

GEO4-07

# Return to the Barrier Peaks

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Grand Duchy of Geoff Regional Adventure

Version 1.0

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A harsh winter has beset the Grand Duchy of Geoff, bringing gains and losses in the ongoing struggle against the Giant armies. The heroes of Geoff must risk all in order to find a weakness in the Giants' defenses. A bit of diplomacy and a daring rescue await those brave heroes who choose to...Return to the Barrier Peaks. A Grand Duchy of Geoff regional adventure for APLs 12-16.

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

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# Introduction

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

## Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### **Time Units and Upkeep**

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

This adventure occurs in the spring of CY 594. At this time, Owen left Geoff “on a quest” to find new allies. Sierra Blackblade rules Geoff as the regent until either Owen returns or a new Brenin is chosen.

Recently, Blackblade surrendered control of the territory between the Javan and the Realstream and between the two forests to the Gran March in return for its assistance against the giants. Gran March pledged thousands of troops to the cause and the Commandant appointed Padrig ap Bedwyn as the Baron of Arweth.

The armies of Gran March and Geoff fought a tough battle near the town of Pregmere. The human armies were victorious and the humans recaptured the hot springs of Pregmere. Not long after that, the thick mists that surround Midwood dissipated and fog giant Ghanadar left for other locales. Patrols from the Gran March military quickly discovered this turn of events and sent word back to Baron Padrig.

### Druidic Spell Availability

Elaar’s mate, Allia, can cast high-level druid spells, including *reincarnate*. She is willing to cast spells on the PCs at the end of the adventure. The PCs must reimburse her for the cost of having an NPC spellcaster cast a spell, as per the *PHB*.

## Adventure Summary

This module takes place at the beginning of the winter season in the Grand Duchy of Geoff. Cuthalion Cuern, the High Seneschal of Geoff, recruited the PCs, to investigate rumors that have come out of the Midwood, specifically that the Fog Giant Ghanadar left the village.

The PCs journey to Midwood to find that Ghanadar indeed left and that the protective fog that surrounds the village is dissipating in his absence. The PCs are confronted by several choices that they may present to Talvan, the former Arglwth of this *cantrev*. While Talvan is inclined to stay in Midwood, he can be convinced to move the town to safer lands.

During the PCs brief stay in Midwood, they encounter, Elaar, a giant eagle that PCs may have rescued in the Geoff regional adventure *Expedition to the Barrier Peaks*. Elaar is distressed. His nest mate, Allia, was captured by

Giant forces and taken to the Frost Giant wizard, Arbrozdar’s keep in the Barrier Peaks. He turns to the only people he knows capable of rescuing her.

Elaar and his companions carry the PCs to the Barrier Peaks, where the PCs must discover a means of entry into Arbrozdar’s keep and find Allia.

While inside the keep the PCs must overcome a series of traps that Arbrozdar put into place to ward his keep. While searching the upper levels of Arbrozdar’s keep, the PCs discover notes and correspondence that Arbrozdar kept on various important subjects, including the monoliths and the gnomish pickaxes. In addition, the PCs are able to meet Hobbe, Arbrozdar’s fool.

Diligent PCs discover that Arbrozdar possesses one of the nine Gnomish Pick Axes and must search to find where he hid it. Overcoming the puzzle lock to Arbrozdar’s safe, the PCs find the pickaxe and in addition a shard of ice that if given to Fool, undoes Arbrozdar’s binding and release the Archmage Aedan from his altered state.

Further search leads the PCs down below Arbrozdar’s personal chamber and into his Summoning Chamber where he is performing some ritual involving Allia and a young frost worm.

After confronting Arbrozdar and rescuing Allia, the PCs journey back to Midwood, where they learn the results of Talvan’s decision and the fate of Midwood.

## Introduction

The PCs were summoned to a meeting with Cuthalion Cuern. They were not been told why, but should know that if the Seneschal called for them, then it must be important. Cuern informs the PCs that trouble is brewing in the Midwood and he assigns them to investigate and report back with their findings.

The adventure begins with the PCs arriving in Midwood to learn that the mists are beginning to dissipate and that the Fog Giant, Ghanadar, left Midwood.

**DM Note:** If the PCs have *detect scrying* up, they know that they have been scryed upon during this day.

***Cuthalion Cuern was all business when you answered his summons. The Seneschal looked tired, as if the new duties imposed by***

*the changeover to the Gran March made his job more challenging.*

*Regardless of his appearance, Cuern was resolute in his orders and now two days later you find yourselves on the road north of Hochcoch within a stone's throw of Midwood, or at least what you think should be Midwood, with a mission to find out the current status of the village and to assist the Arglwth Talvan as best you can.*

*The first snows have already come, and the road is lightly packed with fresh snow. Your companions, similarly conscripted for this task, set out with you for the village of Midwood.*

At this point allow the character to introduce themselves, but allow only introductions and continue on below. The conversation with Talvan is presented in a single block, but don't just read it to the players. Make it interactive by allowing the PCs to respond and interject. Talvan can respond to them and make this a conversation.

*The scene is different since your last journey here. The woods bordering the village, once shrouded in fog and impassable by those unwelcome are no longer draped in protective mists. Only wispy tendrils hang about the bases of the trees. Smoke from fireplaces can be seen rising just beyond the tree line; sounds of an active village preparing for the coming winter can be heard. Change has come to Midwood.*

*As you arrive at the gates a young man in leather armor holding a spear greets you. He is obviously meant to be a guard, but the obvious fear and amazement at your arrival betrays the fact that he is still just a boy.*

*Shortly after entering the gate, you see an older man [you recognize as Talvan, the Arglwyth of Midwood,] approaching you from the main road leading into the village.*

*"Greetings friends, it is so nice to see you [again]. And thank you for coming on such short notice. I received word from Cuthalion Cuern that he had dispatched an envoy, and it is Allitur's will that you arrived so quickly.*

*"I have called for a village meeting this afternoon where I wish to discuss the situation facing Midwood, with the entirety of the village. Ah, but I haven't even told you the situation, yet. Let us retire to the Church and I will give*

*you all the details."* Talvan leads you through a bustling town. And you see a good number of people filing into the old Church of Allitur that serves as the fog giant Ghanadar's home.

*You enter the new church of Allitur, and Talvan ushers you into a small parlor. "Please have seats and Paval shall bring us refreshments." Talvan calls for Paval, and asks the acolyte to bring tea for his guests.*

*Talvan continues, "It would seem that much has happened in the outside world. Much has also happened here in Midwood. As you no doubt noticed on your approach, we are no longer immune to outside influences. That is why I have called you here. I am faced with a decision that will determine the fate of Midwood.*

*Two weeks ago, Ghanadar left Midwood. He came to me and told me that he was leaving and that he did not expect to return any time soon. Other than that he did not and would not say why he was leaving.*

*Just a week ago, we received a visit by a Gran March patrol. What I have not shared with the villagers is that they bore a message from the Commandant, welcoming us to the fold, so to speak. By right of conquest, the Gran March holds the lands upon which my cantrev sits and by rights we are now subjects of the Gran March. I was not told in so many words, but I believe the offer is not long in coming for me to swear fealty to the March and retain my title to this land."*

*"It is a difficult decision and one I will not make without the majority of my people behind it. That is why I have called you here. As outsiders, but ones who know intimately the situation beyond our village, you can present a perspective that encompasses the larger picture. I do not tell you my preference, in the hope that you will speak to the villagers and speak with your hearts. With the trials that we faced ten years ago, and the different trials that we have faced since then, I will not subject my people to another form of tyranny.*

*I called a town meeting for this afternoon and I believe that most of the villagers have already gathered at the old Church of Allitur. If you would accompany me, and listen to a few perspectives and then weigh in on your own view, I would greatly appreciate it.*



If the PCs agree, go to **Encounter One**. The PCs may have questions for Talvan before they go to the meeting. He entertains up to three questions before insisting that he must depart for the meeting so that it may commence.

Talvan knows and shares the following information. Talvan moves the PCs toward the town meeting while answering their questions.

### **What Talvan Knows About the State of Affairs in Midwood**

*Q. Why has the fog dissipated around Midwood?*

***A. Ever since Ghanadar left the fog wards have grown weaker and are now nearly gone.***

*Q. When did Ghanadar leave?*

***A. About two weeks ago. He left in a hurry and gave no explanation for his departure. He thanked me for my friendship and I could tell that it was with regret that he left Midwood.***

*Q. Have any outsiders been to the village recently?*

***A. We had a Gran March patrol through here about a week ago. The stories they told set the town abuzz. Large skirmishes with the giant army, castles floating through the sky, the Grand Duke on a quest and appointing Llwyres Blackblade as Regent. So, how much of this is true?***

Additionally, Talvan knows the following:

- Approximately 300 villagers died during the invasion of Midwood. The current population is 200 adults and about two score of children.
- Ghanadar left two weeks ago. No one saw anyone strange enter town. The fog giant just emerged from the old temple and spoke with Talvan and then disappeared.
- A patrol of Gran March soldiers came through town about a week ago. The fog barrier had grown weak enough that they actually spotted the town and investigated. They met with Talvan and informed him that our land was now a part of the Gran March, but no one really believes this.
- Word spread about town that Talvan may swear fealty to the Gran March and make Midwood a part of the Gran March. No

one is happy about this, but no feasible alternatives present themselves.

- The blue-skinned Giant and the caravans that had come regularly to collect supplies for the giant army stopped coming about a month ago.

## **Encounter One: Town Meeting in Midwood**

Talvan takes the PCs to the former Church of Allitur where the PCs find the majority of the village turned out for the meeting.

The townsfolk are very curious, since outsiders are rare in Midwood, and pay close attention to the PCs. Several get up and leave hurriedly, wanting to be the first to spread gossip of the PCs arrival in town.

At this point the DM should ask to see each player's character record sheet and note the Diplomacy modifier for each character to be used in **Encounter Two**.

The town meeting is presented in a single block. As with the conversation with Talvan, do not just read it to the PCs. Allow them to respond, interrupt, and comment. This is a town meeting and dialogue and debating is expected.

***The main hall of the Church grows quiet as you enter. Talvan leads you to the front of the congregated villagers where seats have been arranged for you. Bidding you to have a seat, Talvan calls the meeting to order and introduces you to the villagers.***

***"Good folk of Midwood. As no doubt you have heard already, great change comes to Midwood, and with it comes a decision that I must make as to our very fate. But, I will not make that decision without consulting you and giving you a chance to be heard. There are a few of you who have opinions about the choice I must make and I would like to hear you now. Then I will ask our guests to speak, and provide us with an outside perspective. Since the world outside now creeps into Midwood, it would be best that we understand better what it is that we find ourselves thrust into."***

***"Horace, I believe you had something that you wished to say," Talvan gestures to an older dwarf who stands and walks toward the front of the Church.***

*“Aye, that ay do, Talvan. And ay thank ye for hearin’ the villagers fore ye makes up yer mind.*

*People o’ Midwood. Ay’ll be quick, and ay mean no disrespect, but I donnae wanna be a Marcher. ‘Fore dat happens I be leavin’ Midwood and findin’ me own place. Ay be born in Gyruff and ay been loyal to the Grand Duke and ay intend to stay dat way. If de rumors be true, then their be lands that need people to settle them and given de choice, dat be what I be doin’.*

*Ay know ay donnae speak for all, but I ken der be others in de village dat feel de same. Ay understand dat yer hearts be here in Midwood, but will it truly be Midwood under de rule of de Marchers? Home be where ye make it, and I be intendin’ to make it elsewhere. Thank ye.*

*Horace finishes and returns to his seat.*

*Talvan rises and addresses the villagers; I believe that Rodric had a few words as well:*

*“Yes, thank you Talvan,” the fat balding innkeeper says as he stands and approaches the head of the Church.*

*”With that Ghanadar gone, I believe that we can finally begin to resume normal lives in our village. While no one likes to see drastic change, I think that Midwood may be better off for the time being under Gran March rule. I mean, we’ve been providing forced assistance to the giant army for how long now? I speak for those who have lived their entire lives in Midwood and do not wish the toils of trying to start again. We do not have the will as a village to leave Midwood,”*

*Rodric finishes and takes his seat. Talvan stands and calls the final speaker. “I believe that Celedwyn ap Tathan has a final position to make.*

*A tall thin man stands and approaches the front of the Church. “Well, the Fishmonger’s Guild has a solution that may be best for everyone. Talvan and others will think that we’re just considering our own strategic position, and that’s only partly true. But just as Rodric, we’ve lived here all our lives and we don’t want to leave the Midwood either, but at the same time we do not want to live under Gran March law. That’s why we’re suggesting that we just move the town north across the Javan and settle there.”*

*“Won’t be easy, but let it not be said that the folk of Midwood are afraid of a little hard work. Moving across the river doesn’t expose us to any risks that we don’t already face here,”*

*Celedwyn finishes rather abruptly and takes his seat. Talvan stands. “My fellow villagers, you have heard three proposals regarding the fate of Midwood. Now I would ask our distinguished guests if they would share their insights with us so that we may be all the more informed in our decision.” Talvan turns toward you smiling and then takes his seat.*

Talvan puts the PCs on the spot and he knows it. He wants their honest impressions so he does not give them time to mull over the problem. Give any PCs who wish to speak before the assembled villagers about 2 minutes apiece. If there are no time constraints the DM can draw out this encounter and have a lively debate. More than likely the DM should move this encounter along to ensure sufficient time remains available for the exploration of the Keep in later encounters.

Once the PC finishes his/her speech, allow them to roll a Diplomacy check and keep track of the score. Also assign them a discretionary circumstance modifier from -10 to +10 depending on the quality of their speech. This score goes toward determining how many villagers are swayed to a particular position and ultimately what Talvan decides in the Conclusion.

Go to **Encounter Two**.

## **Encounter Two: A Plea for Help**

### **An Unexpected Interruption**

After the last PCs gives their speech read the following:

*As you finish your comments, the hall erupts into a shouting match as the villagers express their own opinions and strive to be heard above one another.*

*Talvan bangs his staff on the stone of the floor and the room quiets. “People, please, let us have an orderly discussion,--” Talvan is interrupted by a shrill scream as a small girl comes running into the assembly hall. “Monster,” cries out the little girl as she dives for cover under her mother’s skirts. The villagers take no time to press further into the*

**hall, in an obvious attempt to place you between themselves and the front door.**

When the PCs investigate, read the following. If the PCs have a familiar or some other means of seeing outside the church, they know the following as well and can react before going outside.

**Exiting the church, you see through the dim twilight an enormous eagle perched on the roof of an adjacent building. The giant eagle squawks at your appearance and hops gracefully down to the ground, strutting over to you.**

For those PCs who played *Expedition to the Barrier Peaks*, they may recognize that this is the Giant Eagle, Elaar, whom they rescued from the dire weasels. Those PCs that spent six months with the giant eagles immediately recognize him and also recognize that he is in distress, although he is doing his best to remain calm.

Elaar arrived at Midwood to request the PCs' aid in rescuing his beloved, who was captured by forces of the frost giant wizard, Arbrozar. Elaar explains that he and his nest mate, Allia, were ambushed by a large force of frost giants and he was barely able to escape, but that Allia was taken and now he seeks the aid of the PCs because they had assisted him in the past.

**"My friends, for those of you I have not had the pleasure to meet, I am Elaar, son of Aerial. It has not been easy to track you, but with Beory's blessings I have found you," Elaar seems winded and a bit on edge. He continues, "You have done me great service in the past, and I would never wish to burden you further, but I have no where else to turn. My mate, Allia, has been taken and I fear for her life."**

**"Allia and I were ambushed while gathering supplies for our nest. We were caught by surprise by a group of frost giants and their winter wolves. I do not know how they came upon without our awareness. They cast nets that snared Allia, but missed me. I did the only thing I could at that point and fled, taking to the air. But I did hear one of the frost giants, who was laughing say that 'Arbrozar only needed one and that she would do.' I don't know what they could mean, but I do not want to think what evil that wizard is capable of. Please, will you help me?"**

If the PCs decide not to assist Elaar, they may still venture to the Barrier Peaks, but they do not have

any of the information that Elaar can provide and are left to their own devices for gaining entry into the keep.

### **What Elaar Knows**

Q. How long ago was Allia taken?

**A. She has been gone for two days. My people are not heartless, but there is little that they can do with respect to the frost giant's fortress.**

Q. How did you find us?

**A. "I pleaded with our eyrie's elder druid to scry and find you. I do not mean to burden you after all that you have done for me in the past, but you were the only ones for whom I thought I could turn and who may have a change of bringing my mate back to me.**

Elaar answers a few questions, but he begins to press the PCs to accompany him, as he does not want to delay any longer. He suggests to the PCs that he and his friends carry them to the Barrier Peaks, suggesting that magical means may only attract the attention of Arbrozar and that they must use stealth if they are to avoid the entire forces of the Keep.

### **Journey to the Barrier Peaks**

Should the PCs agree to help Elaar find his mate, then read the following text. He warns the PCs against using power magics to travel to the Barrier Peaks, because Arbrozar keeps an ever-vigilant eye and would possibly detect such magical effects.

For a map of Geoff with the locations of Midwood and Arbrozar's castle, see **DM Aid #1**.

**Elaar briefly takes flight and wings over the small copse of trees. Far up in the sky, you see several specks of color appear and begin to descend rapidly. Several minutes later, five more giant eagles kneeling, so that you may mount, join you.**

**Hours later, as you soar above the occupied lands, the air grows brutally cold and the wind claws its way through your clothing. More hours pass as you travel north by northwest. The familiar peaks grow sharper into focus and after another hour, the eagles turn and begin running parallel with the mountain chain. Still several miles from your destination, the eagles begin to descend.**



***Through the night sky, you see the keep sitting on an enormous mountain ledge about two-thirds of the way up a low peak of the mountain. Elaar and his companions set down in a pine forest about a mile from where you believe the frost giant's fortress sits.***

The PCs arrive as close to the wizard's tower as the giant eagles can take them and it is left to them to decide the best way to approach and eventually infiltrate Arbrozzar's mountain fortress.

A successful Spot check (DC 30) allows the PCs to notice a very faint light coming from a lone small tower set into the side of the mountain about a third of the way up the peak. A tower they notice on the way in.

### **Note on Altitude and the Temperature**

The Barrier Peaks are considered a low peak as described in the *DMG* page 90. PCs must make a successful (DC 15) fortitude save upon arrival or otherwise be fatigued (-2 Str, -2 Dex) until they descend to lower altitudes. The PCs must make additional checks every hour that they stay in the Barrier Peaks. Subsequent checks should be made as noted later in the module.

PCs acclimated to this altitude do not need to make the initial or subsequent saves. However, in order for the PC to be acclimated, they must be native of the environment and not been away from the altitude for more than two months.

In addition to the altitude the PCs need to deal with the temperature. The Barrier Peaks, unless noted otherwise are considered cold and if the PCs do not have adequate protective spells or clothing they take 1d6 points of subdual damage for every hour unprotected. Winter clothing or *endure elements (cold)* provides the requisite protection.

### **Scouting For A Way Inside**

For those PCs that played *Expedition to the Barrier Peaks*, they may recall that the final battle with the frost giant wizard's familiar took place in a cave that had a tunnel leading toward his tower.

The PCs have several options, leaving the DM with the task to be familiar with the layout of the tower and its surroundings. It is entirely possible that the PCs come up with an idea not covered in this adventure. The DM should use his/her discretion within the guidelines of the Living Greyhawk Rules and the information contained in this module to accommodate the PC's ideas.

PCs who have been to this area before can make a Survival check (DC 10+APL) to recognize the location and know the general direction of the weasel lair.

If the PCs decide to rest before finding a way inside the keep, then they need to take precautions or they continue to suffer subdual damage through the night.

When the PCs are ready continue, go to **Encounter Three**.

## **Encounter Three: Finding A Way Inside the Frost Giant's Lair**

This encounter describes three methods by which the PCs can gain entrance to Arbrozzar's keep, the weasel lair, the small tower on the side of the mountain, and through the main keep on the mountain ledge. Each method poses its own hazards. Encounter Four fully details what the PCs encounter should they approach through the main keep.

### **Option One: The Abandoned Weasel Lair**

The entrance to the weasel's lair is a steep, icy tunnel down into the weasel lair. Making a successful decent into the lair requires a successful climb check (DC 25) if unaided by rope or other means. The tunnel is 30 feet long and ends at the cave floor.

***Inside, the cave is littered with old bones and the tatters of adventurers' remains as well as many old and frayed eagle feathers. The tunnel leading off toward the keep has been frozen solid with ice.***

The first 100 ft. of the tunnel is encased in solid ice and the PCs must be creative in finding a way to get through. If the PCs decide to melt the ice, they need something other than conventional means in order to melt a useable path. The weather conditions cause the ice to slowly refreeze, so the PCs need to either enlist the aid of a fire elemental (or other similar creature) or employ other magical means. Once the ice is melted, the corridor is 5 ft. wide, 5 ft. tall and 200 ft. long, easy for a medium sized dire weasel familiar to squeeze through, but more difficult for anything larger.

The ice has a hardness 10 and 3 hp per inch (36 hp per foot).

Arbrozzar accounts for the possibility of persistent adventurers attempting to gain access through the abandoned weasel lair and placed a trap in the ceiling geared to go off when anything (except for his former familiar) crosses a point 90 ft. down the corridor (embedded in the last 10 ft. of the ice).

#### **APL 12 (EL 6)**

**Cloudkill Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*cloudkill*, 9th-level wizard, DC 17 Fortitude save partial); Search DC 30; Disable Device 30.

#### **APL 14 (EL 7)**

**Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device 31.

#### **APL 16 (EL 8)**

**Symbol of Weakness Trap:** CR 8; magic device; proximity trigger; automatic reset; spell effect (*symbol of weakness*, 13th-level wizard, 3d6 points of Strength damage, DC 20 Will avoids); Search DC 32; Disable Device 32.

After the PCs clear the ice or found a way around it, the tunnel ends with passages heading off to the left and right.

***The natural passage ends at a worked stone wall.***

There is a secret door here that has a pressure plate in the lower portion of the wall. It takes a successful (DC 20) Search check to find. After the PCs open the secret door, go to the Dungeon Level in **Encounter Five**.

#### **Option Two: Entering through a Mountain Side Tower**

***A small tower, with an open window, protrudes from the side of the mountain. There does not appear to be a path leading up to the tower.***

The tower is another observation point for Arbrozzar and his minions. Although they may search, there is no path to the tower, so the PCs need some means of travel (*fly*, *wind walk*, etc.) in order to gain access. They may attempt to scale the mountain, but this takes time and poses risks.

Scaling the mountain from one of the switchbacks leading up to the ledge on which the fort rests is

the quickest way to the small tower. From the switchback, the PCs must scale 80 ft. of the mountain. Treat the climb as if the PCs are scaling a cliff, per the *DMG*, that requires a DC 15 Climb check. If the PCs fall, they fall back to the switchback, no more than 80 ft. below.

While scaling the cliff face, read the following text.

***As you near the tower, you see that a portion of it has been expertly carved from the mountain itself. The only entrance appears to be the window that you saw from your flight to the Barrier Peaks.***

Once the PCs reach the tower, they need to make a Climb check (DC 15) to scale the rock face to reach the window.

Once the PCs enter the tower read the following text:

***This tower appears to be used for observation. Dust covers the floor and walls, but large booted prints are noticeable in the dust. There is a large table and chair in the center of the room and a dark passageway leading out of the room and into the mountain.***

If the PCs successfully Search the room (DC 25) they find carved into the table a small message in common: "Hobbe was here." There are no footprints in the dust (besides the PCs own).

The passageway leads deeper into the mountain. After about 100 feet, the passage ends in a secret door that leads to the Dungeon Level in **Encounter Five**.

About half way down the passage way is a spell trap. The trap is the same as the one leading up from the weasel lair, as detailed above.

#### **Option Three: Entering Through the Keep**

The main keep sits atop an outcropping of the mountain. A 50-foot wall made from worked stone surrounds it. The PCs need to make DC 30 Climb check to scale the wall due to a layer of ice that coats the wall. The PCs have a number of options for getting over the wall.

If they should attempt during the day, they have to contend with two patrols of frost giant guards with their winter wolf companions. On patrol of the walls are two patrols of six frost giants with six winter wolves. Inside the barracks are an additional 20 frost giants and an additional 20 winter wolves in the pens at the back of the keep.

Also inside the barracks is a frost giant jarl, which commands the forces at this keep and is titular leader of this expanded tribe of frost giants.

During the day, there is a patrol of eight frost giants and eight winter wolves patrolling the switchback leading up from the valley below the peak.

In addition to these forces, the frost giant can summon four remorhaz to aid them should the PCs gain an advantage. The PCs should be discouraged from taking this approach. The jarl can contact Arbrozgar should the defenses of the keep begin to fail and Arbrozgar (fully spelled up) shows up with his guards after Round 10.

#### **All APLs (Untiered)**

**Frost Giant Jarl:** Large Giant (Cold); hp 231; CE. See *Monster Manual* p. 122.

**Frost Giants (32):** Large Giant (Cold); hp 133; CE. See *Monster Manual* p. 122.

**Winter Wolves (32):** Large Magical Beast (Cold); hp 51; NE. See *Monster Manual* p. 256.

**Remorhaz (4):** Huge Magical Beast; hp 73; N. See *Monster Manual* p. 214.

Once the PCs enter the Keep, go to **Encounter Four**.

## **Encounter Four: The Keep and Its Alert System**

This encounter lays out descriptions of the various buildings comprising the keep. Depending on the PCs method of gaining entrance, the judge may not necessarily follow the descriptions in the order they are presented.

In addition, this encounter describes the various Alert Levels and actions that Arbrozgar established for protocols should the keep experience an assault.

### **Note on Construction of the Keep and Underground Tower**

#### **Exterior Walls**

The buildings on the mountain ledge comprising the keep are all constructed out of hewn stone and are 3 ft. thick and a hardness of 8 with 540 hp (as per the *Stronghold Builder's Guidebook*) (discouraging any PCs from hacking their way through).

The underground tower was carved out of the mountain and the interior walls are considered unworked stone and have a hardness of 8 with 900 hp, per 5 ft. increment.

#### **All Doors**

All doors in the keep (unless noted otherwise in the area/room description) are constructed out of strong wood and are 2 inches thick with a hardness of 5 and 20 hp. All doors (unless otherwise noted) are protected with an *arcane lock* and have a break DC 35. Breaking down a door without the use of *silence* or other means of masking the noise potentially raises the Alert level. See Alert System description at the end of this encounter.

### **Locations inside the Keep**

For a layout of the keep, see **DM Aid #2**.

#### **Walls of the Keep**

***The walls are made of smooth stone and stand approximately 30 ft. high. You see the movement of a patrol of Frost Giants as they walk the top of the wall. The main entrance is through a barbican whose portcullis is currently lowered.***

Two groups of 6 frost giants and their 6 winter wolves patrol the wall. They walk from one end of the fort to the other, scanning the outside ledge for any unauthorized activity. If the PCs are hiding, then give the frost giants a Spot check for each increment of movement that the PCs make in approaching the wall. This check is not necessary if the PCs are invisible.

However, if the PCs approach within 30 ft. of the patrol, have the Winter Wolves roll a Scent check (this happens for both visible and hiding PCs as well as invisible PCs).

The barbican is housed at all times by 4 frost giant guards.

#### **The Main Yard**

***The main yard of the keep is large but crowded with structures. In addition to the main tower, you recognize buildings ranging from a smithy to what appears to be a stable. In the far back corner you see some kind of animal pen.***

At any given time, there are at least 2 frost giants near the winter wolf pens on the main grounds of the keep. Under normal circumstances, four frost giants with four winter wolves patrol the walls of the keep keeping an eye open for anyone

approaching by the mountain switchbacks or by air.

If the PCs should alert the winter wolves, then the frost giants raise the alarm and the Alert Level rises to Amber. See the description of the Alert System at the end of this Encounter.

If the PCs are spotted by the patrol of frost giants on the wall, then they raise an alarm and the Alert Level rises to Amber.

Once spotted, roll initiative. A force of 12 frost giants and 12 winter wolves (2 patrols) exit the keep in search of the PCs. The force releases the winter wolves, which begin to search for the PCs, using Scent, Spot and Listen. If the winter wolves previous gained the scent of the PCs, then they attempt to track by scent.

The frost giant patrols search the area surrounding the fort for 10 rounds, at which point if they have not found the PCs, they return to the keep. The Amber Alert remains active for 1 hour.

The idea for this area is that direct confrontation would prove fatal. The giants are numerous and intelligent.

### **The Wolf Pens**

***At the back left corner of the main yard of the keep is a penned in area. From inside the wire fence and sturdy gate you see many white, four-legged forms milling about. You hear the occasional bark and growl coming from the pen.***

The wolf pens house the keeps winter wolves when they are not out scouting or being used on the walls by the frost giant guards. The den holds an unusually large pack of wolves totaling 32 and typically there are 8 wolves in the den (with four usually on wall duty).

If at any time a PC comes within 30 feet of the wolf pens, the wolves start to smell the PCs and begin barking. If the PCs do not back off, have the winter wolves make a Scent check DC 10. This check should be made regardless of the PC's visibility. Only scent masking oils or magic prevents the wolves from making this check.

After making this check, the wolves all congregate to the side of the pen closest to the PC's location and begin barking furiously, raising the Alert level to Amber.

### **The Barracks**

***This large building protrudes from the cliff face and appears to have been at least partially carved from the mountain. It is joined to the Tower by a smaller building that sits between them.***

***As you watch, a group of six Frost Giants in armor and carrying greataxes emerge from the building and head to the animal pens.***

The barracks is three stories and can house all 32 frost giant guards and their commander, the frost giant jarl, Keldrin. The barracks are sparsely furnished other than the necessary bedding and storage. A small chapel adjoins the barracks to the main tower of the keep.

During normal operations, 10 to 16 frost giants are relaxing in the barracks and not in their armor. During an Amber Alert, only eight frost giants and the jarl are in the barracks and they are armored and ready to move at any given signal. During a Crimson Alert, the barracks is empty.

The first floor of the barracks is divided into two segments, a common room and sleeping room. The second floor is one large sleeping room. The third floor is divided between the jarl's study/war room and his private chambers.

### **The Stables**

***This large building has two large sliding doors on the front and the path leading up to it is worn with wagon ruts. There is a smaller door on the northern side.***

Read the following if the PCs enter the barn.

***This building reeks of animals and damp hay. Cattle and other domestic beasts are huddled in the back sharing warmth.***

The stables are actually used more as a barn. The stalls hold milk goats, chickens and other livestock. The stable is kept at a comfortable temperature. The animals are in poor condition and the stables have not been cared for well for some time.

### **The Kitchen**

***Smoke rises from the chimney and foul odors emanate from this building.***

Inside, it is obviously a kitchen as evidenced by the large cook fire and the enormous stew pot that sits bubbling on the flames. The cook is nowhere to be seen.



***As you enter the kitchen, the stench is nearly unbearable. Spoiled meats and rotten vegetables litter the worktables. Whoever prepares food here does not care in the slightest about cleanliness. On the far wall is an enormous cook fire with a large and much battered iron stewpot hanging from a hook.***

Observant PCs may recognize the stewpot as the one carried by Nignub from *A Wise Man's Son*. Nignub ventured down to the pasturelands to acquire some fresher meat and vegetables.

### **The Smithy**

***The smithy is an open pavilion built so that the tallest of giants could work comfortably within. The forge's fires are currently dormant and the smithy appears to be abandoned.***

The forge's coals are cold and the anvil silent. The smithy looks abandoned.

### **The Tower**

The PCs may enter the tower from either the front doors, which are locked with an *arcane lock* spell or they may approach from the window on the second floor. Unless the PCs are invisible the guards patrolling the keep should make Spot checks to see if they notice the PCs. If the PCs enter by the door, read the following:

***The doors to the tower lead into a large open chamber approximately 40 feet high and 60 feet in diameter. Stairs circle the tower leading to landing 30 feet up. Suspended from the ceiling by silver chains is an enormous crystal globe.***

If the PCs enter by the window, read the following:

***You enter the window onto a ledge inside the tower. The first thing you notice is an enormous crystal globe, suspended from the ceiling by silver chains. Also, you find that the tower is only comprised of two levels, the one that you are on and the ground floor. A stairway circles the sides of the tower leading from the ledge on which you stand down to the floor.***

Once the PCs are on the ledge read the following:

***The ledge appears to be a workspace and has a large table and chair. On the wall are two maps that bear notations. On the table are some papers.***

On the landing is a large table that is currently empty, but on the walls are two maps: one of

Geoff and the other a very detailed map of Hochcoch. On the Hochcoch map a building labeled in Draconic "Boar's Knuckle" is crossed out and another building labeled "The Giant's Hearth" is circled.

With a successful (DC 10+APL) Search of the table, the PCs find scratched into the surface a small, childish message that reads, "Hobbe was here."

The papers on the table are letters that Arbrozzar received from Magnild. They are protected by the spell *illusory script* and appear to be doodles of a child.

The globe is a giant scrying device used by Arbrozzar and his apprentice, to monitor the activities of the tyv. The PCs can recognize the nature of the globe with a successful Spellcraft check (DC 10+APL).

The lower floor of the tower has a stone plate that conceals a stairway leading down; a successful (DC 25) Search check reveals its location. Upon lifting the plate, the PCs find that while it appears to be stone it is actually made of very light materials, weighing less than 5 pounds. The stairs lead down into Arbrozzar's inner sanctum.

### **Arbrozzar's Alert System**

Ever since the events of *Expedition to the Barrier Peaks*, Arbrozzar anticipated the eventual assault on his mountain fortress. The number of frost giant guards was increased and precautions were taken to secure the fortress against attack.

On **Emerald Level** the keep operates as normal. Rooms are occupied as per their written descriptions.

Inside the lower levels of the keep, there is a 50% chance that a single frost giant make a sweep of the rooms every 10 minutes. Give the giant a Spot/Listen check to determine if they discover the PCs and likewise for the PCs. If the PCs are being stealthy, they likely hear the guards first and have time to attempt to hide. The giant notices any smashed doors and obvious sign of entry. He flees combat to warn the keep.

At **Amber Level**, the keep is at a heightened level of alert and more guards are on patrol of the walls and the keep's grounds.

Inside the lower levels of the keep, there is a 50% chance a two frost giants make a sweep of the rooms every 5 minutes. The giants flee combat to warn the keep.



On **High Alert**, Arbrazzar begins preparing for the PCs. He stops his ritual and begins casting preparatory spells. When the PCs encounter Arbrazzar, he has all his preparatory spells cast (those in bold in his stat block) and he is in a position to surprise the PCs.

The alert rises to High whenever the PCs enter Arbrazzar's study/bed chamber, when they pick up his spellbook, or when they descend into the Summoning Chamber. Each of these events is keyed to an *alarm* spell that if not detected and disabled, silently alerts Arbrazzar to the PCs whereabouts and gives Arbrazzar the time to fully prepare.

## Encounter Five: Arbrazzar's Rooms in the Keep

This section describes the interior rooms of the Keep and is presented such that PCs may be entering from the top levels or the bottom levels.

### Note on the Properties of these Rooms

Arbrazzar crafted this level of the keep so that all forms of scrying into it are blocked. Arbrazzar warded this room (and the rest of his rooms, except for the summoning chamber) with a *forbiddance* keyed to his alignment (NE). Creatures of Lawful/Chaotic Good or Lawful/Chaotic Neutral alignment take 12d6 points of damage. Creatures of Neutral Good or Neutral alignment take 6d6. Creatures of Neutral Evil alignment take no damage. Regardless of alignment, planar travel is restricted into or out of the area protected by the spell as per the spell description in the *PHB*. For overcoming a PCs' Spell Resistance, use the following roll for the spellcaster check: 1d20+22.

In addition, the *forbiddance* spell prevents all forms of teleportation magic and summoning spells. Only Arbrazzar, who holds the key (a platinum key) may teleport into and out of his lair. The exception is Arbrazzar's summoning chamber, described below.

As with every room in the keep, all of the proportions are in reference to a 15 ft. tall giant. Tabletops are 6 ft. high and doorknobs are nearly 7 ft. off the ground. Exploration should be challenging, as the PCs must use chairs in order to see the tops of tables.

Also books are significantly larger. A standard tome is 3 ft. tall and two feet wide, weighing

approximately 10 lbs.. Carting off the entire library is not an easy task.

### Order of Rooms

If the PCs come through the detention level, then they are coming up the stairs from the bottom going from Staircase 1 to Staircase 2, encountering the Laboratory first.

If the PCs are coming into the lower levels from the upper tower, then they first encounter Arbrazzar's Personal Chambers first.

The stairs end at landings on which giant doors lead into the various rooms described below.

### Dungeon Level of the Keep

Beyond the iced-over tunnels that the PCs used to come from either the weasel's lair or the small mountain tower, the PCs encounter a large room that is lined with doors. On the far eastern wall is an archway that leads out to stairs leading up into Arbrazzar's tower. The room is warded by the *forbiddance* spell (detailed above). Entering the room means that the PCs are entering the area of effect.

For a layout of this room, see **DM Aid #3**.

The doors in this room are all strong wood and are 2 inches thick with a hardness of 5 and 20 hp. Also, the handles and windows are much higher than would normally be found in a medium-sized creature's keep.

To reduce confusion, there should only be one secret door (the one the PCs come through) out of the dungeon level.

***The ceiling in this corridor glows with a dim green light revealing a large hallway going off to either side or one continuing straight ahead. Across from the passage you enter is a door and the wall to your right also holds a door. In the dim light, you can see the bars in the doors on the far wall and barred windows of the room directly ahead.***

Once the PCs enter the dungeon, a quick investigation reveals that the doors lining the outer walls are cells and it appears that the central rooms are guards' rooms.

The floor is dusty, but there are giant sized boot prints only a few days old.

The doors on the guards' rooms are open and the room only contains furniture. If the PCs search (Search DC 25, all APLs) the rooms they find in

the corner of the left guards room a small note scrawled on the wall in chalk.

***Scrawled on the wall in a childish common script is the phrase "Padrafell is a blue-faced ninny."***

Additional search checks finds other similar notes, such as:

***"Hickory dickory dell the rat ran round the bell. The bell swung left; the bell swung right. Hickory dickory dell."***

***"Why do we live on top of a mountain? There are so many stairs. I hate stairs."***

***"Beyond north star lies wondrous treasures."***

***"Hobbe was here."***

The doors to the cells are locked with well-crafted locks (Open Locks DC 25, all APLs). If the PCs open the cells, read the following.

***These large rooms are obviously holding cells. Rotting straw mats are heaped in a corner and the chains and manacles attached to the wall look strong enough to hold even the largest of giants.***

If the PCs open and search each cell, they find nothing of interest in any of the rooms.

However there is one cell that is different. The bottom right cell is smaller and looks like it was converted from a storage room.

***This cell is noticeably different, in that the room is smaller and chains smaller and set lower into the walls. Noticeable tick-marks can be seen covering one wall.***

The chains are made from cold iron and are the appropriate size for a humanoid prisoner. If the PCs search the cell (Search DC 10+APL), they find a tiny message scrawled on one of the walls, "Hobbe was here."

Once the PC's discover the arch read the following:

***You see an archway leading into a dark passageway.***

If the PCs search before entering the archway, they may find (Search DC 15+APL) a small chalk drawing of a bell on the floor in front of the archway. The drawing is very tiny and can only be detected should the PCs specifically search the archway.

The doorway is protected by an *alarm* spell, DC 26 Search, DC 26 Disable Device.

### **Arbrozzar's Laboratory**

As the PCs climb the stairs, keep track of time. The giants patrol these rooms. 50% chance once every 10 minutes on Emerald Level and 50% chance once every 5 minutes on Amber Level. The giants do not open the doors to the chambers, as they are arcane locked. However, they do notice broken doors, other signs of passage, and any loud sounds.

For a layout of this room, see **DM Aid #4**.

***This large octagonal room is filled with tables and bookcases. Two alcoves branch off from the main room, one directly in front of you and the other off to the right. To the right of the door you see several work benches that contain vials and other alchemical apparatus. There is a desk in the far left corner.***

The door leading into this room is *arcane locked*. However it is not trapped and the PCs can break through the door if they cannot open the lock.

The main room of the lab houses Arbrozzar's projects and his alchemical equipment. The room is large and it takes several searches to cover the entire room.

A search (DC 10+APL) of the desk reveals some papers and an odd glass tube with metal caps.

***Lying amidst Arbrozzar's papers on another table is small glass tube with metal caps on either end.***

If the PCs take the time to decipher the notes near the tube, they learn that a band of goblins brought this back to Arbrozzar claiming that it was glowing when they found it. It does not detect as magical and has not glowed in Arbrozzar's presence. He chalks it up to the stupidity of the goblins, but has yet to throw the thing away.

The papers are in Giant and have been written in code. The PCs need to make a Decipher Script (DC 10+APL) in order to break the code. If they do so give them **Player Handout #1**.

In addition, with a Search check (DC 10+APL) the PCs find several low level (and mostly useless) scrolls among the freestanding bookcases.

#### **Treasure:**

**APL 12 to 16:** *scroll of comprehend languages, scroll of jump, scroll of erase, arcane scroll of silence, and a scroll of gentle repose.*

In addition to the two alcoves, if the PCs do a general search of the room, with a Search check (DC 15+APL) they find a secret door in the wall that opens onto small room.

***The door opens to reveal a small storage room. In the center of the room is a small scroll rack and a table along the back wall holds several potions. A rack holds various staves and other walking sticks.***

Arbrozzar hid his more valuable potions, scrolls and staves in this small chamber. An *explosive runes* spell protects the scroll of *freedom*. If the PCs fail to disarm it before reading it, it ignites, does damage, and destroys the scroll.

#### **All APLs (EL 4)**

***Explosive Runes Trap:*** CR 4; spell; spell trigger; no reset; spell effect (*explosive runes*, 5th-level wizard, 6d6 force, no save for reader, DC 14 Reflex save half damage for all within 10 feet); Search DC 28; Disable Device DC 28.

#### **Treasure:**

**APL 12:** *potion of fly, potion of cat's grace, potion of heroism, potion of remove blindness; scroll of see invisibility, scroll of detect scrying, scroll of fire shield, and a scroll of freedom.*

**APL 14:** All APL 12 items plus *potion of protection from cold, scroll of sleet storm; and a staff of fire.*

**APL 16:** All APL 14 items plus *scroll of ice storm, scroll of polymorph, and a staff of healing.*

**All APLs:** There are several small pouches, containing diamond dust, perfect pearls, diamonds and other gems.

#### **Alcove 1 – Living Experiments**

***As you enter this alcove, you see a large table that fills the center of the square room that is covered in golden feathers. Various glass jars line the shelves of this room holding organs and other biological and alchemical samples.***

Arbrozzar conducts experiments on the giant eagles in this alcove; most recently on a hatchling that he raised in captivity. The feathers are from that experiment, not from Allia.

Anyone with Knowledge Arcana or Bardic Lore may make a check DC (APL+10) to note that by their coloration, these feathers came from a male giant eagle.

#### **Alcove 2 – Non-Living Experiments**

***This alcove has two enormous blocks of stone near the far wall. One is intact and the other seems to have been split like a log in half.***

***The three tables are strewn with papers and books.***

PCs who have encountered them, can make a DC 15 intelligence check to recognize the stone blocks as similar in construction to the Monoliths employed by the giant armies.

#### **Notes on the Monoliths**

With a Search check (DC 10+APL), the PCs find documents on one of the tables that look to be of interest.

Arbrozzar's notes on the monolith are on a single roll of parchment. Arbrozzar simply adds to it as he continues his research. The notes in it are in a code that Arbrozzar uses to protect his work. It is not a difficult code, and a PC can break the cipher with a successful Decipher Script check (DC 10+APL). It is the same cipher as the pickaxe notes; breaking one means that both can be understood.

However, the notes are trapped. Contained in the text is a *sepia snake sigil*. It is masked by a *nystul's magic aura*. If a PC reads the handout, they also read the sigil and the trap activates.

#### **APL 12 (EL 5)**

***Sepia Snake Sigil Trap:*** CR 5; spell; spell trigger; no reset; spell effect (heightened *sepia snake sigil*, 7th-level wizard, DC 16 Reflex save negates); Search DC 29; Disable Device DC 29.

#### **APL 14 (EL 6)**

***Sepia Snake Sigil Trap:*** CR 6; spell; spell trigger; no reset; spell effect (heightened *sepia snake sigil*, 9th-level wizard, DC 17 Reflex save negates); Search DC 30; Disable Device DC 30.

#### **APL 16 (EL 7)**

***Sepia Snake Sigil Trap:*** CR 7; spell; spell trigger; no reset; spell effect (heightened *sepia snake sigil*, 11th-level wizard, DC 19 Reflex save negates); Search DC 31; Disable Device DC 31.

If the PCs break the cipher, they can read Arbrozzar's notes. Give the players **Player Handout #2**.

## Notes on the Pickaxes

With a Search check (DC 10+APL) the PCs find on another table more notes in the same code that seem to be important as well.

Arbrozzar's notes on the gnomish pick axes are on a single roll of parchment. Arbrozzar simply adds to it as he continues his research. The notes in it are in a code that Arbrozzar uses to protect his work. It is not a difficult code, and a PC can break the cipher with a successful Decipher Script check (DC 10+APL). It is the same cipher as the other notes; breaking one means that all can be understood.

This set of notes is not trapped. Arbrozzar has not quite gotten around to it yet.

If the PCs break the cipher, they can read Arbrozzar's notes. Give the players **Player Handout #3**.

## Arbrozzar's Outer Chamber

As the PCs climb the stairs, keep track of time. The giants patrol these rooms. 50% chance once every 10 minutes on Emerald Level and 50% chance once every 5 minutes on Amber Level. The giants do not open the doors to the chambers, as they are arcane locked. However, they do notice broken doors, other signs of passage, and any loud sounds.

For a layout of this room, see **DM Aid #5**.

Depending on the PC's actions, they may encounter the Fool, before inspecting some of the items described below.

***You enter a large room lined with bookshelves. A large round table sits in one corner and in the center of the room on a finely woven rug sits an ornate stand upon which rests a clear crystal sphere. An archway on the wall opposite the door leads into a much larger room.***

The door leading to this room from the stairway is locked by an *arcane lock* spell. Arbrozzar placed a permanent *alarm* spell on the floor just inside the door, so that if anyone should cross the plane of the doorway, he is silently warned.

The ornate stand does not hold a real crystal ball, as it would appear. Instead the stand and the glass ball are both incredibly light (less than five pounds). Arbrozzar placed a trap on the entire stand (including the glass orb), such that if anyone touches the stand sets off a trap and also alerts

Arbrozzar to the PC's presence in his private room.

## ALL APLs (EL 6)

***Symbol of Pain***: CR 6; spell; touch trigger; automatic reset; spell effect (*symbol of pain*, 9th-level wizard, DC 17 Fortitude save negates); Search DC 30; Disable Device DC 30.

Once the stand and glass orb are moved, the PCs can move the rug, revealing a trap door (*alarmed* DC 26 Search, DC 26 Disable Device) that leads down into Arbrozzar's Summoning Chamber.

## Arbrozzar's Inner Chamber

For a layout of this room, see **DM Aid #6**. There is no trap on the archway leading into the next chamber, however if the PCs search before going in, allow them make a Listen check (DC 15). Those successful hear the shallow breathing of someone who is asleep.

***This chamber is large and on the left side sits an elaborate desk with large bookcases on either side. On the right is a mammoth bed and wardrobe. In the center of the room is large dining table.***

If the PCs go over to examine the desk, read the following.

***The desk is made from a rich red tinged wood and has two large drawers on either side. Above the desk is a shelf mounted on the wall that holds various books. Papers are strewn across the desk. You also notice on the far left wall, by the desk, an elaborate mosaic of tiles set into the stone wall.***

On Arbrozzar's desk are two things of interest: his spell books, and some correspondence to another giant wizard.

## Letters to Magnild

The other item on the desk is a letter to Arbrozzar from Magnild. Magnild is a cloud giant wizard who lives on a cloud castle. He and the rest of his family serve the Sakhut, as Arbrozzar does.

The letter is covered with an *illusory script*. The text is keyed to Arbrozzar and Magnild. If one of the PCs attempts to read it, they must make a Will save (DC 23) or put the letter down, leave the room, and not return. This is not an enchantment, but a mind-affecting illusion; the command of the illusion last for 30 minutes.



If the PCs see through the *illusory script* (true seeing combined with *comprehend languages* or *read magic*), they can read the letter that Magnild sent to Arbrozgar. The letter is in Giant. If the PCs can read giant, give them **Player Handout #4**.

### Arbrozgar's Spellbook

Arbrozgar keeps his spell book in a false bottom of a locked drawer of his desk (the left hand lower drawer to be exact). The desk drawer has *leomund's trap* cast on it. Any PC that searches for traps find the illusory trap, which resembles a blade that springs out the side of the desk and decapitates anyone in front of it. There is no saving throw to avoid the belief, but the "trap" cannot be sprung.

**Desk drawer:** Hardness 5, 10 hp; Break DC 15.

**Lock on desk drawer:** Hardness 10, 15 hp; Open Locks DC 15+APL.

The false bottom in the drawer is difficult to detect but can be found with a successful Search check (DC 15+APL). Inside is Arbrogar's spellbook (one of them anyway). It is a Boccob's Blessed Book and is 24 inches tall, 16 inches wide, and 2 inches thick. It is bound with iron and overlaid with silver. The book has a wide iron strap that holds it closed. The strap is locked into position.

**Lock on Boccob's Blessed Book:** Hardness 10, 15 hp; Open Locks DC 15+APL.

In addition to the lock, the book is trapped. Arbrogar has a minor poison needle trap set into the lock, because he figures most rogues expect to find a trap. If a PC searches the book once, they find the poison trap.

### ALL APLs (EL 2)

**Poison Needle Trap:** CR 2; mechanical; touch trigger (*alarm*); repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists [poison only], 1 Con/unconsciousness); Search DC 20; Disable Device DC 17.

The second trap is the real trap. If anyone other than Arbrogar picks up the book, a magical trap activates. Arbrogar cast *nystul's magic aura* on the book to cover the magical aura of the trap so that it registers as non-magical to detection magic.

To find this trap, the PCs must search the book a second time after finding the poison needle trap.

### APL 12 (EL 8)

**Chain Lightning Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (heightened *chain lightning*, 13th-level wizard, 13d6 electricity to target nearest center of trigger area plus 6d6 electricity to each of up to 17 secondary targets, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32.

### APL 14 (EL 9)

**Horrid Wilting Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*horrid wilting* 15th-level wizard, 15d6 necromantic to multiple targets [no two of which can be more than 60 ft. apart], DC 22 Fortitude save half damage); Search DC 33; Disable Device DC 33.

### APL 16 (EL 10)

**Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

### Inspecting the Mosaic

**The tile mosaic is large and fills the entire 35 ft. wide and 20 ft. tall wall. Each tile is large and upon close inspection it appears that each tile may be depressed into the stone wall.**

The tiles may all be pressed, but only a certain sequence opens the vault where Arbrogar stored two incredibly valuable items: the first being one of the nine Gnomish Pickaxes, the other being the bound soul of the Fool.

The pattern that must be depressed is in the top right corner of the mosaic and PCs need some means to reach it. Once the PCs decide to examine the mosaic, give them **Player Handout #5**.

The mosaic hides a vault where Arbrogar keeps his two most prized possessions: a gnomish pickaxe and a shard of ice.

Every tile may be depressed. Pressing the tile a second time resets it. If the PCs press more than five tiles, the trap is set off. The PCs must depress the 'star' shaped pattern in the top right in order for the vault to open.

If the PCs attempt to smash the tiles, the trap is triggered.

For the solution see **DM Aid #7**.



## Triggering the Tile Trap

***As you press the tile, the room is bathed in a bright flash of light, blinding you all momentarily. When your sight returns [fill in the name of the PC who pressed the tile] is gone.***

The PCs may make a Spellcraft check (DC 34) to determine what happened.

### **APL 12 (EL 8)**

***Finger of Death Trap:*** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*finger of death*, 13th-level wizard, target dies or takes 3d6+13 points of damage on a save, DC 20 Fortitude save partial); Search DC 32; Disable Device DC 32.

### **APL 14 (EL 9)**

***Trap the Soul Trap:*** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*trap the soul* 15th-level wizard, target trapped inside gem inside the vault, DC 22 Will save avoids); Search DC 33; Disable Device DC 33.

### **APL 16 (EL 10)**

***Imprisonment Trap:*** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*imprisonment*, 17th-level wizard, DC 23 Will save negates); Search DC 34; Disable Device DC 34.

## Opening the Vault

If the PCs succeed in finding the star and depressing the right tiles, then read the following.

***As you press the tile, all five depressed tiles glow briefly and the center of the star begins to spin and the entire star dilates revealing a large compartment.***

***Inside the compartment rests several objects. A velvet bag, a large thin object covered in a black velvet cloth. The other is a small wooden box.***

The velvet bag holds 10 emeralds that are used to hold souls from the *trap the soul* trap.

The large object wrapped in velvet is one of the nine gnomish pickaxes and looks as described in the **Player Handout #3**.

The small wooden box is not trapped and when opened contain a felt lined compartment that hold a single shard of ice. The shard is extremely cold

to the touch and if the PCs inspect it with a Spot check (DC 15+APL), they see an impossibly tiny figure hammering away at the inside of the shard. The PCs may make a Spot check (DC 20+APL) to notice that it is not a trapped companion in the shard of ice.

Holding the shard in an ungloved hand reveal that it becomes slick as if it were melting, but other means is necessary to completely melt the shard, since the room is very cold.

The PCs may attempt to break the shard of ice, but physical force simply bounces off the shard. This includes adamantite weapons or any other physical means the PCs can think of.

Upon removal from the box, the PCs notice that the Fool is intensely curious about the shard of ice. He cannot take his eyes off of it. If asked what it is, the Fool responds that he does not know, but his voice quavers with fear and anticipation.

## **Meeting the Fool**

On the other side of the room, curled up on the foot of Arbrozzar's bed, is the Fool. When the PCs first enter the room, Hobbe is feigning sleep, but not very well. The PCs should make a Spot check (DC 5+ APL) upon entering the bedchamber. Those making the Spot check by 5 or more notice that the Fool's eye opens every so often surveying the room and then rapidly shutting once again. As the PCs notice Hobbe, read the following:

***On the foot of the bed, curled in an awkward position is a humanoid figure, clothed in the red and black motley of a jester. You notice though that the jester's ears are long and pointed and his eyes, although at the moment closed, are larger than normal even than an elf. His face is unusually pale and his limbs are long and gangly. The creature reminds you of something you've seen before, but not in these lands.***

If the PCs do not bother Hobbe, he continues watching them. Allow the PCs make another Spot check if they did not notice him watching them the first time. If the PCs continue to ignore him, or take too much time in deciding what to do, Hobbe gets impatient and you can read the following.

If the PCs approach Hobbe and/or try to wake him skip the first sentence.

*[Loud yawn.] "Boring. No one wants to play with Hobbe." The strange man sits up on the bed and rests his head in his gangly arms. "You're not suppose to be in here, you know," Hobbe says with a sly smile. The smile suddenly fades and the Fool looks off toward the other side of the room. "Hobbe knows you are, but what is Hobbe. Hah, can't answer that one can you smarty pants." Hobbe hops off the bed and cantors over to where you stand.*

*"You must be Arbrozar's new toys. Oh, Hobbe thinks he's going to need more jars," the Fool says absently. 'Have you come to play with Hobbe?"*

Hobbe is fascinated by the PCs, since they are the closest to his kind that he has seen in many years. Hobbe does not know what he is and if the PCs ask him if he is fey or anything else, he repeats their questions back to them. Treat him as if he has a very simple vocabulary and terms such as fey, and as simple as Mother and Father, have no meaning to him and he asks what they mean.

If asked how long he has been in the keep and if he was ever in the dungeon, Hobbe grows somber and not want to talk about it. It very obviously brings on bad memories.

If the PCs begin to inspect the desk and open the desk drawers, Hobbe slowly and carefully moves toward the back of the room as far away from the desk as he can while still being able to view the PCs.

If the PCs attempt to smash or break through the tile mosaic, Hobbe screams **"No! That which was lost must be found, that which was stolen must be returned. Please do not smash the tiles"**

If asked what he means, the Fool says he does not know, just some rambling from another Fool he knows.

### Questions for Hobbe

Hobbe does not know much, but it may be informative to the PCs to gather what he does not know.

Q. How long have you been here?

**A. Hobbe doesn't know. Here is all Hobbe remembers.**

Q. Where are you from?

**A. Here. This is the only place Hobbe knows.**

Q. What are you?

**A. Hobbe is Hobbe. What are you?**

Q. Where is Arbrozar?

**A. Hobbe isn't supposed to talk about the Master. It is none of Hobbe's business.**

Q. Where is the Giant Eagle?

**A. Oooh, Hobbe can answer that one. She is down below in Master's Summoning Chamber. But she won't be for long.**

Q. Where is the Summoning Chamber?

**A. Down below, silly. Hobbe told you that already.**

Q. How do we get into the Summoning Chamber?

**A. Hobbe's not allowed to tell you. Master would be very angry. Enough questions, Hobbe wants to play.**

If at this point Hobbe has seen the PCs cast any magic, read the following. If not, wait for the PCs to use any magic in the room and then read Hobbe's reaction.

**"More of this, Hobbe wants to see more of this," the Fool is waving his arms and wiggling his fingers in a mime of casting a spell. He is obviously excited and delighted by it.**

For those PCs with high Spellcraft modifiers, secretly roll a d20 and add their modifier (DC 15+APL). Those PCs passing their check notice that Hobbe's errant gestures actually mime the proper casting of *teleport*. If asked, Hobbe has no idea what he was doing. If the PCs cast multiple spells, or test Hobbe, with appropriate Spellcraft checks, the PCs can see Hobbe mime such other spells as *dispel magic*, *finger of death*, and *greater invisibility*.

### Notes on Hobbe

For those PCs with Knowledge Nature, they may check to see if they can determine what kind of creature Hobbe is. If the PCs make a Knowledge Nature (DC 10+APL), then they can determine that Hobbe is similar to a Seelie faerie creature. However, after interacting with him, they notice that he does not act like a fey creature at all.

If the PCs cast *detect magic* on Hobbe, they notice that he has two separate auras that glow on his entire body: Transmutation and Abjuration, both weak.

Only *true seeing* can delve beyond the changes that were made to create Hobbe. If the PCs look upon Hobbe with *true seeing*, then instead of the

fey-like creature, they see a human man of neither flan nor suel decent. But one who is older and very distinguished looking. In sharp contrast to Hobbe's even demeanor, the true image of Hobbe bears a menacing scowl.

Any magic cast in Hobbe's presence fascinates him and he wants to know how the PCs did what they did. He claps and smiles and pleads for them to do it again.

Beneath the transformed body of Hobbe is the Archmage Aedan, who was captured by Arbrozzar approximately 5 years ago. Presumed dead by most who know him, Aedan has been bound to Arbrozzar and his soul is trapped in shard of ice that Arbrozzar hid away in the mosaic tile vault.

### **Giving the Shard of Ice to the Fool**

If the PCs recognize that the ice shard is tied to Hobbe and give it to him read the following.

***The Fool looks at each of you as he reaches out to take the shard. "For me? You would give this to Hobbe?" His voice wavers and his hand begins to shake. Hobbe takes the ice shard from you and peers deep into its depths.***

***"Yes. This is correct," Hobbe says in a strong and confident voice you have not heard before. In a fluid motion, he throws back his head, opening his mouth wide and lets the shard of ice slide down his throat.***

***Hobbe immediately collapses to the floor and begins shaking violently. Then something strange happens. The red and black motley of Hobbes pants and shirt begins to bleed into a solid burgundy. Hobbe's body contorts as though he's wracked with pain and he begins to change. His long gangly arms and legs shorten and fill out. His long pointed ears shrink and are curved. His almond eyes contract and his jester's cap dissolves into hair as black as night, with traces of silver around the temples. Before you lay a human man in his middle years. His steel grey eyes burn with anger as he raises his head begins to sit up.***

***"Arbrozzar will be aware that the binding has been broken. Better that you had waited until we were safely away. I do not recognize any of you."***

***The man stands leaning on the table leg for support. "If you're here to save that bird, then you had better hurry. If Arbrozzar completes his experiment there won't be much left of her***

***for you to rescue. I'll meet up with you once I've rested a few minutes. Try not to screw it up."***

If the PCs ask who he is, then he says, rather snidely. ***"How quickly the great heroes of Geoff are forgotten. I am the Archmage Aedan of the Russet Tower. And I suppose I owe you my thanks for releasing me from that hell."***

If any PCs were caught by the *imprison* spell, Aedan tells the PCs that he will see if he can find anything to help the trapped PC, but that otherwise the PCs should hurry if they want to save the Eagle. After the PCs depart to combat the wizard, Aedan manages to free any of the PCs freed. They show up at the end of the combat with Aedan. There is no opportunity for them to participate in the combat with the wizard.

To gain entrance to the Summoning Chamber to find Arbrozzar and the giant eagle; see the description of the trap door at the beginning of the section on Arbrozzar's Bedchamber.

## **Encounter Six: Facing an Angry Wizard**

***The trap door opens onto a dark staircase leading down. A freezing breeze blows up into the room. You see a faint pinpoint of light in darkness.***

If Arbrozzar has been alerted to the PCs presence in the Keep, he cast his preparatory spells and is waiting for the PCs in the Summoning Chamber. See **DM Aid #9** for detailed tactics for this encounter.

If the PCs managed to by-pass all of Arbrozzar's *alarm* spells (which is unlikely, but possible), then he does not have all of his spells cast and the party has the chance to catch him not fully prepared.

Regardless, Arbrozzar is in the Summoning Chamber with his personal guards and his Runic Guardian.

***The stairs end at a wide opening onto a large natural cavern, that appears to be coated in ice. Brazers mounted on the walls and burning with a blue flame illuminate the cavern. In the center of the room is a large table on which sits an unconscious giant eagle and another creature.***

For a layout of the room, see **DM's Aid: Map #8**.

The giant eagle Allia is on the table along with a juvenile frost worm. Both part of some sick experiment that Arbrozgar concocted. Those PCs within 30 feet and making a Knowledge Arcana check (DC 29) recognizes the creature as a frost worm.

The ceiling of the cavern is 20 feet high throughout the entire cavern. The ceiling and walls are covered in ice that extends 10 feet out onto the floor.

Arbrozgar is likely invisible (along with his crew) but if the PCs can see them read the following description.

***Standing behind the altar is a light blue skinned giant with long flowing white hair and a well-groomed beard. He stands an impressive 15 feet tall and is dressed in a black robe with silver ornamentations.***

***Standing to Arbrozgar's right is a stone figure with glowing runes on his arms, legs, torso and head.***

Depending on the APL the PCs may also see the gelugon, war trolls or the bearded devil and the bone devil. Only if a PC searches the ceiling do they see Arbrozgar's new familiar, the ice mephit, Nalthok.

Below are general tactics for the various NPCs. See **DM Aid #9** for detailed tactics for this encounter.

#### **APL 12 (EL 15)**

**Arbrozgar:** Frost Giant Wiz9; CR 13; Large Giant (cold); HD 14d8+84 plus 9d4+54; hp 215; See *Appendix 1*.

**Barbed Devil (Hamatula):** Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 12d8+22; hp 126; See *Monster Manual* p. 51.

**Bone Devil (Osyluth):** Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 10d8+50; 98 hp; See *Monster Manual* p. 52.

**Runic Guardian:** CR 10; Large Construct; HD 17d10; hp 93; See *Appendix 1*.

#### **APL 14 (EL 17)**

**Arbrozgar:** Frost Giant Wiz13; CR 15; Large Giant (cold); HD 14d8+84 plus 13d4+78; hp 245; See *Appendix 1*.

**War Troll:** CR 12 (individual) CR 14 (group); Large Monstrous Humanoid; HD 12d8+84; hp 138; See *Appendix 1*.

**Shard, the Ice Devil (Gelugon) :** CR 13; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+84; hp 147; See *Monster Manual*, p. 56.

**Runic Guardian:** CR 10; Large Construct; HD 17d10; hp 93; See *Appendix 1*.

#### **APL 16 (EL 19)**

**Note:** Arbrozgar's CR has been reduced by 1 to reflect that he has already cast many of his spells.

**Arbrozgar:** Frost Giant Wiz15/Archmage2; CR 17; Large Giant (cold); HD 14d8+84 plus 15d4+78 plus 2d4+12; hp 266; See *Appendix 1*.

**War Trolls (2):** CR 12 (individual) CR 14 (group); Large Monstrous Humanoid; HD 12d8+84; hp 138; See *Appendix 1*.

**Shard, the Ice Devil (Gelugon) :** CR 13; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+84; hp 147; See *Monster Manual*, p. 56.

**Advanced Runic Guardian:** CR 12; Large Construct; HD 25d10+30; hp 210; See *Appendix 1*.

#### **Arbrozgar's Tactics**

Arbrozgar and his crew are toward the back of the room. Arbrozgar keeps behind the table. Arbrozgar summons brelani (a type of eladrin, see *Monster Manual* p. 93) to create wind walls to prevent archers from hitting him.

If given time to prepare, Arbrozgar is invisible, as are all the other inhabitants of the cavern.

Above all, if any of the PCs have Arbrozgar's Vengeance, he directs the full force of his attack against that PC. Arbrozgar has a long memory and the death of his familiar was inconvenient and costly to him.

#### **War Trolls Tactics**

Arbrozgar uses the two war trolls to soften up the PCs. They consumed potions of invisibility before the PCs arrive and are waiting toward the middle of the Summoning Chamber for the PCs to try and advance. Arbrozgar warned them that the PCs may be able to detect them even though they are invisible. They alter tactics if such is the case and attack the PC who poses the largest threat to Arbrozgar.

#### **Shard's Tactics**

Shard's primary tactic is to use his *wall of ice* ability at will to attempt to separate the PCs and



keep them from assisting each other and approaching Arbrozzar.

If at any time Shard's hit points drop below a quarter, he teleports out of the room and summons the frost giant jarl to assist Arbrozzar.

Should the PCs defeat Arbrozzar, if Shard is still alive, he casts *plane shift* to return home on his turn.

Once the battle with Arbrozzar commences, the gelugon telepathically alerts the frost giant jarl that there are intruders, but that Arbrozzar wishes to deal with them personally. The jarl, however, begins to amass the castle forces and prepare to assault the Summoning Chamber. On the 15th round, the frost giant forces arrives in the Summoning Chamber.

When combat is over, go to Encounter Seven.

## Encounter Seven: Escape from the Barrier Peaks

If the PCs should kill Arbrozzar, read the following:

***Arbrozzar falls to the stone floor of the cavern. All is quiet for only a moment as you hear the sound of large footed feet on the stairs leading up and out of the caves.***

If the PCs should drive Arbrozzar off, read the following:

***Arbrozzar scowls, "I will remember this, tyv. You have been warned. You have invaded my home, I will spare you no quarter, now." With his final words Arbrozzar disappears.***

### Reinforcements Approach

[The Fool/Aedan] ***enters the chamber*** [with the missing PCs if any were caught by the imprison spell]. ***"We must hurry. The way back is blocked."*** [Aedan/the Fool] ***rushes over to one of the ventilation shafts and begins to squeeze through.***

The PCs must figure out a way to escape, as it becomes obvious because of the approaching noise that they cannot return the way they came.

A quick search of the room will reveal several airshafts that ventilate the room. They are too small for a giant to fit through, but the right size for medium creatures.

The PCs should all flee at this point. If not, a wave of 12 frost giants and 12 winter wolves enter the

room on the fourth round after Arbrozzar leaves/falls. Every other round after the first wave, another six frost giants and six winter wolves enter the chamber for a total of three rounds (32 frost giants and 32 winter wolves). On the tenth round after Arbrozzar flees/falls, the frost giant jarl arrives with four remorhaz in tow.

### All APLs (Untiered)

**Frost Giant Jarl:** Large Giant (Cold); hp 231; CE. See *Monster Manual* p. 122.

**Frost Giants (32):** Large Giant (Cold); hp 133; CE. See *Monster Manual* p. 122.

**Winter Wolves (32):** Large Magical Beast (Cold); hp 51; NE. See *Monster Manual* p. 256.

**Remorhaz (4):** Huge Magical Beast; hp 73; N. See *Monster Manual* p. 214.

Once the PCs flee, read the following.

***As you exit the mountain, you are greeted by the cold wind of the Barrier Peaks. In the distance you see several specks in the sky grow larger as they approach. Seven giant eagles land and offer you passage out of the Barrier Peaks. Elaar unfolds a harness and you assist him prepare Allia so that she may be carried back to her eyrie.***

***Elaar and his companions return you to Midwood, where the town is abuzz with the news that Talvan has made a decision about the fate of Midwood.***

If anyone notices, the eagle carrying Aedan departs the group and flies to the southwest. He does not return with the PCs to Midwood. If the PCs ask their mounts about Aedan's destination, they say ***"He asked to go back to his home."***

## Conclusion: Return to Midwood

### Return to Midwood

Allow the PCs to make Diplomacy checks. For each point of the Diplomacy check a PC sways that number of people. Before the PCs involvement, the town of 200 is split on a decision. 50 villagers support each of the three positions, leaving 50 villages as undecided. Based on the arguments presented, the DM may modify the Diplomacy score up or down.



Talvan goes along with a decision with the most support behind it. However, if the decision is to abandon the town to go to the Stark Mounds or the Downlands, it takes at least 150 of the villagers to convince Talvan. Otherwise, Talvan goes to the next most popular recommendation.

If no position has the required number of people behind it, then Talvan decides to remain in Midwood as subjects of the Gran March.

***Talvan convenes the villagers in the center of the town. Good people of Midwood. I truly appreciate the thoughtfulness with which you have approached this decision of such great importance. I have decided that for the good of Midwood and its people that [we should move to safer lands /or/ remain and become a part of the Gran March /or/ move the town across the river and remain citizens of Geoff].***

***I want to especially thank the heroes of Geoff they have proven yet again their valor when faced with a difficult situation.***

The High Seneschal of Geoff thanks the PCs for their efforts.

If the PCs returned with the gnomish pickaxe, a herald from King Garnet eventually contacts the party and asks them to bring it before the King. If the party agrees, they are invited to Moundgomery in the Stark Mounds. The gnomish king throws a hearty party for the PCs and grants them the Favor of King Garnet.

If the party refuses to return the pickaxe, the gnomes take it from the PCs. Regardless of the protections they put around it, the gnomes replace it with a rubber replica that squeaks whenever it is struck against something. The PCs do not earn the Favor of King Garnet.

## **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 Three: Finding A Way Inside**

Entrance Trap

APL 12 – 180xp.

APL 14 – 210 xp.

APL 16 – 240 xp.

### **Encounter Five: Search for Elaar's Mate**

Monolith Notes Trap

APL 12 – 150 xp.

APL 14 – 180 xp.

APL 16 – 210 xp.

### **Encounter Five: Search for Elaar's Mate**

Spell Book Trap

APL 12 – 240 xp.

APL 14 – 270 xp.

APL 16 – 300 xp.

### **Encounter Five: Search for Elaar's Mate**

Imprisonment Trap

APL 12 – 240 xp.

APL 14 – 270 xp.

APL 16 – 300 xp.

### **Encounter Six: Facing an Angry Wizard**

Arbrozzar, War Trolls, Gulegon, Runic Guardian

APL 12 – 450 xp.

APL 14 – 510 xp.

APL 16 – 570 xp.

### **Encounter One: Town Meeting in Midwood**

Advising Talvan on what to do with Midwood

APL 12 – 100 xp.

APL 14 – 115 xp.

APL 16 - 125 xp.

### **Encounter Five: Searching for Elaar's Mate**

Freeing Aedan from his curse

APL 12 – 100 xp.

APL 14 – 115 xp.

APL 16 - 125 xp.

### **Encounter Six: Facing an Angry Wizard**

Rescuing Elaar's Mate

APL 12 – 115 xp.

APL 14 – 130 xp.

APL 16 - 155 xp.

## Total Possible Experience

APL 12 – 1575 xp.

APL 14 – 1800 xp.

APL 16 – 2025 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 5

APL 12: L: 1,600 gp; C: 10 gp; M: scroll of comprehend languages (3 gp); scroll of jump (3 gp); scroll of erase (3 gp); arcane scroll of silence (20 gp); scroll of gentle repose (15 gp); potion of fly (75 gp); potion of cat’s grace (169 gp); potion of heroism (75 gp); potion of remove blindness (75 gp); scroll of see invisibility (15 gp); scroll of detect scrying (70 gp); scroll of fire shield (70 gp); scroll of freedom (383 gp).

APL 14: L: 1,600 gp; C: 100 gp; M: scroll of comprehend languages (3 gp); scroll of jump (3 gp); scroll of erase (3 gp); arcane scroll of silence (20 gp); scroll of gentle repose (15 gp); potion of fly (75 gp); potion of cat’s grace (169 gp); potion of heroism (75 gp); potion of remove blindness (75 gp); scroll of see invisibility (15 gp); scroll of detect scrying (70 gp); scroll of fire shield (70 gp); scroll of freedom (383 gp); potion of protection from cold (75 gp); scroll of sleet storm (38 gp); staff of fire (1,775 gp).

APL 16: L: 1,600 gp; C: 100 gp; M: scroll of comprehend languages (3 gp); scroll of jump (3 gp); scroll of erase (3 gp); arcane scroll of silence (20 gp); scroll of gentle repose (15 gp); potion of fly (75 gp); potion of cat’s grace (169 gp); potion of heroism (75 gp); potion of remove blindness (75 gp); scroll of see invisibility (15 gp); scroll of detect scrying (70 gp); scroll of fire shield (70 gp); scroll of freedom (383 gp); potion of protection from cold (75 gp); scroll of sleet storm (38 gp); staff of fire (1,775 gp), scroll of ice storm (70 gp); scroll of polymorph (70 gp); staff of healing (2,775 gp).

## Encounter 6

APL 12: L: 0 gp; C: 0 gp; M: +1 mithril buckler of fire resistance (2,000 gp); headband of intellect +4 (1,600 gp); lesser rod of quicken spell (3,500 gp); wand of magic circle against good (10 charges) (225 gp); potion of remove blindness (75 gp).

APL 14: L: 0 gp; C: 0 gp; M: amulet of natural armor +3 (1,800 gp); +3 mithril buckler of improved fire resistance (5,200 gp); headband of intellect +4 (1,600 gp), potion of remove blindness (75 gp), ring of freedom of movement (4,000 gp),

rod of quicken spell (7,550 gp); diamond dust (100 gp).

APL 16: L: 0 gp; C: 0 gp; M: amulet of natural armor +3 (1,800 gp); +3 mithril buckler of improved fire resistance (5,200 gp); hand of glory (800 gp); headband of intellect +6 (3,600 gp); ioun stone (orange prism) (300 gp), potion of remove blindness (75 gp), ring of evasion (2,500 gp), ring of freedom of movement (4,000 gp), ring of wizardry III (7,000 gp); wand of magic circle against good (10 charges) (225 gp).

### **Total Possible Treasure (Maximum Reward Allowed)**

APL 12: L: 1,600 gp; C: 10 gp; M: 8,376 gp – Total: 9,986 gp (3,300 gp max).

APL 14: L: 1,600 gp; C: 100 gp; M: 23,114 gp – Total: 24,814 gp (6,600 gp max).

APL 16: L: 1,600 gp; C: 100 gp; M: 31,267 gp – Total: 32,967 gp (9,900 gp max).

### **Special**

#### ***Favor of King Garnett***

(value 0 gps, frequency: adventure) You have returned one of the nine Gnomish Pickaxes to King Garnett, as well as valuable information about the location of another of the Axes. King Garnett rewards your valor by naming you a Friend of the Gnomes. In addition, the favor of King Garnett allows the PC may trade in this favor for access to one, and only one, of the following items: deck of illusions or staff of illusions. Alternatively, you may use this favor to gain access to one and only one of the following armor/shield enhancements: improved slick, sonic resistance, or spell resistance (17). Favor Level A. Mark this favor when used.

#### ***Favor of Aedan of the Russet Tower***

(value 0 gps, frequency: adventure) You have rescued and restored the Archmage Aedan of the Russet Tower to his sanity, for which he is reluctantly grateful. As a token of his gratitude, Aedan provides the PCs with access to one, and only one, of the following items: tindertwig, thunderstone, or an everburning torch. However, his wife Elspet approaches you later and offers you access to one and only one of the following instead: manual of quickness of action +1, wand of heightened *ray of enfeeblement* (4th level caster), cube of frost resistance. Favor Level B. Mark this favor when used.

#### ***Favor of Elaar, the Giant Eagle***

Elaar is forever in your debt as you have

performed the impossible and rescued his mate, Allia, from the clutches of the evil frost giant wizard, Arbrazzar. The PC with this favor has an open invitation to visit the giant eagles of the Barrier Peaks and a place to stay if they are in the area. In addition, the PC may trade in this favor for access to one, and only one, of the items: up to 5 Quaal's feather tokens: Bird, scroll of *overland flight*, potion of *resist energy (cold)*. Favor Level D. Mark this favor when used.

**Arbrozzar's Spellbook:** 1st – *alarm, cause fear, identify, protection from good, Tenser's floating disk*, 2nd – *arcane lock, ice knife, touch of idiocy*; 3rd – *blink, clairaudience/clairvoyance, sleet storm*; 4th – *arcane eye, ice storm, lesser globe of invulnerability, phantasmal killer, polymorph, summon monster IV, wall of ice*; 5th – *acid fog, cone of cold, energy buffer, Leomund's private sanctum*; 6th – *imbue familiar with spell-like ability, legend lore, Otiluke's freezing sphere*; 7th – *arcane sight, energy immunity, insanity, limited wish, plane shift, spell turning, teleport object*; 8th – *discern location, horrid wilting, mind blank, polar ray*; 9th – *energy drain, gate*.

## **Items for the Adventure Record**

### **Item Access**

#### **APL 12:**

- ❖ *Elixir of Sneaking (Adventure, DMG)*
- ❖ *Sovereign Glue (Adventure, DMG)*
- ❖ *Boots of the Winterlands (Adventure, DMG)*
- ❖ *Headband of Intellect +4 (Adventure, DMG)*
- ❖ *Amulet of Health +4 (Adventure, DMG)*
- ❖ *Boccob's Blessed Book (Adventure, DMG)*

#### **APL 14 (all items from APL 12 plus):**

- ❖ *Boots of Levitation (Adventure, DMG)*
- ❖ *Amulet of Health +6 (Adventure, DMG)*
- ❖ *Headband of Intellect +6 (Adventure, DMG)*
- ❖ *Bracers of Armor +5 (Adventure, DMG)*
- ❖ *Staff of Fire (Adventure, DMG)*
- ❖ *Pearl of Power, 3<sup>rd</sup> Level Spell (Adventure, DMG)*

#### **APL 16 (all items from APL 12, 14 plus):**

- ❖ *Staff of Healing (Adventure, DMG)*
- ❖ *Ring of Freedom (Adventure, DMG)*
- ❖ *Rod of Quicken Spell (Adventure, DMG)*
- ❖ *Ring of Spell Turning (Adventure, DMG)*

- ❖ *Luckstone (Adventure, DMG)*
- ❖ *Pearl of Power, 4<sup>th</sup> Level Spell (Adventure, DMG)*

## Appendix One: Combat Statistics

### Encounter 4

#### All APLs (Untiered)

**Frost Giant (32):** Large Giant (Cold); hp 133; CE. See *Monster Manual* p. 122.

**Winter Wolves (32):** Large Magical Beast (Cold); hp 51; NE. See *Monster Manual* p. 256.

**Frost Giant Jarl:** Frost Giant Blackguard 8; CR 17; Large Giant (cold); HD 14d8+84 plus 8d10+48; hp 231. See *Monster Manual* p. 122.

**Remorhaz (4):** Huge Magical Beast; hp 73; N. See *Monster Manual* p. 214.

### Encounter 6

#### APL 12 (EL 15)

**Arbrozzar:** Frost Giant Wiz9; CR 13; Large Giant (cold); HD 14d8+84 plus 9d4+54; hp 215; Init +4 (Improved Initiative); Spd 40 ft.; AC 24, touch 13, flat-footed 24 (-1 size, +9 Natural, +4 *mage armor*, +2 buckler); Base Atk +14; Grp +27; Atk +24 melee (2d8+13/20, masterwork battleaxe); Full Atk +24/+19/+14 melee (2d8+13/20, masterwork battleaxe); Space/Reach 10 ft./10 ft.; SA Rock throwing, rock catching; SQ Immunity to cold, low-light vision, rock catching; vulnerability to fire; AL NE; SV Fort +17, Ref +7, Will +16; Str 28, Dex 10, Con 23, Int 20 (24), Wis 18, Cha 8.

**Skills and Feats:** Climb +26, Concentration +23, Craft (jewelry) +22, Intimidate +9, Jump +30, Knowledge (arcana) +20, Knowledge (the planes) +10, Spellcraft +23, Spot +28; Craft Wondrous Item, Energy Substitution, Improved Familiar, Improved Initiative, Iron Will, Practiced Spellcaster, Quicken Spell, Scribe Scroll.

**Languages:** Giant, Common, Draconic, Goblin, Infernal.

**Rock Throwing (Ex):** The range increment is 120 feet for a frost giant's thrown rocks.

**Wizard Spells Prepared\*** (4/6/6/5/3/2; DC=17+spell level): 0 lvl – *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1<sup>st</sup> – *expeditious retreat*, *magic missile* x3, *mage armor*, *shield*; 2<sup>nd</sup> – *clairvoyance*, *electric (scorching) ray*, *freezing (scorching) ray*, *glitterdust*, *mirror image*, *scorching ray*; 3<sup>rd</sup> – *dispel magic*, *fly*, *acid (fire)ball*, *lightning bolt*, *protection from energy (lightning)*; 4<sup>th</sup> –

*confusion*, *greater invisibility*, *lesser globe of invulnerability*; 5<sup>th</sup> – *acid fog*, *teleport*.

\*Arbrozzar casts as an 13th-level caster.

**Spellbook:** 0 – *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1<sup>st</sup> – *alarm*, *lesser acid orb*, *cause fear*, *comprehend languages*, *expeditious retreat*, *feather fall*, *identify*, *grease*, *mage armor*, *magic missile*, *protection from good*, *shield*, *summon monster I*, *Tenser's floating disk*, *true strike*, *ventriloquism*; 2<sup>nd</sup> – *arcane lock*, *bear's endurance*, *bull's strength*, *darkness*, *false life*, *fox's cunning*, *glitterdust*, *locate object*, *mirror image*, *protection from arrows*, *scorching ray*, *spectral hand*, *summon monster II*, *touch of idiocy*; 3<sup>rd</sup> – *blink*, *clairaudience/clairvoyance*, *dispel magic*, *displacement*, *fireball*, *greater magic weapon*, *haste*, *hold person*, *lightning bolt*, *nondetection*, *protection from energy*, *sleet storm*, *slow*, *summon monster III*; 4<sup>th</sup> – *arcane eye*, *confusion*, *dimension door*, *Evard's black tentacles*, *fire trap*, *greater invisibility*, *ice storm*, *lesser globe of invulnerability*, *phantasmal Killer*, *polymorph*, *summon monster IV*, *wall of ice*; 5<sup>th</sup> – *acid fog*, *baleful polymorph*, *break enchantment*, *cloudkill*, *cone of cold*, *dominate person*, *feeblemind*, *Mordenkainen's private sanctum*, *mind fog*, *permanency*, *Rary's telepathic bond*, *sending*, *summon monster V*, *symbol of pain*, *teleport*, *wall of force*.

**Possessions:** masterwork battleaxe, headband of intellect +4, +1 mithril buckler of fire resistance, potion of remove blindness, lesser rod of quicken, wand of magic circle against good (10 charges).

**Nalthok, Abrozzar's Familiar:** Small Outsider (Air, Cold, Extraplanar) HD 23d8; hp 108; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 23 (+1 size, +3 Dex, +9 natural), touch 14, flat footed 20; Base Atk +14; Grp -10; Atk Claw +14 melee (1d3 plus 1d4 cold); Full Atk +14 melee (1d3 plus 1d4 cold/ 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, deliver touch spells, share spells, spell-like abilities, *summon mephit*; SQ Damage reduction 5/magic, darkvision 60 ft., empathic link, fast healing 2, immunity to cold, improved evasion, speak with master,



vulnerability to fire; AL NE; SV Fort +17, Ref +7, Will +16; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

**Skills and Feats:** Bluff +8, Diplomacy +4, Disguise +2, Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Spot +6, Use Rope +3; Dodge, Improved Initiative.

**Breath Weapon (Su):** Useable once per 1d4 rounds. Cone of ice shards, 10 feet, damage 1d4, Reflex 12 half or take a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds.

**Spell-Like Abilities:** 1/hour – magic missile (3rd level caster); 1/day – chill metal (6th level caster); DC 14 Will Save negates (object).

**Summon Mephitis (Sp):** Once per day, can summon another ice mephitis as if casting a summon monster spell, but with only a 25% chance of success. Summoned creatures automatically return whence they came after 1 hour. A mephitis that has just been summoned cannot use its own summon ability for 1 hour.

**Fast Healing (Ex):** Regains 2 hit points per round if touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degrees or below.

**Barbed Devil (Hamatula):** Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 12d8+22; hp 126; See *Monster Manual* p. 51.

**Bone Devil (Osyluth):** Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 10d8+50; 98 hp; See *Monster Manual* p. 52.

**Runic Guardian:** CR 10; Large Construct; HD 17d10; hp 93; Init +1; Spd 30 ft.; AC 28 (-1 size, +1 Dex, +18 natural), touch 10, flat-footed 27; Base Atk +11; Grp +19; Atk +18 melee (2d8+10/20, slam); Full Atk +18/+13/+8 melee (2d8+10/20, slam); Space/Reach 10 ft./10 ft.; SA Runic spells, stunning strike; SQ Construct traits, DR 30/magic, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con –, Int –, Wis 11, Cha 1.

**Runic Spells (Sp):** A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed

spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 <sup>st</sup> <i>true strike</i>
Each arm	2 <sup>nd</sup> <i>bull's strength</i> , <i>cat's grace</i>
Each leg	3 <sup>rd</sup> <i>displacement</i> , <i>displacement</i>
Torso	5 <sup>th</sup> <i>transmute rock to mud</i>

**Stunning Strike (Ex):** Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Find Master (Su):** No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

**Shield Master (Sp):** A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

**Teleport without Error (Sp):** Once per day, a runic guardian can use *teleport without error* (caster level 18th).

## APL 14 (EL 17)

**Arbrozzar:** Frost Giant Wiz13; CR 15; Large Giant (cold); HD 14d8+84 plus 13d4+78; hp 245; Init +4 (Improved Initiative); Spd 40 ft.; AC 29, touch 13, flat-footed 24 (-1 size, +12 natural, +4 *mage armor*, +4 buckler); Base Atk +16; Grp +29; Atk +26 melee (2d8+13/20, masterwork battleaxe); Full Atk +26/+21/+16/+11 melee (2d8+13/20, masterwork battleaxe); Space/Reach 10 ft./10 ft.; SA Rock throwing, rock catching; SQ Immunity to cold, low-light

vision, rock catching; vulnerability to fire; AL NE; SV Fort +18, Ref +8, Will +18; Str 28, Dex 10, Con 23, Int 21 (25), Wis 18, Cha 8.

**Skills and Feats:** Climb +26, Concentration +27, Craft (jewelry) +22, Intimidate +9, Jump +30, Knowledge (arcana) +24, Knowledge (the planes) +15, Spellcraft +24, Spot +32; Craft Arms and Armor, Craft Rod, Craft Wondrous Item, Energy Substitution, Forge Ring, Improved Familiar, Improved Initiative, Iron Will, Practiced Spellcaster, Quicken Spell, Scribe Scroll.

**Languages:** Giant, Abyssal, Celestial, Common, Draconic, Goblin, Infernal.

**Rock Throwing (Ex):** The range increment is 120 feet for a frost giant's thrown rocks.

**Wizard Spells Prepared\*** (4/6/6/6/4/4/3/2 DC= 17+spell level): 0 lvl – detect magic, mage hand, ray of frost, touch of fatigue; 1<sup>st</sup> – expeditious retreat, magic missile x3, ~~mage armor~~ x2; 2<sup>nd</sup> – clairvoyance, electric (scorching) ray, freezing (scorching) ray, ~~glitterdust~~ (f), mirror image, ~~scorching ray~~ (f); 3<sup>rd</sup> – acid (fire)ball, dispel magic, fly, ~~haste~~–(f), greater magic weapon, lightning bolt, protection from energy (lightning); 4<sup>th</sup> – confusion, ~~Evard's black tentacles~~ (f), greater invisibility, rainbow pattern; 5<sup>th</sup> lvl – acid fog, dominate person, teleport, wall of force; 6<sup>th</sup> lvl – greater dispel magic, ~~imbue familiar with spell-like ability~~, summon monster VI; 7<sup>th</sup> lvl – delayed blast fireball, spell turning.

\*Arbrozzar casts as an 17th-level caster.

(f) spells marked thus have been imbued into Nalthok

**Spellbook:** 0 – acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1<sup>st</sup> – alarm, lesser acid orb, cause fear, comprehend languages, expeditious retreat, feather fall, identify, grease, mage armor, magic missile, protection from good, shield, summon monster I, Tenser's floating disk, true strike, ventriloquism; 2<sup>nd</sup> – arcane lock, bear's endurance, bull's strength, darkness, false life, fox's cunning, glitterdust, locate object, mirror image, protection from arrows, scorching ray, spectral hand, summon monster II, touch of idiocy; 3<sup>rd</sup> – blink, clairsentience/clairvoyance, dispel magic, displacement, fireball, greater magic weapon, haste, hold person, lightning bolt, nondetection,

protection from energy, sleet storm, slow, summon monster III; 4<sup>th</sup> – arcane eye, confusion, dimension door, Evard's black tentacles, fire trap, greater invisibility, ice storm, lesser globe of invulnerability, phantasmal killer, polymorph, rainbow pattern, summon monster IV, wall of ice; 5<sup>th</sup> – acid fog, baleful polymorph, break enchantment, cloudkill, cone of cold, dominate person, feeblemind, Mordenkainen's private sanctum, mind fog, permanency, Rary's telepathic bond, sending, summon monster V, symbol of pain, teleport, wall of force; 6<sup>th</sup> – contingency, imbue familiar with spell-like ability, legend lore, Otiluke's freezing sphere, planar binding, summon monster VI, true seeing, wall of iron; 7<sup>th</sup> – arcane sight, delayed blast fireball, energy immunity, ethereal jaunt, insanity, limited wish, plane shift, prismatic spray, spell turning, teleport object, waves of exhaustion.

**Contingency:** If Arbrozzar says the words "encase me in the power of magic" in giant, his contingency is triggered, casting lesser globe of invulnerability on him.

**Possessions:** masterwork battleaxe, amulet of natural armor +3, +3 mithril buckler of improved fire resistance, headband of intellect +4, ring of freedom of movement, potion of remove blindness, rod of quicken spell, scroll of true seeing, wand of magic circle against good (10 charges).

**Nalthok, Abrozzar's Familiar:** Small Outsider (Air, Cold, Extraplanar) HD 27d8; hp 122; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 25 (+1 size, +3 Dex, +11 natural), touch 14, flat footed 22; Base Atk +18; Grp -8; Atk Claw +18 melee (1d3 plus 1d4 cold); Full Atk +18 melee (1d3 plus 1d4 cold/ 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, deliver touch spells, share spells, spell-like abilities, *summon mephit*; SQ Damage reduction 5/magic, darkvision 60 ft., empathic link, fast healing 2, immunity to cold, improved evasion, scribe on familiar, speak with master, SR 18, vulnerability to fire; AL NE; SV Fort +18, Ref +8, Will +18; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

**Skills and Feats:** Bluff +8, Diplomacy +4, Disguise +2, Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Spot +6, Use Rope +3; Dodge, Improved Initiative.

**Breath Weapon (Su):** Useable once per 1d4 rounds. Cone of ice shards, 10 feet, damage 1d4, Reflex 12 half or take a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds.

*Spell-Like Abilities:* 1/hour – *magic missile* (3rd level caster); 1/day – *chill metal* (6th level caster); DC 14 Will Save negates (object).

*Summon Mephitis (Sp):* Once per day, can summon another ice mephitis as if casting a summon monster spell, but with only a 25% chance of success. Summoned creatures automatically return whence they came after 1 hour. A mephitis that has just been summoned cannot use its own summon ability for 1 hour.

*Fast Healing (Ex):* Regains 2 hit points per round if touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degrees or below.

*Spells Imbued:* *Evards black tentacles*, *glitterdust*, *haste*, *scorching ray*.

**War Troll:** CR 12 (individual) CR 14 (group); Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7; Spd 30 ft., in breastplate (6 squares); base speed 40 ft.; AC 31 (-1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28; Base Atk +12/+7/+2; Grp +22; Atk +23/+18/+13 melee (2d8+15/19-20, Masterwork greatsword) or +15/+10/+5 ranged (2d6+10/x3, Masterwork composite longbow (+10 Str)); Full Atk +23/+18/+13 melee (2d8+15/19-20, Masterwork greatsword) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 (1d6+5); or +15/+10/+5 ranged (2d6+10/x3, Masterwork composite longbow); Space/Reach 10 ft./10 ft.; SA Dazing Blow; SQ Damage Reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20; AL LE; SV Fort +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10.

*Skills and Feats:* Listen +9, Spot +10; Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (greatsword).

*Dazing Blow (Ex):* The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

*Regeneration (Ex):* Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

*Description:* *These hulking creatures stand upright. Although they have the feral features of a troll, their rubbery green skin has a*

*dark, metallic tinge and they wear substantial armor. The creatures hold greatswords with ease and they are clearly skilled warriors.*

*Possessions:* *potion of remove blindness*, *potion of invisibility*, *potion of protection from energy (acid)*

**Shard, the Ice Devil (Gelugon) :** CR 13; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+84; hp 147; See *Monster Manual*, p. 56.

*Possessions:* *potion of remove blindness*.

**Runic Guardian:** CR10; Large Construct; HD 17d10; hp 93; Init +1; Spd 30 ft.; AC 28 (-1 size, +1 Dex, +18 natural), touch 10, flat-footed 27; Base Atk +11; Grp +19; Atk +18 melee (2d8+10/20, slam); Full Atk +18/+13/+8 melee (2d8+10/20, slam); Space/Reach 10 ft./10 ft.; SA Runic spells, stunning strike; SQ Construct traits, DR 30/magic, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con –, Int –, Wis 11, Cha 1.

*Runic Spells (Sp):* A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 <sup>st</sup> <i>true strike</i>
Each arm	2 <sup>nd</sup> <i>bull's strength</i> , <i>cat's grace</i>
Each leg	3 <sup>rd</sup> <i>displacement</i> , <i>displacement</i>
Torso	5 <sup>th</sup> <i>transmute rock to mud</i>

*Stunning Strike (Ex):* Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

*Find Master (Su):* No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to



that spot when called. This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

**Shield Master (Sp):** A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

**Teleport without Error (Sp):** Once per day, a runic guardian can use *teleport without error* (caster level 18th).

## APL 16 (EL 19)

**Note:** Arbrozar's CR has been reduced by 1 to reflect that he has already cast many of his spells.

**Arbrozzar:** Frost Giant Wiz15/Archmage2; CR 17; Large Giant (cold); HD 14d8+84 plus 15d4+78 plus 2d4+12; hp 266; Init +4 (Improved Initiative); Spd 40 ft.; AC 29, touch 13, flat-footed 24 (-1 size, +12 natural, +4 mage armor, +4 buckler); Base Atk +18; Grp +31; Atk +28 melee (2d8+13/20, masterwork battleaxe; Full Atk +28/+23/+18/+13 melee (2d8+13/20, masterwork battleaxe); Space/Reach 10 ft./10 ft.; SA Rock throwing, rock catching; SQ Immunity to cold, low-light vision, rock catching; vulnerability to fire; AL NE; SV Fort +19, Ref +12, Will +22; Str 28, Dex 10, Con 23, Int 22 (28), Wis 18, Cha 8.

**Skills and Feats:** Climb +26, Concentration +35, Craft (jewelry) +22, Intimidate +9, Jump +30, Knowledge (arcana) +29, Knowledge (dungeoneering) +11, Knowledge (nature) +11, Knowledge (the planes) +20, Spellcraft +29, Spot +34; Craft Arms and Armor, Craft Rod, Craft Wondrous Item, Empower Spell, Energy Substitution, Forge Ring, Improved Familiar, Improved Initiative, Iron Will, Practiced Spellcaster, Quicken Spell, Quicken Spell-like ability (disintegrate), Scribe Scroll.

**Languages:** Giant, Abyssal, Celestial, Common, Draconic, Goblin, Infernal.

**Rock Throwing (Ex):** The range increment is 120 feet for a frost giant's thrown rocks.

Wizard	Spells	Prepared*
(4/7/6/12/6/6/5/4/3/2 DC= 19+spell level):	0 lvl – detect magic, mage hand, ray of frost, touch of fatigue; 1 <sup>st</sup> – comprehend languages, expeditious retreat, magic missile x3, mage armor x2; 2 <sup>nd</sup> – clairvoyance, electric (scorching) ray, freezing (scorching) ray, glitterdust (f), mirror image, scorching ray (f); 3 <sup>rd</sup> – acid (fire)ball, clairsentience, clairvoyance, fly, haste (f), greater magic weapon x2, lightning bolt, protection from energy (lightning), protection from energy (acid), empowered ray of enfeeblement x2 (f); 4 <sup>th</sup> – confusion, Evard's black tentacles (f), greater invisibility x2, rainbow pattern, stoneskin; 5 <sup>th</sup> lvl – baleful polymorph, dominate person (f), feeblemind, high arcana, teleport, wall of force; 6 <sup>th</sup> lvl – acid fog, greater dispel magic, high arcana, high arcana, imbue familiar with spell-like ability; 7 <sup>th</sup> lvl – elone, delayed blast fireball, spell turning, quickened fireball; 8 <sup>th</sup> lvl – horrid wilting, maze, summon monster VIII; 9 <sup>th</sup> lvl – gate, time stop;	

\*Arbrozzar casts as an 22nd-level caster.

(f) spells marked thus have been imbued into Nalthok

**Spellbook:** 0 – acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1<sup>st</sup> – alarm, lesser acid orb, cause fear, comprehend languages, expeditious retreat, feather fall, identify, grease, mage armor, magic missile, protection from good, shield, summon monster I, Tenser's floating disk, true strike, ventriloquism; 2<sup>nd</sup> – arcane lock, bear's endurance, bull's strength, darkness, false life, fox's cunning, glitterdust, locate object, mirror image, protection from arrows, scorching ray, spectral hand, summon monster II, touch of idiocy; 3<sup>rd</sup> – blink, clairsentience/clairvoyance, dispel magic, displacement, fireball, greater magic weapon, haste, hold person, lightning bolt, nondetection, protection from energy, sleet storm, slow, summon monster III; 4<sup>th</sup> – arcane eye, confusion, dimension door, Evard's black tentacles, fire trap, greater invisibility, ice storm, lesser globe of invulnerability, phantasmal killer, polymorph, rainbow pattern, summon monster IV, wall of ice; 5<sup>th</sup> – acid fog, baleful polymorph, break enchantment, cloudkill, cone of cold, dominate person, feeblemind, Mordenkainen's private sanctum, mind fog, permanency, Rary's



*telepathic bond, sending, summon monster V, symbol of pain, teleport, wall of force; 6<sup>th</sup> – contingency, imbue familiar with spell-like ability, legend lore, Otiluke's freezing sphere, planar binding, summon monster VI, true seeing, wall of iron; 7<sup>th</sup> – arcane sight, delayed blast fireball, energy immunity, ethereal jaunt, insanity, limited wish, plane shift, prismatic spray, spell turning, teleport object, waves of exhaustion; 8<sup>th</sup> – clone, discern location, horrid wilting, mind blank, polar ray, power word stun, prismatic wall, symbol of death, symbol of insanity; 9<sup>th</sup> – time stop, energy drain, gate.*

**High Arcana (Mastery of Shaping):** Arbrozzar has sacrificed one 6th-level spell slot to gain mastery of shaping. The archmage can alter area and effect spells that use one of the following shapes, burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube.

**High Arcana (Spell-Like Ability):** Arbrozzar has sacrificed a 5th-level spell slot to master this ability. The archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. Using a slot three levels higher than the chosen spell allows him to use the spell-like ability four times per day. Arbrozzar has used a 6th-level spell slot to use *disintegrate* two times per day.

**Contingency:** If Arbrozzar says the words "sheath me in the power" in giant, his contingency is triggered, casting *globe of invulnerability* on him.

**Spell-like Ability:** Arbrozzar can cast *disintegrate* as a spell-like ability using his high arcana twice per day.

**Possessions:** masterwork battleaxe, *amulet of natural armor* +3, +3 *mithril buckler of improved fire resistance*, *hand of glory*, *headband of intellect* +6, *ioun stone (orange prism)*, *potion of remove blindness*, *ring of evasion*, *ring of freedom of movement*, *ring of wizardry III*, *rod of quicken spell*, *scroll of true seeing*, *wand of magic circle against good (10 charges)* 250 gp of diamond dust.

**Nalthok, Abrozzar's Familiar:** Small Outsider (Air, Cold, Extraplanar) HD 41d8; hp 133; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 27 (+1 size,

+3 Dex, +13 natural), touch 14, flat footed 24; Base Atk +18; Grp -8; Atk Claw +18 melee (1d3 plus 1d4 cold); Full Atk +18 melee (1d3 plus 1d4 cold/ 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, deliver touch spells, share spells, spell-like abilities, *summon mephitis*; SQ Damage reduction 5/magic, darkvision 60 ft., empathic link, fast healing 2, immunity to cold, improved evasion, scry on familiar, speak with master, SR 18, vulnerability to fire; AL NE; SV Fort +19, Ref +12, Will +22; Str 10, Dex 17, Con 10, Int 14, Wis 11, Cha 15.

**Skills and Feats:** Bluff +8, Diplomacy +4, Disguise +2, Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Spot +6, Use Rope +3; Dodge, Improved Initiative.

**Breath Weapon (Su):** Useable once per 1d4 rounds. Cone of ice shards, 10 feet, damage 1d4, Reflex 12 half or take a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds.

**Spell-Like Abilities:** 1/hour – magic missile (3rd level caster); 1/day – chill metal (6th level caster); DC 14 Will Save negates (object).

**Summon Mephitis (Sp):** Once per day, can summon another ice mephitis as if casting a summon monster spell, but with only a 25% chance of success. Summoned creatures automatically return whence they came after 1 hour. A mephitis that has just been summoned cannot use its own summon ability for 1 hour.

**Fast Healing (Ex):** Regains 2 hit points per round if touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degrees or below.

**Spells Imbued:** *dominate person*, *Evard's black tentacles*, *glitterdust*, *haste*, *empowered ray of enfeeblement x2*), *scorching ray*.

**War Trolls (2):** CR 12 (individual) CR 14 (group); Large Monstrous Humanoid; HD 12d8+84; hp 138; Init +7; Spd 30 ft., in breastplate (6 squares); base speed 40 ft.; AC 31 (-1 size, +14 natural armor, +5 breastplate, +3 Dex), touch 12, flat-footed 28; Base Atk +12/+7/+2; Grp +22; Atk +23/+18/+13 melee (2d8+15/19-20, Masterwork greatsword) or +15/+10/+5 ranged (2d6+10/x3, Masterwork composite longbow (+10 Str)); Full Atk +23/+18/+13 melee (2d8+15/19-20, Masterwork greatsword) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 (1d6+5); or +15/+10/+5 ranged (2d6+10/x3, Masterwork composite longbow); Space/Reach

10 ft./10 ft.; SA Dazing Blow; SQ Damage Reduction 5/adamantine, darkvision 90 ft., low-light vision, regeneration 9, scent, spell resistance 20; AL LE; SV Fort +13, Ref +11, Will +12; Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10.

**Skills and Feats:** Listen +9, Spot +10; Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (greatsword).

**Dazing Blow (Ex):** The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for 1 round. The save DC is Constitution-based.

**Regeneration (Ex):** Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Description:** *These hulking creatures stand upright. Although they have the feral features of a troll, their rubbery green skin has a dark, metallic tinge and they wear substantial armor. The creatures hold greatswords with ease and they are clearly skilled warriors.*

**Possessions:** *potion of remove blindness, potion of invisibility, potion of protection from energy (acid)*

**Shard, the Ice Devil (Gelugon) :** CR 13; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 14d8+84; hp 147; See *Monster Manual*, p. 56.

**Possessions:** *potion of remove blindness.*

**Advanced Runic Guardian:** CR 12; Large Construct; HD 25d10+30; hp 210; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27 (-1 size, +1 Dex, +18 natural); Base Atk +18; Grp +31; Atk +27 melee (2d8+12/20, slam); Full Atk +27/+22/+17 melee (2d8+12/20, slam); Space/Reach 10 ft./10 ft.; SA Runic spells, stunning strike; SQ Construct traits, DR 30/magic, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +7, Ref +8, Will +7; Str 26, Dex 13, Con --, Int --, Wis 11, Cha 1.

**Runic Spells (Sp):** A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed

spell of 6th or 7th level, but this covers its whole body.

Body Part	Highest Spell Level
Head	1 <sup>st</sup> <i>true strike</i>
Each arm	2 <sup>nd</sup> <i>bull's strength</i> , <i>cat's grace</i>
Each leg	3 <sup>rd</sup> <i>displacement</i> , <i>displacement</i>
Torso	5 <sup>th</sup> <i>transmute rock to mud</i>

**Stunning Strike (Ex):** Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 29) or be stunned (unable to act loses any Dexterity bonus to AC, and an attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

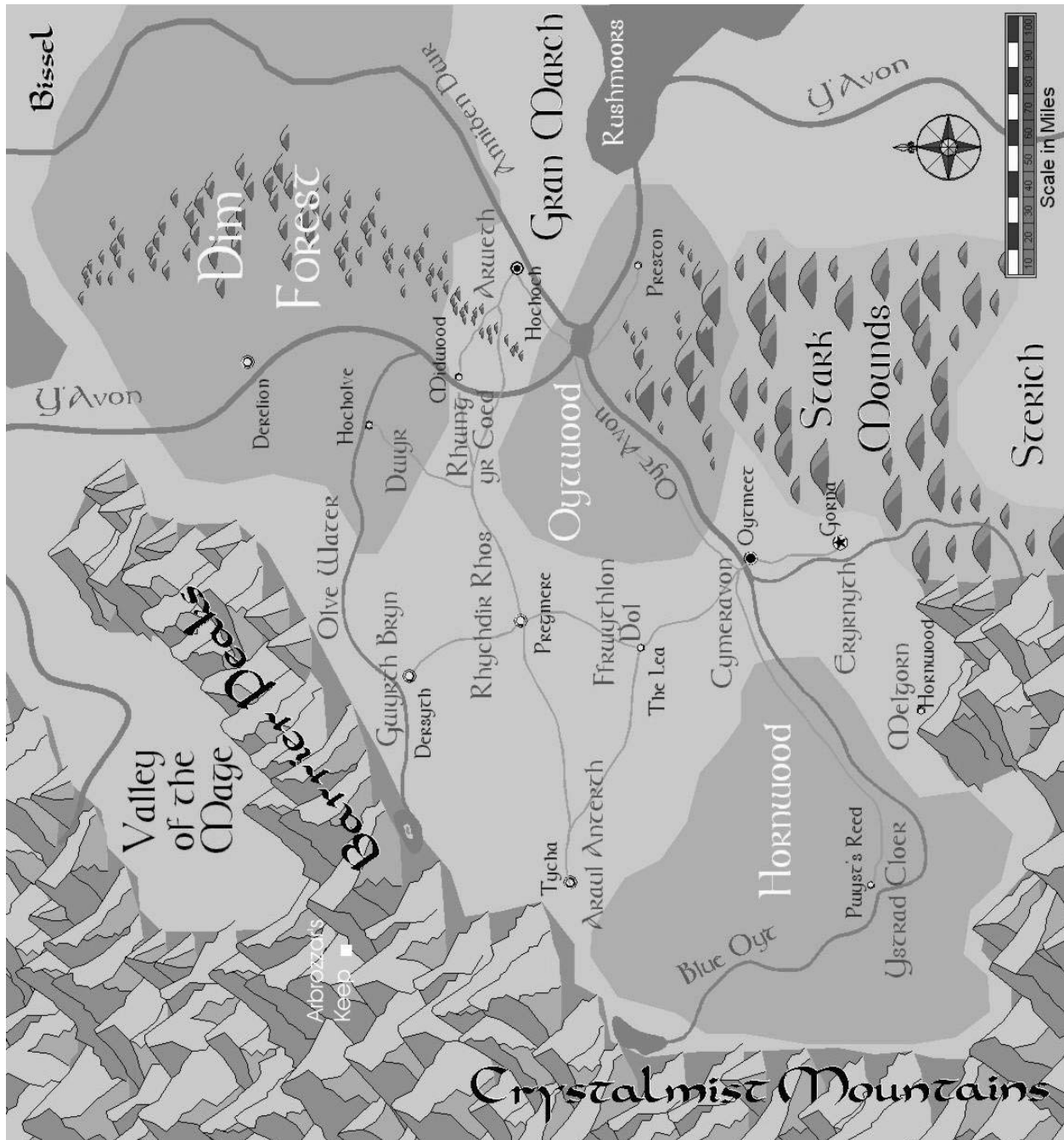
**Find Master (Su):** No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

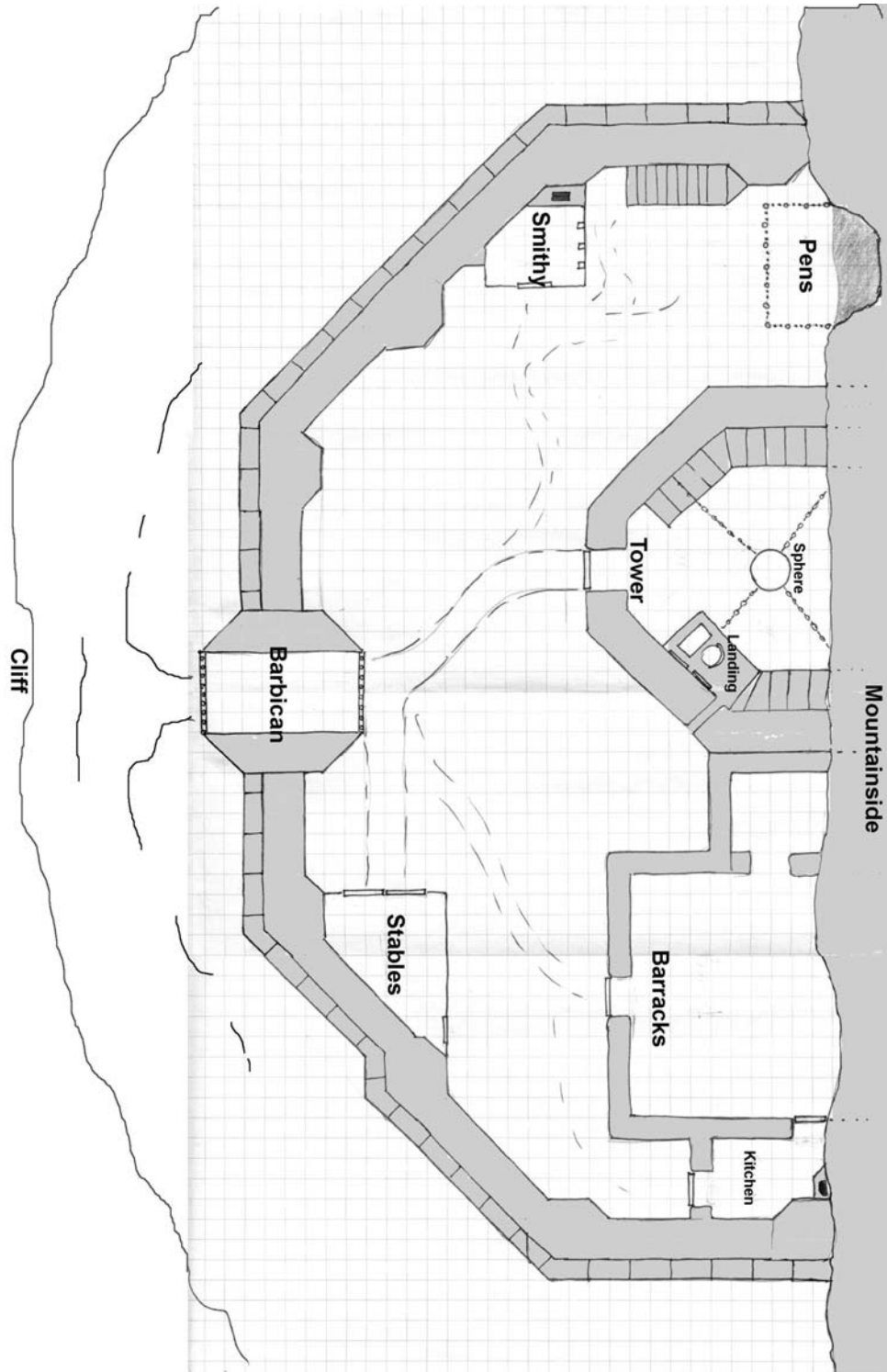
**Shield Master (Sp):** A runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

**Teleport without Error (Sp):** Once per day, a runic guardian can use *teleport without error* (caster level 18th).

## DM Aid: Map #1 – Map of Geoff

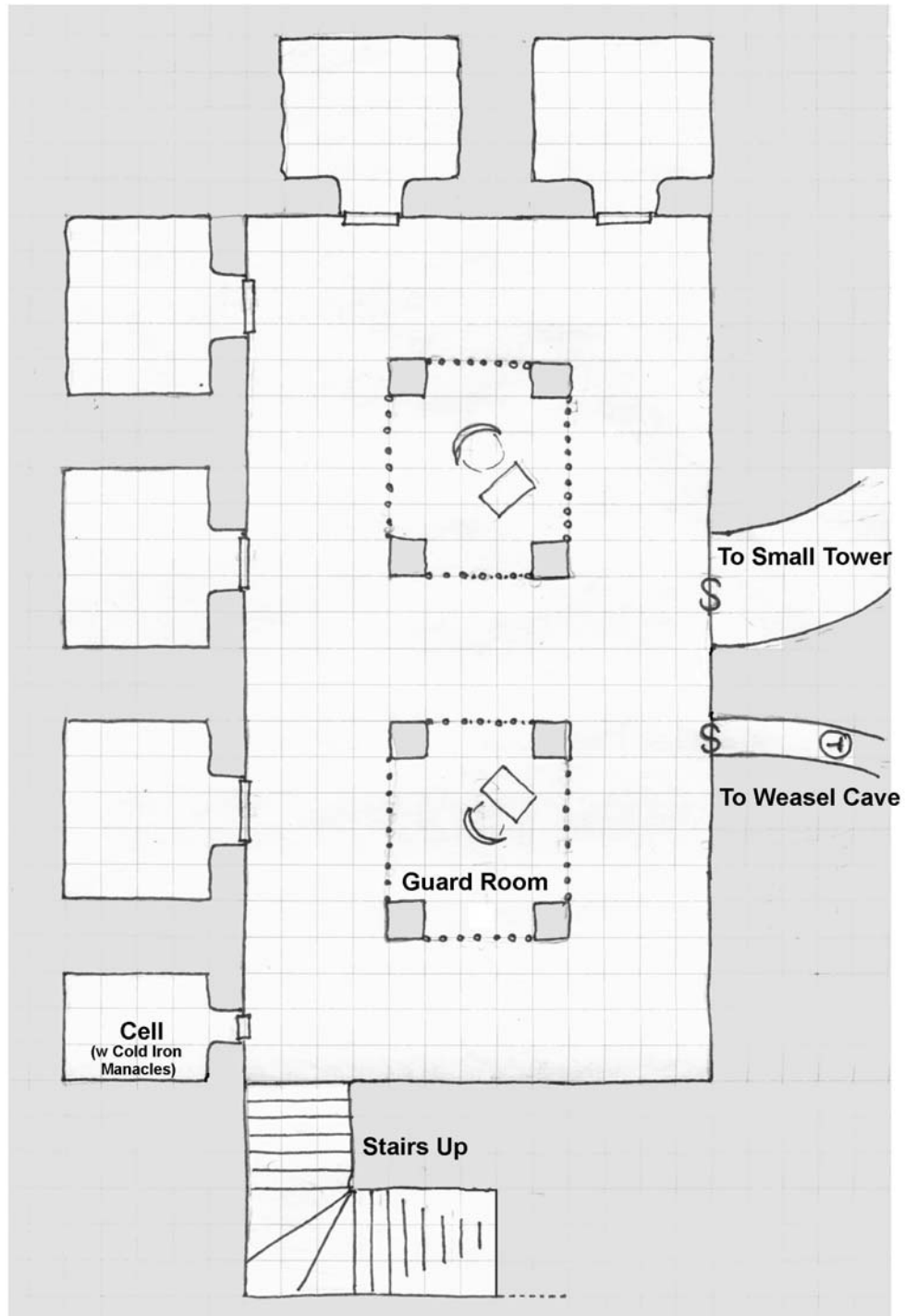


## DM Aid: Map #2 – Arbrozkar's Castle

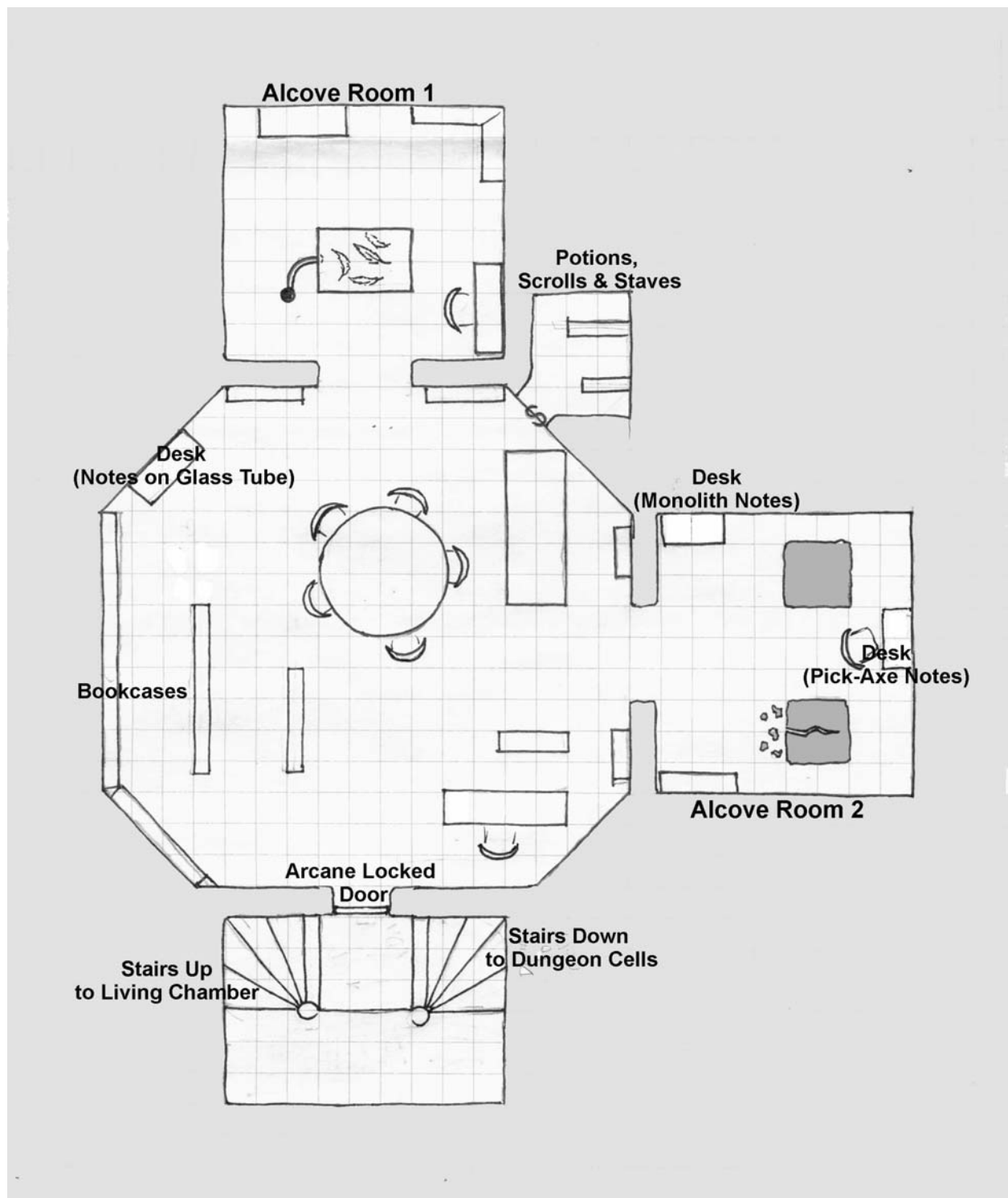




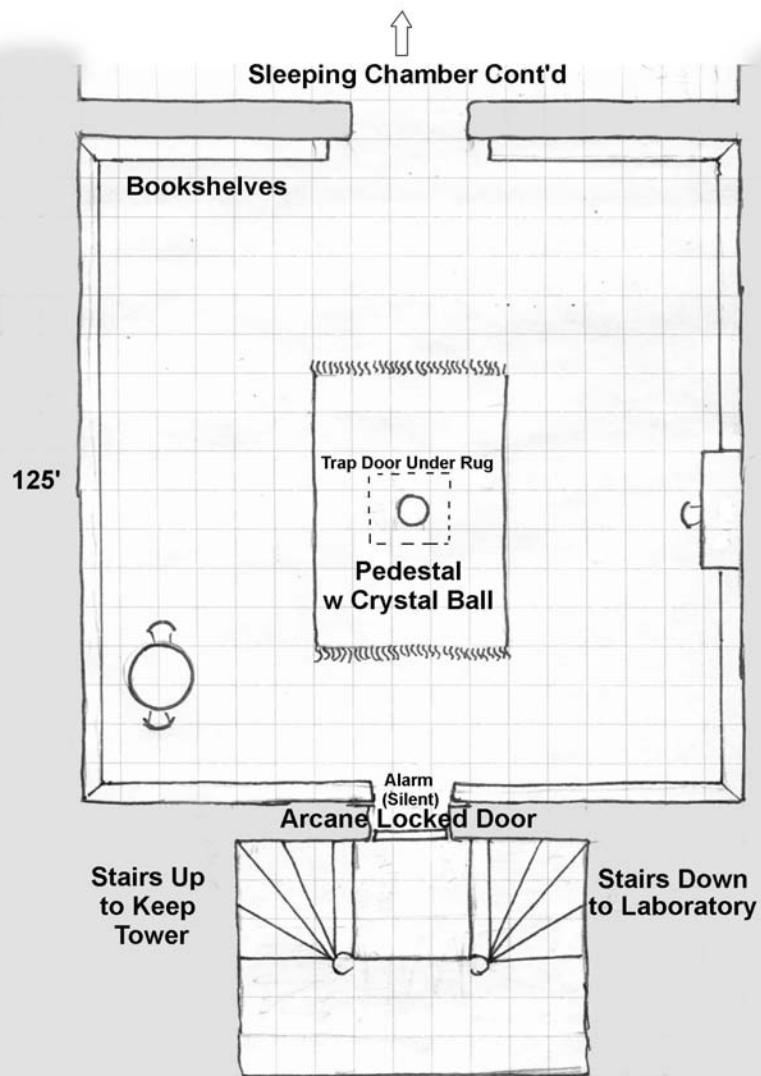
## DM Aid: Map #3 – Arbrozzar's Dungeon



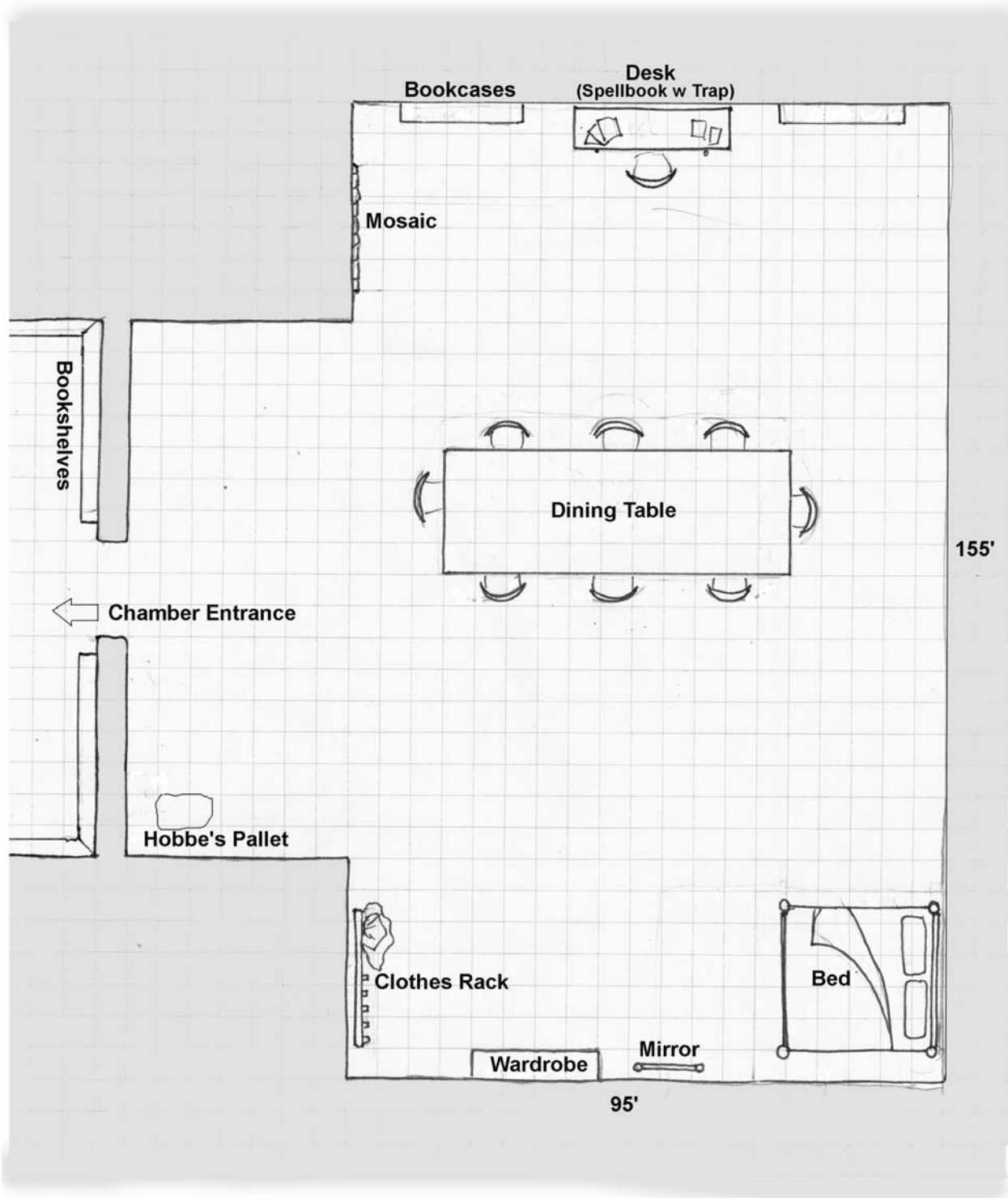
## DM Aid: Map #4 – Arbrozzar's Laboratory



## DM Aid: Map #5 – Arbrozkar's Outer Chamber

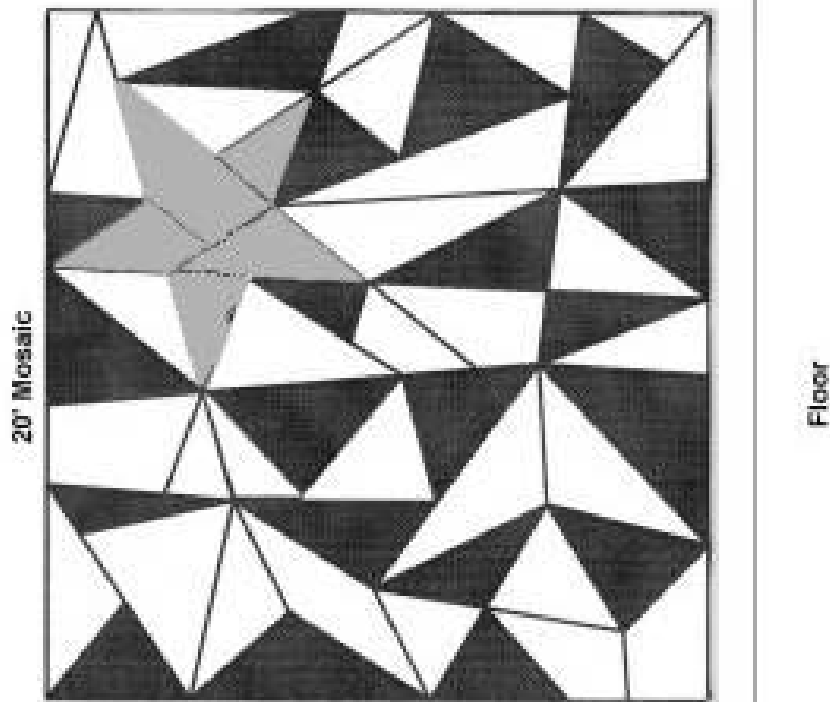


## DM Aid: Map #6 – Arbrozzar's Inner Chamber

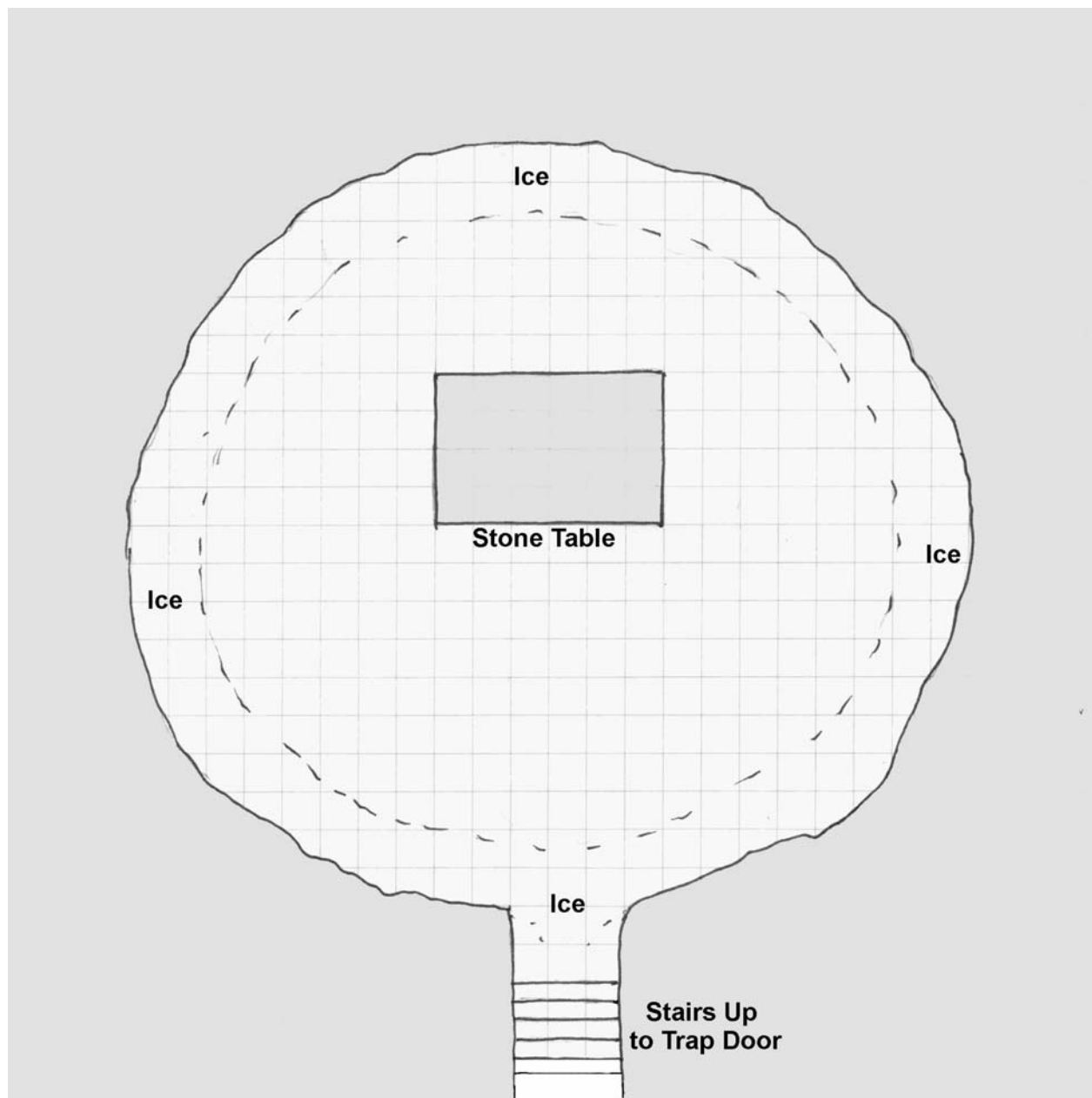




## DM Aid: Map #7 – Mosaic Puzzle Solution



## DM Aid: Map #8 – Arbrozar's Summoning Chamber



## DM Aid #9: Arbrozar's Combat Tactics

These tactics are presented as a DM aid to assist you in running the last encounter. The combat can get very complicated and these ideas present one way of use Arbrozar's abilities. Feel free to vary these tactics as needed.

If Arbrozar was alerted by any of the traps or by the PCs raising the Alert System, then he has the spells listed below pre-cast by the time the PCs arrive in the Summoning Chamber. Be sure to cross these spells off his spell list. The DM should adjust this list based upon how long the PCs prepare before heading into the Summoning Chamber. For example, if the PCs spend 5 rounds casting spells and preparing, then give Arbrozar the same for casting, with the exception that Arbrozar has all of his hour plus duration spells up before the combat begin.

If at anytime, the Runic Guardian falls and Shard (or both devils) fall, Arbrozar flees. He uses a *teleport* spell to leave the Summoning Chamber without hesitation. He does not want to abandon the Keep, but he does so if needed.

### APL 12

#### *Before Combat*

Runic Guardian: *displacement* (on osyluth), *displacement* (on hamatula), *cat's grace* (on Arbrozar).

Hamatula: *major image* (DC 17) (of an empty table superimposed over the actual table).

Osyluth: *invisibility* (on self), *fly*, *major image* (DC 15) (of Arbrozar standing alone in front of the table).

Arbrozar: *protection from energy* (electricity), *wand of magic circle* against good (cast on Arbrozar, hamatula, osyluth and the runic guardian), *expeditious retreat*, *greater invisibility*, *fly*, *shield*.

#### *Round One*

Runic Guardian: Casts *transmute rock to mud* on the greatest number of PCs, particularly in the entry way.

Hamatula: Casts *Unholy blight* on the greatest number of PCs.

Osyluth: Attempts to summon another bone devil.

Arbrozar: Activates *lesser globe of resistance contingency*. Casts a quickened *lightning bolt* on the party using the lesser rod of quicken spell, then casts *acid fog* on the greatest concentration of PCs.

#### *Round Two*

Runic Guardian: Casts *bull strength* on osyluth.

Hamatula: Casts *order's wrath* on the greatest number of PCs.

Osyluth: Moves to attack any threatening PC.

Arbrozar: Casts a quickened *acidball* using the lesser rod of quicken spell on those PCs stuck in the mud or on the largest grouping of PCs. Casts *confusion* on any fighter types.

#### *Round Three*

Runic Guardian: Attacks PCs.

Hamatula: Attempts to summon another Hamatula (35% success).

Osyluth: Attacks PCs.  
 Arbrozzar: Casts a quickened *scorching ray* using the lesser rod of quicken spell and casts *freezing (scorching) ray*

#### Round Four

Runic Guardian: Attacks PCs.  
 Hamatula: Attacks PCs.  
 Osyluth: Attacks PCs.  
 Arbrozzar: Casts *Electric (Scorching) Ray*.

If at anytime, the Runic Guardian falls and one or both devils fall, Arbrozzar flees. He uses a *teleport* spell to leave the Summoning Chamber without hesitation. He does not want to abandon the Keep, but he does so if needed.

### **APL 14**

#### Before Combat

Runic Guardian: *displacement* (on Shard), *displacement* (on war troll), *cat's grace* (on Arbrozzar).  
 War Troll: Consumes a potion of *invisibility* and potion of *protection from acid*  
 Shard: *unholy aura* (on Arbrozzar, War Troll, Nalthok, the Runic Guardian, and self), *fly*, *persistent image* (giant eagle lying on the floor in front of the altar, 40 ft. from doorway), consumes potion of *invisibility*.  
 Arbrozzar: *spell turning*, wand of *magic circle against good* (cast on Arbrozzar, Nalthok, Shard, the War Troll and the Runic Guardian); *greater magic weapon* (on troll's sword), *protection from energy (electricity)*, *greater invisibility*, *fly*, scroll of *true seeing*, *summon monster VI* (eladrin: *brelani*), *expeditious retreat*.  
 Nalthok: *Just hangs out*.

#### Round One

Runic Guardian: Casts *transmute rock to mud* on the greatest number of PCs, particularly in the entry way.  
 War Troll: Ready action to charge when threatening PC comes close to Arbrozzar.  
 Shard: Casts *wall of ice* to divide the party or *ice storm* if they are all together.  
 Arbrozzar: Activates *lesser globe of resistance contingency*. Casts a quickened *acid (fire)ball* using rod of quicken spell, then casts *acid fog* on the greatest concentration of PCs.  
 Nalthok: Stays within 5 ft. of Arbrozzar to maintain the effects of *greater invisibility*. Casts *haste* on companions.  
 Brelani: Places a *wind wall* in front of Arbrozzar to protect him from archers.

#### Round Two

Runic Guardian: Casts *bull strength* on war troll.  
 War Troll: Attack PCs.  
 Shard: Casts *wall of ice* if needed or attempts to summon 1d6 bearded devils.  
 Arbrozzar: Casts a quickened *lightning bolt* using rod, then casts *delayed blast fireball* on the largest grouping of PCs.  
 Nalthok: Stays within 5 ft. of Arbrozzar to maintain the effects of *greater invisibility*. Casts *Evard's black tentacles* on largest concentration of PCs.



Brelani: Creates another *wind wall* to protect Arbrazzar from archers.

### Round Three

Runic Guardian: Attacks nearest PC. If no PC is near, activates *mirror image*.

War Troll: Continues attacking.

Shard: Creates another *wall of ice* to separate the PCs.

Arbrozzar: Casts a quickened *electric (scorching) ray* using rod of quicken spell, then casts *dominate person* on a fighter-type PC.

Nalthok: Stays close to Arbrazzar. Casts *scorching ray* on the heaviest armored PC or attempts to *glitterdust* a hiding PC.

Brelani: Creates more wind walls, or heals Arbrazzar, if needed.

### Round Four

Runic Guardian: Attacks PCs.

War Troll: Attacks PCs.

Shard: Continues the divide and conquer plan.

Arbrozzar: Casts *confusion* on largest group of PCs or casts *freezing (scorching) ray*.

Nalthok: Stays close to Arbrazzar.

Brelani: Create more wind walls or heals Arbrazzar, if needed.

## **APL 16**

### Before Combat

Runic Guardian: *displacement* (once on each war troll), *cat's grace* (on Arbrazzar).

War Trolls: Consumes a potion of *invisibility* and potion of *protection from acid*

Shard: *unholy aura* (on Arbrazzar, War Troll, Nalthok, the Runic Guardian, and self), *fly*, *persistent image* (giant eagle lying on the floor in front of the altar, 40 ft. from doorway), consumes potion of *invisibility*.

Arbrozzar: *spell turning*, wand of *magic circle against good* (cast on Arbrazzar, Nalthok, Shard, the War Troll and the Runic Guardian); *greater magic weapon* x2 (on each troll's sword), *protection from energy (acid)*, *protection from energy (electricity)*, *stoneskin*, *greater invisibility*, *fly*, scroll of *true seeing*, *summon expeditious retreat*.

Nalthok: Just hangs out.

### Round One

Runic Guardian: Casts *transmute rock to mud* on the greatest number of PCs, particularly in the entry way.

War Trolls: Ready action to charge when threatening PC comes close to Arbrazzar.

Shard: Casts *wall of ice* to divide the party or *ice storm* if they are all together.

Arbrozzar: Activates *lesser globe of resistance contingency*. Casts *time stop* and casts *summon monster VIII* (1d4+1 eladrin: brelani) as well as any important spells from his pre-combat suite above that he hasn't cast yet. *Time stop* maxes out at 5 rounds, so 5 spell listed, cut the list based on how many rounds *time stop* runs). He then uses his quickened spell-like ability to *disintegrate* an obvious arcane spellcaster.

Nalthok: Stays within 5 ft. of Arbrazzar to maintain the effects of *greater invisibility*. Casts *haste* using the rod, and then casts *dominate person* on a PC fighter.

Brelani: Place a *wind wall* in front of Arbrazzar to protect him from archers.

#### Round Two

Runic Guardian: Casts *bull strength* on nearest war troll.

Shard: Casts *wall of ice* if needed or attempts to summon 1d6 bearded devils.

War Troll: Attack PCs.

Arbrazzar: Casts *maze* on the PC who looks to be the toughest fighter/barbarian. He then uses his quickened spell-like ability to *disintegrate* an obvious arcane spellcaster.

Nalthok: Stays close to Arbrazzar. Casts *empowered ray of enfeeblement* on a fighter-type PC, using rod of quicken spell. Casts *Evard's black tentacles* on largest grouping of PCs.

Brelani: Creates another *wind wall* to protect Arbrazzar from archers.

#### Round Three

Runic Guardian: Attacks PCs.

War Troll: Attack PCs.

Shard: Creates another *wall of ice* to separate the PCs.

Arbrazzar: Casts *acid fog* using rod of quicken spell, then casts *horrid wilting* on largest group of PCs. He uses his shaping ability to avoid hitting his allies.

Nalthok: Stays close to Arbrazzar and gives rod of quicken spell to him. Casts *empowered ray of enfeeblement* on a fighter-type PC.

Brelani: Create more wind walls, or heal Arbrazzar, if needed.

#### Round Four

Runic Guardian: Attacks PCs.

War Troll: Attack PCs.

Shard: Continues the divide and conquer plan.

Arbrazzar: Casts *quicken fireball*, then casts *delayed blast fireball* on largest group of PCs. He uses his shaping ability to avoid hitting his allies.

Nalthok: Stays close to Arbrazzar. Casts *scorching ray* on the heaviest armored PC or attempts to *glitterdust* a hiding PC.

Brelani: Create more wind walls or heal Arbrazzar.

## Player Handout #1

object is made of thin, delicate glass, blown into a tube. Goblins broke two of them while bringing them here . . .

Ends of the glass tube are capped with tin . . .

object was found by goblins up by the strange cave. They said it glows . . .

Does not detect as magical. is it masked? . . .

object has not glowed in the months that i have had it . . .

This thing is not enchanted at all. Stupid goblins . . .

## Player Handout #2

Definitely constructs. most likely golems of some sort. Appear unintelligent. . .

18 feet tall. Approx. 32,000 pounds. carved to resemble stone giants. Humanoid in form. Discernable head, functioning legs and arms. See picture for stance and position. . .

~~several pieces joined together. . .~~

carved by the stone giants from a single piece of stone. The stone giants have been capable of making monoliths for some time. crystals recent addition. . .



The construct is only moderately enchanted? impossible. . .

Abjuration and enchantment and transmutation. . .

magic of the constructs not from stone giants. They could not grant the monoliths the magical power needed. . .

Empowered by the sakhut themselves. Femte? . . .

crystals seem to be the key to their power. . .

where are the sakhut getting these crystals? They do not match anything I have seen here. . .



## Player Handout #3

weapon is approximately two feet long. The shaft is hornwood, polished and lacquered. At the base of the shaft is a grip made of leather. Special type of leather? must ask Lars. . .

Head is pure adamantine. Dwarven? . . .

Heavily enchanted overwhelming aura transmutation. . .

can only be wielded by divine casters. . .

weapon is particularly effective against constructs. . .

Thundering? seems to have some sonic powers. . .

The damn things function even within the area of antimagic. minor artifact? must talk to Magnild and Femte. . .

not dwarven gnomes. . .

Legend lore ties the weapons to Garl Glittergold. . .

originally nine. Tyr have one. . .

Dark elves have another. . .

must ward the monoliths. . .

## Players Handout #4

Arbrozzar, My Good Colleague,

I have spoken with Rane as you suggested, and she had much to say on the subject of our greater. I hope you find this information as illuminating as I have.

As you well know, our legends tell of a time when all of the giants were united in a great Reike that spread from the spine mountains to the river on the east and the foothills on the west. Those many millennia ago, we were strong and ruled all these lands. It was a time of prosperity and glory for the giants. A golden age, if you will.

The Jotun Reike was ruled by the fabled Sakhut. He was more of an emperor than a king, as he held dominion over many clans, tribes, holds, and families. The greatest of their number was the "King of Storms". Rane could find no reference to an actual name.

The golden age of the Jotun Reike ended when the Storm King and his children vanished. Rane assures me that this is exactly what happened. All the Sakhut disappeared from Werth without warning or a trace. Without their steady guiding hand, the Reike splintered. The different tribes and families went their own way. We fell into feuding among ourselves. The tyr exploited our weakness and drove us from our lands.

Years and years of darkness followed. Many of us despaired and assumed that the giants would fade into oblivion like the Kuo-Toa. Then, just as suddenly as they left, the Sakhut reappeared. The possibility of the Reike rose from the ashes, and we flocked to the Storm King's banner.

## Player Handout #4 Continued

Now, I find your question very astute. Are these truly the Sakhut? Could it be another entity in disguise? I, too, have considered the possibility of a charade. After much consideration, I must disagree with your theory that they are fiends. The Sakhut have the favor of Annam. No devil or demon would have such favor. Also, the Sakhut brought the secret of the monoliths with them.

Rane tells me that the Sakhut that ruled the Jotun Reike were steeped in powerful magics. She knows of tales that say the ancient Sakhut were once storm giants that evolved through their continual use of magic into a new type of giant. The present-day Sakhut certainly live up to that tale. I tremble at the magical power at the Storm King's command. If ever there was an emperor of giants, it is he.

No, my friend, I believe that the Storm King and his sons are the ancient Sakhut returned to Oerth. They will not speak of where they have been. That is a secret that intrigues me, and I suggest we unravel.

As for your other question, unfortunately, I, too, was unable to locate the origin of the crystals. Perhaps we should speak to the stone giants about it? I recommend talking to Unut.

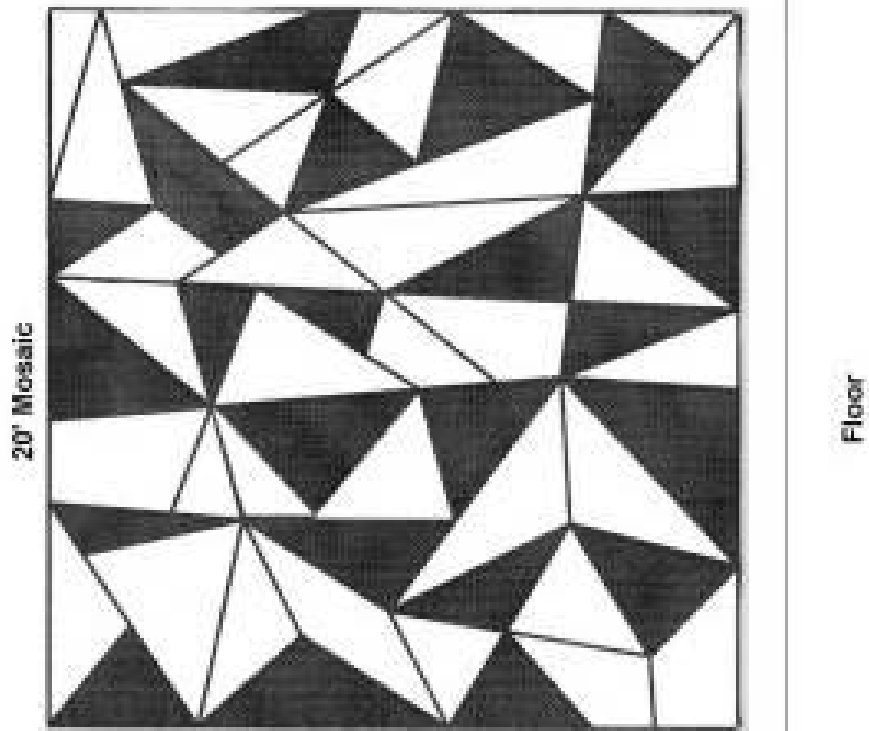
Thank you for your kind concern about Heike. I too worry about her in the lion's den. It is a dangerous situation. The tyr are violent and vengeful. I pray that our gods keep her safe.

Know that I remain,

Yours in brotherhood in the Art.

Magnild Heinrichsen

## Player Handout #5



## Critical Events Summary

One of the benefits of playing this adventure at the convention when it premieres is that your actions count toward the official results of this adventure. If you are playing at the premiere, please fill out this form and return it to the Geoff Triad.

Judge Name:

Judge RPGA number:

Slot #:

What became of the villagers of Midwood? Did they (circle one):

Stay where they are

Cross the river and settle in Geoff

Go to the Downlands

Did the PCs restore Aedan's sanity (circle one)?

Yes

No

Did the PCs rescue Allia, Elaar's mate (circle one)?

Yes

No

Did Arbrozgar escape (circle one)?

Yes

No

What became of the Gnomish Pick Axe (circle one)?

PCs never found it.

PCs returned it to the Gnomes

Gnomes stole it from the PCs

What Did the PCs do with the information they learned about the monolith (circle one)?

PCs never found it

PC told \_\_\_\_\_

What Did the PCs do with the information they learned about Heike Heinrichsdotter (circle one)?

PCs never found it

PC told \_\_\_\_\_