

GEO6-01

Shattered Houses

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version 0.4

by Wesley Wright

Reviewer: Alisa Clary and Sean Hillman

Circle Reviewer: Steven Conforti

Playtesters: Teos Abadia, Chris Day, Paul Ellison, Jim Ghiloni, Tim Hill, Marsha Lecates-Hillman, Jim Lockhart, Stephan Mumford, Dennis Tosmeyer, Matt Tyler

The War of the Giants is done. The Sakhut is gone, but what remains in Geoff is a tattered land. One Llwyress asks for help. A family must be reunited and you may just fit the bill. A Geoff regional adventure for APLs 2-6, and Part One of the Cycle of the Splintered Kingdoms. This Adventure may be of particular interest to those in the Rhychdir Rhos Cantrev metaorganizations.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your region please e-mail your triad point of contact (POC) at smh.lvg@gmail.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one

Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

King Brodde's fire giant tribe is on the run, after a bad turn of events in the last year. Between the death of King Brodde in the Gran March, and the deaths of the Sakhut at the most recent Battle of Gorna, the remainder of the tribe is homeless and leaderless.

Beulf, formerly Brodde's aging warmaster, has taken charge of what is left, though he is not a true leader. He was responsible for the training of young fire giants in the ways of battle, and is not prepared to lead the tribe. In concert with the sole surviving priestess of Surtr, Olhildr, he has come up with a plan to provide the tribe shelter and purpose.

Beulf has suggested an alliance with one of the Gyrlic nobles. His sources have suggested the Llwyress Rhian merch Neiren has not been overly violent to the beaten giants in her cantrev. Pregmere also provides a relatively comfortable place to live, thanks to the local hot springs.

Beulf sent one of his young charges, Fastarr, to Pregmere bearing a message for Llwyres Rhian.

The message contained the tribe's desire for protection and shelter in exchange for an oath of fealty to Rhian. Intrigued, Rhian told Fastarr that she would consider the offer.

Rhian would love to have the services of several well-trained fire giants in her personal army. However, she needs more information that these fire giants can be trusted not to try to grab power for themselves. To this end, she has sent for information from her various sources, but is in need of someone to collect the information quietly.

An opportunity has presented itself in the form of a family of stone giants leaving the area for the Stark Mounds. They have asked to hire several of Rhian's cantrev militia for escort. Rhian isn't willing to use her troops in such a fashion, but is perfectly willing to collect a group of adventurers for the stone giants to hire.

Rhian has a spy among a tribe of gnolls running around the area that will be instructed to pass along what information he has learned to these adventurers. The stone giants themselves are also a source of information, having lived in the area around Pregmere during the occupation.

ADVENTURE SUMMARY

The characters are hired by Llwyress Rhian merch Nieren to help out a group of stone giants that have asked for an escort. She is using this ruse as a means to put the characters in a position to gather information for her on a tribe of fire giants.

In Encounter 1, the characters have some time to get to know the stone giant family they are escorting, and ask a few questions pertaining to their secondary mission.

In Encounter 2, the characters meet up with a spy, who has been undercover with a tribe of gnolls. The spy's cover has been blown, however, and the group is attacked by a party of gnolls.

In Encounter 3, the group must cross the Oyt River at a ferry. The ferry master has more information for the characters' secondary mission. There is also an opportunity to spot a spy leading into the next encounter.

In Encounter 4, the group is ambushed by a group of bandits.

In Encounter 5, a flying predator attacks the caravan. One of the children is taken away and its up to the PCs to rescue her.

Finally, in Encounter 6 the caravan arrives at the new steading. The children and the PCs are met by the Stone Giant parents and welcomed into the family's home for the night.

PREPARATION FOR PLAY

Before the adventure begins, you should have the characters provide you with:

- Spot bonus
- Listen bonus
- Sense Motive bonus
- Bluff bonus
- Diplomacy bonus
- Seven d20 rolls (These are to be used for initiative rolls as well as Spot and Listen rolls as noted in the text.)

INTRODUCTION

It is mid-winter in Geoff and the ice, winds, and snow make it absolutely miserable to be outside for long. The reconstruction of Pregmere has tapered off in recent weeks, after a large growth spurt. Llwyress Rhian's castle is the only major landmark not yet finished, though it is already defensible.

Also finished is the local common inn, Goblin's End. It is fast becoming a prime spot to get warm, wet a travel-weary throat, and find jobs and information in Pregmere. The crackling fire and music is an inviting change from the bitter winter that seems to have no end in sight.

If the PCs wish to travel through the town instead of going into the Goblin's End, they can get similar information with a successful Gather Information Check (APL +10).

- The winter has been particularly cold and icy this year.
- Llwyress Rhian merch Neiren is to be married in the spring to the First Bow, Yrylan.
- Rebuilding was particularly busy in the fall, but has slowed since the winter came.
- Llwyress Rhian is looking for some particularly brave and strong adventurers to help her with some work. Those

interested should report to the Caer for more information.

If the PCs decide to go to the Caer immediately, go to **Encounter 1: Hired Help**. If the PCs enter the Goblin's End, read the following:

The smell of the autumn's siedr fills the air as soon as you enter the Goblin's End. Long tables are set in rows length-wise in the common room. A fireplace at one end is enough to warm the whole room. The construction of this inn is obviously new, but the place already has the tell tale signs of heavy use.

A warm meal of roast mutton and baked apples is available for a reasonable price. A voice warbles out a tune from a tiny makeshift stage near the fireplace. A traveling bard of some sort can be seen trying to muddle through some song about a random hero killing a giant. It's a song that's been sung a dozen times with a few minor changes here and there – like the name of the hero or the location of the fight.

Tovin ap Kalwyn is a prydyth, but not a very talented singer. He's much more interested in talking with people and telling stories. If the PCs approach him with questions, he's more than willing to tell what he knows, if only his donation hat was a bit more full. The PCs should make even a nominal donation to him.

Once they've given him some money, he's more than willing to answer as many of their questions as he can.

- The farmers are talking about much colder it is this winter than most. In fact, many of the ffolk have taken to bringing in their hers for the winter. This isn't unheard of, but it is quite unusual.
- Rebuilding in Rhychdir Rhos happened quite fast in the fall, but since the cold weather has set in, things have slowed down some.
- Lwyress Rhian was quite anxious to get back into Pregmere. Perhaps it is her betrothal to Yryal, the First Bow, that spurred it. They are to be married in the Spring.
- Lwyress Rhian was accepted fully by Owen the Brenin and Calisse, his wife. She has taken the oaths of fealty to Owen.

- Melwyn Greatarm, however, refused to take the oaths and he paid the price. In a one on one dual, Owen the Brenin bested Melwyn. Its said that Owen used some sort of fey magic to win. Melwyn has lost his cantrev and his position as Llwyrr. Araul Antherth borders Rhchdir Rhos to the southeast so this greatly effects this cantrev.
- Melwyn has been out hunting as many giants as he can find since his defeat by the Brenin.
- Llwyress Rhian is looking for some particularly brave and strong adventurers to help her with a task. There's a flier about it posted with other job opportunities on the center post of the inn.

Give the *Player Handout 1*. If they decide not to follow up on it, then the adventure is over for them. Otherwise, continue to **Encounter 1**.

ENCOUNTER 1: HIRED HELP

Responding to the information about the work for Llwyress Rhain merch Neiren, you arrive at Caer Gwylitan (P. GWEE-li-tan tr. Firewatch). You are greeted at the gate by several guards bearing the livery of Rhychdir Rhos, the local cantrev.

Allow the characters to state their business. They are lead to an antechamber, and told to wait for Llwyress Rhian's seneschal. This would be a good time for any necessary character introductions.

The antechamber, like the rest of Caer Gwylitan, is made of stone. Wooden benches are provided for those who are made to wait, such as the PCs.

A successful Spot and subsequent Knowledge (Engineering) or Stone Cunning check (DC 5) tells the PCs that some stones appear to be mismatched, as if they came from different places and were put together to make this Caer. Most likely, buildings made by the Giants were torn down and the materials were recycled to build the Caer.

The PCs definitely notice the temperature difference even in the antechamber. It is much warmer in the Caer, even in the drafty antechamber. A successful Knowledge

(Geography) check (DC 10) reminds the PCs that Pregmere is built on numerous hot springs and that is most likely the cause of the temperature difference.

After nearly an hour of waiting, a page wearing a chain shirt beneath his tabard approaches. "Please, follow me. Lady Rhian will see you now." He waits for all to rise, then leads you to the new great hall.

The great hall is clearly just recently finished, and there are still workers removing scaffolds from the interior of the hall. You enter through two massive oak doors at one end of the hall. The ceiling is easily thirty feet high throughout the Hall. At the far end of the Hall is a small raised platform. On it, a woman sits on a rather ornate chair. She wears an ornate torc of rulership, though if you saw her on the street, you might not guess her to be a Lwyress. As you enter, she is talking quietly with several men who appear to be guards.

The page clears his throat, and bows slightly as Lady Rhian looks up from her conversation. He motions you forward and Rhian dismisses the two men she was talking with. She stands from her seat and smiles toward you.

"Bor Da, Thank you for coming on such short notice. I have need of a group of individuals to carry out a task for me. There is a local family of stone giants moving out of the area. They have asked me to spare some of my guards in exchange for payment. However, things are still relatively unsettled here, and I don't want to reduce my current forces any."

"You, however, aren't part of my current forces, but I hope are just as capable. They are willing to pay for your services, and the trip shouldn't take more than a ten-day. Would you be interested?"

The characters will likely have a few questions. Some are below. Any other questions will be unanswered, as unimportant to the task at hand.

Q: Why are stone giants looking for a human escort?

A: *"The mother and father have already traveled to their new location in the Stark Mounds. Their children were left behind for a time as part of their peace agreement with the Gyri government. Two giant children traveling alone are prime prey for someone looking to make trouble."*

Q: What's your interest in this? Why are you personally asking us to carry out this task?

A: *Rhian smiles again. "There...is a secondary task I'd like you to undertake. I have a spy gathering information on some fire giants. I need to get to that information, but I don't want him to have to come here or meet with any of my own people. I would have him meet you along your way, pass off the information, and you can bring it back to me when you return. I'd also like for you to poke around yourselves. These stone giants may have information useful to me, so anything you can learn from them - and anyone else you should encounter along the way - would be helpful."*

Q: Who are these fire giants we are getting information on?

A: *"As I understand, the remnants of King Brodde's people. Their leader is a giant by the name Beulf. More than that, I will hope you can find out for me. I don't know anything about Beulf or his leadership ability."*

Q: Why are you looking for this information?

A: *"That I'm not willing to say."*

Q: Who are these stone giants?

A: *"A boy and a girl. Their father is Bjorn Gallofsen. I'm not sure what his significance is, but the Brenin seemed to think it was important enough to warrant us holding his children for a time to ensure peace."*

Q: Where can we find these Stone Giant children?

A: *"They are outside the main city at a camp site guarded by a couple of my men. It's about an hour's ride to the southeast."*

Q: How will we know where their stading is?

A: *"They have a map to get there."*

If the characters don't ask any questions about Rhian's involvement, she discloses the information gathering task after they agree to the mission.

If the characters refuse the mission, Rhian thanks them for their time, and has them escorted out. The adventure is over for those characters. Otherwise, Rhian informs the characters to be ready to leave tomorrow morning.

If there is nothing else the PCs wish to do in Pregmere before they leave, continue on with **Encounter 2**.

If the PCs want to return to the Goblin's End to speak with Tovin, continue with the rest of **Encounter 1**.

Tovin is where the PCs left him – in the Goblin's End. He's eating his dinner and chatting with anyone who listen to his chatter.

Q: What do you know about the Fire Giants?

A: ***"They're Giants. Isn't that bad enough?"***

Q: Do you know a Fire Giant named Beulf or King Brodde's tribe?

A: ***"Those Fire Giants are all sorts of crazy. I know King Brodde was killed in Sterich. Or at least that's what some say. Don't know about the tribe or Beulf."***

Q: What do you know about Stone Giants?

A: ***"Of any of the giants, they're probably the most tolerable. At least they keep their word when they give it. They're the ones that made those monoliths though, so who knows. I don't really know what makes them tick other than they like rocks."***

Q: Any idea why Llwwress Rhian might be asking for information about fire giants?

A: ***"Well, from what I hear, the giants are roaming all over. Maybe she figures that the fire giants are the worst of them and they'll come here, so she wants to be ready."***

The PCs can spend the night at the Goblin's End if they're looking for a standard inn to stay in. The Harp and Trumpet is available for standard lifestyle lodgings.

ENCOUNTER 2: A GIANT FAMILY

Judge's Note: PCs may buy any supplies to which they have access while in Pregmere.

The morning fog is just burning off when you arrive at the appointed place. Nestled between two hills sit two large wagons, four stout oxen, and two giants that stand as tall as a tall man. As you approach, the boy stands up and greets you. He is clearly the older of the two.

"I am Olaf, son of Bjorn Gallofsen, 1st Degree of the 2nd Losje." He motions to the stone giant female who is standing next to him. "She

... named... Gertred. What... the names for ... Tyv help?"

The two human guards in Rhian's livery make quick excuses to leave and get back to the Caer. They're very eager to be done with this assignment.

Allow the characters to make whatever introductions they like. Olaf is eager to get moving early.

Each of the two wagons is pulled by two oxen. The two stone giant children ride the first along with the family's personal items. The other wagon has many giant sized household items and stone working tools. Gertred doesn't speak Common and Olaf's common is sketchy at best. They will talk openly with characters who can speak Giant.

The children prefer that the PCs do not ride in the wagons.

Talking to Olaf – He prefers to speak in Giant. His answers are given as if in Giant.

Q: What do you know about the fire giants that used to live in this area?

A: ***"They like to fight a lot. Father and mother won't let us play with any of them because they only want to fight."***

Q: Do you know who Beulf is?

A: ***"I have heard the name, but I do not know him. My father might know him."***

Q: Why do you need an escort? Why couldn't your parents or other Stone Giants escort you to your new house?

A: ***"Our father made an oath with your Brenin. The oath must be upheld. We have been told that there are those still looking to fight with Giants even though the war is over. Our Losje has declared peace and made good on its word to hold the peace. But still some want to hurt us because we are Stone Giants."***

Q: Where are we taking you? Where is your new home?

A: ***"Our father has settled the Losje in the Stark Mounds. It is close to a place called Chimney Rock. I have a map."***

Q: How have you avoided Melwyn and the others hunting giants so far?

A: “The Tyv named Rhian helped us some. She kept us guarded with her men to keep us safe until the promise had been fulfilled.”

Q: What promise?

A: “The promise that our Losje would remain peaceful.”

Q: What do you know about the stone monoliths that were used by the Sakhut in the war?

A: “I don’t know anything about them.”

Talking to Gertred

Q: What do you know about the fire giants that used to live in this area?

A: Gertred responds, “You mean the short dark ones? Papa told us to stay away from them. They don’t place very nice.” Olaf interjects, “They don’t play at all! All they want to do is fight.”

Q: Do you know who Beulf is?

A: “Who?”

Olaf Bjornsen and Gertred Bjorndottir: Male and Female Stone Giant; hp 32 and 29; See *Monster Manual*, page 124.

ENCOUNTER 3: SPY HUNT

The first two days of travel have been relatively smooth. There have been no encounters with any remnants of the humanoid armies thus far. Olaf is a fine traveling companion, and Gertred is a mean cook, providing quality food for the trip. Of course, she cooks in a pot big enough to hold a Halfling, but she’s pretty good with it.

Ask the characters if they are setting any watches at night. Olaf and Gertred consider watches to be the job of escorts, so they sleep through the night. They sleep together between the two wagons.

On the second night, around the end of second watch, read the following:

There is some moving of brush coming from outside the clearing. You can hear a voice call out in Flan, “Psst! Don’t shoot me.” The voice is coming from outside of the light of the campfire. Just afterwards, a tall gnoll steps into the light. He is wearing the studded leather armor common to his kind, and carrying a battleaxe on his belt. He has his hands open and empty in front of him.

Get the reactions of those on watch. If he is shot at or attacked, he attempts to get away, but isn’t very capable in combat. He attempts to surrender, but doesn’t remember to remove his hat of disguise to show that he isn’t a gnoll. He’s been living with them so long it has become second nature. Otherwise, continue on.

“It is good to see you.” The gnoll speaks with a definite accent, which should mark him as a human raised in Gyruff. He takes a bundle of three scroll tubes from a pouch at his side. “I take it you are the contacts send by Lady Rhian?”

Jonnic delivers the scrolls to whoever will take them. He can answer a few questions. If the characters request it, he takes off the hat of disguise.

Q: What information have you brought us?

A: “Everything is in the scrolls. See them to Lady Rhian safely. The scroll cases are sealed to make it easier for them to survive the travel back to her.”

Q: Why/How do you look like a gnoll?

A: “What?” The gnoll looks down at himself, then looks back to you. “Oh right. Sorry, I’ve been living like this for a while now, its kind of second nature. It’s just an illusion to change my appearance. Nothing to worry about.”

If the PCs want to open the scrolls at any time, Jonnic is adamantly against it. He insists that the scrolls are only for Llwyress Rhian and should not be opened by anyone else.

If at any point, the PCs break the seals and read them, they find out the following information:

- King Brodde is dead. He was killed in Sterich. Beulf is one of the elders of the tribe that has taken temporary leadership.
- King Mog’s tribe has moved from the Hornwood. Something happened that drew them quickly away from there and toward the Barrier Peaks.
- The two tribes may join together unless a new leader is found for King Brodde’s tribe.
- There’s a lot of internal fighting for power in King Brodde’s tribe. So far, no one has been able to overthrow Beulf.

In order to reseal the scrolls, the PCs must have wax and the proper seal. The seal can be faked with a successful Forgery check (DC 25).

Using the Spot and Listen checks generated at the beginning of the adventure, check to see if any characters notice the approach of Grintash and his thugs. He is hiding as he approaches from a distance. Remember the distance (about 100 ft. from the fire) and the darkness.

The DC for a successful Spot is 18 (+1/10 feet + 8 Hide bonus) + D20. For a successful Listen Check, the DC is 10 (+1 per 10 feet) + D20.

The characters are also considered distracted unless they specifically state that they are keeping an eye out for trouble. Being distracted adds another +5 to the DC of each check.

Grintash attacks after a few minutes of watching Jonnic talk, or immediately if he reveals himself as a human. If Jonnic is attacked and killed by the characters, Grintash will attack to avenge him.

If Grintash is not spotted by the PCs, the combat starts with an arrow from the dark, hits Jonnic and kills him immediately. If Grintash is spotted by the PCs, he still kills Jonnic first.

Jonnic ap Fal (Hertashh): Male Human (Mixed Flan/Oeridian) Exp4; hp 20; see *Appendix 4*.

APL 2 (EL 4)

Grintash (1): Male Gnoll Rgr1; hp 23; see *Appendix 1*.

Gnoll (2): Male Gnoll; hp 14 each; see *Monster Manual* page 130.

APL 4 (EL 6)

Grintash (1): Male Gnoll Rgr3; hp 38; see *Appendix 2*.

Gnolls (4): Male Gnoll; hp 11 each; see *Monster Manual* page 130.

APL 6 (EL 8)

Grintash (1): Male Gnoll Rgr3; hp 38; see *Appendix 3*.

Gnoll Fighters (3): Male Gnoll Ftr1; hp 26 each; see *Appendix 3*.

Gnoll Cleric (1): Male Gnoll Clr2 of Hextor; hp 30; see *Appendix 3*.

Tactics: After the surprise round, Grintash fires upon unengaged targets, preferably humans. He tries to remain outside of normal vision for humans, preferring to strike from the darkness.

His fighter companions go for the biggest fighter type threat first, power attacking for 1 all the time. They attempt to get flanking positions, but will not put themselves in a flank if possible.

At APL 6, his cleric companion casts Bless during the surprise round. His next action is to smash the elemental gem (this summons a large earth elemental on his next round). On the third round, he charges into battle. If anyone is wearing a holy symbol of Heironeous, the cleric attacks them first. He always power attack for 2 and uses his smite ability on his fourth round.

Continue to **Encounter 4**.

ENCOUNTER 4: FERRY AT THE OYT RIVER

After a few days of travel without event, the PCs come upon the Oyt River.

It is another day of uneventful travel when you come upon the Oyt River, shining like a jewel in the distance. The heath gets progressively lower as you walk into the wide valley the Oyt River runs through. As you turn the bend around the last rise, you can see an ogre sitting on a rock, busily eating something. Sitting about ten feet away is a human of Flan descent drinking from a water skin.

Seeing you round the bend, the human jumps up, and greets you in Common. "Greetings travelers! Don't be alarmed by Dag here, he's jus' the hard labor. You folks looking to cross the river?"

Mal introduces himself and his two ogre ferry pullers. Dag is on the near side, and Jag in on the far side. The ferry is a flat barge with huge ropes tied to both ends. On the other side of the river, Jag can be seen holding the rope. Travelers get onto the barge, and the ogres pull the barge across the river.

Olaf and Gertred have some traveling money. They pay the price to get everyone across the river. The cost is one silver piece per person and two silver pieces per wagon to cross the river.

Mal is a very friendly sort, very willing to talk. He is in fact a great source of information, as many travelers cross the Oyt River at his ferry. In addition, he has spent the last several years as a slave in Pregmere, after having been relocated there by the giants.

After the town was freed, he came back to Oytmeet (his former home), and decided to start the ferry. It was struggling until he met up with Dag and Jag. They initially tried to eat him, but he managed to convince them to work for the ferry in exchange for food and shelter.

Q: Have you heard any news from the Stark Mounds?

A: *"The gnomes have been pretty quiet. Haven't seen them crossing or traveling much lately. Prolly trying to get settled and repair damage like the rest of us."*

Q: Have you heard anything about a plague in the Stark Mounds?

A: *"Not a peep. A couple of gnomes came through here, headed north. They seemed alright to me."*

Q: What can you tell us about the fire giants?

A: *"Don't know much really. Other than they were part of the Sakhut Army. Usually pretty nasty things. Don't get along well with others, if you know what I mean. But they can fight like you wouldn't believe. Well, maybe you *can* believe that."*

Q: How did you get these ogres working for you?

A: *"First they tried to eat me, but I was too slippery for them. I managed to convince them I'm too tough for eating. I feed them, give them a place to sleep and they work for me." He shrugs.*

On the other side of the river, a man is watching the ferry. He is one of the bandits that are staking out the road further down. He doesn't really attempt to hide, but the distance is pretty far. Using the Spot checks generated at the beginning of the scenario to make this check in secret. The DC is APL + 15. If any of the characters make the Spot check, they are able to be on alert for the next encounter. By the time the characters start crossing, he runs off to warn his fellows. He also runs off if any character readies a bow.

Mal the Ferryman: Male Human (Flan) Com8; hp 32; see *Appendix 4*.

Ogre Workers (2): Male Ogre; hp 26; see *Monster Manual*, page 199.

ENCOUNTER 5: BANDIT ATTACK

Leaving Mal and his ferry behind, your road takes you close to the western edge of the Oytwood. Here the rolling heath brushes the edge of the old forest. The road passes through several semi-wooded areas, and pass a recently rebuild shrine to Fharlanghn in one such area. Because of the heavy winter, snow drifts have piled up in some places.

Using the Spot checks taken at the beginning of the adventure, roll for surprise. The bandits have had time to conceal themselves, so the spot check DC is 15+APL. If someone made the Spot check in Encounter Three, the DC is 10+APL, as the characters are more alert to danger.

APL 2 (EL 4)

Mork (1): Male Human Rog2; hp 14; see *Appendix 1*.

Human Bandits (2): Male Human Ftr1; hp 9; see *Appendix 1*

APL 4 (EL 6)

Mork (1): Male Human Rog4; hp 27; see *Appendix 2*.

Human Bandits (2): Male Human Ftr2; hp 14; see *Appendix 2*.

APL 6 (EL 8)

Mork (1): Male Human Rog5; hp 32; see *Appendix 3*.

Human Bandits (4): Male Human Ftr3; hp 24 each; see *Appendix 3*.

Tactics

All APLs: The bandits drink their potions of Shield of Faith as soon as they see the PCs within range. On their surprise round and the following round, the bandits throw javelins at the PCs while concealed behind snow drifts. This provides them with a Cover Bonus (+4 AC while behind the snow drifts).the area off the road is considered difficult terrain and it is impossible to charge or run.

On the third round, the bandits move out from behind the snow drifts. As they move, they pull out their potions of Enlarge person, then drink them. On the next round, Mork and one bandit team up to flank the strongest PC "fighter" and hopefully kill him/her. The other bandit moves in to concentrate on arcane and divine spell casters.

Once the combat is over and the PCs go through the things on the bodies, use one of the pre-rolled D20's for a search check. With a successful search (DC 10), they find a note in one bandit's pocket. See **Player's Handout #2**.

ENCOUNTER 6: THINK OF THE CHILDREN

Two more days have passed since your battle with the bandits. Your path has left the fringes of the Oytwood behind, and is now fully into the Stark Mounds. From Olaf's map, it looks like the new steading shouldn't be more than another day ahead.

Around noon, Olaf stops the group for lunch as he has every day of the journey. As has also become the pattern, a lunch of bread and cheese is served. Suddenly, Gertred emits an incredibly loud scream. Olaf stands up from where he was playing on the ground, crying out for you to come look. Both children are clearly frightened.

Get an initial reaction from the characters. Assuming they also investigate, continue on.

When you get in sight, you can see what Gertred is screaming about. In front of the children is a beast that crawls out of the ground. It stings Gertred then drags her down into a hole and out of sight of the party.

A Spot check (DC 10) will provide enough details to make an appropriate Knowledge (Nature) or Knowledge (Arcana) check to identify the beast. The spot check will also identify the creature being carried as a deer.

APL 2: Knowledge (Nature) DC 15 (DC 10 to identify it as some kind of vermin)

APL 4: Knowledge (Arcana) DC 17

APL 6: Knowledge (Arcana) DC 17

Olaf looks to your party with a worried look on his face. "Please, you must save my sister!" The boy appears as if he is about to go after the beast himself.

A Diplomacy check (DC 5) convinces Olaf to stay put and let the PCs handle the situation. If PCs do not rescue Gertrude, they do not get the Favor of Bjorn Gallofsen.

Judge's Note: If the PCs do not go after this beast, deduct the xp and gold from this combat from the total xp and gold of the adventure. If the PCs decide not to follow the flying beast, continue to **Encounter Six**.

The PCs are able to walk down a 20' slope in the ground. At the bottom it goes straight for another 20' before ending in a large natural cave. Although the tunnel is large enough for a large sized creature to go through without squeezing, it may be difficult to lead a mount underground.

APL 2 (EL 4)

Advanced Giant Wasp: hp 64; see *Monster Manual*, page 285.

APL 4 (EL 6)

Wyvern: hp 74; see *Monster Manual*, page 259.

APL 6 (EL 8)

Advanced Wyvern: hp 95; see *Appendix 3*.

Environment: The PCs start outside the lair of the beast. It is a large cave with a wide opening to it. There is a 10' gap that stretches the length of the 15' opening of the cavern. The PCs can jump across the gap with a successful jump check (DC 10). A mount would be able to jump the gap with a successful ride check (DC 10) or jump check from the mount (DC 10). However, getting a mount down the hole originally may cause problems. The hole up above is big enough for a large sized creature to fit into.

The inside of the lair is also large enough to allow for movement around the beast inside, even on a mount. The cavern is about 40' tall and somewhat circular at about 60' across.

Around the edges of the cavern, there is a ledge about 20' off the ground. The ledge is large enough for the beast to fit on. The PCs can climb up to the ledge with a DC 15 climb check.

Tactics:

APL 2: The wasp goes after who ever is closest to it. Its stinger is its only real weapon. When the wasp gets to down to ¼ of its hp, it flies up to the ledge and waits for the PCs to come up to it.

APL 4 and 6: As soon as the PCs enter the wyvern's lair, it takes flight. It uses its flyby attack to attack the PCs. Striking with its talons, it tries to grab the PCs and once it has uses its stinger to poison the PC. Even if it

can't seem to poison the PC, it hit him to the ground, doing 1d6 damage per 10' of fall. When it gets to down to ¼ of its hp, it flies up to the ledge and waits for the PCs to come up to it.

With a small amount of effort, the PCs can return to the giant children who have hidden under the wagons. The children are anxious to hear about how the PCs defeated the flying beast and to get to their parents.

Continue to **Encounter Six**.

ENCOUNTER SIX: A FAMILY REUNION

By mid-afternoon, Olaf directs you off the road and deeper into the mounds. At one point, you pass a tall hill that has been worn by time and weather. The sandstone hill has eroded leaving a very distinctive narrow shape. This must be Chimney Rock. The stone formation strongly resembles its namesake.

After another several hours of travel, your group arrives at a small box canyon. At the back of the canyon, you can see the beginnings of a stone building jutting out the front of a cave-like opening. A low stone wall serves as a fence and pen for a few goats that roam the yard.

A stone giant is outside carefully chiseling a piece of stone. He is hairless and looks much like the stone around him. He wears only a work apron tied around his waist. The pockets bulge with stone carving tools.

Seeing the wagons arrive, he comes to greet you. A female stone giant emerges from the "front door". Other than her longer hair and more full apron to cover her chest, she looks much like the man.

"Greetings, little ones. I am Bjorn Gallofsen, 1st Degree of the 2nd Lojse. This is my wife, Helga." He motions to the stone giant female who is standing in the doorway. The children jump out of the wagon and rush to their parents. As they try to tell their parents of the adventure in getting here from Pregmere, they are hushed so you can be properly welcomed and thanked. "I had come out to find the new home, and get started on the building. It is good to have my family together again. Please, come in. You must stay the night," Bjorn says.

Bjorn Gallofsen: Male Elder Stone Giant; hp 126; see Monster Manual, page 124.

Helga Gunterdottir: Female Stone Giant; hp 126; see Monster Manual, page 124.

Allow the PCs to introduce themselves and get settled. They may want to ask some questions.

Q: What do you know about the Fire Giants?

A: *"King Brodde's Tribe? Typical fire giants, if you ask me. Always ready for war, always hot tempered, but faithful and loyal to King Brodde. I hadn't heard much about them recently. Perhaps Melwyn Greatarm has gotten them."*

Q: Do you know anything about a plague among the gnomes?

A: *"I have not seen any gnomes and do not know about a plague of any sort."*

Q: What do you know about Beulf?

A: *"Yes, I met him once in Het Kild...I apologize, Pregmere. He was training several young fire giants in the use of their greatswords. An old giant, ancient by your standards, I suppose. Still, he was certainly capable of besting those young ones. He was gruff and to the point when I was introduced, but I didn't see him long. I was on other business."*

Q: Have Melwyn or his men been through here?

A: *"Not that I have seen, but I have heard that he is out to kill any giants he sees."*

Q: Where is the rest of your Losje?

A: *"My Stonebrothers are here." Bjorn makes a sweeping gesture, indicating the canyon.*

Q: Why didn't the children come with you initially?

A: *"It was part of our peace agreement. We came unarmed and, since I am an elder, our children were kept for a time as a matter of trust. We gave our word to remain peaceful."*

Q: What do you know of the monoliths that were used in the war?

A: *"I did nothing except help carve the monoliths themselves. The main stone carver who made them has gone elsewhere. At least for now. Many of the monoliths have been destroyed by your Brenin."*

Q: The Stark Mounds are a difficult terrain. How will you and your family survive out here?

A: *"We enjoy the stone and the rocks. They sing to us and we bring them to life." He holds up his chisel. "The stone is part of who we are."*

After unpacking some of the household essentials, Helga makes a fine venison stew, fresh bread, and cheese. As the evening winds on, your group is put up on the floor of the soon to be living room for the night.

In the morning, Bjorn and his family wish you a good journey after a hearty breakfast. As you leave, Bjorn says "Hammer, chisel, compass, square. Stone is formed. Stone is shaped. Stone is carved."

The weather is chilly but calm and promises a safe return to Pregmere.

For returning the Stone Giant children to their family, they have earned the **Favor of Bjorn Gallofsen**. Bjorn also makes large-sized Masterwork weapons available for the PCs to purchase. The weapons are left over from the Sakhut's armory. Proceed to the **Conclusion**.

CONCLUSION

THE PCS GIVE THE SEALED SCROLLS TO RHIAN.

You are ushered into Caer Gwylitan, but this time, you are taken directly to the Great Hall. Again, Llwyress Rhian is there. "I'm glad to see you have returned. Do you have what I asked you to get?"

Allow the PCs to make whatever report to Rhian they wish and to give her the scrolls.

"You have done well. Thank you for your efforts with the Stone Giants. Perhaps we will finally have peace in the Gyri lands." Rhian holds up the scrolls. "And you have done me a personal favor as well. For that I am grateful. I shall not forget your work."

The PCs have earned the **Favor of Rhian merch Nieren**. Additionally, Rhian opens her personal weapons store to the PCs, allowing them to purchase things they might not otherwise be able to buy.

THE PCS GIVE OPENED SCROLLS TO RHIAN.

You are ushered into Caer Gwylitan, but this time, you are taken directly to the Great Hall.

Again, Llwyress Rhian is there. "I'm glad to see you have returned. Do you have what I asked you to get?"

Allow the PCs to make whatever report to Rhian they wish and to give her the scrolls.

"Apparently, you thought the scrolls were for you." She holds up the opened scrolls. "Despite the poor judgement you showed by opening the scrolls, I do not want this to become public knowledge. I trust you will not speak of this to anyone. I want your word that you will not reveal this knowledge to anyone."

Allow the PCs to apologize and make promises not to reveal the information. With a Diplomacy check (DC APL + 15) and plenty of apologies and promises that the information in the scrolls will remain a secret, she will grant them her favor – the **Favor of Rhian merch Nieren**. Additionally, Rhian opens her personal weapons store to the PCs, allowing them to purchase things they might not otherwise be able to buy.

THE PCS DO NOT RETURN TO RHIAN.

For whatever reason, you have not returned to Llwyress Rhian merch Nieren. The information from her spy's work never reaches her.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Ask Stone Giants for information
All APLs – 30 xp.

Encounter Two

Acquiring information from the spy
All APLs – 30 xp.

Defeating the gnolls
APL 2 – 90 xp.

APL 4 – 150 xp.

APL 6 – 210 xp.

Encounter Three

Getting relevant information from Mal
All APLs – 30 xp.

Encounter Four

Defeating the bandits
APL 2 – 90 xp.
APL 4 – 150 xp.
APL 6 – 210 xp.

Encounter Five

Defeating the flying menace
APL 2 – 90 xp.
APL 4 – 150 xp.
APL 6 – 210 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing
APL 2 – 90 xp.
APL 4 – 135 xp.
APL 6 – 180 xp.

Total Possible Experience

APL 2 – 450 xp.
APL 4 – 675 xp.
APL 6 – 900 xp.

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this

wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2:

APL 2: L: 293 gp; C: 0 gp; M: +1 *Chain Shirt* (625 gp), *Cloak of Resistance* +1 (500 gp)

APL 4: L: 155 gp; C: 0 gp; M: +1 *Chain Shirt* (625 gp), +1 *Masterwork Mighty Composite* (+4) *Longbow* (1,325 gp), *Elixir of Hiding* (125 gp), *Elixir of Sneaking* (125 gp);

APL 6: L: 178 gp; C: 0 gp; M: +1 *Mighty Composite* (+4) *Longbow* (1,400 gp); +1 *Chain Shirt* (625 gp), *Elixir of Hiding* (125 gp), *Elixir of Sneaking* (125 gp), +1 *Battleaxe* (1,740 gp), *Cloak of Resistance* +1 (500 gp), *potion of Bull's Strength* (450 gp);

Encounter 4:

APL 2: L: 1,351 gp; C: 0 gp; M: +1 *Chain Shirt* (625 gp), *potion of Cure Light Wounds* x6 (150 gp), *potion of Shield of Faith* x3 (75 gp), *potion of Enlarge Person* x3 (375 gp).

APL 4: L: 360 gp; C: 0 gp; M: +1 *Chain Shirt* x2 (1,875 gp), *potion of Cure Light Wounds* x6 (150 gp), *potion of Shield of Faith* x3 (75 gp),

potion of Enlarge Person x3 (375 gp), Cloak of Resistance +1 (500 gp);

APL 6: L: 165 gp; C: 0 gp; M: +1 *Chain Shirt x3 (1,250 gp), +1 Shortsword (1,080 gp), potion of Cure Light Wounds x6 (150 gp), potion of Shield of Faith x3 (75 gp), potion of Enlarge Person x3 (375 gp), Cloak of Resistance +1 x2 (1,000 gp);*

Encounter 5:

APL 2: L: 0 gp; C: 0 gp; M: 0 gp.

APL 4: L: 0 gp; C: 0 gp; M: 0 gp.

APL 6: L: 0 gp; C: 0 gp; M: 0 gp;

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 1,444 gp; C: 0 gp; M: 2,250 gp – Total: 3,694 gp (450 gp).

APL 4: L: 745 gp; C: 0 gp; M: 4,675 gp – Total: 5,420 gp (650 gp).

APL 6: L: 342 gp; C: 0 gp; M: 12,820 gp – Total: 13,162 gp (900 gp).

ITEMS FOR THE ADVENTURE RECORD

Favor of Rhian merch Nieren: You have provided a valuable service Rhychdir Ros. This has earned you the favor of Lwyress Rhian merch Nieren. Favor Level C. Mark this favor when used.

Favor of Bjorn Gallofsen: You have brought his children safely to him and thus fulfilled the peace agreement between the Stone Giants and Geoff. You have earned the favor of Bjorn Gallofsen. Favor Level D. Mark this favor when used.

ITEM ACCESS

APL 2:

- ❖ *Hat of Disguise (Adventure, DMG)*
- ❖ *Wand of Cure Light Wounds (Adventure, DMG)*
- ❖ *Pearl of Power, first level spell (Adventure, DMG)*
- ❖ *Potion of Enlarge Person (Adventure, DMG)*
- ❖ *Masterwork Large Size Weapons with the Mark of the Sakhut Army (Adventure, PHB)*

APL 4 (all items from APL 2 plus):

- ❖ *Eyes of the Eagle (Adventure, DMG)*
- ❖ *Bracers of Armor +2 (Adventure, DMG,)*
- ❖ *Bracers of Archery, Lesser (Adventure, DMG)*
- ❖ *Cloak of Resistance +1 (Adventure, DMG)*

APL 6 (all items from APL 2, 4 plus):

- ❖ *Boots of Striding and Springing (Adventure, DMG)*
- ❖ *Elemental Gem – Earth Elemental (Adventure, DMG)*
- ❖ *Pearl of Power, second level spell (Adventure, DMG)*
- ❖ *Amulet of Natural Armor +2 (Adventure, DMG)*

RHYCHDIR ROS (Must have access to this through a meta organization)

- ❖ *Wand of Cure Light Wounds (Regional, DMG)*
- ❖ *Bracers of Armor +2 (Regional, DMG,)*
- ❖ *Pearl of Power, second level spell (Regional, DMG)*
- ❖ *Potion of Cure Light Wounds (Regional, DMG)*
- ❖ *Masterwork Large Size Weapons with the Mark of the Sakhut Army (Regional, PHB)*

APPENDIX 1 – APL 2

ENCOUNTER 2

Grintash: Gnomish Rgr1; CR 2; Medium Humanoid (Gnomish); HD 3d8+6; hp 23; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +5 armor, +1 natural armor), touch 13, flat-footed 16; Base Atk +2; Grp +6; Atk +6 melee (1d8+4/19-20, Longsword) or +5 ranged (1d8+4/x3, Mighty Composite (+4) Longbow); Full Atk +6 melee (1d8+4/19-20, Longsword) or +5 ranged (1d8+4/x3, Mighty Composite (+4) Longbow); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +5, Will +2; Str 18, Dex 15, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +6, Hide +6; Point Blank Shot, Weapon Focus (Longbow), Track.

Favored Enemy – Humanoid (Human) (Ex): Grintash gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humanoid (humans). Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Possessions: Longsword, Mighty Composite (+4) Longbow, +1 Chain Shirt, Cloak of resistance +1.

ENCOUNTER 4

Mork, Human Rog2; CR 2; Medium Humanoid (human); HD 2d6+6; hp 14; Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 armor, +2 potion of Shield of Faith), touch 14, flat-footed 15; Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2/19-20 x2, shortsword) or +3 ranged (1d6+2, javelin); Full Atk +4 melee (1d6+2/19-20x2, shortsword) or +3 ranged (1d6+2, javelin); SA sneak attack +1d6; SQ evasion; AL CN; SV Fort +3, Ref +6, Will +0; Str 12, Dex 14, Con 16, Int 12, Wis 11, Cha 8.

Skills & Feats: Listen +6, Spot +6, Hide +9, Move Silently +7, Intimidate +4, Sense Motive +4, Tumble +7; Alertness, Improved Initiative.

Possessions: +1 chain shirt, javelin x3, masterwork shortsword, potion of Cure Light Wounds x2, ~~Potion of Shield of Faith~~, potion of Enlarge Person.

Human Bandit: Human Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+1; hp 9; Init +0; Spd 30 ft.; AC 16, touch 12, flat-footed 16 (+4

armor, potion of Shield of Faith); Base Atk +1; Grp +4; Atk +4 melee (1d8+2/19–20 x3, battleaxe) or +1 ranged (1d6+2, javelin); Full Atk +4 melee (1d8+2/19-20x3, battleaxe) or +1 ranged (1d6+2, javelin); SQ -. AL CE; SV Fort +3, Ref +0, Will –1; Str 14, Dex 10, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +1, Spot +1; Alertness, Weapon Focus (Battleaxe)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: chain shirt, javelin x3, battleaxe, potion of Cure Light Wounds x2, ~~Potion of Shield of Faith~~, potion of Enlarge Person.

ENCOUNTER 5

Advanced Giant Wasp: Large Vermin; CR 4; HD 8d8+16; hp 64; Init +1; Spd 20 ft., fly 60 ft. (good); AC 14, touch 10, flat-footed 13 (–1 size, +1 Dex, +4 natural armor); Base Atk/Grp: +6/+14; Atk +9 melee (1d3+6 plus poison, sting); Full Atk +9 melee (1d3+6 plus poison, sting); SA Poison; SQ darkvision 60 ft., vermin traits; AL N; SV Fort +8, Ref +3, Will +3; Str 18, Dex 12, Con 14, Int 10, Wis 13, Cha 11.

Skills & Feats: Spot +9, Survival +1*.

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

Skills: Giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

APPENDIX 2 – APL 4

ENCOUNTER 2

Grintash: Gnoll Rgr3; CR 4; Medium Humanoid (Gnoll); HD 5d8+10; hp 38; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +5 armor, +1 shield, +1 natural armor), touch 13, flat-footed 17; Base Atk +4; Grp +8; Atk +8 melee (1d8+4/19-20, Longsword) or +9 ranged (1d8+4/x3, +1 *Mighty Composite* (+4) *Longbow*); Full Atk +8 melee (1d8+4/19-20, Longsword) or +9 ranged (1d8+4/x3, +1 *Mighty Composite* (+4) *Longbow*); SA Favored Enemy (Humanoid (Human)); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +6, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +6, Hide +19, Move Silently +13; Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Longbow), Track.

Favored Enemy – Humanoid (Human) (Ex): Grintash gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humanoid (humans). Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Possessions: Longsword, +1 *Mighty Composite* (+4) *Longbow*, +1 *Chain Shirt*, Buckler, Elixir of Hiding, Elixir of Sneaking.

ENCOUNTER 4

Mork, Male Human Rog4: Medium Humanoid (Human); CR 4; HD 4d6+12; hp 27; Init +6; Spd 30 ft.; AC 19, touch 14, flat-footed 17 (+2 Dex, +5 armor, +2 potion of Shield of Faith); Base Atk/Grp: +3/+7; Atk +7 melee (1d6+2, shortsword) or +5 ranged (1d6+2, javelin); +7 melee (1d6+2, shortsword) or +5 ranged (1d6+3, javelin); SA sneak attack +2d6; SQ evasion, uncanny dodge; AL CE; SV Fort +4, Ref +7, Will +2; Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills & Feats: Listen +8, Spot +8, Hide +9, Move Silently +9, Intimidate +5, Sense Motive +6, Tumble +9; Alertness, Improved Initiative, Weapon Focus (shortsword).

Possessions: +1 *chain shirt*, javelin x3, *MW Shortsword*, cloak of resistance +1, potion of Cure Light Wounds x2, ~~Potion of Shield of Faith~~, potion of Enlarge Person.

Human Bandits, Male Human Ftr2: Medium Humanoid (Human); CR 2; HD 2d10+2; hp 14; Init +0; Spd 30 ft.; AC 17, (+5 armor, +2 potion of Shield of Faith) touch 12, flat-footed 17; Base Atk/Grp: +2/+6; Atk +6 melee (1d8+2/19-20 x3, battleaxe) or +2 ranged (1d6+3, javelin); Full Atk +6 melee (1d8/19-20 x3, battleaxe) or +2 ranged (1d6+3, javelin); SQ - ; AL CE; SV Fort +4, Ref +0, Will -1; Str 15, Dex 10, Con 12, Int 10, Wis 9, Cha 8.

Skills & Feats: Listen +2, Spot +1; Alertness, Weapon Focus (battleaxe), Power Attack, Dodge

Possessions: +1 chain shirt, javelin x3, masterwork battleaxe, potion of Cure Light Wounds x2, ~~Potion of Shield of Faith~~, potion of Enlarge Person,

APPENDIX 3 – APL 6

ENCOUNTER 2

Grintash: Gnoll Rgr3; CR 4; Medium Humanoid (Gnoll); HD 5d8+10; hp 38; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +5 armor, +1 shield, +1 natural armor), touch 13, flat-footed 17; Base Atk +4; Grp +8; Atk +8 melee (1d8+4/19-20, Longsword) or +9 ranged (1d8+4/x3, +1 *Mighty Composite* (+4) *Longbow*); Full Atk +8 melee (1d8+4/19-20, Longsword) or +9 ranged (1d8+4/x3, +1 *Mighty Composite* (+4) *Longbow*); SA Favored Enemy (Humanoid (Human)); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +6, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +6, Hide +19, Move Silently +13; Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Longbow), Track.

Favored Enemy – Humanoid (Human) (Ex): Grintash gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humanoid (humans). Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Possessions: Longsword, +1 *Mighty Composite* (+4) *Longbow*, +1 *Chain Shirt*, Buckler, Elixir of Hiding, Elixir of Sneaking.

Gnoll Fighters (3): Gnoll Ftr1; CR 2; Medium Humanoid (Gnoll); HD 2d8+6+1d10+3; hp 26; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +3 armor, +2 shield, +1 natural armor), touch 11, flat-footed 16; Base Atk +2; Grp +7; Atk +10 melee (1d8+7/x3, Battleaxe); Full Atk +10 melee (1d8+7/x3, Battleaxe); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +1, Will +0; Str 23, Dex 13, Con 16, Int 6, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +3; Power Attack, Cleave, Weapon Focus (Battleaxe).

Possessions: Studded Leather Armor, Heavy Steel Shield, +1 Battleaxe, ~~potions of Bull's Strength~~

Gnoll Cleric: Gnoll Clr2; CR 2; Medium Humanoid (Gnoll); HD 4d8+8; hp 30; Init +1; Spd 30 ft.; AC 18 (+1 Dex, +6 armor, +1 natural armor, +2 deflection), touch 14, flat-footed 17; Base Atk +2; Grp +6; Atk +8 melee (1d10+7, Heavy Flail); Full Atk +8 melee (1d10+7, Heavy Flail); SA Destruction Smite; SQ Darkvision 60 ft.; AL NE;

SV Fort +9, Ref +2, Will +7; Str 18, Dex 13, Con 14, Int 6, Wis 16, Cha 8.

Skills and Feats: Listen +2, Spot +3; Power Attack, Cleave, Weapon Focus (Heavy Flail).

Destruction Smite (Su): Make a single melee attack with a +4 bonus on attack rolls and a +2 bonus on damage rolls (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Cleric Spells Prepared (4/3+1; save DC 13 + spell level): 0- *guidance* x2, *resistance*, *virtue*; 1st- *bles*, *bane*, ~~*magic weapon*~~*, ~~*shield of faith*~~.

Possessions: +1 Breastplate, Heavy Flail, Holy Symbol of Hextor, elemental gem (earth elemental), cloak of resistance +1.

ENCOUNTER 4

Mork: Human Rog5; CR 5; Medium Humanoid (Human); HD 5d6+12; hp 32; Init +6; Spd 30 ft.; AC 19 (+2 Dex, +5 armor, +2 *potions of Shield of Faith*); touch 14, flat-footed 17; Base Atk/Grp: +3/+6; Atk +6 melee (1d6+2, shortsword) or +5 ranged (1d6+2, javelin); +6 melee (1d6+3, shortsword) or +5 ranged (1d6+2, javelin); SA sneak attack +2d6; SQ evasion, uncanny dodge; AL CE; SV Fort +4, Ref +6, Will +1; ; Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Listen +8, Spot +8, Hide +9, Move Silently +9, Intimidate +5, Sense Motive +6, Tumble +9; Alertness, Weapon Focus (shortsword), Improved Initiative

Possessions: +1 *chain shirt armor*, javelin x3, +1 *shortsword*, *potions of Cure Light Wounds* x2, ~~*Potions of Shield of Faith*~~, *potions of Enlarge Person*.

Human Bandits, Male Human Ftr3: Medium Humanoid (Human); CR 3; HD 3d10+2; hp 24; Init +0; Spd 30 ft.; AC 17 (+5 armor, +2 *potions of Shield of Faith*), touch 12, flat-footed 17; Base Atk/Grp: +3/+7; Atk +7 melee (1d8+2/19-20 x3, battleaxe) or +2 ranged (1d6+3, javelin); Full Atk +7 melee (1d8+2/19-20 x3, battleaxe) or +2 ranged (1d6+3, javelin); SQ - ; AL CE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 10, Con 12, Int 10, Wis 9, Cha 8.

Skills & Feats: Listen +2, Spot +1; Alertness, Weapon Focus (battleaxe), Power Attack, Dodge

Possessions: +1 chain shirt, javelin x3, masterwork battleaxe, potion of Cure Light Wounds x2, ~~Potion of Shield of Faith~~, potion of Enlarge Person, Cloak of Resistance +1.

ENCOUNTER 5

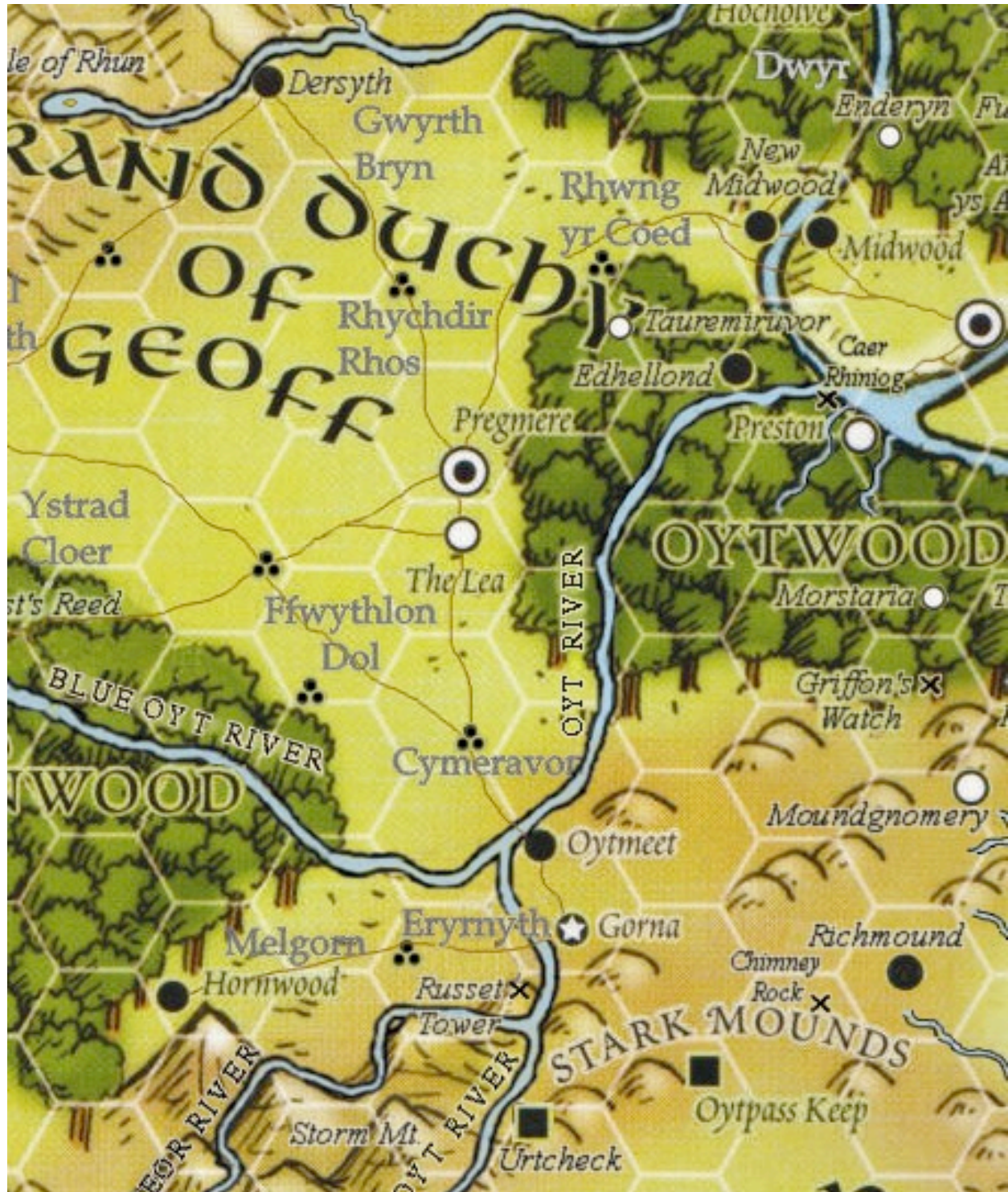
Advanced Wyvern; CR 7; Huge Dragon; HD 9d12+27; hp 95; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +25; Atk +15 melee (1d8+8 plus poison, sting) or +15 melee (3d6+8, talon) or +15 melee (3d8+8, bite); Full Atk +15 melee (1d8+8 plus poison, sting) and +13 melee (3d8+8, bite) and 2 +13 melee (2d6+4, wings) and 2 +13 melee (3d6+8, talons) ; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +7; Str 27, Dex 10, Con 16, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +2, Listen +15, Move Silently +10, Spot +18; Ability Focus (poison), Alertness, Flyby Attack, Improved Natural Armor, Multiattack^B.

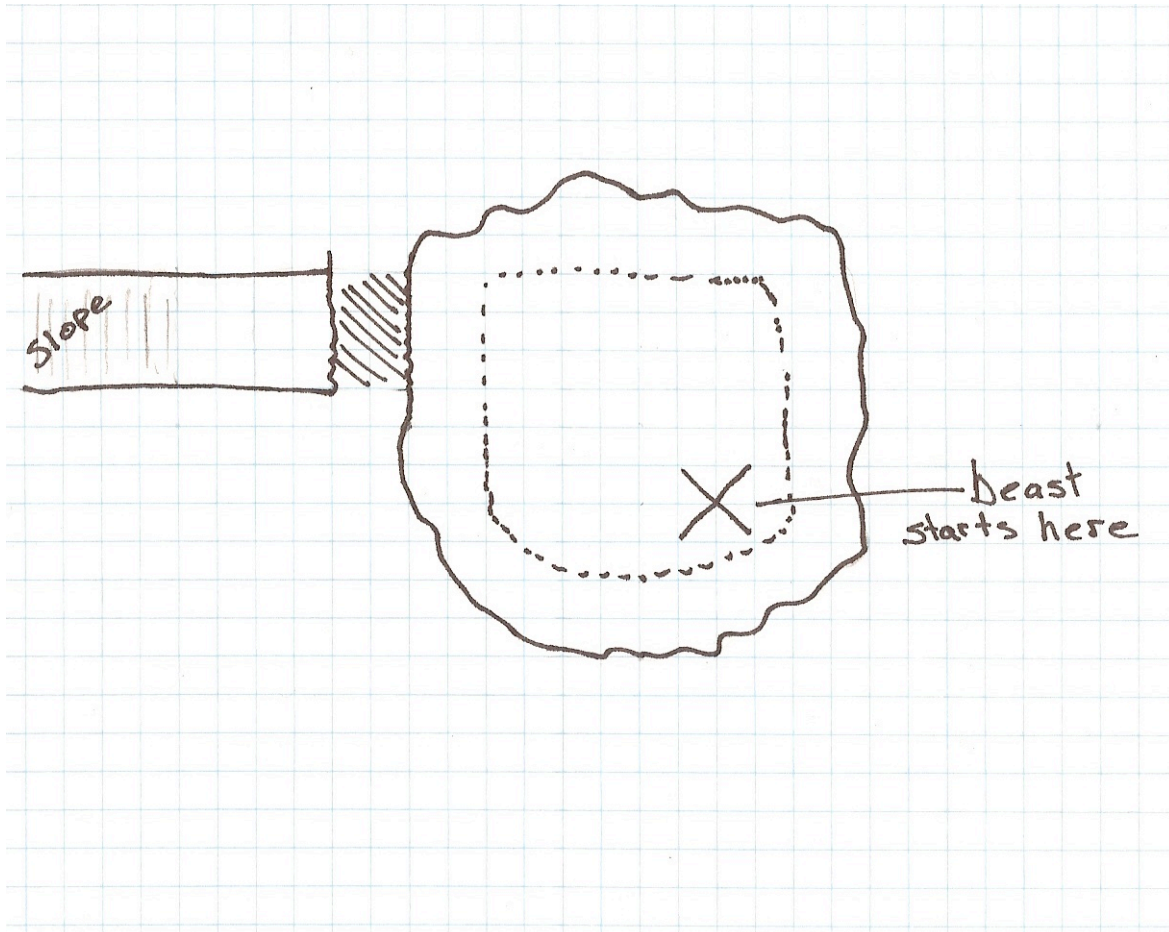
Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 19, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

DM AID: MAP #1 – GEOFF



DM AID: MAP #2 – FLYING BEAST'S LAIR



PLAYER HANDOUT #1 – NOTICE FOR WORK



Adventurers Wanted!

Help is needed with a
special task for the Llwyress!

Good pay for good help!

For more information, go to
Caer Gwylitan.

PLAYER'S HANDOUT #2

Take the Stone Giant children. Their removal will make excellent gifts for the great man we are trying to impress.

~G

CRITICAL EVENT SUMMARY: GEO6-01 SHATTERED HOUSES

For use only at ShevaCon 2006.

- | | | |
|--|-----|----|
| 1. Did the PCs receive the scrolls from the spy? | Yes | No |
| 2. Did the PCs open the scrolls? | Yes | No |
| If so, list player names/PC names here: | | |
| | | |
| 3. If the PCs opened the scrolls, did they successfully reseal them? | Yes | No |
| 4. Did the PCs successfully defeat the flying beast? | Yes | No |
| 5. Did any PCs taunt or harass the Stone Giants? | Yes | No |
| 6. Were the Stone Giant children safely delivered to their parents? | Yes | No |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):