
Jirockk (2): **hp 142, 142.**

Frost giants (2): **hp 133, 133.**

Gnolls (9): **hp 12, 12, 12, 11, 11, 11, 10, 10, 10.**

Area 5A: This is a 15-foot-high crow's nest from which a gnoll warrior always watches for activity. If the party does not conceal its approach up the path to the tower, the gnoll gains a +3 **circumstance bonus to his Spot check** to see them. There is a war horn mounted in the crow's nest that he will sound if he cannot determine who or what is approaching.

Gnoll (1): **hp 11.**



The Stronghold

General Characteristics

Stronghold walls: Unless otherwise stated, the standard ceiling height in the stronghold is 20 feet and all interior, non-load-bearing walls (those that separate two open areas) are of hewn stone, while load-bearing walls are unworked.

Load-bearing walls: 5 ft. thick; **Hardness 8;** **hp 900;** **Break DC 65;** **Climb DC 20.**

Interior walls: 3 ft. thick; **Hardness 8;** **hp 540;** **Break DC 50;** **Climb DC 22.**

Door types: There are three different types of normal doors generally used throughout, all with well-greased hinges in good repair; however, all are still considered to be *stuck* for Medium-size or smaller creatures ("Stuck DC" refers here to doors that are not barred but that, simply due to their size and weight, are difficult to open for creatures smaller than giants). Generally, inhabitants who





are of Medium size or of low Strength simply leave their doors ajar. Unless otherwise noted, any given door will be Type C.

Type A: Two iron doors, 25 feet wide and 15 feet tall (4 in. thick; Hardness 10; hp 120 each; Stuck DC 21; Barred DC 40).

Type B: Two iron doors, 20 feet wide and 13 feet tall (3 in. thick; Hardness 10; hp 90 each; Stuck DC 17; Barred DC 36).

Type C: Standard iron, giant-sized door, 10 feet wide and 13 feet tall, with two sets of handles, one for giants and one for roughly man-sized creatures (2 in. thick; Hardness 10; hp 60; Stuck DC 12; Barred DC 30).

Secret doors: There are two different types of secret door used in the stronghold. Both are meant for giants, and are only hidden from one side. Essentially, they are simply large sections of the surrounding wall, cut out and then remounted for entry. They are hinged (and very noisy when opening or closing), but very hard to open for any creature smaller than Large size, requiring a **Stuck door check** by any such creature attempting to push one open. Both elves and dwarves (or any character with the *stonecunning* ability) get automatic **Search checks** to notice these doors when passing near them.

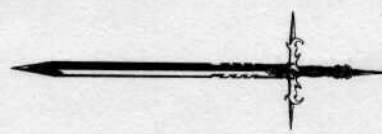
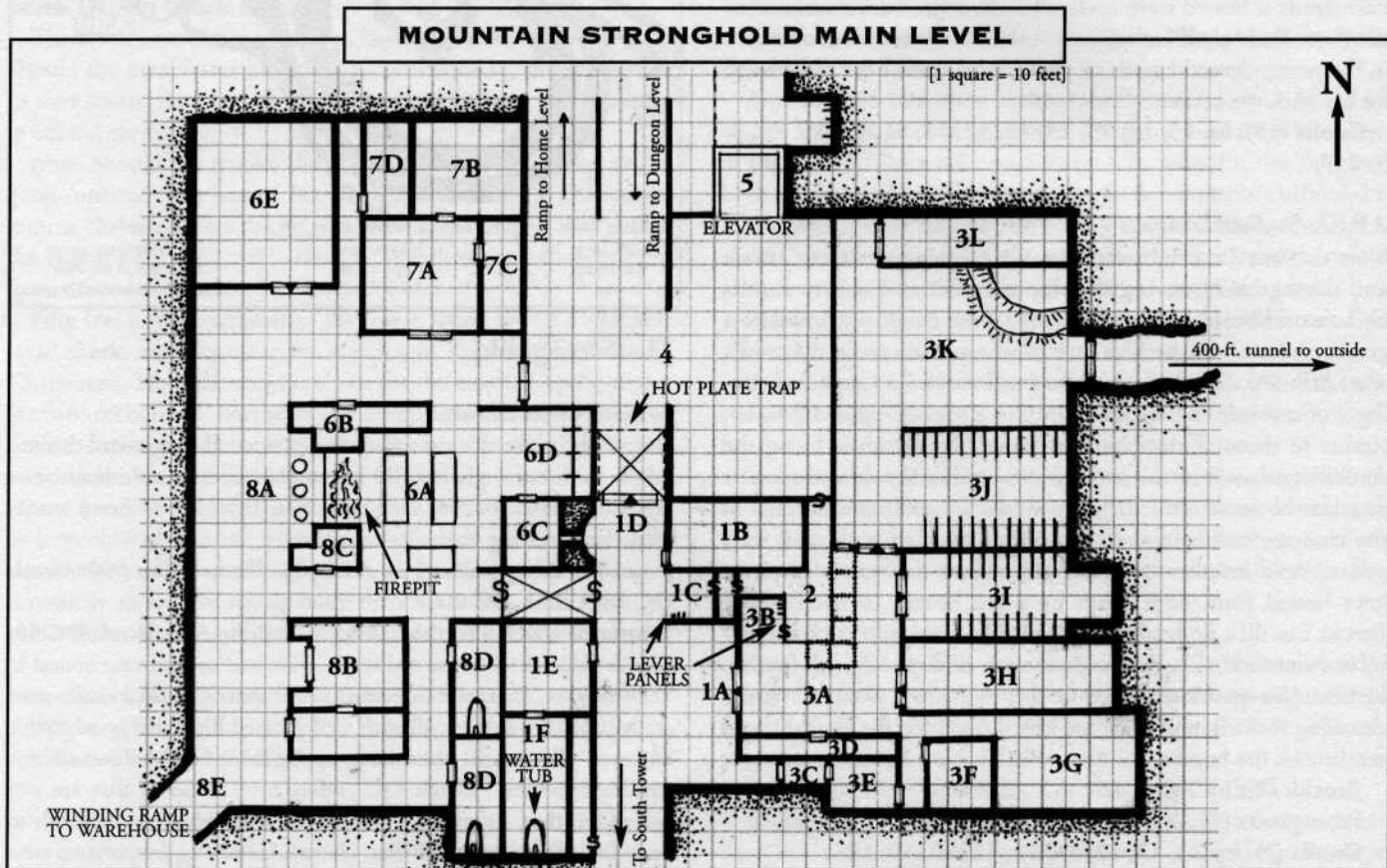
Type A: These doors are mounted into unworked or load-bearing walls, which are always at least five feet thick (Hardness 8; hp 900; Search DC 10; Stuck DC 24; Climb DC 20).

Type B: These doors are mounted into standard hewn walls, which are generally three feet thick (Hardness 8; hp 540; Search DC 14; Stuck DC 18; Climb DC 22).

Illumination: Large gas-fueled copper chandeliers provide most of the lighting for the stronghold. They hang in most rooms and hallways, giving off a brilliant light with a radius of 60 feet, and are spaced accordingly. Within 20 feet of a chandelier, characters suffer a **-2 circumstance penalty to all Hide checks**. The chandeliers are also very hot, increasing the temperature around them (see "Environmental hazards," above). If a chandelier is destroyed or broken, a small explosion will occur (2d6 points of heat damage [10-ft. radius]; Reflex DC 16 halves), and thereafter an open flame causing 1d6 points of heat damage per round of exposure will remain in that location until the damage is repaired or the pipe is sealed off. Much of the piping for the gas is encased or even formed in solid rock, but elsewhere copper tubing is used.

Copper tubing/chandeliers: Hardness 5; hp 20; Break DC 15.

Heat plate traps: Much of the floor of the stronghold is covered in thick ceramic tile which conducts the heat of the mountain. In some areas, this tile has been mounted over a gas-powered hot-plate, creating an area of the floor that is scalding hot underfoot. Most of these "traps" are 10 feet square, but some are considerably larger (as detailed by area).





Heat plate trap: 10-ft. by 10-ft. square (2d6 heat); **Reflex save** (DC 12) avoids; **Search DC 30**; **Disable Device DC 30**.

The Drone: There is a 10% chance every hour that the characters wandering the stronghold will encounter a roaming Drone warrior swarm. The encounter can only happen in areas of the stronghold where it is feasible for them to exist. Thus, for example, the Drone will never be encountered in the Temple of the Thoqqua or in the Strath Forge. See Appendix I: Monster Descriptions for further details on the Drone swarm.

The Main Level

AREA 1: Main Staging Area (EL 14)

This is the main staging yard for transport in and out of the stronghold; ten gnoll attendants, a troll, and two Jirockk warriors are stationed here during the day under normal conditions. The gnolls help with suiting up patrols, opening doors, and assisting Bossa in his administrative duties; they have been with the Jirockk for some time and all can speak Giant. The troll does a lot of the heavy lifting and is quite domesticated by troll standards. The Jirockk generally stay in Area 1B, the guardroom. Their main responsibility is the protection of the entryway, but they also assist in the mundane operations of the stronghold and in helping Bossa. Neither the gnolls nor the giants are ever far from this location. Presently, with the onset of winter, there isn't much activity. At night, only five gnolls, a troll, and a Jirockk (always positioned at Area 1C) patrol the area. In a state of alert, the forces will disperse as follows:

- Two gnolls head to Area 1D to man the steam trap.
- The two trolls guard the corridor coming from Area 1E (when invaders have moved past the secret door, they will spring out to flank).
- The remaining gnolls will position themselves near the door of Area 1A to fire upon intruders.
- One Jirockk will station himself at Area 1C in order to lock all mechanized doors, activate the heat plates at Area 1E and 4A, throw the general alarm, and then release the hell hounds at Area 3C.
- The other two Jirockk will engage the enemy directly.
- Bossa will move to Area 3B and spy on the situation in Area 1A through a peephole. He will man the panel there and act accordingly.
- If Yokyle, the red dragon, hasn't been encountered already, then he will be in his lair in Area 3K. If so, Bossa will open the doors for him in Area 3A so that he can join the battle. Yokyle has no compunction about breathing fire into Area 1 as he knows no Jirockk will be hurt by it.

Area 1A: The doors here are Type A, and lead into Area 3A. They are normally kept unlocked and open under normal operations.

Area 1B: This is the Jirockk guardroom. Five beds are against the north and east walls, and under each is a Jirockk footlocker containing one giant's mundane personal belongings. In the middle of the room is a table with five enormous stools. The secret doors that can be accessed from this area are Type B. During the day, one Jirockk will be found sleeping here, waking only if an alert is sounded or when it is time to carry out his nightly duties. At night, Bossa and the other 2 Jirockk will be here.

Jirockk footlocker: iron; 1 in. thick; **Hardness 10**; **hp 50**; **Break DC 30**; **Open Lock DC 20**.

Area 1C: This is the control center for the defense mechanisms in this area. If the tower is under attack or preparing for a direct assault, a panel of levers on the south wall (10 feet above the floor) will be thrown by one of the Jirockk defenders, in the following order:

- **Lever 1:** This lever automatically closes and bolts the doors at Areas 1A, 1B, 1D, and the second Type A secret door in Area 1E. An internal locking mechanism within the doors throws bolts into the wall, holding the doors in place (consider them *barred*; the locking mechanism is placed at the giants' chest level). Initially, this tactic is used to contain the enemy, but should the invaders penetrate these defenses and reinforcements come to need access, all can be unlocked from the inside by throwing an easily spotted release valve located in the middle of the doors. All of these doors, with the exception of the secret door, open inward.
- **Lever 2:** This lever activates the *heat plate traps* in Areas 1E and 4A.
- **Lever 3:** This lever sounds the general alarm. A loud ringing noise can be heard throughout the stronghold. The alarm will sound in all levels of the complex and will continue until it is deactivated in Area 3B.
- **Lever 4:** Throwing this lever will open the Type A doors at Area 3C, releasing six hell hounds into the fray.

The giant will then hit a kill switch located underneath the four levers, rendering the panel useless until all of the above functions are overridden at the main panel in 3B. It will take one *full round action* for the Jirockk to complete the above duties. Once he has finished with the control panel, he will join the defense. (Note that, for a Medium-size or smaller creature, moving a single lever is a *standard action* that requires a successful **Strength check [DC 15]**).

Area 1D: These Type A doors are the main entrance into the stronghold and are guarded by a *steam blast trap*. The two gnolls manning the trap will trigger it once they see intruders entering its range through a peephole.

Steam blast trap: 40-ft. cone (4d6 heat); **Reflex save** (DC 12) halves; **Search DC 25**; **Disable Device DC 30**.





Area 1E: This is the gnoll guardroom. Gnolls will move in and out of the room during the day or night at the GM's discretion. Five Medium-size stools and a table with a half-consumed slab of raw meat on it sit in the middle of the chamber. A weapons rack containing five gnoll battle axes, two short bows, and three extra quivers (20 arrows each) is mounted on the west wall.

At the end of the corridor to the south is a Type B secret door. To the north of the room are two Type A secret doors. The door to the east is normally left open. The second secret door to the west can be mechanically locked from the panel at Area 1C. A *heat plate trap* rests in the space between the sets of doors (as shown on the map). Should the stronghold come under attack, two gnolls in the room will immediately head toward the steam strap at Area 1D, though the heat plate trap will likely already have been set; they will still run across the trap, not willing to face the wrath of their Jirockk masters, but will gain a **+4 insight bonus** to their **Reflex save** in doing so.

Heat plate trap: 10-ft. by 10-ft. square (2d6 heat); **Reflex save (DC 12) avoids**; **Search DC 30**; **Disable Device DC 30**.

Area 1F: This area is the gnoll barracks. Straw covers most of the floor and the room reeks of gnoll. The usual bones and refuse cover the floor. During the day, five gnolls and a troll can generally be found here resting. Along the west wall are three tanks that hold warm and tinny flavored drinking water (it tastes bad, but is not dangerous). To the south of the room is a large tub filled with water. Right now the water is disgusting, filled with gnoll stink and clumps of wet fur, but much of this can be removed with the pulling of a drain plug. If the plug is replaced, a small valve can then be turned which will replenish the tub with fresh, reasonably cool water (this takes about three minutes). A character immersing himself in the tub for one minute will be cured of **3d4 points of subdual (heat) damage**.

Jirockk (3): 185, 175, 175.

Trolls (2): hp 65, 57.

Hell hounds (6): hp 43, 40, 38, 38, 36, 34.

Gnolls (15): hp 15, 14, 13, 13, 12, 12, 11, 11, 11, 10, 10, 9, 9, 8, 7.

AREA 2: Bossa's Office (EL 10)

The main entranceway of the stronghold is always busy with activity. Bossa Rockmelt, an aging but still hale Jirockk warrior (standard Jirockk statistics), coordinates the traffic that comes through the complex and watches over the inventory in the armory. Bossa lost his right leg to a white dragon long ago, but has a fully actuated prosthetic made of brass to replace it, a gift from Tian Fullstrike for bravery in that battle, which he displays proudly. Bossa spends most of his time in his office located in Area 2. During a state of alert, he moves to Area 3B, activating countermeasures using the control panel there as he sees fit. Should it appear that the invaders are winning the battle, he will retreat back to Area 2 to intercept anyone taking advantage of the Type B secret doors that lead to his office.

The office itself has several stools, a large desk at the southeast corner, and rows of shelving that contain stacks of parchment. Written in Giant, most detail stronghold traffic (departure/return times of patrols, caravans, etc., patrol and tower reports, and accounts assessments), biweekly armory inventories, files on Jirockk who are abroad (and their living status within the stronghold), and diaries of any seismic activity that may have observed through the mountain. Just how much of an impact this information has on the mystery of the Jirockk is up to the GM.

Bossa (1): hp 142.

AREA 3: Animal Pens (EL 13-15)

All the doors in Area 3 are perforated to allow for air circulation. Still, given the heat, the smell of animal here is overpowering.

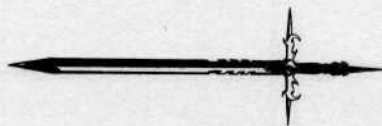
Area 3A: Characters will notice, however, that the area is a little cooler than the rest of the complex. The Jirockk caretaker, Krowtra the Boar-handler (usual standard Jirockk stats, but replace Craft skill with Handle Animal), and his five gnoll assistants work hard to keep the place clean. Given the interior plumbing of the complex, Krowtra has his assistants clean the pens out thoroughly every day. A sprinkler system (Kolume's idea) hangs from the ceiling in Areas 3A, 3H, 3I, 3J, and 3L. The valve system is controlled from a panel in Area 3B and is used for two reasons: cleaning the pens, but also keeping the animals cool. The sprinklers provide a fine, cool spray that will reduce any **subdual heat damage** taken down to zero within three minutes.

Originally, this area was used to house the three young red dragons affiliated with the Jirockk. Yokyle is the dragon that has been headquartered at the stronghold, while his brothers Romdrom and Killmoj are stationed at the Ram's Bridge and Grav's Pass war camps, respectively. Now only Yokyle's lair remains, the other sections having been revamped to house the new need for dire boars.

The centerpiece of Kolume's new war machine is the dire boar war chariot (see Appendix III: New Items). The population of dire boars within the Valley has always been large, and they have been the main food source of the Jirockk for generations. Kolume couldn't believe his luck when he saw the massive boars, knowing instantly what to do with them. Now, the Jirockk have been instructed to capture them en masse, and none are to be eaten.

Along the 'L'-shaped north wall is an enormous iron cage sectioned off in 10-foot stalls. When the boars are being fitted with their specially designed barding, they are herded into these cages. Then, a massive trolley suspends the barding in the air by chains and, once the boar is in position, lowers the barding down onto the beast. The chariot is then shoved by a running crew into Area 3A, where two boars are hitched up to take the vehicle out through the main doors. Two of these trolleys are parked against the south wall, but only one set of barding is currently chained up.

During the day, Krowtra and the gnolls are found in the various areas of the pens. At night, Krowtra will be in Area 3E, and the gnolls in Area 3D. Should the complex be on alert, all will arm themselves and wait in Area 3A as needed.





Krowtra (1): hp 155.

Gnolls (5): hp 13, 12, 11, 10, 9.

Area 3B: This area is the control center of Areas 1 and 3. It contains a control panel, located 10 feet up on the wall, similar to the one found in Area 1C. This one overrides the panel in Area 1C, however, and can be used to activate and deactivate the level's various defense mechanisms as needed. As mentioned above, it also holds the valve system to the sprinklers in Area 3A. This panel is accessible to man-sized creatures, and is very easy to understand and operate once its purpose has been discovered. During an attack, Bossa (from Area 2) will be here assessing the situation through a peephole found 10 feet up on the west wall. The secret doors in the room are Type B.

Area 3C: This is a hell hound kennel. Six hell hounds are located here at all times, unless they have been released for a special purpose (a hunt, to search incoming traffic, etc.). Once the Type A door to the west of the room is opened from Area 1C, the hounds will attack any invaders in the area immediately.

Hell hounds (6): hp 44, 42, 39, 38, 35, 30.

Area 3D: This is the barracks for Krowtra's gnoll helpers. The floor is covered in hay and stinks of gnoll. Nothing of value can be found here.

Area 3E: This is another hell hound kennel, but it is unoccupied presently. This pen is slightly larger than that at Area 3C and is used to hold any hounds that might be injured.

Area 3F: This area comprises the living quarters and office of Krowtra (see Area 3A). A simple table, chair, and bed occupy the room. Shelving on the south wall holds all of his diaries and records of the various animals located in the pen. At the foot of his bed is a Jirockk footlocker containing his mundane belongings. If he is here, his sword is hung on a rack over his bed. A hidden safe (Search DC 25, Open Lock DC 30) located in the wall over the table holds a Jirockk-sized *ioun helmet* (see Appendix III: New Items), the only functioning one to date, which is used to control the dire boars in Area 3J.

Jirockk footlocker: iron; 1 in. thick; Hardness 10; hp 50; Break DC 30; Open Lock DC 20.

Area 3G: This is the future storage space of all the barding trolleys. The trolleys are great iron frames mounted on wheels. Chains hang down in key positions to load the barding. The framework allows for the trolley to be rolled over the boar so that the barding can then simply be lowered onto the animal. Presently, this enormous space seems empty, holding eight trolleys, only two of which are loaded.

Area 3H: This area holds what remains of Hyia's livestock, aside from the cattle in Area 3L. Kolume wishes to let the animals multiply, so they are safe here: the gnolls can be trusted not to eat them, knowing such folly would mean a horrible death. A couple of scant dogs, several pigs, four goats, seven milking cows, twenty-nine chickens, and a rooster reside here.

Area 3I: This area is being used as horse stables. Presently, there are 10 horses stationed here. Two horse carts are parked in an

alcove at the east end of the room. Any centaurs in the complex also call this place home; at night, there will be 1d4-1 centaurs here.

Centaur (1-3): hp 26 each.

Area 3J: These are the dire boar stables. Nine choice specimens are in their stables at the east end of the room. A character making a closer examination will notice a small crystal imbedded between the brows of the six largest beasts. These are the *control crystals* crafted by Kolume. The boars fitted with the crystals are docile and will not attack even if freed. An *ioun helmet* used to control them can be found in Krowtra's safe in Area 3F (see Appendix III: New Items for a description of both the *control crystal* and *ioun helmet*).

Dire boars (9): hp 75, 73, 72, 70, 69, 69, 65, 61, 59.



Area 3K: This is Yokyle's lair, and reeks of dragon. The red dragon patrols the Valley, as well as the area around the Uffatos Strath. He comes and goes as he wishes, and his missions are of the "search and destroy" variety: he has been given free rein to attack any intruders he encounters who are not under the influence of the Drone. It should be noted that none of the Jirockk dragons are themselves under the influence of the Drone, instead serving the giants and Kolume of their own free will.





There is nothing of value here, Yokyle's hoard being kept in the King's Hoard, Royal Level: Area 3J. In the northeast corner of the room is a two-tiered platform where the dragon sleeps. A large opening at the east end of the room is Yokyle's passage, which travels upwards for approximately 400 feet toward the east, opening onto the mountainside; it is secured by a Type A door. Four large troll sentries are positioned here at all times with a war horn to alert Krowtra of any intruders, and they open and close the door to Yokyle at his request.

Trolls (4): hp 89, 85, 82, 75.

If the party has yet to encounter Yokyle, he will be here. Otherwise, he will be here only if he sustained heavy damage in a previous encounter and came here to lick his wounds.

Yokyle (1): hp 173.

Area 3L: This is yet another stable. It currently holds eighteen beef cattle, all from Hyia's ranch. Some are rationed to Yokyle, but the majority of them are used to feed the stronghold's inhabitants.

AREA 4: Armory

Area 4A: Empty. This massive storage space is set aside for the coming war effort.

Area 4B: This area holds six completed giant boar war chariots (see Appendix III: New Items). Along the east wall is a massive weapon rack that Kolume has been filling for his future army of (human) Drone converts. Any common weapon can be found here in quantity. A Type A door sits in the west wall. There is a *heat plate trap* here that can be activated from Area 1C or Area 3B. Normally, this area is empty of inhabitants, but should an alarm be sounded, Praktaya and two other Jirockk warriors from Area 7 will position themselves here to hold the line.

Heat plate trap: 30-ft. by 30-ft. square (2d6 heat); **Reflex save (DC 12) avoids**; **Search DC 30**; **Disable Device DC 30.**

AREA 5: Elevator

One of Kolume's many contributions to the advancement of the stronghold, this is a 30 ft. by 30 ft. platform that can lift a total of 15,000 pounds. It effectively joins the Dungeon Level, Main Level, Home Level, and Royal Level together. The elevator is inefficient, using vast amounts of energy relative to the load it actually moves, and is powered by an enormous steam chamber located next to it. Still, it is the best Kolume could manage with the resources at his disposal. Its use is heavily restricted; only transportation of chariots or resources related to them is allowed. The only control for it is located on the Dungeon Level, directly below this one.

The "control panel" is simply a giant lever that requires a **Strength check (DC 20)** to move; thus, under normal circumstances, one could 'take 20' on his or her check to operate the lever (the Jirockk are able to operate it easily by 'taking 10'). The security measure for preventing unwarranted use of the elevator is a simple one: the lever is removable. At the moment, it can be found hanging from the belt of Tian Fullstrike in the Strath Forge. When

the elevator is to be used, pulling the lever from its central position will cause the machinery to rise at a rate of *20 feet per minute – 5 ft./min for every 3,000 pounds* of weight the platform is holding, to a minimum speed of 1 foot per minute; pushing it forward from the center causes it to lower at *30 feet per minute*; from either operating position, returning it to center will stop the elevator once again. The distances between levels of the stronghold are as follows:

Forge Level to Dungeon Level: 110 feet.

Dungeon Level to Main Level: 60 feet.

Main Level to Home Level: 50 feet.

Home Level to Royal Level: 90 feet.

The operator must visually confirm the platform's position before activating it. As the platform goes up or comes down, the operator will feel a discernible vibration in the lever itself as the platform passes by the locking mechanism of each level. This is how he or she knows that the elevator is in the correct position to be deactivated.

The party can use the elevator shaft to reach each of the levels by climbing, flying, etc., as there is nothing blocking the entrances into the other levels save the portcullis on the Royal Level. However, the platform is presently positioned at the Royal Level (roughly 80 feet above), and thus prevents entry to that level altogether. Climbing up or down the slightly slippery surface of the shaft requires successful **Climb checks (DC 30)**; climbing in a corner reduces the check to **DC 25**.

AREA 6: Kitchen

In order to feed all the inhabitants of the stronghold, the kitchen is on the go day and night. Next to swordsmithing, the most important tradition among the Jirockk is feasting. Given their fiery metabolisms, the giants' appetites are legendary. Great feasts in celebration of holy days, hunts, and conquests make up a large part of the Jirockk calendar. Kolume has done little to deter this activity, partly because it keeps the giants happy and docile, but mostly because it's a great opportunity to serve more Drone honey mead. Due to the constant activity around the large stoves and fires here, it is also very hot. Should a character spend more than a minute in this room, he will have to make a **Fortitude save** against *heatstroke* immediately, or suffer the usual effects (see *DMG* Chapter 3, "The Environment" for details on heat dangers). A save must be made for every ten minutes one remains here thereafter.

Area 6A: A rotating staff of female Jirockk, working in short shifts, never stop their cooking and cutting, baking and braising. Two large tables are positioned in the middle of the room. Overhead, suspended from the ceiling, is an enormous rack, from which hang all manner of copper and iron cooking utensils (giant-sized, of course). A huge fire pit located at the west side of the room burns continuously, searing cooking racks of meat and boiling or simmering pots of soup. Beside the pit is a baker's oven that prepares enormous quantities of bread. The kitchen supplies food to the Banquet Halls on the Royal and Home Levels using trolleys.





Even if the complex is in a state of alert, the giant-maids will continue cooking unless the fray is brought to them.

Area 6B: This space acts as a smoke room, drying out fish and meat for winter stores.

Area 6C: This is a large steaming room for vegetables, rice, and meat (after it has been braised in the fire pit). Opening the door will release a thick burst of steam that fills a considerable area, reducing visibility to virtually nil.

Steam burst: 20-ft. cone (2d6 heat); **Reflex save (DC 14) halves; Search DC 25;** *Note:* a successful **Search check** results in noting wisps of superheated steam spilling out of the cracks in the door, which might then not be opened – there is no way to "dis-arm" the steam burst.

The steamer shares the same valve as the steam blast trap located in Area 1E.

Area 6D: This is the pantry and shelving space for the kitchen.

Area 6E: Here, in the northeast, are the winter stores for the stronghold.

AREA 7: Administration Offices (EL 14)

Standing near the Type A door to this room are four Jirockk guards. Once the King's office, this area now serves the administrative needs of Kolume's complicated operations. Attendants oversee and document production throughout the stronghold: the Forge's output (both for Kolume's war effort and other metal works), Drone honey intake, Drone honey mead output, kitchen consumption, food stores intake, and the growing roster of army of Drone army converts. They also coordinate the pipeline of iron coming in from Firemane's Mine, and monitor the infiltration of Drone honey mead into the frontier markets. This latter operation has just begun, at least five barrels having recently been sold to the castle of the Delta's Ram. Human agents have carried out much of this work with established merchant connections in the south. Already, many more barrels of mead are heading to the open markets of the Castle of the Delta's Ram and the West Wood Barony. On top of these duties, the office keeps detailed inventories of all its stores (from weapons to grain) and is in communication with Kolume's other chief administrators, such as Bossa and Tian Fullstrike.

Jirockk (4): hp 172, 165, 157, 150.

Area 7A: Five humans of various backgrounds staff these offices. Some are from the aforementioned Redcloaks or Delta's Ram warriors, while others are members of merchant trains captured in Jirockk raids. Each has a place in Kolume's highly efficient and organized effort. At any rate, Kolume only trusts human converts with this sort of work, mainly due to their firsthand knowledge of the frontier, and thus almost all of the reports and indexes here are written in Common. Along each of the walls are large cabinets full of scrolls, charts, and bound sheaves of paper describing the details of the above operations. For every half hour spent going through the files, a successful **Search check (DC 10)** will allow the character to ask the GM directly one question on the nature of Jirockk oper-

ations (GM's discretion).

Human converts (5): hp 9, 8, 7, 6, 4.

Area 7B: This is the Jirockk war office, currently occupied by Praktaya, King Rrcoff's trusted advisor (standard Jirockk stats), who works tirelessly to carry out Kolume's dark designs. Regardless of the mind flayer's influence, such plans of glorious conquest have always been Praktaya's dream, and he relishes his duties greatly. He has become a fanatic and would likely follow Kolume despite the Drone's influence and despite his great loyalty to Rrcoff.

Five human office workers assist Praktaya in coordinating various Jirockk operations aboard. They are in constant communication with Bossa and get from him the information gathered by incoming patrols. The King, despite the Drone's effects, has become withdrawn, so Praktaya has assumed control of the offices and gives the orders. In the north end of the room is a large table with a huge map of the region on it. Flags have been positioned on the map showing the locations of the Jirockk war camps, areas of control (like Firemane's Mine), and possible enemy hotspots (like the castle of Grav Leviathan). Paperwork can be found on desks in the room with a **Search check (DC 15)** that will reveal the ongoing rosters of the war camps and troop movements in general.

Should the stronghold come under attack, Praktaya will have these rooms locked down and go to Area 4B with two of the Jirockk guards from Area 7. He will position the other two guards to defend the offices with their lives.

Praktaya (1): hp 180.

Human converts (5): hp 9, 8, 7, 5, 4.

Area 7C: This room is the barracks for the human office workers. Eight bunk beds line the walls, and there is nothing of value to be found.

Area 7D: This is the barracks for the brewers' human assistants (see Area 8). Eight bunk beds line the walls, and there is nothing of value to be found.

AREA 8: Brewery

This section of the complex is responsible for the making and storing of Drone honey mead. Although the process for making honey mead is relatively simple, the details of its recipe have been simplified further for the sake of game play. The Jirockk were making honey mead long before Kolume came along, but not in the quantities that are demanded of them now.

Area 8A (EL 13): This area is where the brewing is done, using the large tip kettles to the east of the room. Each kettle is mounted on a rolling frame so that their contents can easily be poured either into other kettles or into storage barrels. Gas-powered flames of varying strengths heat the kettles through jets in the floor. The first kettle, under low flame, loosens the honey. Once the honey in the first kettle is warmed, its contents are poured into the other two kettles, which contain already boiling water. As the mixtures boil again, the brewmasters skim the foam that rises to the top. The mixture is then poured into barrels containing a portion of cold water. Ale-yeast is then added and the barrels sealed. From





that point, the barrels are transported to Area 8D to cool and age. The mead requires ten months to age properly. Currently, the Drone hive produces only enough honey to make three to four barrels per day. At the height of summer, that number will triple. Since the output is so low presently, there is no night shift for the brewmasters (and thus the area is empty at night). Across from the kettle fires, on the west wall, are valve spigots to draw running water. Over a hundred barrels are stacked against the west wall to the south. The north portion of the wall holds racks of tools needed for the brewing process. Also hanging from the racks are the brewmasters' swords, along with the gnolls' battleaxes.

During the day, the two Jirockk brewmasters, Woeback and Artack (standard Jirockk stats, with Craft [brewing]), direct a staff of fifteen gnolls and four trolls. Generally, ten gnolls stay here in Area 8A, while the rest work up in the warehouse (Area 8E). Should an alarm be sounded, they will simply stop what they are doing and move to protect the golden mead.

Woeback and Artack (2): hp 144, 131.

Gnolls (10): hp 10, 9, 9, 9, 8, 7, 7, 6, 6, 6.

Area 8B: This cool chamber stores the daily honey supply brought from the Hive. The honey is held on tables in clay pots in the middle of the room. A *cooling crystal* (see Appendix III: New Items) is suspended from the ceiling to regulate the room's temperature.

Area 8C: This is another steam room connected to the kitchen (Area 6), though the steam in here is not pressurized as highly as that of the first. Opening the door will release a cloud of steam that will fill a roughly 20 ft. by 20 ft. area, reducing visibility to virtually nil (no other effects). Extra tip kettles, as well as a rack of brewers' tools, are rotated through here for sterilization.

Area 8D: This area is the barracks for the gnoll and troll brewery workers. The setup is very similar to that of the barracks in Area 1F, but perhaps arranged differently.

Area 8E (EL 14): A large tunnel corkscrews its way upwards for 150 feet, leading to the mead warehouse. The passage levels off to a Type A door that is always closed and covered in thick condensation; the door will feel quite cold to the touch, given the relative heat of the stronghold. Inside the 100-ft. square space reside close to a hundred barrels of Drone honey mead at various stages in the aging process. Three *cooling crystals* (see Appendix III: New Items) are suspended from the ceiling in a triangular formation, 30 feet above, for this purpose. The crystals alone, however, are not enough for such a large space: thus, six windows, each 6 ft. by 6 ft., have been punched out of the rock near the top of the 40-foot-high ceiling to bring cool winter air into the warehouse. The warehouse is located just under the mountain's surface to make this possible. These windows are really 10-foot-long shafts with metal shutters affixed from the inside. The shutters can be opened or closed (and barred) from the inside using long metal poles attached to them for that purpose. Along with the mead, three grain silos are situated to the east of the chamber. Made of stone, they are 20 feet wide and 30 feet tall. A small (man-sized) wooden door allows entry from the floor; this door is never locked and is easy to open. Scattered about the room are trolleys for transporting barrels and grain.

Metal shutters: 2 in. thick; Hardness 10; hp 60; Break DC 22, Barred 28.

Since the windows represent a considerable weakness in the stronghold's defenses, four frost giant drone converts, along with the ogre rogue Dasdak (see Appendix II: Featured Characters), have been stationed here as permanent guards. They will not venture anywhere else in the stronghold unless absolutely necessary. Along the west wall are five huge bunks, with frost giant sacks present at four of them. Also near the bunks are three heavy crossbows that the giants have taken in raids. Should invaders come through the windows, three of the giants will fire these weapons at them (using them as light crossbows due to their great size); they realize that throwing boulders in here would jeopardize the honey mead. Meanwhile, the fourth giant will attempt to close and bar the shutters (a *standard action* for each window). He will be supported by Dasdak, who will scale up the walls after drinking a potion of *spider climb* (though the condensation in here makes them slippery: **Climb check DC 27**) to close the shutters by hand. Once the intruders have reached the floor, they will all engage the intruders in melee.

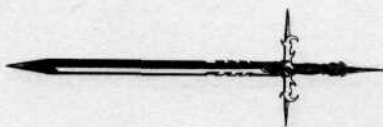
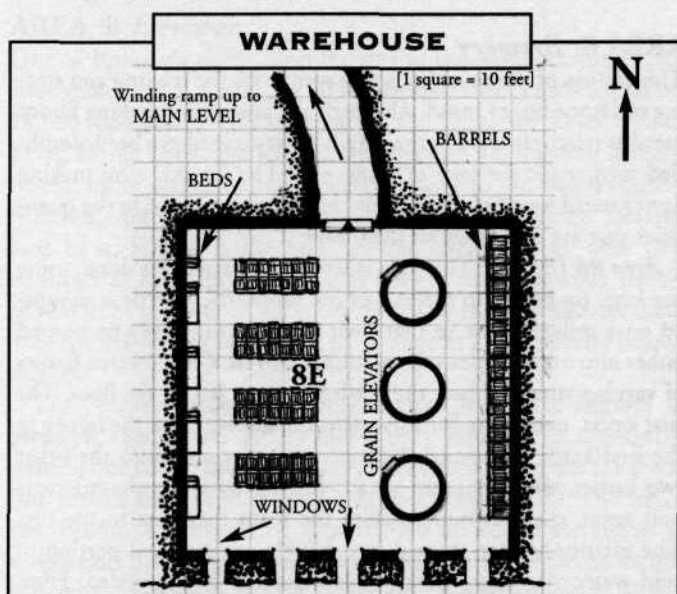
With the five guards during the day are four trolls and ten gnoll workers, as well. The giants each have a war horn that they will sound to alert their allies in Area 8A (and possibly elsewhere – GM's discretion). If they themselves are alerted, they will close the shutters immediately and move to guard the main door.

Frost giants (4): hp 150, 145, 134, 128.

Dasdak (1): hp 67.

Trolls (4): hp 65, 53, 52, 50.

Gnolls (5): hp 9, 7, 7, 6, 6.



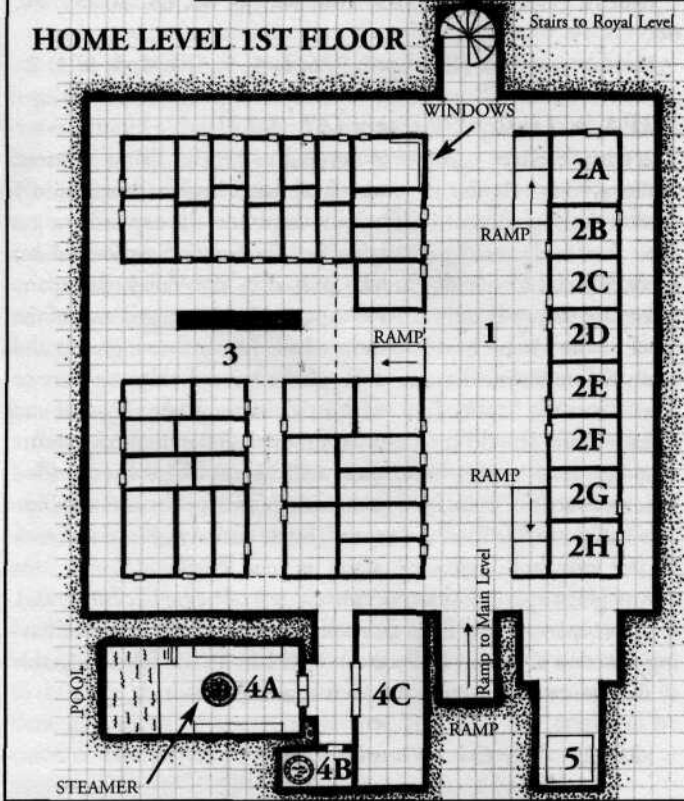


MOUNTAIN STRONGHOLD HOME LEVEL 1ST & 2ND FLOOR

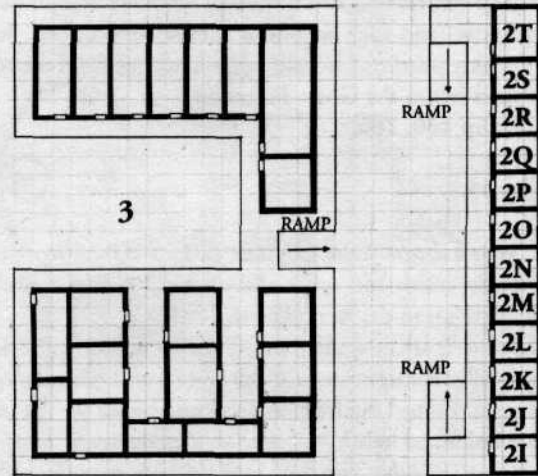
[1 square = 10 feet]



HOME LEVEL 1ST FLOOR



HOME LEVEL 2ND FLOOR



The Home Level

There is a 20% chance every hour that PCs wandering on this level will encounter Haj and Poppas (see Appendix II: Featured Characters) doing their rounds.

AREA 1: *Great Hall (EL 13)*

This huge vaulted chamber is devoted to the living accommodations, offices, and workshops of the stronghold. To the west side are the two story structures devoted to the Jirockk living quarters. All the Jirockk, save the King, Queen, their attendants, and the head priest, live here. Since many of the giants are abroad, this area is not nearly as active as usual. Housewives, children, and some older giants can be found in their quarters at all times. Across the way, on the east side, is the second block of apartments. Along the top and bottom of this mini-complex are the Jirockk workshops and offices. To the southwest is a huge bathhouse. The elevator also links to this level, but is rarely needed.

As the characters venture up the ramp onto this level, read the following:

You have entered an enormous vaulted chamber. To the east and west are two-story complexes that stretch right up to the ceiling 60 feet above. Ramps into these apartments lead onto balconies that encircle the structures. Along the railings of the

balconies little pinpoints of light flicker, creating a beautiful and yet somber tableau. Two huge gas chandeliers hang down from the center of the vault, providing a soft yellow light that illumines the open space before you. Directly across from the entrance, almost 300 feet away, is a large spiral staircase leading up. Standing in front of it are two Jirockk warriors.

The Jirockk guards will receive a **Spot check (DC 15, or opposed to Hide check)** to be aware of the PCs' presence. The Jirockk will not show any concern, however, if they do spot the party, as the giants will assume they are fellow Drone converts. One minute after the guards spot the PCs, however, they will get a **Sense Motive check (DC 14, +1 for every ten feet distant)** to notice that something about the characters is not quite right, at which time one will move to investigate them more closely. If they are on alert already, they will instead hold their ground, calling out to the two human converts Haj and Poppas to intercept the strangers. The humans normally spend their time in Area 2I, but patrol the perimeter of this level once every hour. Once they get close enough to the characters, they will attempt **Sense Motive checks (DC 12)** to determine whether the PCs are friend or foe. If successful, they will sound their horns and then attack the PCs to subdue. The Jirockk guards and Haj and Poppas all have war horns to alert the rest of the level.





The party should be careful of open combat in the Great Hall because such a commotion is certain to attract a great deal of attention. Should a battle occur, any Jirockk in the workshops will move to investigate and assist. Any non-Jirockk in the area other than Haj and Poppas will stay back, knowing that if the giants can't handle it, they could do no better. Female Jirockk who are not warriors will only advance if they must, making the protection of their children a priority (and they are still a considerable threat). Just how many sleeping warriors who will join such a fray from the surrounding areas is left to the GM's discretion.

Jirockk (2): hp 160, 160.

Haj: hp 67.

Poppas: hp 45.

AREA 2: Workshops and Offices (EL 5-8)

Two ramps at the north and south end of this building complex can take the party up to the second level.

A. Blacksmith: A small smithy shop, run by a young Jirockk, handles the smaller commissions for the craft works with his two human assistants. Everything from tools to iron bands for the barrel wright are fashioned here.

B & C. Barrel Wright: The four humans here are responsible for fashioning the man-size barrels for sale to frontier folk required by the brewery.

D. Potter: Two humans use an oven to make the clay pots that hold the honey collected from the hive. They also make cooking ware, urns, and tiles.

E. Jeweler: Roughly 3,000 gp in precious stones are kept here and used to craft jewelry for the Queen, to augment Jirockk sword hilts, and so forth. Two human craftsmen have taken over most of these duties, aside from the sacred sword hilt work, as their smaller hands seem to make for finer results.

F. Scribe: The Jirockk etch their history onto thin copper sheets, which they then bind with iron bands into huge, enormously heavy volumes. Such a book would be worth at least 500 gp to an interested collector. An old Jirockk, over 275 years of age, sits writing out the most recent events of the Jirockk world.

G. Paper Mill: Three human workers screen sheets of parchment for use in the offices. The paper that is made is very thick and is cut in very large sheets.

H. Leatherworkers: Two female Jirockk craft leather garments for the Jirockk here.

I. Haj and Poppas' Quarters: The two Drone converts Haj and Poppas room here (see Area 1).

J & K. Garment Shops: Two ancient Jirockk females sew and knit clothing for both the Jirockk and their smaller allies.

L & M. Loom: Two Jirockk females fashion fabrics for the garment shops.

N & P. Brass Works: Three young Jirockk construct all the brass tubing, gas chandeliers, and clockwork mechanisms used throughout the stronghold.

Q & T. Store Rooms: The various resources needed by all the

craftsfolk in this area are stored in these four rooms.

Jirockk (11): hp 113, 105, 100, 96, 90, 86, 85, 80, 75, 70, 60.

Human converts (13): hp 7, 7, 6, 6, 5, 5, 5, 4, 4, 3, 3, 3, 2.

AREA 3: Living Quarters (EL 2-12)

The entire western complex is devoted to Jirockk living quarters. Walkways encircle the upper level of the complex. Brass railings cordon each apartment off from the next, and the top rail is a gas tube that feeds small pilot lights for illumination, spaced about every 30 feet. Given the Jirockk posted in the Valley, the apartments are currently only at 25% capacity. In the central area of the block is the Home Level's banquet hall. Just before nightfall and again before dawn, the two shifts of the stronghold meet here to feast. Thus the Jirockk feed twice a day, at the beginning and end of each shift. Should the party be unfortunate enough to venture onto the level at this time, there will be anywhere from 2d6+4 Jirockk (warriors, craftsfolk, homemakers, etc.), plus 1d6 children. The banquet table itself is a marvel, made entirely of iron and over 70 feet long, with many legs along its great length.

Any given apartment has a 25% chance of being occupied, and, if an occupant results from this roll, a further 25% chance of having a second occupant (roll again). Roll 1d6 on the following table to determine who occupies a given apartment:

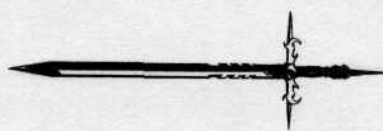
ROLL War Camp/Outpost Traffic

1. Jirockk, craftsfolk (1): hp 142.
2. Jirockk, warrior (1): hp 142.
3. Jirockk, mother (1): hp 120, and 0-2 children: hp 26.
4. Jirockk, old male (1): hp 90.
5. Jirockk, old female (1): hp 85.
6. Jirockk, older children (1-2): hp 60.

Each room has basic furnishings: beds equal to number of occupants, tables, stools, shelves, etc., Jirockk footlockers, and personal effects. As well, a **Search check (DC10)** in each apartment will uncover 1d4-1 pieces of jewelry and 1d6-1 gems hidden casually about the place. Held on wall clasps will be the swords of any Jirockk warriors (male or female) who are presently in their rooms. During the day, a sleeping Jirockk will generally wake only to a war horn or a general alarm.

AREA 4: Bath House (EL 10-12)

Given the dirty work to which the Jirockk are accustomed, most retire here to the Bath House for a searing hot steam and bath. Just outside the Type A doors (which are never barred) are numerous large iron wall hooks for Jirockk warriors to hang their weapons, thereby avoiding any risk of damage to the blades from the dampness inside. There is a 15% chance at any given time that a Jirockk will be in here, oblivious to anything going on outside of the Bath House's tightly sealed doors. For one hour following the end of any shift, there is a 40% chance that from 1 to 4 Jirockk will be in





here (i.e. shortly after dusk and again after dawn).

Jirockk (1-4): hp 142 each.

Inside, two stone benches line the north and south walls. Over them, in the walls, are hooks to hold Jirockk clothes and belongings. In the west side of the room is a 10-foot-deep pool of boiling water. Should a character be thrown into the pool (a tactic favored by any Jirockk warrior caught without her sword), he will take **10d6 points of heat damage per round** while immersed. In the center of the room is a large stone bowl that holds large chunks of red-hot volcanic rock. Overhead is an iron pipe with a water spigot that can be opened over the rocks to create a blinding flash of steam, creating a pleasant warmth for any creature with the fire subtype. However, if the room is occupied by a Jirockk and then opened, any party member(s) in the area of the door will be subject to damage from a mildly pressurized, scalding *steam cloud*.

Steam cloud: 20-ft. cone (6d6 heat); Reflex save (DC 16) halves; Search DC 25; Note: a successful Search check results in noting wisps of superheated steam spilling out of the cracks in the door, which might then not be opened – there is no way to "disarm" the steam cloud.

Area 4B: This is another bath house, but this one is meant for Jirockk to give themselves a "refreshing chill": the water in the pool here is only about 65° F. However, many Jirockk allies have taken to soothing themselves from the intense heat of the stronghold in here, as well. A character immersing herself in this pool will be cured of **1d6 points of subdual (heat) damage** for every 5 minutes therein.

Area 4C: This area is a human barracks, housing a great many of the humans in the stronghold. At any given time, there will be 1d8-1 occupants in the barracks, perhaps sleeping or resting, chatting, etc. Outside of a collection of bunk beds, tables, and stools, there is nothing of value here.

Human converts (1-7): hp 7 each.

AREA 5: Elevator

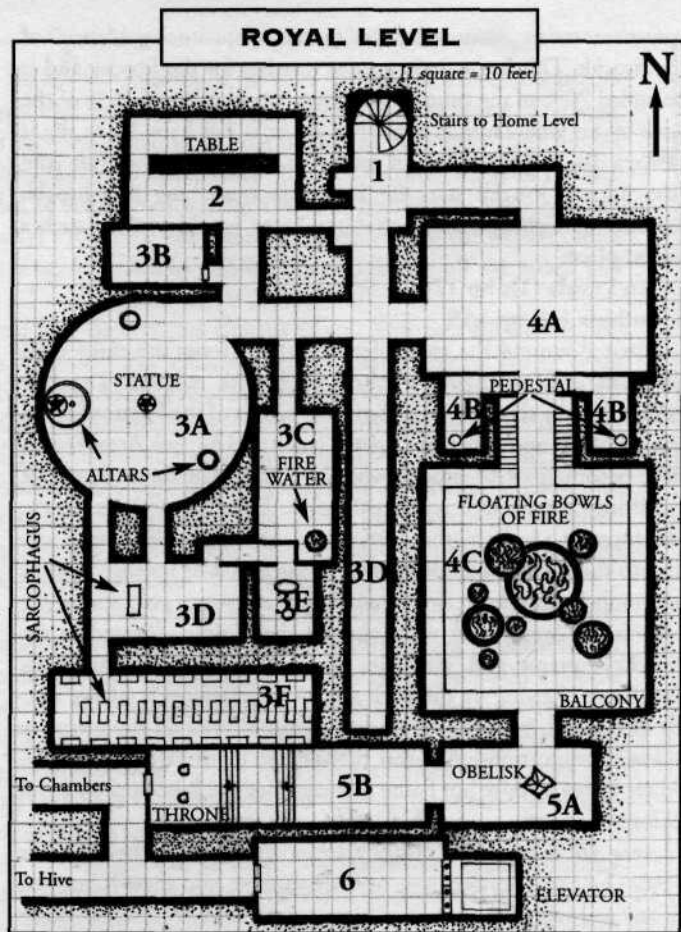
See Main Level: Area 5.

The Royal Level

AREA 1: Greeting Chamber (EL 10)

After journeying 80 feet up a massive stone staircase, the party will enter the Royal Greeting Chamber. In an alcove to the west as one enters stands a Jirockk King's Guard. Any non-Jirockk must be accompanied by a giant, or else carry a special order from either Praktaya, the King or Queen, or Kolume for them to be permitted onto the Royal Level. If a non-Jirockk cannot produce such a paper within two rounds, the guard will attack without hesitation. Due to warriors regularly practicing in Area 4, the sounds of combat are regularly heard throughout this level and thus will not usually draw any special attention.

Jirockk (1): hp 165.

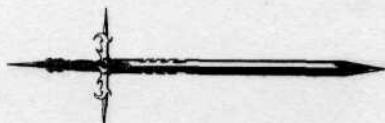


AREA 2: Royal Banquet Hall

The Jirockk greatly enjoy feasting and it is a large part of their culture. This enormous hall is used for holy days, festivals, coming of age ceremonies, celebrations of successful hunts, and sword-winning ceremonies. A long iron table, surrounded by giant blue-black stone chairs with ornate carvings of dragons, occupies the center of the room. All around the walls are 20-foot-long tapestries that depict Jirockk in battle, on the hunt, and working within their forge. A huge gas chandelier hangs from the ceiling.

AREA 3: Temple of the Firehelm (EL 13)

Area 3A: This is the main temple area. Anyone entering the large, circular temple of the Jirockk will immediately be captivated by a 12-foot-tall iron statue set in the center. It is of a large creature, thin and alien, standing proudly on the pedestal. Two large tentacles erupt from the sides of its body, which is covered in a strange sort of armor, and its head is concealed by a great helmet of some kind, apparently with heavy braids hanging down from it. A **Knowledge (religion)** or **Knowledge (Giants) check (DC 15)** will suggest that this statue does not represent any direct aspect of Jirockk religion or culture. The statue is actually a representation of Kolume that King Rrcoff commissioned from Tian Fullstrike,





commemorating the mind flayer master's "spiritual guidance" of the Jirockk. This is the main area of worship for the Jirockk and is occupied 70% of the time by the priest Yan Lavala and 40% of the time by his wife Zuthula as well; if either is not here, he or she is in Area 3B, and can arrive in moments. Yan and his warrior wife (use normal Jirockk stats for her) will attack any non-Jirockk intruder on sight, disgusted that any being would profane such a sacred place.

Yan Lavala (1): hp 174.

Zuthula (1): hp 155.

Situated around the circumference of the room are three large pedestals each signifying a sphere of Jirockk religion. The first pedestal to the southeast represents the spirits of the Uffatos Strath, the thoquua, and other fire beings (such as Ulu; see Area 4) that have become part of Jirockk worship. On top of the pedestal are small iron statues that represent various beings and ideals. In the northwest is a pedestal that pays tribute to the Jirockk martial way and to the divine sanction of war. Braziers full of incense, knives, and tools for administering sacred warriors' tattoos are kept on the top. To the west is the main altar of the temple, devoted to the Jirockk supreme god, Ra-Akin, Lord of Flame, Swordsmithing, and Battle. Resting on the back side of the platform is a large statue of the god, who is a stylized representation of all fire giants in colossal proportions. An iron brazier sits in front of the statue, where burns a white hot flame that signifies the Jirockk themselves before their god.

Area 3B: If Yan and Zuthula are not in the temple then they are here. Their accommodations here are modest, and there is nothing of any real value the characters may want or be able to carry. Across from their bed against the west wall is a huge polished bronze mirror, bolted securely to the wall and weighing about 200 pounds. Beside it is a rack where Yan's heavy ceremonial headpiece rests. An intricate collection of shoulder plates each inscribed with a Jirockk holy symbol, the headpiece itself rises up from the back of the plates and fans out in a flame motif of several sword blades. The couple do not keep footlockers, but instead combine all of their mundane belongings in one very large, unlocked stone chest.

Area 3C: This is the medical room for any Jirockk warriors who will be doing battle in the arena at Area 4A or who go through the tests of Area 4C. A large bedlike slab sits in the middle of the space. Against the west wall is a table containing a number of medical instruments and items, including iron splints, burlap bandages, and large iron tongs. In an alcove to the south of the room is a mid-sized iron tank. It appears to contain water, yet flame dances all along its calm surface. This is a blessing from Ra-Akin, called *firewater*. Surprisingly, it radiates little heat (no damage). Should any character with the fire subtype immerse his hand in the fluid, he will be cured of **3d8+15 points of damage**. This can affect a given creature only once per day.

Area 3D: This is the first of a series of rooms dedicated to Jirockk dead. This large chamber is the crypt of Jirockk Stonefyr himself, the first of the Jirockk. All Jirockk have his blood in their

veins; more on his history and influence can be found in Area 3G. The chamber is peaceful and empty. On top of Jirockk's sarcophagus are hundreds of burning candles set there either by Yan or by other Jirockk looking for favor. Should the lid of the stone coffin be lifted off (requiring a **Strength check DC 35**), the characters will find it filled with three feet of ash.

Area 3E: This room is dedicated to Jirockk Stonefyr's sword. Hanging from chains fixed to the ceiling at the south end is the great blade *Firehelm* (see Appendix III: New Items). Before it is an enormous anvil, the instrument that took the brunt of the sword's folding centuries ago under Jirockk's own hand. The anvil is covered in dried blood: personal acts of tribute to the mighty blade.

Area 3F: This is the Heroes' Crypt. Every space within this room contains sarcophagi holding the remains of the elite and most heroic of the fire giants. Since cremation is the preferred form of burial among the Jirockk, each of the coffins is full of ash. On each lid, however, is the name and status of the warrior inside, and a summation of his or her deeds in service of the Jirockk. The majority of these warriors are from long before the present generation, during the Jirockks' battle for Aggerring territory. In the recent generation especially, the Jirockks' warring ways had slowed (before the coming of Kolume) as they turned their attentions inward to their mountain home and to the renaissance brought on by Master Smith Tian Fullstrike.

Area 3G: The Hall of History. There are no gas chandeliers through this hall, so the party will have to come up with an alternative light source. Along the length of the hall are wall murals that explain, in chronological order, the history of the Jirockk. The murals are crude, stylized interpretations that are carved into the wall. They resemble hieroglyphics, but are really quite pictographic. Any character may spend about ten minutes examining the pictures and then attempt an Intelligence check or a **Decipher Script check (DC 10)** to construct a brief summation of this story, as detailed in the text within the parchment on the next page.

AREA 4: Warrior's Den (EL 13)

The Jirockk are a warrior race, and Areas 4A and 4C accommodate their lust for combat.

Area 4A: This huge space is the Jirockk Arena, really nothing more than a large space dedicated to settling disputes and testing one's might. Duels of honor are fought here, but such trials are not common. Jirockk do not usually fight one another to the death in this forum, but there have been unfortunate accidents in the past. As the Jirockk King's word is law (one of his many titles is "Sword of Truth"), the Arena is more a place for fiery young warriors to try their skills or for ritual battles during holy days than to procure justice by the sword. On occasion a giant may wrestle a dire boar in a public spectacle, or issue open challenges to contests of strength. Ultimately, the Arena is considered a place of entertainment.

Area 4B: These are the preparation chambers for ritual combat in the Arena. Each room features braziers full of blood, war paint, weapon racks (that include many common weapons in giant





He was first among his kind, sorcerer, visionary, warrior, and Master Swordsmith of his clan. Yet Jirockk Stonefyr was constantly impeded by his barbaric king Flamethunder, who did not understand the importance of Stonefyr's vision. The king, a typical giant, grew ever more angry and jealous of Jirockk's accomplishments, so that his hatred grew into a rift Jirockk could not mend. Eventually, the king branded him a traitor, forcing him to leave. Yet to Jirockk's surprise, many of the clan supported him, and they followed him into exile. Flamethunder, of course, was outraged, and he pursued the deserters deep into the Aggerring. Although outnumbered considerably, Stonefyr's warriors, using the enchanted swords the Master Smith had constructed in secret, held off Flamethunder's army. The king, humbled by Jirockk's resolve, broke off the attack and limped home with his warriors.

Heartened by the victory, Stonefyr gathered his new clan and led them to the Uffatos Strath. This new haven was perfect for their needs, and he soon constructed what still stands as the Jirockks' greatest achievement—the Strath Forge. From the forge, the Jirockk clan grew and prospered. Stonefyr spent his days crafting swords of great power, arming his people for what he felt was a coming storm. Over a hundred years later, King Flamethunder, now old and surly, had no great campaign of war to take to the grave as his legacy. Yet he was a strong king: his clan had doubled in size, so that their present stronghold seemed small and crowded. His warriors were eager to expand and test their mettle. Sparked by a quick and decisive victory on the frost giants to the north, Flamethunder's people began a mighty campaign against giants on several borders. What the king didn't expect was that other giant societies might be in a similar predicament to his own people's. The need for territory was great and drew out giant clan after giant clan. And so the Giant Wars began.

The Aggerring shook as titanic battles raged in the sudden obsession with territory. The Jirockk, having only just made themselves comfortable under Uffatos Strath, content with their own space, soon found themselves having to defend their great home. The wars carried on for many years, and the hatreds that arose from them were very great. No better example of this occurred than when, in a desperate act of revenge, Flamethunder finally brought his great army against the traitorous Jirockk and slew Jirockk's new warrior bride in a move calculated to bring his nemesis to the field. Stonefyr then crafted his greatest work, the mighty sword Firehelm, and, coming forth in a blaze of fury, took Flamethunder's head once and for all. The fallen king's warriors withdrew before him, signaling an end to the war. Since the Wars, all giant kind have lived in great mistrust of one another, considering even clans of their own race as rivals before friends.

When Stonefyr passed on, the tradition of sword lore stayed with his people. In their time under the mountain, many more wars and hardships have come and gone, but the Jirockk have always persevered. In recent generations, it seems that the Stonefyr bloodline has developed a rival within the clan: the Fullstrikes. Five hundred years ago, when the Uffatos Strath erupted, the Jirockks' stronghold fared poorly. It was the Fullstrikes who rallied the Jirockk and began the renaissance of culture and technology they currently experience. Then there was the coming of Kolume (who is depicted as something like a kraken in the murals), and it seems that the wars began anew.

form), tools for making minor armor repairs, and ceremonial dress. In each corner are large sharpening stones that, if detected for, radiate a minor aura of Alteration magic. Any blade sharpened for three or more rounds against one of these stones will gain a **+1 enhancement bonus** until its next successful strike (this stacks with other enhancement bonuses, to a **maximum total bonus of +5**), after which the bonus will dissipate.

Area 4C: While in this room, characters will have to make **Fortitude saves against heatstroke** immediately, and again every minute thereafter, or suffer the usual effects (see *DMG* Chapter 3, "The Environment" for details on heat dangers).

Known as the Fire Step, this is a sacred room to all Jirockk warriors. Another vault-like chamber, the area is enormous, supporting an 80-foot arched ceiling. Large staircases lead 30 feet up to a platform that runs around the room. The platform is meant for spectators as well as judges who view the combat trials for which the room is used. Within the expanse of the chamber are gigantic

stone bowls of various sizes, suspended at different elevations by the ancient magics of Jirockk Stonefyr himself (*caster level 13*). Each of the bowls also contains powerful fires made permanent by a modified *continual flame* spells, and can be visited by a unique fire elemental (see below). There are nine bowls in all: one huge bowl, 40 feet in diameter; three large bowls roughly 20 feet in diameter; two mid-sized bowls roughly 12 feet in diameter; and three small bowls, each 10 feet in diameter. The central, mid-sized bowl is the lowest, hanging 6 feet above the ground. Surrounding this central bowl, 6 feet above it, are one large bowl, one small bowl, and two more mid-sized bowls. Above these, elevated a further 6 feet (a total of 18 feet in the air) are the remaining bowls. The horizontal distance between bowls is shown on the Area map.

Young Jirockk seeking to be elevated to warrior status may choose to do so here in lieu of proving their mettle out on the battlefield (in absence of an enemy clan to fight, for example). Usually, aspirants must face the strongest warrior of the clan (who



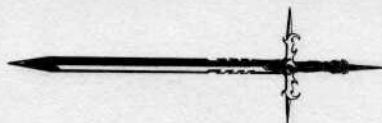


is also generally the Royal Bodyguard), and are judged on their prowess and courage during the contest upon the bowls. When two Jirockk warriors square off on the Fire Steps, the challenger starts on the second tier in a bowl of his choosing, while the champion starts off in the lowest bowl. It is considered fair to leave a bowl for the floor if the move is strategic, but dishonorable if a combatant is thrown or falls to the floor. A fallen warrior must quickly redeem himself by climbing back into the bowls to engage the opponent.

Leaping from one bowl to another at the same height requires a **standing Jump check (DC 10, min. distance 3 ft., +1 ft./2 points above 10)**. If attempting to reach a bowl on a higher plane, a **running high Jump check (DC 10, min. distance 2 ft., +1 ft./4 points above 10)** will be required; the leap must be made from a running distance of at least 20 feet. Otherwise, a **standing high Jump check (DC 10, min. distance 2 ft., +1 ft./8 points above 10)** is required to leap up. One can generally leap down into a bowl (or onto the floor) with a **Jump check (DC 15)**, though Medium-size or smaller characters jumping down from the highest

bowls take **1d6 points of subdual damage** from doing so. A Medium-size character can also climb into a bowl as a *full round action* with a **Climb check (DC 15)**, if the distance between the two levels is only 6 feet; Small characters will likely have to first make a **Jump check** (as above) to reach the higher bowl, and then a **Climb check (DC 15)** to pull themselves up. Jirockk, being 12 feet tall, can climb into bowls 12 feet higher. Attackers who have the higher ground gain a **+1 bonus to attack rolls**. Of course, characters fighting within the bowls who have no resistance to fire take **2d6 points of fire damage per round** and might catch on fire (see *DMG*, Chapter 3, "Catching on Fire"). Note that characters who do catch on fire will have to leave the bowls in order to douse the flames. Finally, characters struck while standing on a bowl's edge (as opposed to within the flame) must make a **Balance check (DC 10 + damage dealt)** or be knocked from the bowl to the floor, taking appropriate damage for the distance fallen.

Presently, Rakki Bloodcoal is the Master of the Fire Step. Another addict of the Drone honey mead, Rakki spends all of his waking hours in this room meditating among the flames and will





attempt to ambush the party. From his hiding place low in the largest bowl, he will drop down on unsuspecting characters with a fierce blood lust; he may also hurl glowing hot rocks from inside any of the bowls. Also inhabiting this room is a cunning fire elemental called Ulu, which can appear at will in any bowl, shifting from one to the next as a *move-equivalent action* each round (see Appendix II: Featured Characters for Rakki's and Ulu's stats). Ulu will attempt to deliver attacks from above intruders on the ground, or directly to any standing on one of the bowls. Many Jirockk believe that Ulu is the embodiment of Jirockk heroes of ages past. If it is slain, all Jirockk within the stronghold who learn of Ulu's death will suffer a **-1 morale penalty to attack and damage rolls, saving throws, and skill checks and ability checks** for one day thereafter. Rakki and Ulu will both fight any non-Jirockk intruders to the death.

Rakki Bloodcoal: hp 180.

Ulu: hp 75.

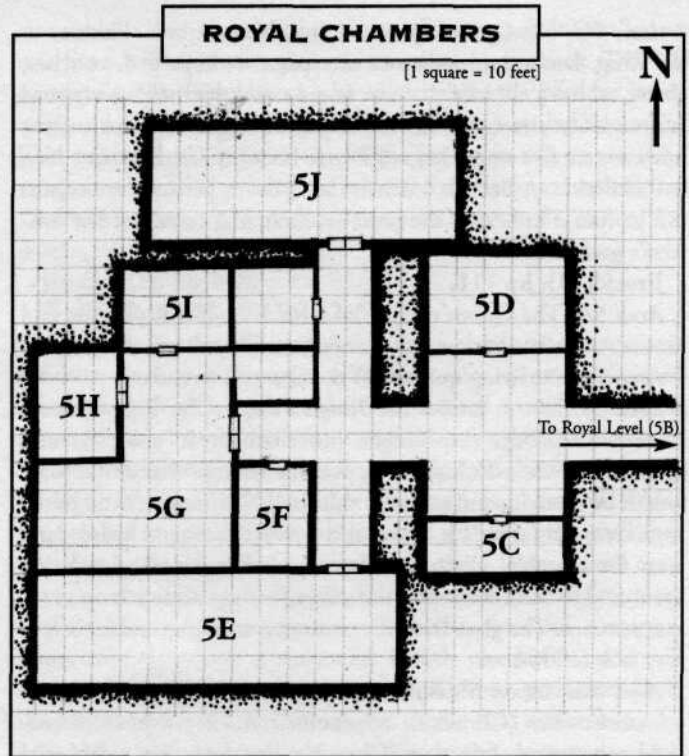
AREA 5: Throne Rooms (EL 14)

This long series of rooms constitute the Jirockk court. When young Jirockk warriors pass the trials set before them in Area 4, they immediately enter the throne rooms for their official and ceremonial acceptance by the King.

Area 5A: Entering, the party will encounter the Mountain's Heart, a huge slab of obsidian that has become part of the confirmation rights of a new warrior. As the Jirockk enters, he slashes ritually at the stone, thereby acknowledging the power of the Uffatos Strath over the steel of the Jirockk. The ceiling in this antechamber is 40 feet high, with several steel beams secured across its expanse. Hanging from these beams by iron chains are dozens of Jirockk swords, tokens of warriors past (all are masterwork Jirockk blades). Looking up at the many hanging blades can be unnerving, even for a Jirockk, but the blades are well-secured and it would take much effort to bring any of them down.

Area 5B: The Throne Room. Hanging from the vaulted ceiling are nineteen more Jirockk swords, these belonging to the giants' great heroes (11 are masterwork Jirockk blades, 6 have a *+1 enhancement*, and 2 are *+2 huge flaming greatswords*). Along the walls are mounted large iron plates engraved with previous Kings' coats of arms. Two ornate thrones of iron sit to the west of the room, one of which King Rrcoff now occupies. In light of Kolum's dominion over Uffatos Strath and the Jirockk, the King grows weary and doubts his usefulness. This does not mean, however, that he isn't under the compulsion of the Drone. When the characters enter, he will take up his sword and gladly engage them. A proud king, he will not call for assistance – he secretly wishes to die in battle, not being able to bear what has happened to his proud people. The Type B door on the west wall leads to the King and Queen's private chambers.

King Rrcoff Stonefyr: hp227.



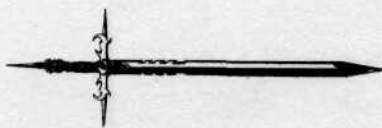
Area 5C: Rakki Bloodcoal's personal chambers are here. The room is empty, and apparently has been for some time, save his bed, footlocker, and weapons rack (stocked with several different kinds of giant-sized masterwork weapons befitting his discipline). There is nothing of value here.

Jirockk footlocker: iron; 1 in. thick; Hardness 10; hp 50; Break DC 30; Open Lock DC 20.

Area 5D: This is the barracks for the royal guard. Four beds line the walls with a Jirockk footlocker under each. In each of the corners is a rack holding the guards' ceremonial armor and swords. In the middle is a table with four stools. A lone guard lies in his bed sleeping, switching shifts with the guard in Area 1. If an alarm is sounded, he will move to Area 5J to protect the King's Horde.

Area 5E: In this area is King Rrcoff's personal chamber. A keg of Drone honey mead sits on a large table in the middle of the room. Mounted along the walls are his various swords, shields, armor, and other weapons of war (all masterwork). A large bed sits at the west side of this vast room. Several tables, chairs, couches, chests, shelves, and statues (of dragons and nymphs alike) fill out the décor.

Area 5F: The King's trophy collection occupies this space. Dominating the room is a stuffed adult white dragon which might give the party a scare as they enter the chamber. Mounted on the walls are heads of huge dire boars, dire bears, frost giants, frost worms, and one special prize – the mummified head of King Flamethunder, Jirockk Stonefyr's ancient nemesis. Considered a family heirloom, the trophy of the old king is unknown to any outside the Stonefyr line.





Area 5G: The Queen's personal chambers are here. Relative to the King, her accommodations are sparse. A large bed, couches, chairs, tables, a chest of drawers, and a stand that holds her sword are modestly arranged about the room. Sitting in the one corner, however, are five empty kegs of Drone honey mead, a testament to her addiction. A Jirockk maiden, the Queen's personal attendant, can be found in here at the moment arranging several of her mistress's garments.

Jirockk (1): hp 111.

Area 5H: The Queen's large closet holds hundreds of robes and dresses, as well as her queenly armor (masterwork breastplate).

Area 5I: The living quarters of the Queen's attendant.

Area 5J: In this area is the King's Hoard. The Type A doors stand closed, but, surprisingly, the chamber is unlocked and unguarded. When Kolume took over, he ordered that all personal wealth be given up and stored in this room. This includes all of the royal treasures (as well as the royal crowns), the dragon hoards, and even the valuable religious artifacts from the temple. Much has been used to fund Kolume's war effort, but certainly a king's ransom remains. The glare from the treasure is stunning and its inventory is as follows:

Arms and Armor: Medium-sized +3 breastplate, +2 morningstar, +1 warhammer (Chruck's), Medium-sized +2 full plate, dwarf-sized masterwork full plate (Chruck's), +4 large steel shield with sonic resistance and cold resistance, +1 large darkwood shield of cold resistance (Hyia's), masterwork small steel shield (Missmiss's), elven-forged +2 dancing longsword, elven-forged sylvan scimitar (Hyia's), +1 falchion (Missmiss's), 2 sleep arrows, masterwork heavy crossbow and 12 masterwork bolts (Chruck's), masterwork mighty composite longbow (+2) (Missmiss's).

Art Objects: Platinum scroll tube (1,500 gp), gold ewer with small moonstones (2,250 gp), silver hand mirror with gold tracery (220 gp), masterwork silver lap harp (700 gp), sapphire bracelet (2,600 gp).

Coins: 1,168 pp, 8,568 gp, 7,800 sp, and 13,000 cp.

Gems: 3 bright red garnets (800 gp, 730 gp, 480 gp), an aquamarine beryl (450 gp), 6 blue topazes (700 gp each), a bluestone (9 gp), 3 pink tourmalines (125 gp, 118 gp, 110 gp), horn coral (450 gp), a bright blue lazulite (30 gp), 2 orange quartzes (18 gp, 15 gp), a red sardonyx (75 gp), a brown sardonyx (40 gp), a violet topaz (500 gp), and a yellow spinel (300 gp).

Rings: Major ring of elemental resistance (fire) (the fire giants know that it is magical, but it seemingly had no effect on them – due to their natural immunities – so they have relegated it to the treasure pile), a pair of rings of friend shield.

Rods: Rod of flame extinguishing.

Staves: Staff of charming (28 charges).

Wands: Wand of ghoul touch (3rd-level caster; 34 charges), wand of hold person (3rd-level caster; 16 charges).

Wondrous Items: Eversmoking bottle, belt of dwarvenkind, mask of the skull, druid's vestment (Hyia's). There is also a cursed amulet of inescapable location.

AREA 6: Elevator

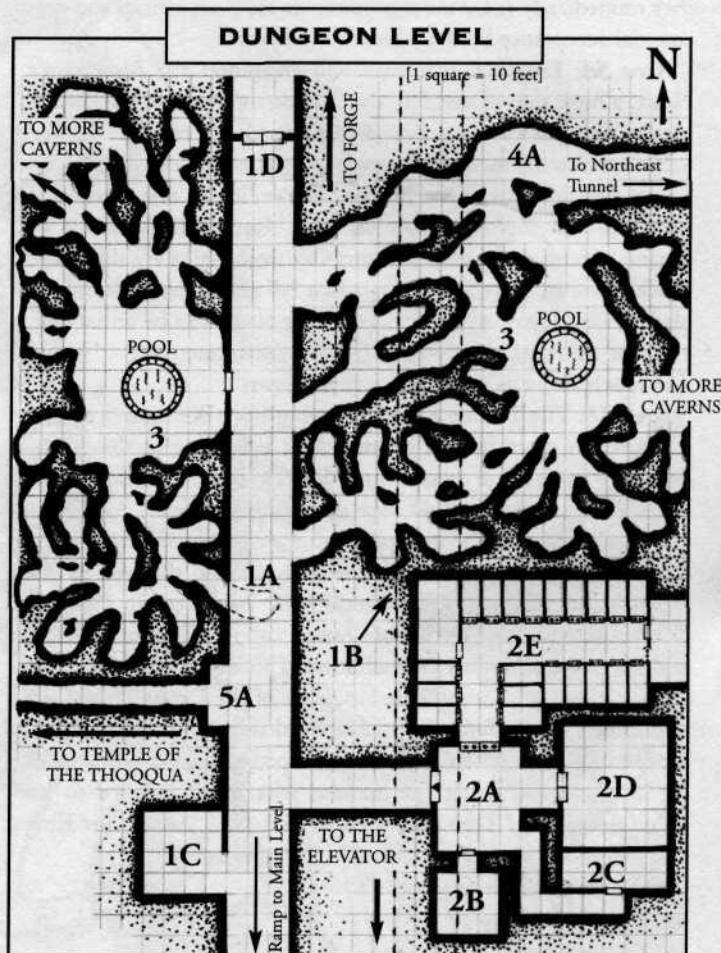
A small (by giant standards) portcullis blocks entry into this room from the elevator side. A lever on the north wall near the back of the room controls the opening and closing of the portcullis.

Iron portcullis: 2 in. thick; Hardness 10; hp 60; Break DC 28, Lift DC 25.

This is the loading area for any Drone honey mead that comes in from The Hive. Suspended overhead is a cooling crystal (see Appendix III: New Items). Outside of the Type B doors to the west is the passage that leads to the Hive. The passage travels for several miles, winding its way around to the west of the Valley wall near the Springs Falls.

The Dungeon Level

The Dungeon level includes the service tunnels leading to the Strath Forge, the gnoll and troll tunnels, the stronghold's prisons and Indoctrination Rooms, the entrance to the Northeast Tower, and the entrance to the Temple of the Thoqqua. Due to its proximity to the forge, the party will feel a slight increase of heat in temperature as they go north.





AREA 1: Service Tunnels

Area 1A (EL 5-8): Main service tunnel. This large passage links the entire Dungeon Level together, so traffic is a constant threat to a stealthy party. Every five minutes, there is a 20% chance that 1d6 gnolls will emerge on some errand from the tunnels at Area 3; there is a further 20% chance that gnolls will be accompanied by 1-2 trolls. Give them a **Spot check (DC 10, or opposed to Hide check, +1 for every ten feet distant)** to detect the characters. If they see the party, they will not assume them to be a threat immediately, but if they can observe the party for at least one minute or they get within 30 feet, they receive a **Sense Motive check (DC 14, +1 for every ten feet distant)** to decide whether the PCs are converts or not.

Trolls (1-2): hp 63 each.

Gnolls (1-6): hp 11 each.

Area 1B: This is the Elevator Service Tunnel, which provides access to and from the elevator to the south and the Strath Forge to the north. Generally, this area is empty, only used when chariots or resources need to be transported back and forth. Likely there is no such need at present. As the characters head north, they will notice a sharp increase in temperature as the heat from the Forge pours down the passage. See Main Level: Area 5 for further details on the elevator itself.

Area 1C (EL 12): This is a guardroom manned by two Jirockk, night and day. Inside the room are a table and three stools. If the guards are on alert, they will move their stools out into the hallway and watch for any strange activity, which they will generally notice with a **Spot check (DC 10, or opposed to Hide check)**. Should they see something suspicious, they will investigate and will sound their war horns the second that something appears threatening or otherwise amiss.

Jirockk (2): hp 154, 142.

Area 1D: These are the huge Type A doors to the Strath Forge. Along their surface is an elaborate relief carving of Jirockk swordsmiths standing before the great forge hammering one of their sacred swords. The doors are kept sealed at all times to prevent the overwhelming heat generated by the forge from overtaking the level. They are unbarred under normal conditions, but will be barred if the smiths know of a general alert. All will stay in here to protect the Forge should an invasion occur. From within 20 feet of the door, a character will sense a great heat radiating from it. Touching the door with unprotected skin will result in **1d6 points of heat damage**.

AREA 2: Indoctrination Rooms

Area 2A (EL 12): This space is the main receiving room for captured prisoners waiting to be indoctrinated into the Drone. A sign on the front door in both Giant and Common reads "Authorized Folk Only." Shackles and chains are fixed to the floor to hold new prisoners for processing; none are currently occupied. Upon a large iron table against the southwest wall rests a logbook in which has been recorded all prospective Drone converts that have come

through the dungeon. Milling about the room are five trolls and one Jirockk. The Jirockk gets an immediate **Spot check (DC 15, or opposed to Disguise check)** to recognize the party as unaccompanied outsiders; having processed all converts in the stronghold personally, he gains a **+4 insight bonus** to this check. If he recognizes them as intruders, he will call for help from Lopkull and Dashkull in Area 2C and then, along with the trolls, engage the party.

Jirockk (1): hp 142.

Trolls (5): hp 65, 60, 55, 52, 50.

Area 2B: Torture Chamber. Two iron chairs, one man-sized, the other giant-sized, are fixed to the floor, with appropriately sized manacles built into each chair. One can tell instantly that the favored form of torture in the stronghold is fire: behind the chairs are two large braziers, one holding iron pokers, bars, and knives resting in hot coals, and the other filled with bubbling oil. Beside the braziers is a small table, where ladles, funnels, and small foot tubs can be found. Also on the table are seven leather scroll cases containing arcane scrolls of *cause fear*, *chill touch*, *shocking grasp*, *ray of frost (Empowered)*, *suggestion*, *detect thoughts*, and *contagion*, respectively. However, a successful **Search check (DC 15)** will determine that very little torture has actually been performed here; the Jirockk prefer to kill their enemies on the field rather than take prisoners, and Kolume will not have prospective converts damaged needlessly.

Masterwork manacles (man-sized): Hardness 10; hp 10; Break DC 28.

Masterwork manacles (giant-sized): Hardness 10; hp 45; Break DC 40 (arcane lock).

Area 2C (EL 10): These are the living quarters of the sorcerers Lopkull and Dashkull, insane and evil twins who were captured this past summer while scouting the Valley for a base of operations. Kolume took to them immediately, putting them in charge of indoctrinating prisoners. Their quarters are sparse, with only beds, tables, and simple iron perches for their familiars (see Appendix II: Featured Characters for further details on the twins and their familiars). The twins, if called upon by the giant in Area 2A, will rush to his assistance, spells blazing.

They will do their best to capture intruders rather than slay, unless pressed heavily. Lopkull is partial to casting *improved invisibility* and *fly* upon himself, and then using *ray of enfeeblement* on enemy fighters and *shatter* on their weapons and equipment. Dashkull enjoys using *hold person* to incapacitate his enemies, taking joy in their terror at being helpless and at his mercy; he will generally cast *see invisibility* early on so that he can monitor his brother's position. Both are well accustomed to one another's tactics, and both will use their items to best effect in any situation.

Lopkull and Dashkull: hp 34, 29.

Area 2D: This is the Indoctrination Room. Four iron chairs are fixed to the floor, similar to those in Area 2B; one is giant-sized, and the other three are man-sized. Behind the chairs is a long table with three kegs full of Drone honey mead. Sitting in and around





them are iron flagons and funnels. Prisoners, once they have been secured, are given the option to drink the mead peacefully before it is forced down their throats with the funnels. Captives are never tortured into drinking the mead, as every prospective convert is considered too valuable to damage, but the twins don't mind them being treated a little roughly. One of the twins' favorite tactics is to keep a prisoner from fluids for a period of time so that they dehydrate, and thus will be that much more eager to take the mead. Once a captive's conversion is complete, he or she will be sent, with escort, to see Bossa (Main Level: Area 2) for assignment.

Area 2E: Prison cells. The construction of the cell doors is unique to this area, with slats in each through which jailers can spy on the captive or pass in food and water. All are barred from the outside, of course.

Cell doors (7 ft. wide, 12 ft. tall): steel; 3 in. thick; Hardness 12; hp 90; Barred DC 45.

All of the current prisoners are here because they have proved immune or resistant to the Drone's poison in one way or another. What remains of the personal belongings of each have been placed among the King's Hoard on the Royal Level: Area 5J. They are, in no particular order, as follows:

Chruck Stonepull: An adventuring friend of Haj and Poppas (see Home Level: Area 1), Chruck, due to his natural dwarven resistance to toxins, has managed to resist the powers of the Drone honey mead. The three were ambushed while traveling along Grav's Pass. Severely outnumbered and overpowered, they were forced to surrender. He will ask immediately if the party has seen his friends. If the party has already encountered (and thus likely been forced to kill) Haj and Poppas, the dwarf will be deeply saddened, but will understand from personal experience the position that the party is in.

Chruck is lucid, but *exhausted* from heat sickness and dehydration. He will gladly join the party, eager for revenge upon the giants. He is not aware of the Drone itself, but he is certain that there is a greater power behind the giants and is aware of the apparent properties of the Jirockk honey mead. His knowledge of the stronghold itself is limited, but his *stonecunning* has told him much of the stronghold's construction as a whole. He knows of the Strath Forge from having overheard his captors discussing it (he has kept his knowledge of the Giant tongue a secret), and he knows of the elevator and the number of levels to the complex.

Hyiadrain: The Lady Druid of the Valley lies on her back, *disabled* and *exhausted* from the repeated interrogations administered personally by Kolume himself. She will not be much help to the party other than by providing information. She has surmised everything: Kolume's plans of war and domination, the use and function of the Drone, and the need for decisive action. She is immune to the Drone's poison and is kept in a constant daze to prevent her from acquiring spells.

If Taso and/or Innikit are present, they will be ecstatic to see their mistress, gaining a **+1 morale bonus to all rolls for the next 24 hours**. Their priority will switch to aiding and supporting

Hyia, giving her their undivided medical attention and protecting her at all costs. They will not wish to bring her into any danger and will want to bring her out of the stronghold. If Hyia is healed and made able to function once again, however, she will agree to aid in the battle against Kolume, although she will play only a supporting role in this conflict – her treatment at his hands has her rather intimidated, in fact.

Missmisss (standard stats): The yuan-ti emissary is thirsty, both for water and for revenge, and will immediately swear allegiance to the party to join the assault. He has been affected by a *contagion* spell giving him the **red ache** disease, which is highly contagious – and which has had the unfortunate side effect of negating his *produce acid* power (and thus preventing him from burning a hole through his cell door). He has been considerably weakened by the disease (current Str 9), but is prepared to fight to the death.

If Yusiss and/or her yuan-ti guides are present, they will be ecstatic to see their preceptor, gaining a **+1 morale bonus to all rolls for the next 24 hours**. Missmisss knows of Kolume directly, and has sensed the Drone and their connection to the honey mead, though he does not understand their nature.

werChank: The one Jirockk (standard stats) who has not yet succumbed to the Drone poison sits here, languishing in his cell. He is well aware of the situation that has befallen his people, but he will not take arms against his brothers and sisters. He will not prevent the party from continuing, either, and will simply stay in his cell to avoid trouble.

Chruck (1): hp 4.

Hyiadrain (1): hp 0.

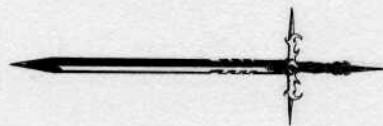
Missmisss (1): hp 2.

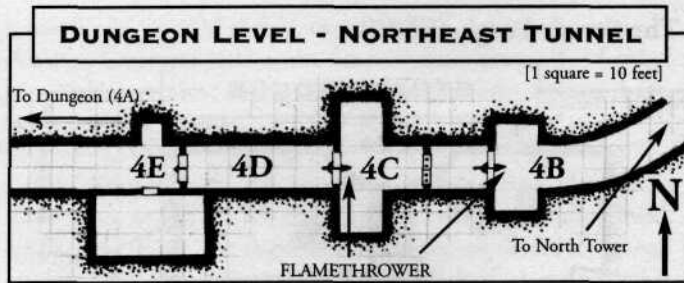
werChank (1): hp 100.

AREA 3: The Caves

This vast cave complex is what the gnolls and trolls serving the Jirockk call home. If the party should waste their energy fighting through these caves, then an attack force of five Jirockk will shortly be sent in to clear the party out. Many of the caves' inhabitants are abroad in the Valley, and therefore much of the resistance that the party will face will be female gnolls and their pups. There is a 50% chance per cave block that 1d8 gnoll females (use standard gnoll stats) and 1d6 pups (noncombatant, 2-7 hp) will be encountered. Further, there is a 35% chance that the characters will also encounter 1d6 gnoll warriors and/or 1d6 trolls (20% chance of both; otherwise, 50% chance of either).

Central to each cave complex is a common room that features an 8-foot-deep, 25-foot-wide pool filled with water. Fixed at the bottom of the pool is a *cooling crystal* (see Appendix III: New Items) placed there to keep the water cool. A character immersing herself in the pool will be cured of **1d6 points of subdual (heat) damage** for every minute spent therein. Beside each pool are two water pipes with spigots to provide drinking water. Other than the basic needs for living in the caves, there is nothing of value to be found in the complex.





AREA 4: Northeast Passage

Area 4A: This passage leads to the gates that close off the passage from the Northeast Tower. If the party chose entry into the stronghold through this tower and traveled up the passage from Northeast Tower: Area 2D, they should have encountered a Jirockk foot patrol (see Appendix IV: Jirockk Patrols) on their journey to Dungeon Level: Area 4B.

Area 4B (EL 14): The passage opens up here into a 20- by 40-foot room. A gas chandelier hanging from the ceiling provides light for an otherwise empty room. A Type A door sits menacingly before the party, preventing further entry into the giants' complex. It is always barred and has two slits cut into it for the giants to open and spy on those who approach. Jutting out from the middle of these particular doors is a 4-foot-long metal shaft sculpted with a dragon's head at the end of it. Hissing from the dragon's mouth is a small gas flame. This shaft is actually a "flame thrower" mounted in the door in such a fashion that it can swivel freely to douse intruders with fire. One of the Jirockk guards behind the door can peer through a slot to aim at intended targets. The flame thrower cannot reach characters who take refuge in the 5-foot squares either adjacent to the door or along the west wall.

Flame thrower: 40-foot-long cone, 15 feet wide at end; 3d6+5 points of fire damage; Reflex save (DC 17) halves; then, Reflex save (DC 15) to avoid catching on fire (see *DMG* Chapter 3, "Catching on Fire"); Disable Device DC 20.

Guarding the door are two Jirockk sentries who look through the slots only if they hear a noise.

Jirockk (2): hp 165, 143.

Area 4C: If the party manages to get past the doors at Area 4B, they will enter this area. If the giants are alert to the party's presence, a portcullis will be activated from Area 4D, crashing down into place here.

Iron portcullis: 3 in. thick; Hardness 10; hp 90; Break DC 33, Lift DC 27.

Sitting in these alcoves are two more fire giants who use Jirockk ranseurs (huge, metal-hafted, masterwork; 2d6, x3 crit, 15-foot reach weapon). Characters attempting to break or lift the portcullis will be speared through the gate. The Jirockk are backed up by yet another flamethrower mounted in the Type A door to the west, identical to that above.

Jirockk (2): hp 161, 138.

Area 4D (EL 11): This area contains the last Jirockk who oper-

ates the second flamethrower. Behind him is a Type B door guarded by four trolls. Once intruders make it into Area 4C, the Jirockk will order one of the trolls to pull the lever the alcove in Area 4E that activates the stronghold's general alarm.

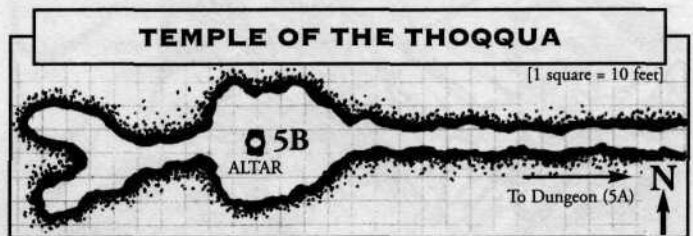
Jirockk (1): hp 154.

Trolls (4): hp 69, 65, 58, 52.

Area 4E (EL 10-12): The alcove also has a lever panel that controls the portcullis in Area 4C. To the south is the giants' temporary barracks, used by those giants who do not wish to travel all the way back to the Home Level between shifts. Five beds line the walls, each with a Jirockk footlocker. There will be 1d6-1 sleeping Jirockk here at any given time.

Jirockk (1-5): hp 142 each.

AREA 5: Temple of the Thoqqua (EL 6)



Area 5A: On either side of the door to this area, carved in the wall in both Giant and Ignan, are the words "Only the holy may enter." This is the entrance to the Temple of the Thoqqua, one of the most sacred places to the Jirockk. The passage continues west for 400 feet. The vibration of the character's foot steps will warn the thoqqua in Area 5B of the party's presence. Characters will feel the temperature rising as they move along the passage. Once they are within 200 feet of Area 5B, they will have to make **Fortitude saves against heatstroke** every 5 minutes, and at that point they will also feel the tunnel begin to shake violently. Suddenly, two thoqqua erupt from the walls, intent upon destroying the non-Jirockk intruders.

Thoqqua (2): hp 53, 44.

Should the party deal with the thoqqua and continue west, they will enter a mid-sized chamber containing a 10-foot diameter pedestal, upon which rests the *Brazier of the Thoqqua* (see Appendix III: New Items). Beside the pedestal sits a barrel of Drone honey mead (merely a keg to a giant). Further to the west, the passage continues and then splits into two. Positioned at the intersection of these passages is Jirockk Queen Yaku. Hunched over, she sips slowly from a cup of hot honey mead. *GM's Note:* Yaku is meant to be played as a sympathetic encounter, and it is suggested that players who slay her out of hand suffer a story-based XP penalty (subject, of course, to the GM's discretion).

Yaku now spends most of her time here, comforted by the mountain and the fiery creatures that roam free within its expanse. She will instantly sense the characters are not converts and raise her





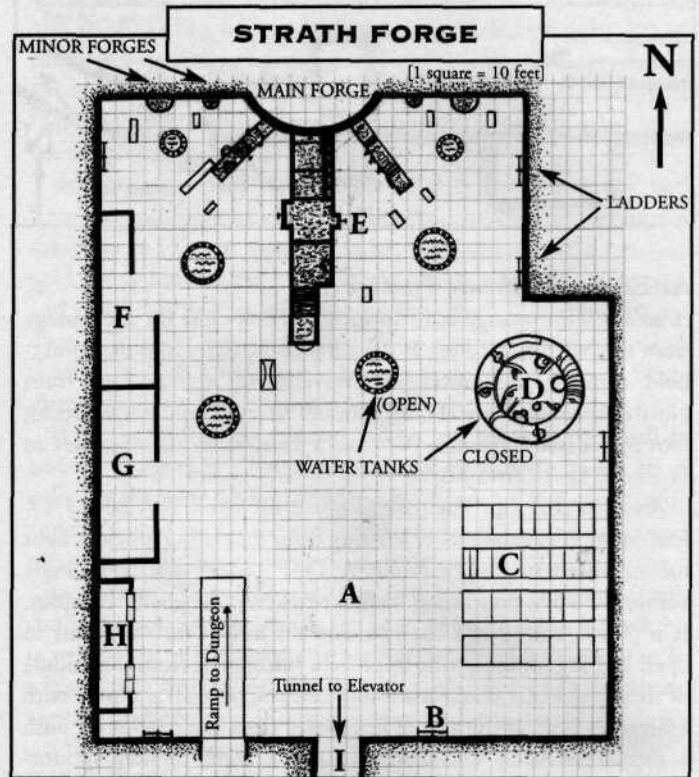
wearied head. She'll crack a smile and rasp, in harshly accented (and slurred) Common, "So, the saviors of the Jirockk are here. Brave heroes. I remember the freedom of bravery..." She will then stagger slowly to her feet and take a step forward, only to stumble and land hard. She will rise again to her feet and bellow in the Giant tongue – to no one in particular – "The Jirockk only have one queen!" She will then collapse, falling into an alcohol-induced stupor.

Bristling in the splinter passages are two particularly large thoqqua who will make their presence known to the party. Should the party try to examine the queen closely, the thoqqua will move forward in a threatening manner, and they attack if the characters dare to touch Her Majesty. Further, should the characters decide to slay Yaku in her unconscious state, then the rest of the thoqqua in the mountain will most likely go berserk and more will arrive to exact revenge (there are somewhere between twenty and thirty of the creatures in the Uffatos range).

Queen Yaku Stonefyr (1): hp 153.

Thoqqua (2): hp 60, 56.

The Strath Forge (EL15)



As you enter, the blast of hot air that greets you is so intense you actually have to take a step back. When your eyes adjust to the distortion of the heat, what you see before you is even more stunning than the heat. A gigantic warehouse spreads out before you, roughly 300 feet by 500 feet, filled with strange and compelling contraptions the likes of which you have never seen. To the east are large sheets of iron and steel, stacked in four 10-foot-high piles. To your immediate right are four enormous metal chariots that appear to be incomplete. Further into the chamber, north of the stacked iron, is an enormous dome-shaped metallic structure. Rising from it are metal shafts that reach to the ceiling 70 feet above and then splinter into a complicated network of pipes and tubes that runs both north and south. Many of these metal shafts then arc downward and disappear into what appear to be large vats of water.

This contraption, however, is not nearly as impressive as the structure at the far end of the room. There, a huge column of stone runs up the height of the wall to the north. At its base, three semi-circular shafts of stone fan out like spokes of a wheel in various lengths. From their tips fires roar, and there Jirockk toil over anvils beside strange serpentine creatures. Intuitively you realize that this place is where volcano and giant meet: a Forge powered by the spirit of the mountain, the heart and soul of the mighty Jirockk people.





Immediately, the GM should warn the party of the extreme heat in this area. Creatures without the fire subtype or some other form of heat resistance must make their **Fortitude saves against heat-stroke every 2 rounds**.

The characters start this encounter standing atop the 50-foot stone ramp, and have a few rounds to act before any of the Jirockk are likely to realize that the door is open: the smiths are so focused on their work that they rarely look up, and their labor is extremely noisy. The PCs will gain a **+2 circumstance bonus to Hide checks** and a **+4 circumstance bonus to Move Silently checks** if they attempt stealth (these bonuses are negated once the party makes their presence known). On the floor, eight Jirockk and six salamanders are working hard to meet Kolume's quota of dire boar war chariots. Included among the Jirockk are the Master Smith, Tian Fullstrike, and his half brother, Furnace Lord Montamog. Although both of them have proper living quarters, they rarely leave the forge, much preferring to sleep on the floor next to the heartbeat of the mountain.

Of course, should the party be detected, both the giants and the salamanders will stop work and move to deal with the invaders. Plenty of finished weapons are close by, and all of the smiths can

arm themselves within two rounds. It should be noted that the Strath Forge has no alarm system; should a general alarm be sounded, the smiths will need to be told directly by messenger that there is trouble.

Area A: This large space is a staging area for dire boar war chariots still in progress. Presently, four of the massive vehicles sit here upon blocks, in various states of completion. Beside them, on a large table, are two complete sets of dire boar barding waiting to be transferred to the Main Level: Area 3. Underneath one of the chariots, working on its chassis, is a Jirockk smith. Characters in the doorway must make a **Spot check (DC 20)** to see him.

Jirockk (1): hp 135.

Area B: Here several giant-sized ladders are bolted to the wall, climbing up to steel catwalks that crisscross overhead. From these catwalks, the Jirockk can maintain the vast network of overhead piping that carries water, steam, and natural gas to and from the Forge. Characters who make their way up here gain a **+4 circumstance bonus to Hide checks** with regard to observers on the floor.

Area C: In this area the sheets of iron and steel that come in from the Firemane mines are unloaded and stored. The sheets are stacked in four great 10-foot-high piles, approximately 10 feet by





30 feet each. To the south of them, laying lengthwise on the floor, are bundles of 30-foot iron poles.

Area D: This is a huge iron tank full of water. The water is brought in directly from the Uffatos Strath ice cap, held here, and then distributed to the different levels of the stronghold as needed. Areas that require cool water are channeled through a large pipe containing a series of *cooling crystals*. Kolume produced this modification for his non-Jirockk servants. This tank also supplies water to the smaller vats around the Forge, where an overhead water pipe with a spigot can be used to fill the vats as needed.

Area E: Here rests the Forge itself. Fed by a thoqqua-made tributary from one of the main lava tubes deep inside the mountain, the Strath Forge might well be the most powerful and diverse in all of Karathis. Along the north wall are four smaller forge openings, the Lesser Forges. The easternmost is used to forge the sacred swords of the Jirockk. It is currently empty. Next to the Sword Forge is the crematorium; surrounding this opening is a large iron sculpture of Ra-Akin, god of the Jirockk. Deceased Jirockk are placed on a rolling platform, given their ceremonial rites, and then loaded through the sculpture's mouth into the volcanic fires of the mountain: a deceased Jirockk's natural fire immunity breaks down in the holy fires of the Uffatos Strath and thus can be reduced to sacred ash. A lone salamander works at each of the two western Lesser Forges, where weapons and armor for Medium-sized creatures, as well as any intricate workings (such as hinges, rings, chains, bolts, clasps, etc.) for the chariots and barding are fashioned. Stacks of magically *heat-resistant* molds are organized around these forges, into which liquefied iron is poured to produce the basic forms needed for such work. Both of these Lesser Forges have small water vats by them used in tempering the metals.

The three Greater Forges are used in the construction of the chariots (and other designs of a larger nature). The westernmost handles the chassis, wheels, and hitches. Since these parts need to be the strongest of the vehicle, the iron for each piece must be heated, folded, and tempered several times. Three gas valves on the west side of the shaft, manned by Montamog (standard Jirockk stats), control the heat with delicate precision. Three Jirockk smiths pound away at the current hitch designs with large hammers. The eastern Forge, in association with the Lesser Forges along the north wall, is in charge of the dire boar barding. Three salamanders shape the metal to their liking over a long, thin anvil next to the forge. The central Greater Forge concentrates on the bulk of the chariot's frame and armor plating. Fullstrike himself, with the aid of two other Jirockk and a salamander, works away with his hammer, producing the casing for a very formidable war machine.

Tian Fullstrike (1): 192.

Montamog (1): 180.

Jirockk (5): hp 154, 150, 143, 140, 135.

Salamanders (6): hp 52, 50, 43, 39, 35, 32.

Area F: Here a workshop has been set up to store the smithy's tools. Hammers of all shapes and sizes, calipers, melting bowls,

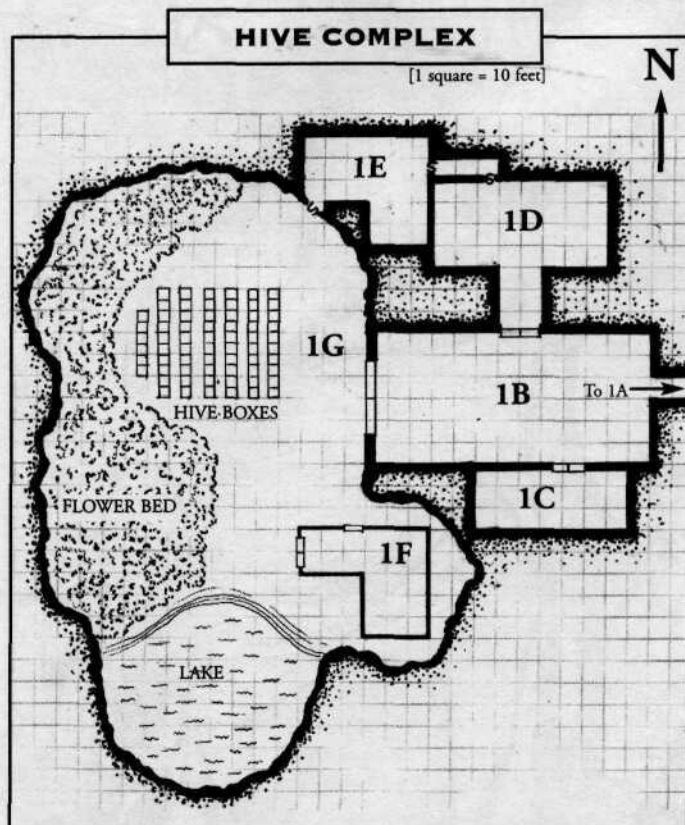
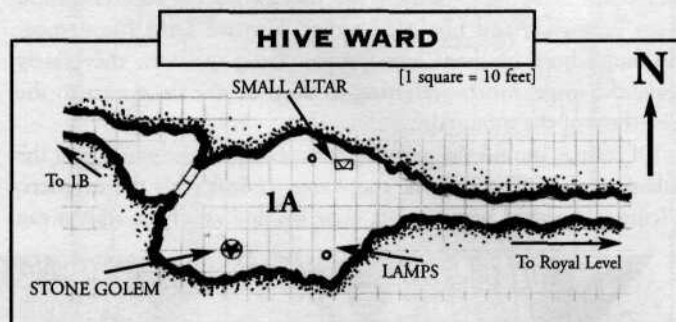
tongs, chisels, flatters, sets, fullers, etc., hang along the walls and rest in the bins of the this sub-chamber.

Area G: This is another storage area; here bars of various metals such as bronze, brass, copper, silver, tin, lead, and pewter can be found in many shapes and sizes.

Area H: This is a small area where the giants can stop to take a brief rest, though it is rarely used. Generally, the forge carries on night and day, supported by two different shifts. Jirockk smiths who are off duty go to their quarters on the Home Level.

Area I: This passage is the entranceway into the loading tunnel for the elevator. Parked along its walls are several trolleys used to transport steel and finished designs.

The Hive





The passageway from the Royal Level: Area 6 soon narrows from 20 feet wide down to only 10 feet. It continues on for several miles, winding its way through the bedrock, moving away from the hot tunnels beneath the Uffatos Strath. For this journey, the party will have to provide their own light source. It is quite possible that Kolume will not know of an attack on the stronghold until a day later, as he must rely on messengers to relay information back and forth to the giants' complex. Should a day pass before the characters discover the Hive passage, then Kolume will lock the Hive down, sending three swarms of Drone warrior bees down the passage to intercept the party. (Note that Kolume shares the benefits of the Drone hive mind ability with all Drone bees within 800 feet of the Hive chamber.) The iron golem in Area 1A will be set to attack all intruders immediately, and Kolume will bar all doors within the Hive. At that point, he will prepare for battle as best he can, awaiting the characters in the Hive itself.

Area 1A (EL 13): Coming down the long passage from the Jirockk stronghold, characters entering this cave will immediately notice a large metal statue of a Jirockk warrior standing against the south wall. This "sculpture" is actually Kolume's iron golem, which he designed and built with the help of Tian Fullstrike. It guards the unlocked Type B doors that lead into the Hive proper. Two 8-foot-tall iron stands sit at the east side of the room, fixed tightly to the floor. Astride them is a single white crystal. At the north end of the cave, near the eastern entrance, is a large stone pedestal that also has a single white crystal embedded at its top. Should any creature enter or leave this cave by crossing the axis between or around the two crystals, the iron golem will activate in three rounds and attack any creatures in the chamber, which it will regard as intruders. However, if a creature under the influence of Drone poison (or Drone honey mead) places its hand upon the crystal that rests on the iron stands within that time, the golem will not activate. Further, a successful **Use Magic Device** or **Use Psionic Device check (DC 25)** will allow a character to activate the crystal blindly, thereby preventing the golem from attacking; however, a roll failed by 10 or more results not only in the golem attacking, but also in Kolume's being alerted to intruders here.

If activated, the golem will fight until destroyed, and can only be called off by a direct command from Kolume.

Iron golem (1): 112.

Beyond the double doors, the characters will have to travel another 100 feet before reaching Area 1B.

Area 1B (EL 0 or 13): This large chamber is the loading area for the large clay pots of processed Drone honey. The tops of these pots are sealed with sheep's bladder and then loaded into packing crates. Stacks of empty crates line the north wall, while ten racks of shelving hold the clay pots along the south wall. The crates are then placed on trolleys and then moved to the stronghold. The nearly 15-foot-long iron trolleys can be pushed by Medium-size creatures only with a successful **Strength check (DC 13)**, at *one-quarter speed*. Several large tables situated about the cave are used in processing the honey from the comb, and tools for this proce-

dures cover their surface. The workers here are only allowed into the Hive (Area 1G) at certain intervals to tend the flowers and harvest the honey.

To the west, large Type A doors sit closed (but they are not barred). During the day, three Jirockk helpers and ten human converts work within this room. They will attack invaders on sight, though their weapons will be in Area 1D unless they have been warned by messenger of intruders. The humans will **grapple** or use whatever tools might be at hand as weapons while the Jirockk run to get their swords. At night, unless Kolume has been alerted, these workers will be in their barracks at Area 1D, leaving the chamber empty.

Jirockk (3): hp 142 each.

Human converts (10): hp 7 each.

Area 1C: This space acts as a large storage room for all of the gardening equipment needed in the tending of the Hive and its operations, as well as extra crates, clay pots, and trolleys for the honey.

Area 1D: This is the living quarters of the Hive helpers. Jirockk and humans cohabitate here, the room having both human- and giant-sized accommodations. Each of the Jirockk has a footlocker, and there are several wall mounts for Jirockk swords. It should be noted that Jirockk workers keep their swords here at all times (unless alerted) and will move to retrieve them if attacked. A Type C secret door is located in the north wall.

Jirockk footlocker: iron; 1 in. thick; Hardness 10; hp 50; Break DC 30; Open Lock DC 20.

Area 1E: Kolume's personal chambers. This room is more of an office than a sleeping chamber. When Kolume chooses to sleep, he cannot lie down due to his armor (which he never removes under any circumstances). There is, however, a bizarre metal stand that allows him to lean back slightly to "recharge." Many tables and shelves hold stacks of papers, files, and books around the room. Some of these writings are Kolume's own work (written in Undercommon), but many of them are also Hyiadramain's research (written in Elven). A **Search check (DC 15)** will reveal a *tome of leadership and understanding* among the various stacks of writings.

Area 1F (EL 5): This space is, quite unmistakably, Kolume's Greenhouse. Here he experiments with and perfects the various processes necessary to the Drone. Tables and workbenches filled with glassware and plant and hive cultures are organized about the room. Alien flowers of different shapes and sizes, aquariums dedicated to different (some very different) types of insects, and special fertilizers and fluids fill the space. It would take weeks for an expert alchemist or sage to explore the workings of Kolume's experiments, and even then there would be many questions left unanswered.

In the northeast corner of the room is a long table devoted to crystal and gem research. An **Appraise check (DC 15)** will determine that there are a total of 8,000 gp worth of precious and semi-precious stones, all fastidiously collected and labeled with lengthy





notes in some alien language in the Elven alphabet (Undercommon). Tools and devices for splitting, smashing, and polishing stones are arranged as in a production line. Several acids, elixirs, and powders stand in strange scales and machines, suggesting highly sophisticated research at work here. Hovering around a cylindrical piece of smoky-colored quartz are a *dark blue ioun stone* and a *clear ioun stone*. Also floating about a *rosy-hued quartz crystal* are two *pale red ioun stones* (see Appendix III: New Items) and four *dull gray*. Sitting on the table is a Medium-size *ioun helmet* (see Appendix III: New Items). Several other helmets in various states of completion and various sizes are also present. About the room are numerous logbooks and tomes (again, written in Undercommon) used in recording the information collected here. A **Search check (DC 15)** here will lead to the greatest of Kolumbe's personal treasures, a *Tome of Strange Mechanics* (see Appendix III: New Items), set in a special place among those books.

The laboratory, should it be kept intact by the party, may lead to some interesting dilemmas for the characters. Some wizards and sages, should they ever learn of this work, would likely kill for it, as would any unscrupulous arcane or academic organization or government. Of course, the true impact of Kolumbe's work on the GM's game world is completely a matter of discretion. One could easily write it off as too alien for any being other than its creator (or perhaps another mind flayer) to understand. Perhaps the Atrabillis could make an appearance at some further point in the campaign....

Within the Greenhouse is Kolumbe's *charmed* displacer beast, Slide. He will attack strangers on site. If combat should break out involving his master, he will hang back to avoid being mind blasted, only entering the fray if Kolumbe is forced into close combat or if he sees his master being flanked.

Slide (1): hp 76.

Area 1G: The Hive (EL 14): As the characters approach this area, they will see bright light ahead of them at the end of the passage. When the characters pass into this room, read the following:

This gigantic cavern hums with the low drone of insects. Straight ahead of you are several rows of hive boxes with thousands of bees hovering over them, flying to and fro. Taking up roughly half of the cave's floor is an enormous flower garden. Large sunflowers, violets, roses, daisies, and the like swirl in beautiful patterns of color, all beneath the dizzying pace of the bees. To your immediate left is a greenhouse, and beyond that is a large underground lake. Suddenly real amazement dawns upon you, however, as you realize that, somehow, daylight prevails in this deep subterranean place.

Light as full and white as the noonday sun fills the air, emanating from an extremely large crystal formation near the top of the cavern's 120-foot ceiling. An oasis to be sure, but the serenity of this place dissolves palpably as the bees' hum changes from a dull whine to an angry roar....

The large crystal structure at the top of the cave is what remains of the "stasis coffin" in which the Jirockk first found Kolumbe two years ago. He has now converted its psionic properties to maintaining and nourishing the Drone. Thus, the true hive is not the mound of crates in the cavern, but within the crystal itself. Kolumbe has purposefully shifted the dynamic of the Hive to produce large quantities of honey; most of the swarm cannot sting, but simply collect pollen to produce their honey comb. Either a **Knowledge (nature)** or **Spot check (DC 20)** will suggest both of these facts (the nature of the bees and the location of the Hive) due to the amount of bee activity around the crystal formation. The crystal provides life not only to the bees – its light also sustains the vegetation below. It is terribly fragile, however, and only **50 points of damage** is sufficient to bring it down to smash on the floor below. If such a thing should happen, the cave will be plunged into total darkness and the Queen bee killed, shattering the psychic communion of Drone and master.

The Queen bee is Kolumbe's direct link to the hive mind of the entire Drone. As long as she remains alive, he can control all of the Drone swarms simultaneously as a *move-equivalent action*. Should she perish, however, he can control the bees only in a few small, individually directed swarms due to their *psionic susceptibility* (see





Appendix I: Monster Descriptions). He can control up to five swarms at once in this way, and he has only eight warrior swarms presently at his disposal (there are another twenty worker swarms). Still, those stung by the warrior bees and falling prey to their poison will come under his direct control (although this takes about ten minutes for the toxin to set in). There is the possibility that another psionic character might wish to control the bees. A successful **Spellcraft (or Psicraft) check (DC 29)** will allow a character to intuit the manner of psionic control and thereby take advantage of the Drone's *psionic susceptibility*.

At any rate, if the Queen is killed, any bees not controlled directly by Kolume or someone else will become dazed and start to disperse. If both Kolume and the Queen bee should perish, the Drone will most likely disperse altogether and slowly die off, no longer a threat to the characters.

Kolume himself will reluctantly make a stand in the Hive. He will *levitate* (possibly over the lake), attempting to keep the party at a distance while he delivers salvo after salvo of *mind blasts*. He will then direct a swarm to attack a *stunned* character to convert him or her. If the party is able to force him in close-quarter combat, he will rely on his *ioun armor* and its attack forms, hoping that Slide or any of his Jirockk hive workers can come to his aid and create a flanking situation. Above all, Kolume is most certainly not interested in fighting to the death. Should the situation start to go bad for him, he will cut his losses and *plane shift* to safety. He will not forget the characters, and in time will find a way to pay them back.

Kolume (1): hp 58.

Drone warrior swarms (8): hp 9.

Drone worker swarms (20): hp 9.

ADVENTURE AFTERMATH

Failure

Failure could come in many forms for the PCs. If they are unable to penetrate the Jirockk stronghold, then they will not really have begun their mission. Heading back to the Castle of the Delta's Ram will likely be of no benefit either, since by the time they return much of the Castle will be embroiled in an inner conflict of Drone convert vs. non-convert. If the GM wishes, the entire Castle could be converted, forcing the party's hand in coming up with a brave and successful solution – or they could return to save the Castle from itself and lead an even larger and more powerful force against the Jirockk.

Should Kolume and the Drone go unchecked, then the flow of Drone honey mead and the numbers of drone converts will increase consistently (and possibly even exponentially). Kolume's plans for conquest can play out as the GM sees fit. There are other obstacles for the mind flayer to consider, of course. The storm giant leader Grav Leviathan has yet to make his move, as well as the yuan-ti, should they be able to hold out in Moko-Manara till spring. Regardless, if the party retreats, the scope of the adventure

will widen, allowing for an even broader scenario to unfold (possibly with an even bigger payoff for the players).

Success

Success can only really be measured by the party's ability to neutralize the Drone. The Blood Swarm is, after all, the real threat to the people of the frontier. The destruction of the Hive will eventually lead to the death of the swarm, as long as Kolume is not around to resurrect it. To do so, he would need only the time to produce a new Queen bee, and he might then have new options in reorganizing the swarm.

If the Drone converts are cut off from their supply of Drone poison, whether through the honey mead or the bees themselves, they will go into withdrawal. Converts will need several days, if not weeks, to recover, and some may perish depending on the level of their addiction. At some point, though, most will come to their senses. What to do with the Jirockk will become the real concern. Should they be punished for their actions? How should they (or can they) make amends to the inhabitants of the Valley? Just how much sympathy will the inhabitants of the Castle of the Delta's Ram as well as the West Wood Barony show?

The characters, of course, will be greatly rewarded, not only in booty recovered, but also in song and story. As the details of their adventure come to light in the various watering holes and taverns of the Barony, their fame will grow even farther. As unlikely as it might seem, they may even get to drink ale on the house at the Fiery Dragon Tavern.

AWARDING EXPERIENCE

Page 69 of this booklet features a Challenge Chart listing the CR values of the various creatures and characters from this adventure. Track the challenges overcome on this chart, and cross-reference the results with the average party level to determine experience gained from completing the adventure.

Of course, some GMs may wish to grant story awards as he or she sees fit.

Runes of Passage

To find out more information pertaining to this adventure and about Kalendia in general, visit the Fiery Dragon Productions website at www.fierdragon.com. The Product Matrix page will feature an area you can access that contains continuing adventure hooks, expansions of various encounters, new encounters, and much, much more.

If you have an interesting story about your group's experiences in this adventure, or want to share some tips and tricks that you used to make it more exciting for your players, visit our website and post it under the *Beyond All Reason* section on our Fiery Message Boards.

Permission granted to photocopy pages 52-70 for personal use.





APPENDIX I: MONSTER DESCRIPTIONS

Note that CRs herein may deviate from those derived using standard methodology, but they are more reflective of the nature of these specific creatures based upon their abilities and motivations and their role in the scope of this adventure.

Boar, Dire

CR 4; Large animal; HD 7d8+21; hp 52; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); Atk +12 melee (1d8+12, bite); Face 5 ft. by 10 ft.; SA ferocity; SQ low-light vision, scent; AL N; SV Fort +8, Ref +5, Will +6; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

SA - Ferocity (Ex): A dire boar continues to fight without penalty even while disabled or dying.

SQ - Scent (Ex): Detects opponents by scent within 30 feet; 60 feet if opponent is upwind, and 15 feet if downwind (double these ranges if odor is strong, triple if overpowering). May track by scent with a Wisdom check.

Centaur

CR 3; Large monstrous humanoid; HD 4d8+8; hp 26; Init +2 (Dex); Spd 50 ft.; AC 15 (touch 11, flat-footed 13); Atk +7 melee (1d10+4, greatclub), +3/+3 melee (1d6+2, 2 hooves), or +5 ranged (1d8+4, x3 crit, 110 ft., mighty composite longbow); Face 5 ft. by 10 ft.; SQ darkvision 60 ft.; AL NG; SV Fort +3, Ref +6, Will +5; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills: Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5.

Feat: Weapon Focus (hoof).

Possessions: Large shield, greatclub, mighty composite longbow (+4), 12 arrows, 2d4 x10 gp, 1 gem.

Drone Swarm

CR 1; Medium-size vermin; HD 2d8; hp 9; Init +0; Spd 5 ft., fly 30 ft. (good); AC 10 (touch 10, flat-footed 10); Atk surround (see below); SA poison; SQ hive mind, damage resistance, vulnerabilities, psionic susceptibility, darkvision 60 ft., vermin; AL N; SV Fort +3, Ref +0, Will +2; Str , Dex 10, Con 10, Int , Wis 14, Cha 1.

Skills: Intuit Direction +6, Spot +6.

Surround (Ex): Drone swarms attack simply by entering an opponents space and stinging. The swarm does not provoke attacks of opportunity when it enters an opponent's space. Creatures of any size can be affected, as the swarm need not fully surround an opponent to sting. Any creature within the same 5-foot square as a swarm at the beginning of the creature's turn that takes no actions other than fighting off the bees takes 1 point of damage, while a creature who takes any other action, including leaving the swarm, takes 1d4+1 points of damage. In either case, if the swarm is composed of warrior bees, the victim must also make a successful Fortitude save against the Drone poison (see below).

Spellcasting or concentration within a Drone swarm is impossible.

A Drone swarm deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The Drone attacks are nonmagical, and therefore damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm.

SA - Drone poison (Su): Injury DC 15 + 1 per point of damage taken; initial damage (Fort save) 1d4 temporary Wisdom and *charm monster*; secondary damage (Will save) *dominate monster* and addiction.

When any creature is initially affected, in addition to the Wisdom damage it is motivated to treat all other Drone converts as friends (as per the *charm monster* spell). At this stage the effects of the toxin can still be *neutralized* or *dispelled*. The secondary damage, which occurs 10 minutes later, is mental and not physical, and thus can be avoided only with a Will save (DC as above). Those who fail this second save become subject to the Drone Queen as if she had cast a *dominate monster* spell upon them. At this stage, the toxin cannot be *neutralized*, and the effects last until *dispelled* or until shaken off by two consecutive addiction checks, as described below.

A creature *dominated* by the Drone in this way also develops an intense craving for more Drone toxin. The preferred method of receiving this substance is through Drone honey mead. As long as the creature gets more Drone toxin within 24 hours, by whatever means, it suffers no further effects (but it remains dominated, with no save allowed). If a dominated creature does not get the toxin within any 24-hour period after failing the first Will save, it must make an "addiction check," and it must do so again every 24 hours thereafter: this is another Will save (DC 20, +1 for every previous addiction check) to avoid a terrible withdrawal from the substance it craves. Two successful addiction checks in a row indicate that a character has both thrown off the Drone's effects and beaten the cravings. A failed addiction check results in another 1d4 points of temporary Wisdom damage, and a creature whose Wisdom score reaches 0 becomes helpless and thereafter takes Constitution damage with each failed addiction check. Creatures suffering from withdrawal will follow the last command they were given by the Drone Queen, and will use any means necessary to get another "fix" of the Drone toxin.

Finally, creatures dominated through Drone toxin have an uncanny ability to recognize similar effects in others, and thus to recognize those who are not affected as well. Such creatures gain a +6 inherent bonus to Spot and Sense Motive checks when attempting to discern whether another individual is affected by Drone poison.

SQ - Hive mind (Ex): All Drone swarms within 800 feet of their Queen are in constant communication. If one Drone bee is aware of a particular danger, they all are. If one bee in a group is not flat-footed, none are. This awareness does not extend to victims of Drone poison, but the Queen's controller is affected.

SQ - Damage resistance (Ex): The drone swarm cannot be fought





effectively with weapons or natural attacks of any kind, magical or nonmagical.

SQ - Vulnerabilities (Ex): Area of effect attacks (fire, cold, etc.) damage a swarm normally. Certain area of effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately. Thick smoke, such as that produced by a *pyrotechnics* spell, effectively stuns the swarm for as long as it is subjected to the smoke and for three rounds afterwards.

SQ - Psionic susceptibility (Ex): If the Drone Queen is killed, all Drone swarms from her Hive begin to disperse. However, a psionic being can control individual swarms as if through the *dominate monster* spell as a free action. A psionic creature can control a maximum number of swarms in this way equal to its Charisma modifier (and thus must have a Charisma score of 12 or better). Any creature that succumbs to Drone poison from a swarm controlled in this way comes under the direct control of the swarm's controller, as per the *dominate monster* spell.

SQ - Vermin: Vermin are immune to mind-influencing effects (except as noted above).

A Drone swarm is composed of hundreds of genetically altered, innately psionic honey bees. These bees share a collective consciousness, to whatever extent such non-intelligent creatures have any consciousness at all. All are in direct and constant contact with their Queen and obey her instantaneously. Thus, any creature who controls the Queen thereby controls the entire Drone. There are two types of Drone swarm: warrior and worker. Only warrior swarms carry the extremely potent Drone poison—worker bees can still damage opponents, but those attacked do not risk being mentally controlled by the psionic toxin unique to the warrior bees.

Ettin

CR 5; Large giant; HD 10d8+20; hp 65; Init +3 (-1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (touch 8, flat-footed 18); Atk +12/+12/+7/+7 melee (1d10+6, 2 greatclubs), or +5/+5/+0/+0 ranged (1d8+6, 2 longspear); Reach 10 ft.; SA superior two-weapon fighting; SQ darkvision 90 ft.; AL CE; SV Fort +9, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills: Listen +10, Search +0, Spot +10.

Feats: Alertness, Improved Initiative, Power Attack.

SA - Superior two-weapon fighting (Ex): An ettin can fight with a club or longspear in each hand without suffering any attack or damage penalties.

Possessions: Hide armor, 2 greatclubs, 2 longspear, 1d8 x100 sp, 1d4 gems.

Giant, Fire (child, Jirockk)

CR 2; Medium-size giant; HD 4d8+8; hp 26; Init +0 (Dex); Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d8+5, 19-20/x2 crit, longspear); SQ darkvision 60 ft., fire subtype; AL LE; SV Fort +6, Ref +1, Will +1; Str 21, Dex 10, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +7, Jump +7, Spot +2.

Feat: Power Attack.

Possessions: Longsword, 4d10 x10 gp, 1d3 gems.

Giant, Fire (Jirockk)

CR 10; Large giant (fire); HD 15d8+75; hp 142; Init -1 (Dex); Spd 30 ft. (in armor), 40 ft. (base); AC 21 (touch 8, flat-footed 21); Atk +21/+16/+11 melee (2d8+15, 19-20/x2 crit, huge MW greatsword), or +10/+5/+0 ranged (2d6+10 and 2d6 fire, rock); Reach 10 ft.; SQ darkvision 60 ft., fire subtype; AL LE; SV Fort +14, Ref +4, Will +5; Str 31, Dex 9, Con 21, Int 12, Wis 10, Cha 11.

Skills: Climb +11, Craft (any, but usually weaponsmithing) +10, Jump +11, Spot +7.

Feats: Cleave, Great Cleave, Power Attack, Sunder.

Possessions: Chainmail, huge masterwork greatsword, 1d4+1 throwing rocks, 6d4 x100 gp, 1d8 gems, key ring.

The Jirockk are a powerful warrior clan, with above average intelligence for their kind. All Jirockk males, and some females, go through a rite of passage to be recognized as a true member of their military society. They refer to this tradition as the Brand of Firehelm, in honor of Jirockk Stonefyr's great sword. Their sword lore is their chief form of expression, and their badge of honor. At a young age, prospective Jirockk are given a "Sword of Sought," symbolic of their desire to progress to the rank of warrior. As they get older, they are expected to prove themselves through personal acts of bravery and tests of courage. When they are deemed ready, they must enter the "Fire Steps" to face a Jirockk champion in combat. This opponent is the Royal Champion usually, but there have been exceptions. The Fire Step match is not a fight to the death, but is used as a barometer of a young warrior's determination and skill.

Should one be judged fit, he is escorted to the royal chambers to undergo a series of rituals finalizing his rights as "warrior-born." The new warrior is then allowed to submit to the master smith a design of a sword specific to his needs and fighting style. This sword is then forged by the Master Smith and ceremonially presented to the warrior by the King. Many Jirockk are proficient with other types of weapons, but all possess a masterwork giant sword that rarely leaves their company. Should a Jirockk lose his sword either in battle or through carelessness, he will be ostracized and perhaps even banished. It is not unheard of, however, for such giants to regain the clan's favor by taking up a personal quest, and, if successful, buying themselves the right to have a new blade forged and rejoin the warrior society.

Jirockk do not use bags to hold their personal possessions as do other giants, but rather use iron footlockers:

Jirockk footlocker: iron; 1 in. thick; Hardness 10; hp 50; Break DC 30; Open Lock DC 20.

The contents of these are standard to all giants, however (see MM: "Giant"). Jirockk do not value gold or other such metals as much as other giants (mainly because they have a tendency to melt under the volcano), but favor rather precious stones, iron, and





steel. They often decorate their sword handles with precious stones to commemorate great deeds (25% chance per sword, 4-400 gp in total value), and inscribe name-runes in their blades. Some Jirockk wear tattoos to showcase their exploits, using a mixture of sulfuric acid and dyed leads for this purpose. Jirockk have either black or red hair and grow it long, and most wear braided beards. Their armor is a combination of chainmail, dire boar hide, and large shoulder plates with heavy studs. This allows them to charge an enemy without harm to themselves or to ram a castle wall like a siege engine. They do employ thrown rocks and special alchemist's fire grenades (see Appendix III: "Jirockk Fire Bombs"), but these tactics are generally used only to soften an enemy up. Close combat is considered the true measure of a Jirockk warrior.

Jirockk are monogamous, and most raise families of from one to three children to extend their lineage. The clan behaves as a cohesive unit, loyal to one another as each family "marries" into another. Blood feuds do occur, but these generally find an honorable resolution in the Arena. It is highly dishonorable to slay an opponent in such disputes, because each Jirockk, regardless of convictions, is considered a valuable member of the community (provided their views do not disregard the greater glory of the clan). Feasting with family and friends is another great tradition of the giants, and this happens regularly. All festivities are marked by immense, boisterous gatherings. The Jirockk take their food seriously, considering it the fuel to their internal fires.

Since the time of the Drone, of course, many Jirockk customs have been diluted. However, although their devotion is now to Kolume and his enterprises, such strong traditions as theirs cannot be broken entirely in so short a time.

Giant, Frost

CR 9; Large giant (cold); HD 14d8+70; hp 133; Init -1 (Dex); Spd 40 ft.; AC 21 (touch 8, flat-footed 21); Atk +18/+13 melee (2d8+13, x3 crit, huge greataxe), or +9/+4 ranged (2d6+9, 120 ft., rock); Reach 10 ft.; SQ darkvision 60 ft., cold subtype; AL CE; SV Fort +14, Ref +3, Will +4; Str 29, Dex 9, Con 21, Int 10, Wis 10, Cha 11.

Skills: Climb +13, Jump +13, Spot +6.

Feats: Cleave, Great Cleave, Power Attack, Sunder.

Possessions: Chain shirt, huge greataxe, 1d4+1 throwing rocks, 5d4 x100 gp.

Just over one year ago, a frost giant hunting party found itself ambushed by the Jirockk as it traveled through Grav's Pass. Seeing the Jirockk red dragon Killmoj among their attackers, the frost giants surrendered, figuring to be ransomed back to their clan, the Icebeards. Surprisingly, however, they were released by the Jirockk with a friendly apology and a generous supply of honey mead to take back to their tribe. Within weeks, the entire Icebeard tribe joined the ranks of the Drone convert army, just as Kolume expected. The frost giants have become extremely useful in bolstering the exterior defenses of the stronghold and of the region in general throughout the winter. Their leader, Windtral Icebeard, now leads

the operations in Grav's Pass. Roughly thirty Icebeard giants now compliment the Jirockk forces.

Giant, Hill

CR 7; Large giant; HD 12d8+48; hp 102; Init -1 (Dex); Spd 40 ft.; AC 20 (touch 8, flat-footed 20); Atk +16/+11 melee (2d6+10, huge greatclub), or +8/+3 ranged (2d6+7, 120 ft., rock); SQ darkvision 60 ft., Reach 10 ft.; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills: Climb +9, Jump +9, Spot +4.

Feats: Cleave, Power Attack, Weapon Focus (greatclub).

Possessions: Hide armor, huge greatclub, 2d4 throwing rocks, 2d6 x100 gp.

Gnoll

CR 1; Medium-size humanoid (gnoll); HD 2d8+2; hp 11; Init +0; Spd 20 ft. (in armor), 30 ft. (base); AC 17 (touch 10, flat-footed 17); Atk +3 melee (1d8+2, x3 crit, battleaxe), or +1 ranged (1d6, x3 crit, 60 ft., shortbow); SQ darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feat: Power Attack.

Possessions: Scale mail, battleaxe, shortbow, 20 arrows, 3d8 x10 gp, 1 gem.

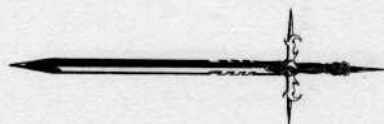
The gnolls who serve the Jirockk were once a large people that invaded the Valley of the Mattadin a few years ago. A tenacious and hungry lot, they provoked the Jirockk into action when they began to hunt down indiscriminately the Valley's dire boar population. Flanked by the Gomdi centaur tribes, the gnolls were driven into the Jirockks and were quickly routed. Praktaya slew their sorcerous leader HH'rrddrrk and ordered any prisoners to be taken back to the stronghold as slaves. Since then, the gnolls have adapted to life under the mountain quite well, gnawing on the discarded bones of the boars. Those living in the stronghold itself have taken to shaving their fur in order to cope with the oppressive heat.

Golem, Iron

CR 13; Large construct; HD 18d10; hp 99; Init -1 (Dex); Spd 20 ft. (can't run); AC 30 (touch 8, flat-footed 30); Atk +23/+23 (2d10+11, 2 slams); Reach 10 ft.; SA breath weapon; SQ darkvision 60 ft., magic immunity, damage reduction 50/+3, rust vulnerability, construct; AL N; Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con , Int , Wis 11, Cha 1.

SA - Breath weapon (Su): As a free action every 1d4+1 rounds, the golem can release a cloud of poisonous gas which lasts one round directly in front of itself in a 10-foot cube; Fortitude save (DC 17); initial damage 1d4 temporary Constitution; secondary damage death.

SQ - Magic Immunity (Ex): Immune to all spells, spell-like abilities, and supernatural effects, except as follows: an electricity effect slows it for 3 rounds, a fire effect breaks the slow effect and heals





1 point of damage to the golem for every 3 points that would have been dealt.

SQ - Rust Vulnerability (Ex): An iron golem is affected normally by rust attacks.

SQ - Construct: Immune to mind-influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Immune to any effect that requires a Fortitude save, unless that effect also works on objects.

Hell hound, Jirockk

CR 5; Medium-size outsider (evil, fire, lawful); HD 7d8+7; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 11, flat-footed 15); Atk +8/+3 melee (1d8+1, bite); SA breath weapon; SQ scent, fire subtype; AL LE; SV Fort +6, Ref +6, Will +5; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +14, Listen +10, Move Silently +16, Spot +11*, Wilderness Lore +3*.

Feats: Improved Initiative, Track.

SA - Breath weapon (Su): 30-foot cone of fire every 2d4 rounds; damage 1d4+1, Reflex (DC 13) halves.

SQ - Scent (Ex): Detects opponents by scent within 30 feet; 60 feet if opponent is upwind, and 15 feet if downwind (double these ranges if odor is strong, triple if overpowering). May track by scent with a Wilderness Lore check.

* Hellhounds receive a +8 racial bonus to Spot and Wilderness Lore checks when tracking by scent.

Human Convert (typical), male human warrior 1

CR ½; Medium-size humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +3 melee (1d8+1, 19-20/x2 crit, longsword), or +1 ranged (varies); AL NG; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft or Profession (any) +4, Handle Animal +3, Search +1, Ride +3.

Feats: Toughness, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword, 2d10 gp.

So far, Kolume's convert army is composed of Redcloaks, Delta's Ram soldiers, and mercenaries captured throughout the region. He makes the best use of his human converts as they can move unnoticed throughout the frontier. He also considers them valuable in the sense that they are highly intelligent and yet are very docile under the Drone's influence.

Salamander

CR 5; Medium-size outsider (fire); HD 7d8+7; hp 38; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +9/+4 melee (1d8+2 and 1d6 fire, x3 crit, longspear (reach weapon)), +7 melee (2d6+1 and 1d6 fire, tail slap); SA heat, constrict 2d6+1 and 1d6 fire; SQ darkvision 60 ft., fire subtype, damage reduction 10/+1; AL LE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 13, Con 12, Int 14, Wis 15, Cha 13.

Skills: Craft (metalworking) +16, Escape Artist +11, Hide +11,

Listen +14, Move Silently +11, Search +12, Spot +14.

Feats: Alertness, Multiattack.

SA - Heat (Ex): A salamander generates enough heat that its attacks (including its weapons) do fire damage in addition to normal damage.

SA - Constrict (Ex): A salamander does automatic tail slap damage (including fire) with a successful grapple check against creatures of Large size and smaller.

Possessions: Longspear, 2d4 gems.

Thoqqua, Uffatos

CR 4; Large elemental (earth, fire); HD 6d8+18; hp 45; Init +0; Spd 30 ft., burrow 20 ft.; AC 21 (touch 9, flat-footed 20); Atk +9 melee (1d8+9 and 2d6 fire, slam); SA heat, burn; SQ fire subtype, tremorsense; AL N; SV Fort +8, Ref +5, Will +3; Str 23, Dex 11, Con 17, Int 6, Wis 12, Cha 10.

Skills: Intuit Direction +7, Jump +10, Listen +8, Move Silently +4.

SA - Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

SA - Burn (Ex): When a Uffatos thoqqua hits with its slam attack, its victim must make a Reflex save (DC 16) or catch fire for 1d4 rounds (for 1d6 points of fire damage per round, plus items must save). A creature may take a move-equivalent action to put out these flames.

SA - Tremorsense (Ex): The thoqqua can sense the location of anything within 60 feet that is in contact with the ground. A thoqqua within 60 feet of the Brazier of the Thoqqua has its tremorsense range extended to 3 miles.

SQ - Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Known as "fire saints" to the Jirockk, the great thoqqua of the Valley of the Mattadin originate from the Uffatos Strath. These elemental beasts have long been sacred to the giants—so important, in fact, that the giants have set up a special temple in their honor and use a special magical device known as the Brazier of the Thoqqua to "communicate" with them. It is not known exactly why they hold such loyalty towards the Jirockk, but many of the giants believe that it has to do with a blood pact that was made with the spirit of the mountain during the clan's inception.

The thoqqua serve the giants freely, especially those of the Lammfyr bloodline (that of Queen Yaku), and never hesitate when called upon. The fire saints are responsible for much of the construction of the Jirockk stronghold, having burrowed out most of the great vaults and tunnels that exist within the complex. Presently, they have a great affinity with the Jirockk Queen Yaku, and will defend her at all costs. Kolume has used this connection to his advantage, using her to make the thoqqua do his bidding (of course the Drone cannot affect them directly because of the thoquas' elemental nature). It is estimated by the giants that there are anywhere from 15 to 30 of these creatures throughout the mountain region.





Troll

CR 5; SZ Large giant; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (touch 11, flat-footed 16); Atk: 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Reach 10 ft.; SA rend 2d6+9; SQ darkvision 90 ft., regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Chr 6.

Skills: Listen +5, Spot +5.

Feats: Alertness, Iron Will.

SA - Rend (Ex): If both claw attacks hit an opponent, the troll latches on and rends the flesh for 2d6+9 additional points of damage.

SQ - Regeneration (Ex): All damage dealt to trolls, excepting that from fire or acid, is considered subdual damage. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes, or can be reattached by being held to the stump.

SQ - Scent (Ex): Detects opponents by scent within 30 feet; 60 feet if opponent is upwind, and 15 feet if downwind (double these ranges if odor is strong; triple if overpowering). May track by scent using a Wisdom check with a +4 racial bonus.

Yuan-ti Guide (male or female pureblood ranger 1)

CR 6; Medium-size monstrous humanoid; HD 6d8+6 (yuan-ti) +1d10+1 (Rgr); hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +10/+5 melee (1d6+1, 18-20/x2 crit, MW scimitar), or +10/+5 ranged (1d8, x3 crit, 100 ft., MW longbow with MW arrows); SA spell-like abilities, psionics, two-weapon fighting, favored enemy (aberrations) +1; SQ darkvision 60 ft., telepathy; SR 16; AL CE; SV Fort +5, Ref +7, Will +9; Str 12, Dex 14, Con 12, Int 18, Wis 18, Cha 16.

Skills: Animal Empathy +7, Concentration +9, Craft (any) +9, Disguise +4*, Handle Animal +7, Hide +11*, Knowledge (nature) +9, Knowledge (local) +9, Listen +16, Move Silently +6, Search +8, Spot +16, Wilderness Lore +8.

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Track, Weapon Focus (scimitar).

SA - Spell-like abilities: 1/day - animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as spells cast by an 8th-level sorcerer.

SA - Psionics (Sp): At will - detect poison, alternate form, chameleon power, produce acid, aversion.

SQ - Telepathy (Su): Yuan-ti can communicate telepathically with any creature within 100 feet that has a language.

*Yuan-ti gain a +8 circumstance bonus to Hide checks when using chameleon power. Purebloods gain a +8 racial bonus to Disguise checks when impersonating a human.

Possessions: Studded leather armor, masterwork large shield, masterwork scimitar, masterwork longbow, quiver and 20 masterwork arrows, 2d6 x10 gp, 1d6 gems.

Yuan-Ti Pureblood

CR 5; Medium-size monstrous humanoid; HD 6d8; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 11,

flat-footed 15); Atk +7/+2 melee (1d6, 18-20/x2 crit, MW scimitar), or +9/+4 ranged (1d8, x3 crit, 100 ft., MW longbow with MW arrows); SA spell-like abilities, psionics; SQ telepathy, SR 16; AL CE; SV Fort +2, Ref +6, Will +9; Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Concentration +9, Craft (any) +9, Disguise +3*, Hide +7*, Knowledge (any) +9, Listen +15, Spot +15.

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA - Spell-like abilities: 1/day - animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as spells cast by an 8th-level sorcerer.

SA - Psionics (Sp): At will - detect poison, alternate form, chameleon power, produce acid, aversion.

SQ - Telepathy (Su): Yuan-ti can communicate telepathically with any creature within 100 feet that has a language.

*Yuan-ti gain a +8 circumstance bonus to Hide checks when using chameleon power. Purebloods gain a +8 racial bonus to Disguise checks when impersonating a human.

Possessions: Leather armor, masterwork large shield, masterwork scimitar, masterwork longbow, 20 masterwork arrows, 2d8 x100 gp, 2d4 gems.

Yuan-Ti Halfblood

CR 5; Medium monstrous humanoid; HD 7d8+7; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atk +10/+5 melee (1d6+2, 18-20/x2 crit, MW scimitar), or +10/+5 ranged (1d8+2, x3 crit, 110 ft., MW mighty composite longbow with MW arrows); SA spell-like abilities, psionics; SQ scales, telepathy, SR 16; AL CE; SV Fort +3, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

Skills: Concentration +11, Craft (any) +9, Hide +8*, Knowledge (any) +9, Listen +15, Spot +15.

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA - Spell-like abilities: 1/day - animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as spells cast by an 8th-level sorcerer.

SA - Psionics (Sp): At will - detect poison, alternate form, chameleon power, produce acid, aversion.

SQ - Scales (Ex): Yuan-ti halfbloods with scales instead of skin gain a +4 natural armor bonus.

SQ - Telepathy (Su): Yuan-ti can communicate telepathically with any creature within 100 feet that has a language.

*Yuan-ti gain a +8 circumstance bonus to Hide checks when using chameleon power.

Possessions: Leather armor, masterwork large shield, masterwork scimitar, masterwork mighty composite longbow (+2), 20 masterwork arrows, 2d8 x100 gp, 2d4 gems.

Yuan-Ti Abomination

CR 7; Large monstrous humanoid; HD 9d8+27; hp 67; Init +5





(+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft., swim 20 ft.; AC 21 (touch 10, flat-footed 20); Atk +13/+8 melee (2d4+6, 18-20/x2 crit, MW falchion), or +12 melee (2d6+6 and poison, bite), or +11/+6 ranged (1d8+2, x3 crit, 110 ft., MW mighty composite longbow with MW arrows); Reach 10 ft.; SA psionics, constrict, improved grab, poison; SQ telepathy, SR 16; AL CE; SV Fort +6, Ref +7, Will +10; Str 19, Dex 13, Con 17, Int 18, Wis 18, Cha 16.

Skills: Concentration +11, Craft (any) +9, Hide +9*, Knowledge (any) +9, Listen +15, Spot +15.

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA - Psionics (Sp): At will - detect poison, alternate form, chameleon power, produce acid, aversion.

SA - Improved grab (Ex): If a snake-headed abomination hits with its bite attack, it can constrict.

SA - Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check (using its bite attack bonus) against Large or smaller creatures.

SA - Poison (Ex): Yuan-ti abominations can deliver poison with a bite; Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

SQ - Telepathy (Su): Yuan-ti can communicate telepathically with any creature within 100 feet that has a language.

*Yuan-ti gain a +8 circumstance bonus to Hide checks when using chameleon power.

Possessions: Masterwork small shield, masterwork falchion, masterwork mighty composite longbow (+2), 20 masterwork arrows, 4d6 x100 gp, 2d6 gems, 1d4 art objects.

APPENDIX II: FEATURED CHARACTERS

Note that CRs herein may deviate from those derived using standard methodology, but they are more reflective of the nature of these specific creatures based upon their abilities and motivations and their role in the scope of this adventure.

The following character stat blocks are listed according to their location within the narrative rather than alphabetically, to aid the GM in referencing them during gameplay.

Bloodcoal, Rakki, male Jirockk monk 4

CR 12; Large giant (fire); HD 15d8+75 (giant) +4d8+20 (Mnk); hp 180; Init +4 (Improved Initiative); Spd 50 ft.; AC 21 (touch 11, flat-footed 21); Atk +23/+18/+13 melee (1d10+10, unarmed), or +14/+9/+4 ranged (2d6+10 and 2d6 fire, 120 ft., heated rock); Reach 10 ft.; SA unarmed strike, stunning attack, flurry of blows; SQ evasion, still mind, slow fall 20 ft., darkvision 60 ft., fire subtype; AL LE; SV Fort +21, Ref +9, Will +11; Str 31, Dex 11, Con 21, Int 12, Wis 14, Cha 11.

Skills: Balance +7, Climb +11, Craft (blacksmithing) +10, Jump +15, Listen +4, Spot +7, Tumble +7.

Feats: Cleave, Deflect Arrows, Dodge, Mobility, Improved

Initiative, Power Attack.

Possessions: +2 bracers of armor, bronze-mesh kilt, key ring.

An average warrior with little name, Rakki left the stronghold suddenly 40 years ago and disappeared into the mountains. He was not seen nor heard from until he reappeared a few years ago during the gnoll invasion of the Valley. Although the gnolls were no match for the Jirockk, it was clear that Rakki had become a gifted warrior, despite the fact that he disdained to use the traditional weapons of his people. After exchanging words with his former brothers, he challenged all comers to meet him in the Fire Steps. One by one, his skill brought his clansmen down before him. When the only one left to challenge Rakki was King Rrcoff himself, the King made a wise decision and promoted Rakki to Royal Bodyguard, giving him the honorific title of "Bloodcoal."

Rakki is now badly addicted to the Drone honey mead, enjoying the sense of awareness that the Drone poison brings. He will not leave the Fire Step chamber, which is fine with Kolume, as this way he guards the route to the Hive.

Brenwyv, Haj, male human (ex-)paladin 8

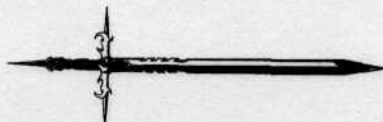
CR 5; SZ Medium-size humanoid; HD 8d10+16; hp 67; Init +1 (Dex); Spd 20 ft. (in armor), 30 ft. (base); AC 21 (touch 11, flat-footed 18); Atk +13/+8 melee (1d8+4, 19-20/x2 crit, +1 longsword) or +10 ranged (1d6+4, 30 ft., +1 javelin of returning); AL LG; SV Fort +8, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Chr 16.

Skills: Concentration +8, Heal +9, Knowledge (religion) +2, Ride +12, Sense Motive +4.

Feats: Extra Turning, Mounted Combat, Power Attack, Weapon Focus (longsword).

Possessions: +3 chainmail, large steel shield, +1 longsword, +1 javelin of returning.

Haj and his companions, Poppas the monk and the dwarf Chruck Stonepull, were ambushed by the Jirockk several months ago close to Ram's Bridge while on a quest to redeem Haj's honor. A fallen paladin, Haj once succumbed to the temptation of weakness when he stole and then traded his holy order's diamond encrusted crest for the freedom of his betrothed. His bride to be, Mandra, had been captured by Serff-Jis, a dark druid hag from the Valley of the Mattadin, who had later ransomed the maiden back to Haj. What the paladin didn't realize was that the crest he stole is magical in nature, holding the soul of the Order's founder, Heathcliff Ray. Heathcliff had had many encounters with Serff-Jis decades before, and had eventually smitten her dark master, the demon Kloven. Now, her revenge complete, the hag slew Mandra and relished in Haj's despair. Regaining his strength and calling upon his friends, Haj swore a sacred oath to return to the Valley and there avenge his order, his love, and his honor. Unfortunately, because of the Drone, the quest may never be completed.





Dasdak, male ogre rogue 5

CR 6; Large giant; HD 4d8+12 (ogre) +5d6+15 (Rog); hp 67; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (touch 11, flat-footed 17); Atk +12/+7 melee (2d6+10, +1 huge greatclub), +11/+6 melee (1d6+6, 19-20/x2 crit, shortsword), or +7 ranged (1d6+6, 10 ft., shortsword); Reach 10 ft.; SA sneak attack +3d6; SQ evasion, uncanny dodge, darkvision 60 ft.; AL LE; SV Fort +8, Ref +7, Will +2; Str 22, Dex 15, Con 17, Int 11, Wis 10, Cha 7.

Skills: Appraise +3, Climb +14, Hide +6, Jump +9, Listen +8, Move Silently +10, Search +8, Spot +8.

Feats: Dodge, Improved Initiative, Power Attack.

Possessions: Studded leather armor, +1 huge greatclub, shortsword, *potions of cure serious wounds*, 2 *potions of spider climb*, 150 gp, 5 gems (1d4x100 gp each), key ring.

A member of the Death Knell Bandits, Dasdak was on the run through Grav's Pass when he encountered the Jirockk. The ogre's master, the troll mastermind Snule, was hoping that Dasdak could bring back word from council with Grav Leviathan. An evil wizard known as Lotly Rowe, one of Snule's chief enemies, once had his stronghold in the Aggerring. Some time ago, Snule dealt with his rival and, in the process, managed to trick Grav into owing him a favor for removing the powerful Lotly from the storm giant's region. Snule is now looking to collect and sent Dasdak to evaluate the mood of Grav's willingness to "pay up." Dasdak never made it back to his master with Grav's answer, however, and now finds himself at the mercy of the Drone.

Tian Fullstrike, male Jirockk sorcerer 6

CR 13; Large giant (fire); HD 15d8+75 (giant) +6d4+30 (Sor); hp 192; Init -1 (Dex); Spd 30 ft. (in armor), 40 ft. (base); AC 21 (touch 8, flat-footed 21); Atk +25/+20/+15 melee (2d8+17 and 1d6 fire, 19-20/x2 crit, +2 huge flaming greatsword), or +13/+8/+3 ranged (2d6+10 and 2d6 fire, 120 ft., heated rock); Reach 10 ft.; SA spells; SQ darkvision 60 ft., fire subtype; AL LE; SV Fort +16, Ref +6, Will +10; Str 31, Dex 9, Con 21, Int 15, Wis 10, Cha 16.

Skills: Climb +11, Concentration +10, Craft (metalworking) +19, Jump +11, Knowledge (arcana) +11, Knowledge (architecture/engineering) +12, Spellcraft +11, Spot +7.

Feats: Cleave, Craft Magic Arms and Armor, Craft Wondrous Item, Power Attack, Skill Focus (Craft: metalworking), Sunder.

Sorcerer spells (6/7/6/4): 0—arcane mark, dancing lights, detect magic, flare, mage hand, mending, resistance; 1st—alarm, endure elements, magic weapon, reduce; 2nd—arcane lock, continual flame; 3rd—fireball.

Possessions: Chainmail (30% arcane spell failure), +2 huge flaming greatsword, 3 throwing rocks, large spell component pouch, huge belt pouch with 1,350 gp, 4 gems (2d4x100 gp each), key ring, elevator lever.

Rrcoff Stonefyr may be King over the Jirockk, but Tian Fullstrike is king under the mountain. Master Smith of the Strath Forge (as

his father before him) and thus in control of the centerpiece of Jirockk culture, Tian is held in the highest standing among the Jirockk. Were the present situation any different he might well have usurped Stonefyr's rule by now. Fortunately for Rrcoff, even without Kolume's interference, Tian only wishes to rule from the Forge, and not the throne.

Tian's skills are clearly beyond anything the giants have seen since Jirockk Stonefyr himself. He is responsible for the construction of the stronghold's water ducts, as well as tapping into the volcano's natural gas deposits to illuminate their kingdom. Kolume may have refined such inventions, but even he cannot deny Fullstrike's skill. With the aid of his half-brother Montamog, Tian has happily adapted to Kolume's redesign of the forge and has focused upon what he does best: smithing. Given the mind flayer's drive to build up his war machine and the seemingly endless supply of materials now at hand, the Fullstrikes have succumbed willingly to the Drone to further the pursuit of what they love.

Husssh, male yuan-ti halfblood fighter 4

CR 9; Medium-size monstrous humanoid; HD 7d8+14 (yuan-ti) +4d10+8 (Ftr); hp 83; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., climb 15 ft., swim 15 ft.; AC 20 (touch 11, flat-footed 19); Atk +18/+13/+8 melee (1d6+8, 15-20/x2 crit, +2 scimitar of mighty cleaving), or +16/+11/+6 ranged (1d8+4, x3 crit, 110 ft., MW mighty composite longbow with MW arrows); SA spell-like abilities, psionics, constrict; SQ darkvision 60 ft., snake tail, telepathy; SR 16; AL CE; SV Fort +8, Ref +8, Will +10; Str 18, Dex 15, Con 14, Int 18, Wis 19, Cha 16.

Skills: Climb +19, Concentration +15, Craft (weaponsmithing) +9, Hide +8*, Knowledge (warfare) +9, Knowledge (religion) +6, Listen +16, Spot +16, Search +5, Swim +19, Wilderness Lore +7.

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Critical (scimitar), Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

SA - Spell-like abilities: 1/day - animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as spells cast by an 8th-level sorcerer.

SA - Psionics (Sp): At will - detect poison, alternate form, chameleon power, produce acid, aversion.

SA - Constrict (Ex): Husssh deals 1d6+6 points of damage with a successful grapple check against Medium-size or smaller opponents.

SQ - Snake tail (Ex): Yuan-ti halfbloods with a snake's tail instead of legs gain a swim speed and a climb speed, as well as a constrict attack.

SQ - Telepathy (Su): Yuan-ti can communicate telepathically with any creature within 100 feet that has a language.

*Yuan-ti gain a +8 circumstance bonus to Hide checks when using chameleon power.

Possessions: Masterwork studded leather armor, masterwork large steel shield, +2 scimitar of mighty cleaving, masterwork mighty





composite longbow (+4), quiver and 20 masterwork arrows, 100 gp, 8 gems (100 gp each).

Hyiadrain, female elf druid 9 / loremaster 3

CR 5; Medium-size humanoid; HD 9d8 (Drd) +3d4 (Lor); hp 50; Init +1 (Dex); Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +7/+2 melee (1d3, unarmed); SA spells; SQ instant mastery (Alchemy), lore, lore of true stamina, nature sense, woodland stride, trackless step, resist nature's lure, wild shape (3/day; Small to Large), venom immunity, low-light vision, elf traits; AL NG; SV Fort +8, Ref +4, Will +13; Str 10, Dex 13, Con 11, Int 14, Wis 18, Cha 14.

Skills: Alchemy +9, Animal Empathy +9, Appraise +4, Concentration +15, Craft (leatherworking) +4, Decipher Script +3, Diplomacy +5, Handle Animal +8, Heal +10, Knowledge (nature) +14, Knowledge (local) +12, Listen +7, Scry +6, Search +4, Spellcraft +12, Spot +6, Wilderness Lore +13.

Feats: Brew Potion, Scribe Scroll, Silent Spell, Skill Focus (Knowledge: nature), Still Spell.

Druid spells prepared (6/6/5/5/4/3/2): None prepared.

Possessions: Leather armor.

When Hyiadrain came of age, she left her homeland with her lover Kalakain and struck north, where it is thought by her people that the world was at its oldest. Upon seeing the Valley of the Mattadin for the first time, she instantly knew that she had found her home. She spent months on end exploring everything that the region had to offer. Her love for the Valley and its inhabitants grew so great that she grew away from her first love and came home one day to find him gone. Although disappointed, she knew that there was no point in denying her connection with the Valley. Now she spends most of her time in research, cataloguing and recording the various patterns and idiosyncrasies of the Valley's many ecosystems. She knows that there is something truly special about the Valley, but has yet to discern just what exactly that is. In truth, though, she hopes she never finds the answer, for the search gives her much happiness. That is, it did until the swords of the Jirock ravaged her sacred home...

Kolume, venerable male mind flayer druid 8

CR 13; Medium-size aberration; HD 8d8-8 (mind flayer) +8d8-8 (Drd); hp 58; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (touch 9, flat-footed 20); Atk +10 melee (x4) (1d4-2, 4 cranial tentacles), or +16/+11/+6 melee (1d6+6, ioun armor tentacle); Reach 5 ft. (10 ft. with ioun armor tentacles); SA darkvision 60 ft., mind blast, ioun blast, psionics, spells, improved grab, extract; SQ nature sense, woodland stride, trackless step, resist nature's lure, wild shape (3/day; Small to Large animal), telepathy, regeneration 5 (in armor), fire and cold resistance 10 (in armor), SR 25; AL NE; SV Fort +7, Ref +3, Will +18; Str 6, Dex 8, Con 8, Int 25, Wis 23, Cha 23.

Skills: Alchemy +12, Animal Empathy +15, Appraise +7, Bluff +15, Concentration +18, Craft (gemcutting) +12, Craft (leather-

working) +10, Craft (stonemasonry) +12, Diplomacy +22, Handle Animal +10, Heal +10, Hide +5, Intimidate +13, Knowledge (architecture/engineering) +12, Knowledge (nature) +18, Knowledge (Strange Mechanics) +15, Knowledge (warfare) +13, Listen +13, Move Silently +4, Search +7, Spot +13, Spellcraft +15, Wilderness Lore +15.

Feats: Alertness, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Improved Initiative, Leadership, Spell Penetration.

SA - Mind blast (Sp): Kolume can issue a mind blast in a 60-foot cone. Anyone in the area must succeed at a Will save (DC 19): nonpsionic creatures who fail are stunned for 3d4 rounds, while psionic creatures suffer 1d4 temporary Charisma damage if they fail their saves.

SA - Ioun blast (Sp): As a standard action, while wearing his ioun armor, Kolume can channel his mind blast to produce one of two alternate effects: a fire blast (a 60-foot cone which deals 8d6 fire damage, Reflex (DC 24) halves), or a frost blast (a 60-foot cone which deals 8d6 cold damage, Reflex (DC 24) halves).

SA - Psionics (Sp): At will - astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion. As the spells cast by an 8th-level sorcerer.

Druid spells prepared (6/6/5/4/3): 0—create water (x2), detect magic, detect poison, mending, resistance; 1st—calm animals, cure light wounds (x2), faerie fire, magic fang, obscuring mist; 2nd—chill metal, delay poison, lesser restoration, soften earth or stone, wood shape; 3rd—contagion, poison, protection from elements, stone shape; 4th—freedom of movement, giant vermin, spike stones.

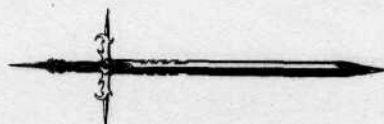
SA - Improved grab (Ex): If Kolume hits with one of his cranial tentacle attacks, he can attempt to grapple a Small, Medium-size, or Large creature (and if he can reach its head, he can attempt to grapple a Huge creature). A single grapple check is needed to see if Kolume can grab with his remaining tentacles. The opponent can escape with a single successful grapple or Escape Artist check, but Kolume gains a +2 circumstance bonus to his grapple check for each tentacle that was attached at the beginning of his turn.

SA - Extract (Ex): If Kolume begins his turn with all four of his cranial tentacles attached to an opponent and successfully maintains his hold for the turn, he automatically extracts the opponent's brain, instantly killing the creature.

SQ - Telepathy (Su): Kolume can communicate telepathically with any creature within 100 feet that has a language.

Possessions: Ioun armor (new item: see Appendix III).

Kolume is not a mind flayer of the new age. But if there is one thing Kolume knows, it is the art of war. Unfortunately for the inhabitants of the Valley of the Mattadin and the frontier lands, that art is not the only one he knows. A member of the Atra Bilis war council and a middle-ranking adept of Strange Mechanics, Kolume was sent to the Enbarrians during the First Age as part of weapons design team to help them in their conflict against the Atlanteans. When the Deluge occurred, Kolume escaped, manag-





ing to free other members of his entourage as well. Taking as much as they could of their Strange Mechanics (including Drone prototypes preserved in amber), he lead them to the Aggering Mountains. Using his technologies, he placed himself under a modified temporal stasis. The rest, as they say, is history.

Lavala, Yan, male Jirockk cleric 3

CR 12; Large giant (fire); HD 15d8+75 (giant) +3d8+15 (Clr); hp 174; Init +0; Spd 30 ft. (in armor), 40 ft. (base); AC 21 (touch 9, flat-footed 21); Atk +24/+19/+14 melee (2d8+15, 19-20/x2 crit, huge MW greatsword), or +12/+7/+2 ranged (2d6+10 and 2d6 fire, 120 ft., heated rock); Reach 10 ft.; SA spells; SQ rebuke undead, spontaneous casting, darkvision 60 ft., fire subtype; AL LE; SV Fort +17, Ref +5, Will +9; Str 31, Dex 9, Con 21, Int 12, Wis 13, Cha 11.

Skills: Climb +11, Concentration +11, Craft (weaponsmithing) +10, Jump +11, Knowledge (religion) +4, Spot +7.

Feats: Cleave, Great Cleave, Improved Bull Rush, Power Attack, Sunder, Weapon Focus (greatsword).

Cleric spells prepared (4/3+1/1+1): 0—create water, cure minor wounds, guidance, resistance; 1st—cure light wounds, doom, endure elements; 2nd—endurance. Domain spells (Fire, War): 1st—magic weapon; 2nd—spiritual weapon.

Possessions: Chainmail, huge masterwork greatsword, 2 throwing rocks, 800 gp, 3 gems (2d4x100 gp each), key ring.

Lopkull and Dashkull, male human sorcerers 8 (twins)

CR 8; Medium-size humanoid; HD 8d4+8; hp 34, 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8-1, x3 crit, shortspear), or +8 ranged (1d8, 19-20/x2 crit, 80 ft., MW light crossbow with MW bolts); SA spells; SQ familiar; AL NE; SV Fort +4, Ref +5, Will +8; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 17.

Skills (Lopkull): Alchemy +4, Concentration +12, Knowledge (arcana) +3, Scry +4, Spellcraft +11.

Skills (Dashkull): Alchemy +1, Concentration +10, Knowledge (arcana) +11, Spellcraft +11.

Feats (Lopkull): Enlarge Spell, Silent Spell, Improved Initiative, Toughness.

Feats (Dashkull): Combat Casting, Improved Initiative, Run, Toughness.

Sorcerer spells (6/7/7/6/3) (Lopkull): 0—daze, detect magic, detect poison, flare, light, prestidigitation, ray of frost, read magic; 1st—hold portal, jump, ray of enfeeblement, shield, true strike; 2nd—Melf's acid arrow, resist elements, shatter; 3rd—fly, lightning bolt; 4th—improved invisibility.

Sorcerer spells (6/7/7/6/3) (Dashkull): 0—daze, detect magic, detect poison, flare, light, ray of frost, read magic, resistance; 1st—identify, mount, shield, spider climb, true strike; 2nd—flaming sphere, protection from arrows, see invisibility; 3rd—haste, hold person; 4th—ice storm.

Possessions (Lopkull): shortspear, masterwork light crossbow, case and 20 masterwork bolts, +2 bracers of armor, +1 cloak of resistance, wand of sleep (24 charges), wand of burning hands (32 charges), wand of magic missiles (9th level, 18 charges), potion of blur, potion of bull's strength, potion of cure serious wounds, scroll of magic missile, scroll of three spells (shield, sleep, and color spray).

Possessions (Dashkull): shortspear, masterwork light crossbow, case and 20 masterwork bolts, +1 ring of protection, +1 bracers of armor, +1 cloak of resistance, wand of knock (42 charges), wand of lightning bolt (16 charges), potion of hiding, potion of sneaking, potion of invisibility, potion of cat's grace, potion of cure moderate wounds, scroll of minor image, scroll of reduce, scroll of endure elements.

Kraw and Blackwing, raven familiars (2): CR 1; SZ Tiny magical beast; HD 8; hp 17, 14; Init +2 (Dex); Spd 10 ft., fly 40 ft. (average); AC 18 (+2 size, +2 Dex, +4 natural); Atk claws +6 melee (1d2-5); Face 2½ ft x 2½ ft; Reach 0 ft.; SA touch spells; SQ low-light vision, alertness, improved evasion, share spells, empathic link, speak with master, speak with birds, speak Common; AL NE; SV Fort +2, Ref +4, Will +8; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6.

Skills: Listen +6, Spot +6. *Feats:* Weapon Finesse (claws). These somewhat unbalanced twins were swept up in a Jirockk raid while in search of a new location for their own base of operations. They had heard of the Valley of the Mattadin and decided to explore its possibilities. Their timing was unfortunate. However, Kolume took a personal liking to them, finding them imaginative and suitably depraved for his needs. Thus, they quickly became the heads of his Indoctrination Rooms. It is unlikely that they really need the Drone to motivate them to carry out their assignments, but it does keep them from turning on their fellow converts.

Moojoo, male athach (advanced Hit Dice)

CR 9; Huge aberration; HD 18d8+108; hp 188; Init +1 (Dex); Spd 50 ft.; AC 20 (touch 9, flat-footed 19); Atk +18/+13/+8 melee (2d6+9, huge club), +18/+18 (2d6+4, 2 huge clubs), +18 melee (2d8+4 and poison, bite), or +10/+5/+0 ranged (2d6+9, rocks), +10/+10 ranged (2d6+4, 2 rocks); Face 10 ft. by 10 ft.; Reach 15 ft.; SA poison; SQ darkvision 60 ft.; AL CE; SV Fort +12, Ref +7, Will +12; Str 29, Dex 12, Con 23, Int 7, Wis 13, Cha 6.

Skills: Climb +17, Jump +17, Listen +7, Spot +7, Wilderness Lore +5.

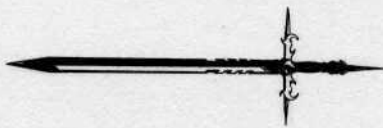
Feats: Multiattack, Multidexterity, Multiweapon Fighting, Power Attack.

SA - Poison (Ex): Bite, Fortitude save (DC 24); initial 1d6 temporary Strength, secondary 2d6 temporary Strength.

Possessions: Hide armor, 3 huge clubs, bag of rocks, 176 gp, 9 gems (3d4x100 gp each).

Poppas, male human monk 8

CR 5; SZ Medium-size humanoid; HD 8d8+8; hp 45; Init +3 (Dex); Spd 50 ft.; AC 20 (touch 19, flat-footed 17); Atk +8/+5





melee (1d10+2, unarmed) or +9/+4 ranged (1d4, 50 ft., sling with MW bullets); SA unarmed strike, stunning attack (Fort DC 17, 8/day), flurry of blows; SQ evasion, still mind, slow fall 50 ft, purity of body, wholeness of body, leap of the clouds; SV Fort +7, Ref +9, Will +9; AL LG; Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 8.

Skills: Balance +8, Climb +10, Escape Artist +7, Jump +13, Listen +11, Move Silently +11, Tumble +14.

Feats: Blind-Fight, Deflect Arrows, Dodge, Improved Trip, Mobility, Spring Attack.

Possessions: +2 ring of protection, +1 amulet of natural armor, sling, 10 masterwork bullets, *potion of cure moderate wounds*, *potion of jump*.

Raeshor, male Jirockk warrior 3

CR 11; Large giant (fire); HD 15d8+75 (giant) +3d8+15 (War); hp 179; Init +0; Spd 30 ft. (in armor), 40 ft. (base); AC 22 (touch 9, flat-footed 22); Atk +26/+21/+16 melee (2d8+17, 19-20/x2 crit, +1 huge greatsword), or +13/+8/+3 ranged (2d6+11 and 2d6 fire, 120 ft., heated rock); Reach 10 ft.; SQ darkvision 60 ft., fire subtype; AL LE; SV Fort +17, Ref +6, Will +6; Str 32, Dex 10, Con 21, Int 13, Wis 10, Cha 12.

Skills: Climb +11, Craft (weaponsmithing) +12, Jump +14, Spot +7.

Feats: Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (greatsword).

Possessions: Chainmail, +1 huge greatsword, 3 throwing rocks, 750 gp, 3 gems (2d4x100 gp each), key ring.

Innikit Redleaf, female half-elf druid 7

CR 5; Medium-size humanoid; HD 7d8+7; hp 40; Init +4 (Dex); Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +6 melee (1d6, 18-20/x2 crit, MW scimitar), or +10 ranged (1d4, 50 ft., sling and MW bullets); SA spells; SQ nature sense, woodland stride, trackless step, resist nature's lure, wild shape (3/day), low-light vision, half-elf traits; AL NG; SV Fort +6, Ref +6, Will +7; Str 10, Dex 18, Con 12, Int 11, Wis 15, Cha 14.

Skills: Animal Empathy +9, Concentration +10, Handle Animal +4, Heal +6, Knowledge (nature) +5, Knowledge (local) +5, Listen +3, Search +1, Spot +3, Wilderness Lore +9.

Feats: Combat Casting, Scribe Scroll, Track.

Druid spells prepared (6/5/4/2/1): 0—cure minor wounds, detect poison, flare, light, read magic, resistance; 1st—endure elements, entangle, faerie fire, goodberry, obscuring mist; 2nd—chill metal, lesser restoration, resist elements, speak with animals; 3rd—neutralize poison, spike growth; 4th—spike stones.

Possessions: Studded leather armor, large wooden shield, masterwork scimitar, sling, 10 masterwork bullets, *wand of cure light wounds* (23 charges), *potion of protection from fire*, *potion of darkvision*, *scroll of flame strike*, *scroll of sleet storm*, bedroll, winter blanket, mistletoe, waterskin, flint and tinder, 20 gp.

Taso and Innikit are the daughters of Kalakain and Mislonin

Redleaf, Taso the elder by four years. The pair have been under Hyiadramain's tutelage for eight years now, sent to the druid by their father to learn of nature and to find their role in the pursuit of a greater good. In that time, they have helped Hyia with her research by collecting specimens and logging extended observations of the Valley's ecosystems. They are very familiar with Hyia's work and with her influences in the region. Hyia's acquaintances, allies, and enemies within the Valley know the pair well, and understand their connection to the Lady Druid. The sisters respect these relationships, odd as some may be. Hyia has taught them to respect all of the Valley's inhabitants, good or evil, and stresses always "The Will of Nature." The sisters will champion these principals as warranted. They are a very capable pair and always behave efficiently as a team. Rarely are they seen apart.

Kalakain Redleaf, male elf ranger 11

CR 7; Medium-size humanoid; HD 11d10; hp 62; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +11/+6/+1 melee (1d8+2, 19-20/x2 crit, +1 longsword) and +11 melee (1d6, 19-20/x2 crit, MW shortsword), or +18/+13/+8 ranged (1d8+2 and 1d6 fire, x3 crit, 110 ft., +1 flaming mighty composite longbow with MW arrows); SA two-weapon fighting, favored enemy (beasts) +3, favored enemy (magical beasts) +2, favored enemy (giants) +1, spells; SQ low-light vision, elf traits; AL CG; SV Fort +8, Ref +7, Will +5; Str 13, Dex 19, Con 10, Int 12, Wis 14, Cha 11.

Skills: Animal Empathy +11, Climb +6, Craft (bowyer) +5, Handle Animal +5, Hide +22, Knowledge (nature) +3, Knowledge (local) +6, Listen +6, Move Silently +15, Search +3, Spot +9, Wilderness Lore +16.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Ranger spells prepared (2/2): 1st—entangle, resist elements; 2nd—cure light wounds, snare.

Possessions: Elven chain, +1 longsword, masterwork shortsword, +1 flaming mighty composite longbow (+1), quiver and 20 masterwork arrows, *cloak of elvenkind*, *ring of water walking*, *potion of cat's grace*, *potion of heroism*, 2 *potions of cure moderate wounds*, backpack, bedroll, mistletoe, 50 feet silk rope, waterskin, masterwork bowyer's tools, flint and tinder, 60 gp, 2 gems (170 gp, 150 gp). Father to Taso and Innikit and husband to the beautiful human ranger Mislonin, Kalakain has lived many years in the Valley. Unbeknownst to his daughters or wife, Kalakain was once the lover of Hyiadramain. The two elves originally accompanied one another to the Valley over two centuries ago. Their love was not meant to be, however, as Hyia's attentions to the temperate Valley eventually left Kalakain out in the cold. He left quietly, but soon found solace in the arms of the human maiden Mislonin. Raising a family in the Valley, Kalakain later offered his two daughters to Hyia as apprentices. Hyia accepted and swore that she would make them strong and knowledgeable in honor of their past life together. Kalakain now spends his time roaming the Valley with Mislonin





and has come to understand Hyia's true love for the region, as he has found it through his renewed life with his human wife.

Taso Redleaf, female half-elf ranger 3 / druid 5

CR 5; Medium-size humanoid; HD 3d10+3 (Rgr) +5d8+5 (Drd); hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6/+1 melee (1d6+2, 18-20/x2 crit, +1 scimitar) and +6 melee (1d6, 19-20/x2 crit, MW shortsword), or +10/+5 ranged (1d8+1, x3 crit, 110 ft., mighty composite longbow); SA two-weapon fighting, favored enemy (gnolls) +1, spells; SQ nature sense, woodland stride, trackless step, resist nature's lure, wild shape (1/day), low-light vision, half-elf traits; AL NG; SV Fort +8, Ref +5, Will +6; Str 13, Dex 16, Con 12, Int 10, Wis 13, Cha 12.

Skills: Animal Empathy +6, Climb +2, Craft (bowyer) +2, Handle Animal +2, Heal +4, Hide +9, Knowledge (nature) +5, Knowledge (local) +4, Listen +4, Move Silently +6, Search +1, Spot +5, Wilderness Lore +10.

Feats: Improved Initiative, Point Blank Shot, Track, Weapon Focus (composite longbow).

Druid spells prepared (5/4/2/1): 0—cure minor wounds, detect poison, flare, light, resistance; 1st—cure light wounds, detect snares and pits, endure elements, entangle; 2nd—chill metal, tree shape; 3rd—neutralize poison.

Possessions: Studded leather armor, +1 scimitar, masterwork shortsword, mighty composite longbow (+1), quiver and 20 arrows, hat of disguise, potion of bull's strength, potion of hide, 2 potions of cure light wounds, bedroll, winter blanket, mistletoe, waterskin, flint and tinder, 25 gp.

RR'noolar, male ettach (ettin-athach crossbreed)

CR 8; Large aberration; HD 12d8+48; hp 102; Init +4 (Improved Initiative); Spd 40 ft.; AC 19 (touch 9, flat-footed 19); -1 size, +3 hide, +7 natural; Atk +15/+15/+10/+10 melee (1d10+7, 2 greatclubs), +15 melee (1d10+3, greatclub), +15/+15 melee (1d10+3 and poison, 2 bites); Reach 10 ft.; SA poison, superior multi-weapon fighting; SQ darkvision 90 ft.; AL CE; SV Fort +8, Ref +4, Will +8; Str 25, Dex 11, Con 18, Int 6, Wis 11, Cha 9.

Skills: Climb +10, Jump +10, Listen +7, Search +3, Spot +7.

Feats: Alertness, Improved Initiative, Power Attack.

SA - Poison (Ex): Bite, Fortitude save (DC 20); initial 1d4 temporary Strength, secondary 1d8 temporary Strength.

SA - Superior multi-weapon fighting (Ex): Each of an ettach's two heads controls one arm, so two of its three arms are treated as primary weapon hands. With these arms it can fight using club or long spear with no attack or damage penalties. Control of its third arm is shared between the two heads, and it is considered off-hand for either.

Possessions: Hide armor, 3 greatclubs, 95 gp.

RR'racktra, female ettin warrior 2

CR 6; Large giant; HD 10d8+30 (ettin) +2d8+6 (War); hp 93; Init

+3 (-1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (touch 8, flat-footed 18); Atk +14/+14/+9/+9 melee (1d10+6, 2 greatclubs), or +7/+7/+2/+2 ranged (1d8+6, 50 ft., 2 longspear); Reach 10 ft.; SA superior two-weapon fighting; SQ darkvision 90 ft.; AL CE; SV Fort +12, Ref +2, Will +3; Str 23, Dex 8, Con 17, Int 6, Wis 10, Cha 11.

Skills: Craft (weaponsmithing) +1, Listen +10, Search +2, Spot +10.

Feats: Alertness, Improved Initiative, Power Attack, Sunder.

Possessions: Hide armor, 2 greatclubs, 2 longspear, 234 sp, 3 gems (4d4x10 gp each).

Slide, displacer beast (advanced Hit Dice)

CR 5; Large magical beast; HD 9d10+27; hp 76; Init +2 (Dex); Spd 40 ft.; AC 16 (touch 11, flat-footed 14); Atk +12/+12 melee (1d6+4, 2 tentacles), +7 melee (1d8+2, bite); Face 5 ft. by 10 ft.; Reach 5 ft. (15 ft. with tentacles); SQ displacement, resistance to ranged attacks; SV Fort +9, Ref +8, Will +4; Str 19, Dex 15, Con 16, Int 6, Wis 12, Cha 8.

Skills: Hide +13, Listen +4, Move Silently +9, Spot +7.

Feats: Alertness, Dodge.

SQ - Displacement (Su): All melee and ranged attacks have a 50% miss chance, unless the attacker can locate the displacer beast by nonvisual means.

SQ - Resistance to ranged attacks (Su): A displacer beast gains a +2 bonus to all saves against any ranged spell or ranged magical attack that targets it (except for ranged touch attacks).

Stonefyre, King Rrcoff, male Jirockk fighter 4

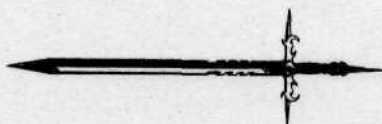
CR 14; Large giant (fire); HD 15d8+105 (fire giant) +4d10+28 (Ftr); hp 227; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft. (in armor); AC 23 (touch 10, flat-footed 22); Atk +28/+23/+18 melee (2d8+14, 17-20/x2 crit, huge MW greatsword), or +16/+11/+6 ranged (2d6+12 and 2d6 fire, 120 ft., rock); Reach 10 ft.; SQ darkvision 60 ft., fire subtype; AL LN; SV Fort +20, Ref +7, Will +7; Str 35, Dex 12, Con 24, Int 12, Wis 12, Cha 12.

Skills: Climb +16, Craft (weaponsmithing) +11, Handle Animal +6, Jump +20, Knowledge (local) +4, Spot +7.

Feats: Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork breastplate, huge masterwork greatsword.

King Rrcoff Stonefyre is a direct descendent of Jirockk Stonefyre himself, several generations removed. He has been a quiet king, comfortable in his position and standing. His people are loyal to him, but his tentative attitude toward war has left many wondering. He is a great hero, though, having achieved many personal feats as a warrior that quickly dispel any question of his bravery. Ultimately, he wants what is best for his people, and before Kolume he felt that war was unnecessary for them to achieve greatness.





The secret of Rrcoff's passivity, however, lies in his apparent inability to produce an heir. His deepest fear is to die in battle before another Stonefyr could be made ready to succeed. He considers the Fullstrike bloodline a serious rival, but Tian Fullstrike in particular has done much for the Jirockk and, being relatively fair-minded, he cannot bring himself to undermine the Fullstrikes' contributions. Now, under the influence of the Drone, none of this matters. Rrcoff's depression is great, though perhaps only his wife and trusted friend and advisor Praktaya might realize it—and they both have their own present and pressing concerns. So overwhelming is the King's depression that, despite his enthrallment to the Drone, he now deeply desires death. He is unable to cope with the fact that not only is his legacy is lost but, as he believes, it is buried in shame.

Stonefyr, Queen Yaku, female Jirockk adept 4

CR 11; Large giant (fire); HD 15d8+60 (giant) +4d6+16 (Adp); hp 153; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +23/+18/+13 melee (2d8+15, 19-20/x2 crit, huge MW greatsword), or +12/+7/+2 ranged (2d6+10 and 2d6 fire, rock); Reach 10 ft.; SA charm thoqqua, spells; SQ darkvision 60 ft., fire subtype; AL LE; SV Fort +14, Ref +5, Will +11; Str 31, Dex 9, Con 19, Int 12, Wis 14, Cha 16.

Skills: Climb +11, Concentration +7, Craft (weaponsmithing) +15, Jump +11, Knowledge (local) +7, Spot +7.

Feats: Cleave, Great Cleave, Iron Will, Power Attack, Sunder.

SA - Charm thoqqua (Sp): 1/day - As the charm monster spell cast by a 12th-level sorcerer, except that it affects only thoqqua and the duration is permanent.

Adept spells (3/3/1): 0—create water, detect magic, guidance; 1st—detect chaos, protection from chaos, protection from good; 2nd—delay poison.

Possessions: Huge masterwork greatsword, 4 gems (2d4x100 gp each), key ring.

Yaku's mother, Jozuel Lammfyr, chose to give birth to Yaku in the Temple of the Thoqqua to solidify the family's proud tradition of unique rapport with the elemental worms. It was her maternal grandmother who constructed the Brazier of the Thoqqua to bind the Jirockk and the great Uffatos thoqqua more closely together. Yaku's link with the creatures has been the strongest ever exhibited, and this is primarily why Rrcoff took her as his Queen.

Sadly, Yaku's gift has become a curse: already in commune with a society of beings beyond her reason, the addition of the Drone hive mind within her own has overloaded her faculties. Verging upon insanity, she has found only one release: drug- or alcohol-induced insensibility. She spends most of her time in the Temple attempting to regain control of herself, to no avail.

Stonepull, Chruck, male dwarf fighter 6

CR 5; Medium-size humanoid; HD 6d10+24; hp 57; Init +0; Spd 20 ft.; AC 10; Atk +9/+4 melee (1d3+3, unarmed); SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +11, Ref +2, Will +4; Str 16,

Dex 10, Con 18, Int 10, Wis 11, Chr 9.

Skills: Craft (stonemasonry) +6, Knowledge (architecture/engineering) +6, Profession (miner) +6.

Feats: Endurance, Great Fortitude, Iron Will, Power Attack, Weapon Focus (heavy crossbow), Weapon Focus (warhammer), Weapon Specialization (warhammer).

Ulu ("warrior born"), large fire elemental

CR 7; Large elemental (fire); HD 8d8+24; hp 75; Init +9 (+5 Dex, +4 Improved Initiative); Spd 50 ft.; AC 18 (touch 14, flat-footed 13); Atk +10/+5 melee (2d6+3 and 2d6 fire, slam); Reach 10 ft.; SA burn; SQ shifting, elemental, damage reduction 10/+1, fire subtype; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 8, Wis 11, Cha 11.

Skills: Listen +11, Spot +11.

Feats: Dodge, Improved Initiative, Weapon Finesse (slam).

SA—Burn (Ex): Those hit by Ulu's slam attack must succeed at a Reflex save (DC 17) or catch on fire for 1d4 rounds (for 1d6 points of fire damage per round, plus items must save). A creature may take a move-equivalent action to put out these flames. Creatures hitting the elemental with a natural weapon or unarmed attack also take 2d6 points of fire damage and may catch on fire unless a successful save is made.

SQ—Shifting (Su): As a move-equivalent action, Ulu may shift instantaneously from one bowl in the Fire Step chamber to another. This effect emulates the druid spell tree stride, with flame as the medium for transportation. Ulu must begin his move in a fire bowl to use this ability.

SQ—Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Vashilliss, male yuan-ti abomination cleric 3

CR 8; Large monstrous humanoid; HD 9d8+27 (yuan-ti) +3d8+9 (Clr); hp 88; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft., swim 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +12 melee (2d6+6 and poison, bite); Reach 10 ft.; SA spell-like abilities, psionics, constrict, poison, spells; SQ telepathy, SR 16; AL CE; SV Fort +9, Ref +8, Will +14; Str 19, Dex 13, Con 17, Int 18, Wis 20, Cha 16.

Skills: Concentration +17, Craft (sculpture) +9, Heal +8, Hide +9*, Knowledge (arcana) +9, Knowledge (nature) +9, Knowledge (religion) +8, Listen +16, Spot +16.

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Silent Spell.

SA - Spell-like abilities: 1/day - animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as spells cast by an 8th-level sorcerer.

SA - Psionics (Sp): At will - detect poison, alternate form, chameleon power, produce acid, aversion.

SA - Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check (using its bite attack bonus) against Large or smaller creatures.





SA - Poison (Ex): Yuan-ti abominations can deliver poison with a bite; Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

Cleric spells prepared (4/4+1/2+1): 0—create water, cure minor wounds, mending, resistance; 1st—cure light wounds, curse water, endure elements, sanctuary; 2nd—cure moderate wounds, hold person. Domain spells (Chaos, Plant): 1st—protection from law; 2nd—shatter.

SQ - Telepathy (Su): Yuan-ti can communicate telepathically with any creature within 100 feet that has a language.

*Yuan-ti gain a +8 circumstance bonus to Hide checks when using chameleon power.

Yokyle, juvenile red dragon

CR 12; Large dragon; HD 16d12+64; hp 173; Init +4 (Improved Initiative); Spd 40 ft., fly 150 ft. (poor); AC 24 (touch 9, flat-footed 24); Atk +24 melee (2d6+9, bite), +19/+19 melee (1d8+4, 2 claws), +19/+19 melee (1d6+4, 2 wings), +19 melee (1d8+13, tail slap); Face 5 ft. by 10 ft.; Reach 10 ft.; SA breath weapon, spells; SQ locate object, immunities, blindsight, keen senses, fire subtype; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills: Bluff +18, Climb +12, Concentration +20, Diplomacy +12, Escape Artist +13, Jump +25, Knowledge (arcana) +10, Knowledge (history) +6, Knowledge (local) +12, Listen +23, Search +21, Spellcraft +18, Spot +23.

Feats: Alertness, Flyby Attack, Hover, Improved Initiative, Wingover.

SA - Breath weapon (Su): Yokyle can breath a 40-ft. cone of fire once every 1d4 rounds, for 8d10 points of fire damage; Reflex save (DC 22) halves.

Sorcerer spells (6/6): 0—detect magic, mage hand, open/close, read magic, resistance; 1st—endure elements, ray of enfeeblement, true strike.

SQ - Locate object (Sp): 4/day—As the spell cast by a 4th-level sorcerer.

SQ - Immunities (Ex): Dragons are immune to sleep and paralysis.

SQ - Blindsight (Ex): Yokyle can ascertain creatures within 120 ft. by nonvisual means.

SQ - Keen senses (Ex): Yokyle has darkvision 400 ft., and can see four times as well as a human in low-light conditions and twice as well in normal light.

Yokyle is one of three Jirockk red dragons, the other two being his brothers Romdrom and Killmoj. The three have been with the Jirockk since they were broodlings, a gift from their mother, Kumaon. All three are fiercely loyal to the giants and gladly carry out their duties. They are unaffected by the Drone poison, but do not question Kolum's thirst for conquest. In fact, the evil three relish their new duties. Yokyle is stationed at the stronghold and patrols the Valley and the area surrounding the Uffatos Strath. Romdrom is with the war party at Ram's Bridge, and Killmoj

assists with the campaign in Grav's Pass. All three carry out "search and destroy" type missions and are given free rein to attack any perceived intruders within their respective areas.

In combat, Yokyle uses his breath weapon first, and is not afraid to breath on Jirockk allies in order to engulf invaders; he knows the Jirockk themselves will not be harmed, and he sees all others as expendable. He will then cast ray of enfeeblement on the strongest looking warrior before entering close combat.

APPENDIX III: NEW ITEMS

Brazier of the Thoqqua: This item combines some of the powers of a brazier of commanding fire elementals and a ring of (fire) elemental command, but is uniquely crafted to affect only thoqqua. It has a permanent flame burning within, and cannot be extinguished by normal means. If the magical flame is dispelled or magically dampened, it will ignite spontaneously and begin to burn anew after 1d4 rounds. The brazier can be used only by a creature with the fire subtype, and grants the following abilities to that creature when touched:

- Thoqqua cannot attack the user, or even approach within 5 feet of her. If the user desires, she may forgo this absolute protection and instead attempt to charm the thoqqua (as charm monster, Will save DC 20). If the charm attempt fails, however, absolute protection is lost and no further charming attempts can be made against that particular thoqqua.
- Thoqqua that attack the user suffer a -2 penalty to their attack rolls.
- The user is able to communicate by telepathy with any thoqqua in a 60-foot radius. They show a healthy respect for the user if alignments are similar. If alignments are opposed, they fear the user if she is strong; if she is weak, they hate and desire to slay her. Fear, hatred, and respect are determined by the GM.
- The user suffers a -2 penalty to saving throws against cold- or water-based attacks.
- The user can following spell-like abilities:
 - *At will*, burning hands as the spell cast by a sorcerer of a level equal to the user's Hit Dice.
 - *1/week*, flame strike as the spell cast by a sorcerer of a level equal to the user's Hit Dice.

Finally, a thoqqua's tremorsense ability extends for three miles while the creature is within 60 feet of the brazier. The brazier is always extremely hot, and inflicts 2d6 points of fire damage to any creature touching it (of course, creatures with the fire subtype are immune to this damage).

Caster Level: 11th; **Prerequisites:** Craft Wondrous Items, *summon monster IV*, *burning hands*, *flame strike*; **Market Price:** 30,000 gp; **Weight:** 30 lbs.





Cooling Crystal: This magical crystal reduces the ambient temperature by 20 degrees Fahrenheit within a 30-foot radius. Furthermore, anyone holding the crystal is affected as if by a continual *protection from elements (fire)* spell; it will absorb up to 50 points of fire damage before shattering.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Items, *protection from elements*; **Market Price:** 4,200 gp; **Weight:** .

Dire Boar War Chariot: This huge vehicle (20 feet long, 10 feet wide) was designed with the aid of Strange Mechanics to assist the Jirockk in mass combat. Mounted atop three pairs of steel-reinforced wheels, the war chariot can transport up to five Jirockk at one time, or eight Medium-size creatures. While one giant commands the dire boar team that powers the vehicle, the others can attack with ranged weapons (usually their fire bombs or rocks) housed in a central area of the chariot. Some giants also attack with melee weapons (longspears or swords), which deal double damage if the boars are moving double speed.

The driver of the chariot controls the chariot's team by mind alone, though he must have the Ride skill to do so most effectively. The driver wears an ioun helmet, which grants him complete telepathic control over the two dire boars that draw the chariot. Each of the boars is fitted with a special harness and a control crystal—a pale red ioun stone that responds to mental commands issued by the wearer of the ioun helmet.

The war chariot can move normally at a speed of 40 feet, or up to triple this speed at a run. The driver commands the boars as a free action each round, and, further, may roll to avoid one attack against one of the boars as if he has the Mounted Combat feat, with a +5 enhancement bonus to any necessary Ride skill checks, as long as the ioun circuit is maintained.

All attacks made by chariot passengers against Large or smaller foes upon the ground gain a +1 bonus for higher ground. All ranged attacks from chariot passengers are made at a -2 penalty if the boars are running at 80 feet per round, or at -4 if running at top speed (120 feet).

The war chariot has 200 hit points and a hardness of 15.

Drone Honey Mead: The mead made by the Jirockk from Drone honey is laced with the Drone's psionic residue. When any creature imbibes this psychic toxin, he must make a Fortitude save (DC 20) or take 1d4 points of temporary Wisdom damage and be motivated to treat all other Drone converts as friends (as per the charm monster spell). At this stage the effects of the toxin can still be neutralized or dispelled. The secondary damage, which occurs two hours later, is mental and not physical, and thus can be avoided only with a Will save (DC 20). Those who fail this second save become subject to the Drone Queen as if she had cast a dominate monster spell upon them. At this stage, the toxin cannot be neutralized, and the effects last until dispelled or until shaken off by two consecutive addiction checks, as described below.

A creature dominated by the Drone in this way also develops an

intense craving for more of the special honey mead (although being stung by a Drone warrior bee will produce the desired effect, as well). As long as the creature gets more Drone toxin within 24 hours, it suffers no further effects (but it remains dominated, with no save allowed). If a dominated creature does not get the toxin within any 24-hour period after failing the first Will save, it must make an "addiction check," and it must do so again every 24 hours thereafter: this is another Will save (DC 20, +1 for every previous addiction check) to avoid a terrible withdrawal from the substance it craves. Two successful addiction checks in a row indicate that a character has both thrown off the Drone's effects and beaten the cravings. A failed addiction check results in another 1d4 points of temporary Wisdom damage, and a creature whose Wisdom score reaches 0 becomes helpless and thereafter takes Constitution damage with each failed addiction check. Creatures suffering from withdrawal will follow the last command they were given by the Drone Queen, and will use any means necessary to get another "fix" of the Drone toxin.

Finally, creatures dominated through Drone toxin have an uncanny ability to recognize similar effects in others, and thus to recognize those who are not affected as well. Such creatures gain a +6 inherent bonus to Spot and Sense Motive checks when attempting to discern whether another individual is affected by Drone poison.

Poison: Drone honey mead; **Type** Ingested DC 20; **Initial damage** 1d4 temporary Wisdom and *charm monster*; **Secondary damage** *dominate monster*, addiction; **Price** .

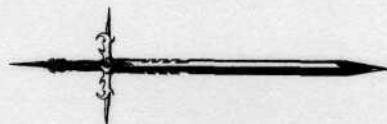
"Firehelm": This huge +2 *keen flaming burst greatsword* also grants the wielder the following abilities, each once per day: endure elements (cold) as the spell (1 hour duration), and true strike. The command words for these abilities are inscribed in runes in the Giant tongue along the blade's length.

Ioun Armor: This armor is formed of a strange bodysuit of shiny blue-black rubbery material with coal gray chitinous armor plates attached, including a helm and gauntlets of chitin. It offers the same protection as a suit of full plate, but is flexible and much lighter (+4 Max Dex Bonus, -3 Armor Check Penalty, Arcane Spell Failure 25%, and Speed 30 ft.). Inset in the headpiece in this armor are four active ioun stones, which are amplified by the armor and activated by the will of the wearer; these grant the wearer the following abilities:

Pearly white: This stone grants the wearer the ability to regenerate 5 hp per round.

Clear: This stone sustains the wearer without food or water. It also refreshes the body and mind so that the wearer needs only 2 hours per day to gain the benefits of 8 hours of sleep.

Ruby red: This stone grants the user fire resistance 10. In addition, a psionic wearer can channel a mind blast through this stone, producing a 60-foot cone of fire that does 1d6 points of fire damage per 2 HD of the wearer, with a Reflex save (DC 10 + half wear-





er's HD + Chr mod) for half damage.

Sapphire blue: This stone grants the user cold resistance 10. In addition, a psionic wearer can channel a mind blast through the stone, producing a 60-foot cone of frost that deals 1d6 points of cold damage for every 2 HD of the wearer, with a Reflex save (DC 10 + half wearer's HD + Chr mod) for half damage.

In addition, there are two 10-foot tentacles mounted onto the armor's shoulders. If the wearer is psionic, he can perform normal melee attacks with one or both (as if fighting with two light weapons), dealing 1d6 points of damage with each tentacle; the tentacles use the wearer's Charisma modifier rather than Strength for attack and damage bonuses. Weapon Finesse and Weapon Focus feats can be applied to these tentacles. The tentacles have a 10-foot reach and can be used to deliver touch attacks or to grapple Medium-size or smaller opponents. Any target successfully grappled by both tentacles can be drawn to the wearer as a free action; worse yet, if the wearer is a mind flayer, it can then use its extract ability in the next round to remove the subject's brain as if the creature had begun the round grappled by all four of the wearer's cranial tentacles. A grappled creature may make a Strength check (DC 10 + half wearer's HD + Chr mod) to resist being drawn in this way, or may escape the grapple normally.

Manifester Level: 16th; **Prerequisites:** Craft Psionic Arms and Armor, Craft Universal Items, creator must be 16th level; **Market Price:** 54,000 gp; **Cost to create:** 27,000 gp + 2700 XP; **Weight:** 30 lbs.

Ioun Helmet: The wearer of an ioun helmet can control the dire boars attached to a Jirockk war chariot by mind alone. The helmet is linked to each boar by means of the pale red ioun stones embedded in both the helmet and the boars' foreheads. The driver may make one Ride check per round to protect one of the boars in the team from a single attack (as if he also had the Mounted Combat feat).

Caster Level: 5th; **Prerequisites:** Craft Wondrous Items, *dominate animal*, plus 2 pale red ioun stones; **Market Price:** 7,000 gp; **Weight:** 9 lbs. (Medium-size), 25 lbs. (Large).

Ioun Stone (pale red): Kolume developed this small hemispherical stone, also called a "control crystal," to control the dire boars linked to his Jirockk war chariots. The crystal can be activated as a normal ioun stone that grants its user a +4 enhancement bonus to Animal Empathy checks and, further, allows the user to learn this skill as a class skill. However, these stones can also be grafted to an animal directly using *Strange Mechanics*. If another of these stones is then placed in an ioun helmet (q.v.), then the kind of control necessary to control the boars in combat can be established.

Market Price: 5,000 gp.

Ioun Stone (ruby red): This brilliant red prism grants its user fire resistance 5. It burns out after it has absorbed 200 points of fire damage.

Market Price: 8,000 gp.

Ioun Stone (sapphire blue): This bright blue prism grants its user cold resistance 5. It burns out after it has absorbed 200 points of cold damage.

Market Price: 8,000 gp.

Jirockk Fire Bomb: The Jirockk favor using specially made bombs of alchemist's fire on fire-susceptible opponents. These bombs are large 4-gallon fire-hardened clay jugs, which operate exactly like smaller sized flasks of alchemist's fire but on a much larger scale. A direct hit with a Jirockk fire bomb does 4d6 points of fire damage, while all within the 10-foot-radius splash range take 1d6 points of fire damage. These bombs weigh from 40 to 45 pounds, and thus can only be hurled by giants or similar creatures. Due to the slightly unwieldy nature of these objects compared to simple throwing rocks, however, the giants' range increment with them is only 80 feet, rather than 120 feet.

Tome of Strange Mechanics: Anyone who spends 24 hours reading this tome immediately gains Knowledge (Strange Mechanics) as a class skill, as well as a +2 competence bonus to any Knowledge (Strange Mechanics) skill checks and a +1 synergy bonus to all skill checks relating to engineering or related craft checks.

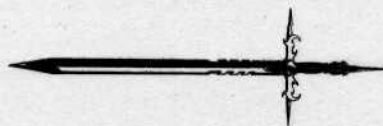
APPENDIX IV: JIROCKK PATROLS

War Party A: This classification of war party is comparable in size and strength to the Jirockk War Camp in the Valley of the Mattadin: Area C. There are two more camps of this nature: one in Grav's Pass and the other at Ram's Bridge. Each is garrisoned similarly to the Valley camp, but each also has a juvenile red dragon stationed at it (Romdrom at the Ram's Bridge camp and Killmoj at Grav's Pass), as well as a greater population of centaurs. Windtral Icebeard, the frost giant Jarl, commands the camp in Grav's Pass.

War Party B: Much smaller than the Type A war party, this type typically consists of 3 Jirockk, 15-25 gnolls, 1-3 trolls, 2 centaur scouts, 2 hellhounds, and 1d6 prisoners (of the GM's choosing, awaiting indoctrination). This type of standard war party is usually sent out to set ambushes or to attack other Valley inhabitants; they pack light and travel quickly.

Mounted Patrol: This type of patrol is technically not "Jirockk" per se: a mounted patrol typically consists of 2 humans on light war horses, 2 centaurs, and 1 troll. These patrols are often sent out to the frontier for long-range reconnaissance, equipped to camp for a week to ten days.

Foot Patrol: This standard patrol type has one Jirockk (or frost giant in colder areas), 5 gnolls, 2 trolls, one centaur or one hellhound, and 1d4 prisoners (GM's choosing). These are medium-





range patrols, usually assigned from a major war camp, equipped to camp for several nights in the region. They often set ambushes, but their primary objective is defense.

Hunting Party: This smaller squad type typically consists of 2 giants (Jirockk, frost giants, or hill giants, or any combination thereof) and 4 centaurs. Coming from a war camp (major or minor), they are in search of food or dire boars.

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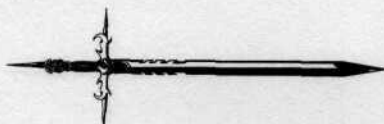
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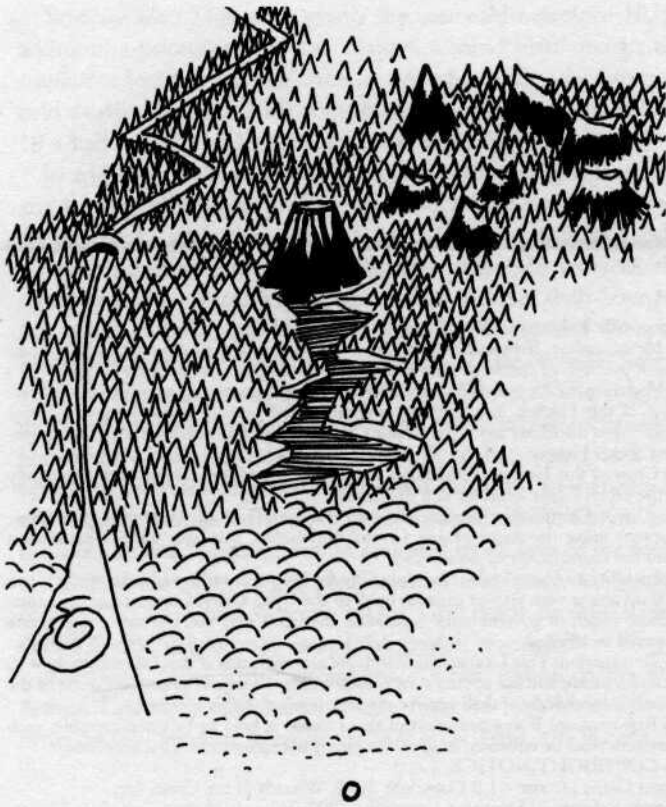
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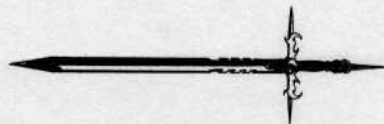


PLAYER'S HANDOUTS



VALLEY MAP

REGION MAP





Beyond All Reason Combat Tracking Chart

NPC	Initiative Bonus	Initiative Rolled	Primary Attacks / Damage	Special	Move	AC	Hit Points	Damage Taken
Jirockk Warrior 1	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 2	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 3	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 4	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 5	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 6	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 7	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 8	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 9	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Jirockk Warrior 10	-1		greatsword, +21/+16/+11 (2d8+15)	Reach 10 ft.	30	21	142	
Hellhound 1	+5		bite, +8/+3 (1d8+1)	Breath Weapon	40	16	38	
Hellhound 2	+5		bite, +8/+3 (1d8+1)	Breath Weapon	40	16	38	
Hellhound 3	+5		bite, +8/+3 (1d8+1)	Breath Weapon	40	16	38	
Hellhound 4	+5		bite, +8/+3 (1d8+1)	Breath Weapon	40	16	38	
Hellhound 5	+5		bite, +8/+3 (1d8+1)	Breath Weapon	40	16	38	
Hill Giant 1	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 2	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 3	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 4	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 5	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 6	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 7	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 8	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 9	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Hill Giant 10	-1		greatclub, +16/+11 (2d6+10)	Reach 10 ft.	40	20	102	
Frost Giant 1	-1		greataxe, +18/+13 (2d8+13)	Reach 10 ft.	40	21	133	
Frost Giant 2	-1		greataxe, +18/+13 (2d8+13)	Reach 10 ft.	40	21	133	
Frost Giant 3	-1		greataxe, +18/+13 (2d8+13)	Reach 10 ft.	40	21	133	
Frost Giant 4	-1		greataxe, +18/+13 (2d8+13)	Reach 10 ft.	40	21	133	
Frost Giant 5	-1		greataxe, +18/+13 (2d8+13)	Reach 10 ft.	40	21	133	
Gnoll 1	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 2	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 3	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 4	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 5	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 6	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 7	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 8	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 9	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	
Gnoll 10	+0		battleaxe, +3 (1d8+2)	Power Attack	20	17	11	

This chart may prove useful to help track some of the non-specific forces during combat encounters. You may wish to make multiple copies.





Challenge Rating Table: Tracking Challenges Overcome

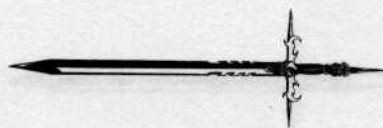
Challenge Rating	Creature or Character	Overcome by Entire Party	Overcome by Individuals			
4 or less	Centaur, Dire Boar, Drone Swarm, Gnoll, Human Convert, Jirockk Child, Thoqqua.					
5	Ettin, <i>Haj Brenwyy</i> , Hellhound, <i>Poppas</i> , Salamander, <i>Slide</i> , Troll, Yuan-Ti Pureblood, Yuan-Ti Halfblood.					
6	<i>Dasdak</i> , <i>RR'racktra</i> , Yuan-Ti Guide.					
7	Hill Giant, <i>Ulu</i> , Yuan-Ti Abomination.					
8	<i>Dashkull</i> , <i>Lopkull</i> , <i>RR'noolar</i> , <i>Vashilliss</i> .					
9	Frost Giant, <i>Husssh</i> , <i>Mooojoo</i> .					
11	<i>Kalakain Redleaf</i> , <i>Queen Yaku Stonefy</i> , <i>Raeshor</i> .					
12	<i>Rakki Bloodcoal</i> , <i>Yan Lavala</i> , <i>Yokyle</i> .					
13	Iron Golem, <i>Kolume</i> , <i>Tian Fullstrike</i> .					
14	<i>King Rrcoff Stonefy</i> .					

How to use this table: For each Challenge overcome, track the CR of the challenge on the chart. If overcome by the entire party, note it in the Party column. If overcome by an individual character, assign a column to each specific character and note it in the appropriate character column. Remember that "overcoming a challenge" can also mean other methods than simple combat, including successfully imitating a Drone convert.

Typically, at this level, there is no reward given for creatures less than CR 5. These creatures are included to add to the overall Encounter Level of a challenge rather than to present individual obstacles.

It is recommended that "Story-based Awards" be given to the characters for the following situations:

- * Rescue of Jirockk prisoners
- * Rescue of any Drone converts, including Haj, Kalakain, or Poppas
- * Defeating the Drone Queen and destroying Kolume's hive
- * Forming an alliance with the Yuan-Ti
- * Dealing with Queen Yaku



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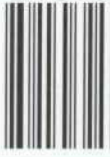
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