

GEO2-05



ONE GOOD TURN

A Two-Round D&D[®] LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1

ROUND 1

by Don Lawson

RPGA HQ reviewer: Christopher Lindsay

The message from the Weeping Council to Grand Duke Owen was clear. "Leave was given thee to build the fortress named Caer Rhiniog, but thou hast exceeded this concession. Further incursions into the Oytwood will not be tolerated unless thou canst prove thyself to be a true friend of the Olve. Send thy best for a quest perilous and of great import. If thy best succeed, thou and thine may wander freely in the Oyt. Should thy best fail, thou must surrender Preston to the Olve."

"Find me the best." Owen instructed High Seneschal Cuthalion Cuern. "We need the elves." An adventure for characters level 3-10.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVE D. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players 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 (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a two-round Regional adventure set in the Grand Duchy of Geoff. All characters playing in region pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is set in the late summer of CY 592. At this particular time, Grand Duke Owen has returned to Hochoch and has claimed rulership of his country. His recent marriage to Princess Calisse Skotti of Keoland has brought him much-needed funds and allies.

The Campaign of Liberation proceeds slowly. Grand Duke Owen's Army of Liberation poises itself to cleanse the giant forces from the Oytwood, but he requires the permission of the Oytwood gray elves to move his forces through the forest.

The elves of the Oytwood are organized in clans. There are currently seven-dozen clans. A clan consists of gray elf nobility and the wood elf commoners and is centered on one village. Each clan appoints a representative who sits upon the Weeping Council. The Weeping Council is the ruling body of the Oytwood and

deals with governments and persons of importance from outside the Oytwood.

This adventure is broken into eleven encounters spread across two continuous rounds.

Encounter 1: First Impressions

The characters, resting in Hochoch, hear of a job opportunity for discrete adventurers. They must sell their ability to handle such a mission to the Grand Duke's seneschal and then again to the Gray Elven Ambassador. The characters do not know what they are in for.

Encounter 2: Into the Woods

The ambassador leads the characters into the Oytwood, but is intercepted by an Elven patrol. Eventually they are taken to the meeting place of the great council of the Gray Elves.

Encounter 3: The Weeping Council

The council of the Gray Elves briefs the characters, but all is not unified among the Elves. Do some of them resent outside interference?

Encounter 4: Cross-country to Pregmere

Guided to the edge of the Oytwood, the characters have to make their way across the open land to reach Pregmere.

Encounter 5: Frying Pan

They have several options for infiltrating the Giant town.

Encounter 6: Into the Fire

Once at their goal the easy part is *finding* the artifact.

INTRODUCTION

Late summer has never been kind in Hochoch. The promise of warmer weather brings the promise of foul smelling air and more sickness. The fetid stench of too many people living in too small a space pervades everything. Getting out of town for a while may not be a bad idea. At least the roads dry out in the summer sun.

As you go about your business in Hochoch, you see a crier, wearing the livery of the Grand Duke, setting up a crate. He stands upon it and calls out "Fellow Gyri, please gather 'round." A curious crowd of onlookers gathers to hear the announcement.

If the characters stop and listen, read the following:

Hear ye! Hear ye! Adventurous and brave volunteers are sought to perform a mission of the utmost importance. Interested parties should request a meeting with the High Seneschal of the Brenin at the Hochoch Town Hall tomorrow after the morning meal.

The crier repeats this message one more time if the characters miss it. After finishing the announcement, the crier steps off of the crate, opens it, removes a flyer, and tacks it to a nearby tavern's doorframe. He proceeds down to the next public house for a repeat performance. The flyer reads exactly as the crier's speech and is illustrated

with the Gyric Griffon. If the characters never stopped to listen to the crier, the characters overhear other people on the street discussing the announcement.

The crier does not discuss the announcement with anyone; he simply presses a flyer in his or her hands, telling the person to see the High Seneschal tomorrow morning, and moves on to his next stop.

A successful Knowledge (local) or Gather Information check (DC 10) reveals that the High Seneschal's name is Cuthalion Cuern. The Hochoch Town Hall, or Trevol Llys (*trev-ol lees*) in Flan, is located in the part of town known as "Hilltop" across a square from the Caer Dwr Gwyldy.

If the characters choose to go to the town hall at the appropriate time, continue to *Encounter 1*. If they choose to show up late, adjust *Encounter 1* to make them wait longer. If they choose not to go, they hear more talk about the important mission and the meetings with the Seneschal. If they still choose not to go the next day, then Cuthalion chooses another adventuring party and this adventure is over.

ENCOUNTER 1: FIRST IMPRESSIONS

A short line has formed outside the doors of the Trevol Llys, the Town Hall of Hochoch. A young courtier greets people at the entrance while a halfling scribe takes down information from individuals into a ledger. Some people look like they came here alone, while others have arrived in small groups.

The courtier is Ren Ulif. He is of mixed Oeridan and Flan heritage. He is a loyal to Owen the Brenin and respects Cuthalion Cuern greatly. Odd appearances, clothing, or even races, do not perturb him overly, as he has traveled quite a bit.

The characters have to wait a few minutes to get to the front of the line. If the characters attempt to cut in line, a nearby Town Watchman tells the offending characters to get back to their original place in line.

If the characters are not already acquainted with each other, they find themselves all close together in line. They should take this time to introduce their characters.

The courtier greets you with a hint of boredom in his voice, "Bore da. I assume you are here to meet with the High Seneschal. Please state your names and professions for the record.

When the characters have done so, proceed with the following questions one at a time.

- *Are you all together?*
- *Are you an adventuring company?*
- *Are you all subjects of the Brenin?*

Once the characters answer the questions to the Ren Ulif's satisfaction, he asks them to wait on some benches in the anteroom of the Trevol Llys. Ren says that the

interviews do not take long so he does not expect the wait to be more than an hour or two.

If the characters attempt to strike up a conversation with the Ren Ulif, he gladly responds because most of the other applicants just want to get past him to the potential job. Allow characters to make a Gather Information check or a Diplomacy check to learn the following information:

- (DC 20) Ren says that should not be telling the characters this, but he is pretty sure the mission in question involves a trip into the Oytwood. At least, he overheard the High Seneschal talking about plans to send some adventurers to Caer Rhiniog.
- (DC 25) Ren also overheard the High Seneschal speaking in Elven to someone who spoke the language like a gray elf. The High Seneschal does not realize Ren speaks some of the language. He learned from a half-elven bard as an adventurer-worshipping youth in Hochoch.

After about an hour, a dejected-looking ragamuffin of a halfling exits the building. Ren looks down the hall then motions for the characters to enter the office with the open door. If the characters engaged him in conversation, he wishes them good luck.

Behind a simple desk sits a man with a lightly grayed beard. He is finely dressed in the livery of the Brenin's court. As you enter the room he looks up at you and speaks, "Bore da. I am Cuthalion Cuern, High Seneschal to the Grand Duke. Please have a seat." He waves at a couple benches across from his desk.

"I am certain you have questions regarding the mission. Unfortunately, I cannot tell you much at this time. What I can tell you is that if you are chosen for the mission you will be leaving Hochoch immediately by the quickest means available and you may be gone for several weeks. If this is unacceptable, you may go now."

Assuming the characters don't walk out, and that they are not adverse to travel, Cuthalion continues.

"No? Good. You would be surprised how many so-called 'adventurers' are not prepared to do any real adventuring. What I need to hear from you now is what you believe to be your qualifications as adventurers. I will only accept the best for this mission and I have turned many away already today. Why should I choose you?"

This is the time for the characters to "sell themselves" to this agent of their prospective employer. Try to draw them out if you need to, but give them the opportunity to really brag about their abilities. Make them impress Cuthalion.

"Thank you for the frank assessment of your skills. If you are chosen, you will be notified before dawn tomorrow. Please leave information on where you can be found with Ren at the door.

Good day. With that, the High Seneschal goes back to his papers."

The characters are dismissed. When they stop to leave their information with Ren he registers some surprise. A Spot check (DC 20) reveals that a line on his register has not been filled in for any of the other groups that have been in so far.

Early the next morning you awaken to a pounding on the door of your lodging. Opening it, you see Ren Ulif, the courtier from your meeting with the High Seneschal. He is very excited.

"Congratulations, you have been chosen. Gather whatever you might need for an extended journey and come to Trevol Llys by midday. I will meet you at the door. Are your companions nearby?"

Ren has no further information. He hurries off to inform the rest of your party of their good luck, or back to the office if the entire party is together.

At this point allow the characters a few minutes to purchase whatever common items they think they might want, at *Player's Handbook* prices and within the limits outlined in the RUPs and Geoff Regional limits.

At midday they arrive at the Trevol Llys. Ren impatiently waits outside the front door and ushers the characters inside quickly.

You enter the office you were in yesterday and the courtier closes the door behind you. The High Seneschal is still at his desk. He looks up as you enter.

If the characters did well in their interview yesterday, read the following.

Cuthalion clears his throat and says "Based on all of my interviews yesterday and a few well placed inquiries, you have been chosen to handle this situation."

If for any reason the characters were less than impressive at their interview, Cuern can say this instead:

"Well, you are the best of the lot. Hopefully you are up to the challenge that lies ahead of you. Desperate times call for desperate men, and all that."

No matter which version is read, continue with the following:

"Allow me to introduce you to your...guide. He has more information for you."

Cuern goes to another door and opens it. He gives someone inside a nod and then moves aside to let him enter the room.

A regal looking gray elf enters the office from the salon beyond. He looks each of you over with a critical eye and takes up a position beside the desk.

Characters who took part in *Expedition to the Barrier Peaks* recognize the gray elf to be Ambassador Seracine.

"Corellon's greetings to each of you. I am called Seracine. I serve the one you call Owen the Brenin as an ambassador. Under this moon, I serve as an ambassador to my kin in the Oytwood. Thou hast been chosen to perform an extremely delicate and vital mission. I have great faith in thy capabilities and thy motives in seeking this mission."

"The Brenin hath provided a riverboat to transport you and myself to Caer Rhiniog before dawn tomorrow. We shall arrive at the fort the following day. Upon our arrival, we shall proceed immediately into the Oytwood to meet with the Weeping Council."

"The Brenin hath received a request from the Council for aid in the form of his bravest and most resourceful subjects. That would be thee. I myself have been spared the details of this mission, lest one or all of us fall afoul of agents of the giants on our journey. I have been informed that success will certainly better relations with the Gray Elves of the Oytwood." Seracine pauses to scratch his chin, *"Failure, of course, hath its own consequences."*

"Hast thou any questions? I shall attempt to answer as best as I can, for I do not have many answers at this time."

Seracine is a gray elf from the Oytwood. He is very unusual, as he has pledged his loyalty to the human ruler of Gyruuff, while most of his brethren have maintained their distance. Seracine refuses to disclose why, saying that it is between him and the Brenin.

Seracine is more than 400 years old. He learned Common about 300 years ago and his speech is archaic to the younger races. When roleplaying Seracine, use long complicated sentences. The more words the better. Never say in one, what you could say in six words. It doesn't matter if the sentence does not make sense or is confusing. In fact, that is preferable. Also, sprinkle his speech with thous and thees when appropriate. These actions convey Seracine's gray elfen mentality and the ancient nature of the gray elves.

The characters may question Seracine. He knows little more than what he has revealed. He can assure the party that an escort is being provided for the river journey to Caer Rhiniog. He knows that the elves are expecting them. He assumes that the mission involves a missing item of great importance to the Oytwood Elves, but he does not have any information or suppositions on why they cannot retrieve it for themselves.

If the party asks about payment, the High Seneschal shakes his head and mutters *"True patriots of Gyruuff, indeed."* Seracine, always the diplomat, suggests that the benefits for Gyruuff in the recovery of this item is great and the personal satisfaction of having done such a great favor for the Oytwood Elves is a reward in and of itself. The High Seneschal adds, that the Brenin has agreed to let the characters keep whatever (other than the elves' lost item) they might recover, severing all prior claims to those items, a great concession indeed.

Once the party has finished questioning Seracine, read the following:

Cuthalion Cuern rises from his seat. "Very well, you shall meet back here before dawn tomorrow, ready to leave. I should not have to tell you to keep quiet about this tonight. You may leave."

Proceed to *Encounter 2*.

Encounter 2: Into the Woods

When the characters arrive at Trevol Llys before dawn, Ren Ulif greets them again. He appears dressed for travel. He tells the characters that Seracine and a platoon of thirty Army of Liberation rhyfelwri await them in the alley alongside this building. With that said, he escorts them around the corner.

The unit forms up around the characters and the Ambassador moves quickly toward the city docks. Dockside awaits a single large riverboat and the entire group boards. As soon as the last person has stepped from the gangplank, crewmembers draw it in and release the boat from its stays. The soldiers relax and take up restful positions on the deck.

"I apologize for the haste and any undue discomfort that it may have caused," Seracine tells you. "Tis vital that we get away before first light. Hopefully, any enemy's spies in Hochoch only noticed a platoon of new recruits being shipped out to Caer Rhiniog. These rivermen will carry us to the Caer as fast as they can and the river is mostly secure."

The trip takes the remainder of this day, all of the next night and into the next morning.

If the characters question Seracine here, he puts them off, telling them that such a conversation is not appropriate for the location. He tells them to hold their queries until they are beneath the boughs of the trees of the Oytwood.

If the characters converse with Ulif, he can tell them that he is indeed taking a mixed platoon of recent recruits and recuperated veterans to Caer Rhiniog. They are to stay there on garrison duty and are not escorting the characters further. No member of the platoon knows more than this.

If the characters converse with the rivermen, they find them busy and terse. They know only that they are on a routine re-supply run between Hochoch and Preston, as they have been for several months. No member of the crew has time to stop and chat. If a character with Profession (sailor) or similar skill offers to help out, then in the resulting small talk they may earn some or all of the following information:

- This riverboat is one of several that make this run on a regular schedule.
- Boat and barge traffic from the south has been on the increase since the recovery of Preston
- The orcs only rarely try to attack the riverboats on the Javan River anymore.

The day and the night pass uneventfully. Shortly after dawn of the second day, the riverboat rounds a bend in the river and Caer Rhiniog comes into view.

The completed fortress stands in a large clearing of the Oytwood. The boat pulls up onto the muddy bank and the crew proficiently secures the boat to several poles driven into the bottom beneath the shallow water. Within minutes they are unloading boxes of cargo down a long gangplank that reaches to the shore.

Ulif orders the platoon to disembark and form up on the riverbank. Then he comes to you and whispers, "Good luck." He disembarks and leads his men up the hill toward the massive gates of the Caer.

Seracine seems to be in a discussion with the boat's captain. Although the ambassador is calm and never raises his voice, the captain blanches, and then turns to one of his crew and orders that the party's horses be offloaded immediately. "Drop what you're doing and get those animals ashore!"

Seracine comes over to your group. "It is completely inconceivable that the captain did not understand his orders back in Hochoch. Our mounts were to be the first items offloaded. Come, let us meet them on the shore."

Once the characters are ashore, their mounts are not long in arriving. If any character does not own a mount, they are provided with a light riding horse or a pony, as appropriate. Naturally, they must return the animal at the end of the mission.

Seracine mounts up, and then waits for the party to do so as well. If they are not prompt, he encourages them to hurry. Then he immediately begins riding off to the west, away from Caer Rhiniog. If anyone questions this he says there simply is no time to spare on "visiting".

It is late summer and the trees of the Oytwood are heavy with leaves and fruit. High above you, you see pears and apples of enormous size on trees that must predate the arrival of humans in Gyruff. The bushes in the undergrowth hold every type of berry you know of: raspberries, blackberries, blueberries, and some varieties you aren't sure you recognize. Bees buzz in the hundreds around hives practically dripping honey. The air is rich with the smells of ripening fruit.

If anyone stops to help him or herself to any of this bounty, Seracine calls back a warning that "we must not take without asking or without it being offered," but he does not stop.

Shortly before midday Seracine turns to the north and you soon ford the Oyt River, shallow and rapid at this point. Once everyone is across the ambassador addresses the nearest of you, "We go now to meet with the Weeping Council, the leadership, as it were, of the Gray Elves of the Oytwood. They will have further information for thee."

As the party presses on, read the following:

You travel for the rest of the day before coming to a small clearing within a grove of pear trees shortly before sunset. Seracine declares here is where the group will encamp for the night.

The characters may balk at being told what to do. If they choose to seek out a different campsite allow them to find one at dusk. They may also choose to do a thorough investigation of the first clearing before accepting. They find no threats.

The characters probably choose to set watches. The following encounter occurs during the middle of the night. Allow any character with darkvision that is awake, a successful Spot check (DC 25) to see the elven patrol before it enters the clearing. Allow any character with low-light vision a Spot check (DC 30) to see the elven patrol before it enters the clearing, as it is a dark night beneath these trees. Any awake and alert character that does not have either vision, may make a Listen (DC 30) to hear the patrol before it enters the clearing. For those characters without darkvision or low-light vision, and who do not make the requisite Listen check, the elves appear in the clearing with no notice.

Two figures step into the clearing from the direction you have been traveling. They are slim and not tall, but carry themselves with regal authority. Seracine rises from his reverie and steps toward them.

If there are characters that speak Elven in the party, read the following to them. Otherwise the conversation passes incomprehensibly.

One of the two elves advances to meet Seracine. "We have come to escort thee and those with you to the Council meet, Outlander. Do we have your word that they come in peace?"

Seracine answers, "Of course, we all come in the peace at the behest of thy Council. However, I did not expect to meet our escort this soon. We were told to expect thee sometime on the morrow."

"We came where and when it was convenient for us," the escort commander explains in a haughty tone of voice. "The Council is not, of course, where thou were told it would be. It is close, we leave immediately."

If there are obvious half-orcs in the party the escort commander assigns two special guards for each of them. Read the following only in such a case:

The gray elf looks you over with obvious disgust. "Trasfel, Larineth, set a close guard on that one; watch it like hawks. This human lord must think he has quite the sense of humor to send one of that kind to represent himself here."

For the sake of those characters that did not follow the conversation, Seracine explains that this is the escort he was expecting to meet tomorrow and that everyone is to prepare to leave immediately.

ALL APLS (EL 9)

☞ **Elendur (Gray Elf):** Male elf Rgr3/Wiz5; hp 37; see Appendix I.

☞ **Celedrian (Wood Elf):** Male elf Rgr3; hp 22; see Appendix I.

♣ **Wood Elf Warrior (6):** Male/Female elf War2; hp 11, 11, 11, 11, 11; see Appendix I.

If for any reason the characters fight the escort, Seracine flees back to the Brenin with word of their treachery. The elves fight to subdue, at least initially. If the party loses, they are stripped and driven from the Oytwood. If the party kills a single elf, the elves fight to kill. The elves retreat when half their number are slain or if most of them have lost more than half their hit points.

If the characters defeat this patrol, another patrol of the same composition attacks the characters an hour later. Another patrol attacks the characters every hour thereafter until they are driven out of the wood or are dead.

If the characters travel with the elves they are taken to the elven settlement of Edhellond.

You travel with your elven escort through the night and on until late morning. Throughout the journey you never see more than two elves at a time, but fleeting shadows and a slight rustling around you leads you to believe that there may be a dozen individuals, if not more.

By midday you arrive in a location of much activity. Scores of elves, mostly wood elves, go about their business on the ground and on huge platforms in the trees, some a hundred or more feet up. Rope ladders and wooden stairs lead from the ground into this village of tree houses, while rope bridges link platforms in a confusing maze high above.

The escort leader confers quietly with a wood elf of military bearing, which takes command of your escort.

"I am Golloraen. If you would leave your mounts here, our people will see to their needs. I understand that you had a short night and a long journey to get here today. I shall show you to a flet where you may rest. Ambassador, you are to go with Elendur to meet with the Council immediately."

Seracine nods, dismounts, and follows the gray elf that led you here up a wooden staircase.

"Come this way please," Golloraen indicates a second stairway. Several members of your escort follow behind.

The characters are led via stairs, ladders, and bridges to a platform on an old oak, 90 feet above the forest floor.

The platform is roughly 20 feet in diameter. A portion near the trunk of the tree is roofed with living branches and leaves. A sufficient number of sleeping palettes are placed around the tree, one for each character. A small buffet of fresh fruits, vegetables, lightweight elven flatbread, and thoroughly watered wine, sits on a low table near the center of the platform.

Golloraen suggests the characters rest and refresh themselves. He indicates that there may be quite a wait for their audience with the Council and then he leaves. It should not escape the characters attention that the four members of their escort are on guard at the end of the bridge they used to access the platform and that there is no other way off.

The characters have to wait until the next morning to meet with the Council. They do not see Seracine again

until their audience. This is deliberate on the Council's part, to let the characters know who is in charge.

If any of the characters try to leave the platform, they are gently urged to remain where they are. If they are persistent in trying to roam, two guards accompany each of them at all times, while four remain at the bridge to the guest platform.

From the platform or during their wandering, the characters are able to observe elf tree-town life. Several elves perform simple domestic chores in abundance. There are plenty of individuals doing artistic work and just as many enjoying some time in recreation. No commercial activity is apparent, there are no stores, booths, or taverns to be found.

The residents of this temporary town are more or less wary of any outsiders. The buzz of conversation dies down considerably as characters pass by. Young children are more curious, but also more likely to suddenly run away screaming. Most residents prefer not to speak to the characters. The wood elves are xenophobic, and the gray elves are simply above it.

If the characters try to strike up a conversation, use the following chart to gauge the elf's reaction:

Wood Elves:

- Human – Cautious
- Elf, Wood – Friendly, but distant
- Elf, Gray – Deferential
- Elf, High – Curious, but cautious
- Gnome or Halfling – Friendly, but distant
- Half-orc, dwarf or other races – Avoidance

Gray Elves:

- Human – Haughty, verging on rude
- Elf, Wood – Commanding
- Elf, Gray – Just barely short of rude
- Elf, High – Just barely short of rude
- Gnome or Halfling – Haughty, but polite
- Half-orc, dwarf or other races – Avoidance

The wood elves make up 80% of the population here, serving the gray elves, and are used to following their orders. They fear outsiders, but their good natures might get the better of them. They do not stay around half-orcs for any length of time.

The gray elves, just 20% of the population, are the nobles of this society. Everyone else is beneath them. They are used to ordering around wood elves and might not balk at doing so to a character wood elf. Gray elves that choose to live and function in human society, including characters from the Oytwood, are by and large seen as being of questionable sanity. High elves are the competition for supremacy of the elven race and are seen as trumped-up inferiors. Gnomes and halflings are tolerated but underestimated. The company of half-orcs or dwarves cannot be tolerated for any amount of time.

Eventually, the day passes.

As the sun begins to set, wood elf maidens come to refresh your table of food. Shortly after dusk, a light rain begins to fall, but it does not penetrate the weave of the leafy canopy over your sleeping area. It soon becomes apparent that your audience with the Weeping Council will not take place today.

Proceed to Encounter 3.

Encounter 3: The Weeping Council

Early the next morning Golloraen returns. "Come, now is time. The Council awaits."

Golloraen and four guards escort the characters to a huge flet near the top of an ancient oak. No other platforms look down onto this one. The warm sun shines through what little of the canopy reaches this height.

At one end of the flet, on a step higher than the rest, is a long table. Seated at the table are nine gray elves. Most are of indeterminable age, as is usual for adult elves, but four appear to be quite ancient. Seracine stands to one side and looks visibly exhausted, a rare thing for a gray elf.

One of the ancient elves, sitting to your left, addresses you. "Thou doest stand before the Weeping Council of the Oytwood, Outlanders. I am Finarphir, and I have been chosen to speak to thee on this matter. As the representative of the Brenin of the Gyri, thou art welcome here." He shoots a look down the table as if to challenge any of the other council members to say otherwise.

"As thou hast been told by the Brenin's servant, Seracine, we have need of thy talents." He takes a momentary pause, as if collecting his thoughts then continues, "During the first fatal days of the invasion, the giants' armies were delayed by a force of elven archers and Gyric longbowmen. The elves were supported by some of the greatest wizards of our people, one of whom was made even greater by having in his possession a mighty artifact; the Tear of Corellon. As thou all dost know, the delaying action was eventually defeated. Most of the elven and Gyric archers perished. Our wizards fell. The Tear of Corellon was lost to the giants.

From the other end of the table, one of the gray elves interrupts. "This matter can be addressed without this Outlander interference!"

An ancient elf at the center of the table looks across at the dissenting voice. "The vote has already been taken and we have agreed to proceed, Laurëloth."

Finarphir continues, "For the past eight years we have divined the location of the Tear. We watched as it passed into the Crystalmists and feared we would never regain it, for it stayed deep in those mountains and we could sense attempts to hide it by fell magic. Then to our surprise it returned to the Land one year ago and was brought to the giant settlement of Het Kilde (het kil-duh), what used to be the human town called Pregmere. Our divinations indicate it is still there, secreted somewhere within the temple of the fire giant god, Surtur.

"We have sent several scouting parties toward Het Kilde over the past year to gain some inkling the giant's defenses and gain access to the Temple. The early reconnaissance missions were somewhat successful and from the information gained we have drawn up this map."

Give out Player's Handout 1.

"Those of thy people who knew Pregmere before the invasion can see that what remains is unrecognizable. The giants have been quite industrious during their occupation.

"Unfortunately, our attempts to approach the temple were unsuccessful. In fact, we lost several promising young scouts in the last two attempts..."

Laurëloth interrupts again. "I most seriously object. The Outlanders have no need to know of things such as this!"

"The time for objection is well past Laurëloth. We are not well served in keeping information from those who would assist us," Finarphir counters. After a pause, Finarphir continues, "Survivors of those missions indicated that the giants and their humanoids seemed determined to take prisoners.

"There is one final piece of information we can provide for thee." Finarphir speaks some words in an arcane tongue, motions with his fingers, and a small image forms on the top of a table beside you. Massive pillars of stone hold up a stone ceiling, the walls appear to be built of stone as well. The entire image is red from the flickering light of a huge fire contained in a massive brass brazier. A dais of finely hewn stone rises at one side and supports an altar that appears to be primarily constructed of iron worked in the shapes of human bones. Scale is impossible to judge.

"Our latest and most powerful divinations have shown this area to be the likely resting place of the Tear of Corellon. Where in this room it would be, we could not further determine. Study the image at your leisure."

While the characters examine the image and the maps Finarfin continues:

"We can provide an escort to guide thee through the Oytwood and put thy feet to the right path to Het Kilde. Once thou hast reached the edge of the forest thou wilt be on thine own. Is there aught that thou would'st ask me?"

If the characters ask Finarphir for a description of the artifact, read the following.

"Ah, yes, a wise question. The Tear of Corellon is an ice blue crystal, tear-shaped of course, not small, but quite a bit larger than a fowl's egg. It is contained in a filigree cage of the purest gold. When last seen it was worn as a pendant on a fine gold necklace. It is not certain if the necklace has survived or not."

If the characters ask about the powers and abilities of the Tear of Corellon, Laurëloth insists that they do not need to know that to complete the mission. The rest of the Weeping Council agrees to this. Finarphir cannot give the characters any specifics as to the actual powers or abilities of the Tear, because he's been constrained by the conservative element of the Council from doing so.

If the characters ask about access to Het Kilde, read the following:

"The giants have become lazy and settled in their occupation. Patrols are few and infrequent this far back from the Great River. The town itself is quite busy however. There are scores of

giants in residence and all of the usual parasites that accompany them.

"It should be possible for a stealthy group to sneak in. Thou mightst consider disguising thyself as hobgoblins.

"There is also the possibility of using the springs beneath the town. Pregmere was built atop a network of natural hot springs and the passages of these springs sprawl for miles beneath Het Kilde. Even now, however, thou wilt need powerful magic to use this route, as the tunnels are filled with scalding hot water.

When the characters' questions have been satisfied, Finarphir wishes them luck and dismisses them. The council members immediately begin speaking among themselves. Allow characters that speak Elven to make a Listen check (DC 15) to catch the following bits of conversation as they are escorted away. Each snippet requires a separate Listen check. The conversations are in Elvish.

From Laurëloth, to one of those sitting near him: *"...not that we can expect their ilk to succeed..."*

From an elderly elf near the center of the table to another of those sitting near Laurëloth: *"We must only judge them on their actions..."*

From Finarphir to Seracine: *"...hope thou art right. Only the most resourceful have any chance, but they must succeed."*

The characters are immediately taken to retrieve anything they have left on the platform. When they are ready, they are escorted to ground level, where their mounts wait.

Seracine meets the characters at their mounts. He wishes them well and says he must wait here for their return. To the native Gyri character with the highest Charisma he confides, quietly:

"This mission could greatly enhance our reputation among the gray elves, please do your best to return the Tear of Corellon."

Golloraen arrives at the head of a party of eight other wood elves. "We are to guide you to the far edge of the Oytwood. Patrols have gone out before us to clear our passage. We shall have no delays. Since you are ready, we will leave."

It is now late morning. The first full day of travel, westward along the Oyt River, gets the characters and their escort deep within the Oytwood.

As evening falls, Golloraen points out a good spot to make camp. A small fire is built and several of the other elves in the escort come in from the shadows beyond the campfire. They confer briefly with Golloraen, and then move back into the shadows. He asks if you are comfortable traveling at night or if you would prefer to travel by day.

There is no danger with this escort of getting lost traveling at night. The elves are equally comfortable under the trees during the day as the night and abide by the party's preference.

You continue on. Early in the day you turn north away from the Oyt River. Mile after mile of the Oytwood passes. You cross several small creeks and at one point startle a herd of tiny deer.

Have anyone in the party with the Track feat make a Track check (DC 18). Characters with successful checks begin to understand the elves' trail signs and think that they might be able to follow this route back to the council's tree-town without their guides.

It has been three full days of travel and you have finally come to the edge of the Oytwood. The demarcation here between forest and heath is quite sharp because the giants have been indiscriminately harvesting the trees along the edge of the wood for the past eight years. Golloraen brings you to a location where you can look out onto the heath from concealment. "Here is where you leave us. As you can see 'tis mostly open ground from here to Het Kilde. You will find occasional copses and thickets in which to hide and make camp along the way. The orcs and goblins patrol the area between here and Het Kilde, looking for us, but they have no concept of stealth and are easily avoided if you are sensible.

"There is the track that you must take," he says, pointing out what appears to be a narrow but distinct game trail. "It is forty-four miles to Het Kilde. We will wait in the area for one week to escort you back to the Council."

The elves are true to their word and remain in the Oytwood. When the characters press on, go to Encounter 4.

ENCOUNTER 4: CROSS-COUNTRY TO PREGMERE

North of the Oytwood lies the vast heath that forms the central part of Geoff. The heath consists of low rolling hills, thick lush grass and scattered trees. The land is perfect grazing land and poor farmland.

The characters must pick their way cross-country toward the town of Pregmere, now a giant town called Het Kilde. It is forty-four miles from the border of the Oytwood to Pregmere. The journey takes two full days if the characters are walking at a movement of 20 ft. If the slowest character is moving at a movement of 15 ft. the journey takes three full days. It takes just over one day if the characters are mounted.

Along the way, the characters come across two things. First are hill giant shepherds who are herding large flocks of sheep. The characters are always able to spot them at a distance. If they avoid the giants, they can easily do so. If they attempt to slay the giants, they are welcome to do so, but they are endangering their mission. The characters pass about a dozen hill giant shepherds along the way to Pregmere. Each is encountered singly.

🐉 **Hill Giant Shepherd:** hp 102; see *Monster Manual*.

Slaying the shepherds is probably not a good idea. First, it takes time and resources. Second, the bodies are eventually found, or the missing giant noted, and a force is sent after the characters. Use the patrols from *Encounter 5* if necessary to hunt the characters down.

Secondly, the characters must contend with a gnoll patrol. The patrol lopes through the high grass of the heath in random paths. The giants don't patrol this area too strongly, because the elves don't come out of the forest.

The gnolls first come into view about 500 feet from the characters. If the characters have some way of seeing the gnolls at that distance, have them make a Spot check. A gnoll druid who is using her eagle animal companion to scout for intruders accompanies the gnolls.

The gnolls and the characters continue in the direction of each other until one group spots the other. If the characters spot the gnolls first, they can engage them, ambush them, or avoid them. If the gnolls spot the characters first, they attempt to hide in the tall grass to ambush them (see tactics).

APL 4 (EL 6)

➤ **Gnolls (4):** hp 11 each; see *Monster Manual*.

➤ **Grrta:** Female gnoll Drd3; hp 38; see Appendix I.

APL 6 (EL 8)

➤ **Gnolls (4):** hp 11 each; see *Monster Manual*.

➤ **Gnoll Sergeant:** Male gnoll Rgr3; hp 41; see Appendix I.

➤ **Grrta:** Female gnoll Drd5; hp 52; see Appendix I.

APL 8 (EL 10)

➤ **Gnolls (8):** hp 11 each; see *Monster Manual*.

➤ **Gnoll Sergeants (2):** Male gnoll Rgr3; hp 41, 41; see Appendix I.

➤ **Gnoll Lieutenant:** Male gnoll Rgr5; hp 57; see Appendix I.

➤ **Grrta:** Female gnoll Drd5; hp 52; see Appendix I.

APL 10 (EL 12)

➤ **Gnoll Scouts (10):** Male gnoll Rgr1; hp 25, 25, 25, 25, 25, 25, 25, 25; see Appendix I.

➤ **Gnoll Sergeants (5):** Male gnoll Rgr3; hp 41, 41, 41, 41; see Appendix I.

➤ **Gnoll Captain:** Male gnoll Rgr7; hp 73; see Appendix I.

➤ **Grrta:** Female gnoll Drd7; hp 66; see Appendix I.

Tactics: The gnolls are well trained in archery tactics. At the moment they see the characters they spread out into a widely dispersed line, thirty feet apart and attempt to hide in the tall grass. Once within 110 ft. they engage the characters with missile fire.

The druid attempts to *entangle* as many characters as possible the first round, then cast *magic fang* or *greater magic fang* on her ground-based companion, which

immediately charge into melee with the closest character not entangled. If all characters are entangled the animal waits patiently (readying action) at maximum charge distance for the first character to escape, then charge.

The eagle companion does not enter ground combat for any reason, under orders to wait high above for his mistress in case she needs to retreat.

The gnolls are rather cowardly. Once half their number is killed or gravely injured, they flee. When retreating, the druid *wildshapes* into an eagle and flies away in the company of her eagle animal companion. Any gnolls that escape a combat going against them do not stop running until they reach the Barrier Peaks. They understand the penalty for failure.

After cautious travel the characters arrive on a rocky crag overlooking Het Kilde from the south. The party can rest and move about here without encounters.

Go to *Encounter 5*.

ENCOUNTER 5: FROM THE FRYING PAN

The characters can use their vantage point on the hill to observe Pregmere. Read the following:

From this location you see all of what used to be Pregmere spread out before you. Some of the old Gyri construction remains in sections of the town, but even from here you see that the old buildings are damaged and not well kept.

Looming over the ruined human buildings are stone edifices of giant-scale. Built almost entirely of stone, the walls of these buildings seem to lean on each other to support their own weight. Dominating even these enormous buildings are two constructions in the center of the giant town. One, a titanic castle or fortress seems to be under construction. Across a wide plaza from this castle is a ceremonial building of some sort, with archways extending into the plaza.

Moving about in the city are dozens of what can only be giants, mostly hill giants and ogres from the look of it, but with more than one fire giant to be seen as well. Humanoids of various sizes are abundant, scurrying among the streets and alleyways.

Just to the east of the main town is a smaller village, separated from Het Kilde by a narrow creek. All of the buildings in this area are built on a human scale, and the few figures you make out from here are humanoids of medium-size.

To the west of the giants' town is the expected slave pen. From this vantage point, you see over the enormous wooden palisade to the muddy nightmare beyond. Even from this distance, the few things you see moving among the ramshackle huts and lean-tos look thin and purposeless.

Stretching away to the northwest and then to the southwest are two enormous and well-made roads. These roads are built on a gigantic scale and cut a straight-line away from Het Kilde to the horizon.

The party now must decide how best to enter Het Kilde. The next section is divided into four parts to cover the possible ways of getting into the town.

Go to *Encounter 5a* if the characters choose to use the geothermal tunnels under Pregmere.

Use *Encounter 5b* if the characters choose to sneak into Pregmere.

Go to *Encounter 5c* if the characters choose to bluff their way into Pregmere by pretending to be mercenaries.

Go to *Encounter 5d* if the characters choose to bluff their way into Pregmere by pretending to be a slave.

RAISING THE ALARM

If the characters are identified as intruders, there is a possibility that the alarm is sounded. If so, then the characters are in serious trouble. Patrols are sent out after them. The larger and more noticeable the disturbance the characters make, the more powerful the patrol that gets sent after them.

Putting together one of these patrols takes time. It takes 10 minutes for a patrol to organize and arrive at the scene where the alarm was sounded.

In addition, once the alarm is sounded, patrols throughout the town increase in frequency. Furthermore, all sentries are on alert so any negative circumstance modifiers for inactivity are removed.

ALL APLS

First wave (EL 8)

➤ **Ogre (4):** hp 26, 26, 26, 26; see *Monster Manual*.

➤ **Hellhounds (4):** hp 22, 22, 22, 22; see *Monster Manual*.

Second wave (EL 12)

➤ **Hill Giants (2):** hp 26, 26, 102; see *Monster Manual*.

➤ **Ogre (4):** hp 26, 26, 26, 26; see *Monster Manual*.

➤ **Hellhounds (4):** hp 22, 22, 22, 22; see *Monster Manual*.

➤ **Hobgoblins (9):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

Third wave (EL 14)

➤ **Fire Giants (2):** hp 142, 142; see *Monster Manual*.

➤ **Hill Giants (2):** hp 102, 102; see *Monster Manual*.

➤ **Ogre (4):** hp 26, 26, 26, 26; see *Monster Manual*.

➤ **Hellhounds (4):** hp 22, 22, 22, 22; see *Monster Manual*.

➤ **Hobgoblins (9):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

If the characters are defeated, any survivors are stabilized for interrogation. They are then sacrificed to Surtur.

As the characters make their way through Het Kilde, whichever path they choose, if they should find themselves the victor of any given combat throughout Encounters 5a – d, do not give them time to loot. If they insist on taking time to loot, feel free to attack them with an additional goblin patrol as detailed below. Besides the fact that they do not have time to loot, the idea that they would tote giant-size anything through the city, while attempting to achieve their objective is positively ludicrous.

ENCOUNTER 5A: PREGMERE THROUGH THE HOT SPRINGS

The characters may choose to enter Het Kilde using the geothermal tunnels.

If the characters state they are searching the area for an entrance to the springs below Pregmere, a successful Search check (DC 17) reveals the following:

On the south-facing slope, away from Het Kilde, you find a hole in the ground large enough for a large human to squeeze through. The air around the hole is warmer than usual and mineral deposits encrust the surrounding rocks and ground.

A successful Knowledge (nature) or Knowledge (geology) check (DC 10) allows the character to recognize this hole as a geyser and as potential access to the geothermal tunnels beneath Pregmere. It takes a successful Wilderness Lore or Knowledge (geology) check (DC 15) to recognize that this particular geyser is extinct.

The entrance via the extinct geyser descends 30 ft. vertically before joining the horizontal tunnels. The walls are no longer particularly slippery, but require a Climb check (DC 25) to negotiate without using ropes and/or climber's kits.

Once at the bottom of the geyser vent, the characters discover knee deep warm water that is the temperature of a comfortable bath. However, the tunnels angles down toward Het Kilde immediately and they find themselves in over their heads within a few yards. Soon the entire tunnel is filled with water. Some sort of water breathing magic is going to be required to traverse the tunnels.

The water soon becomes uncomfortably warm. The characters take 1d6 points of *subdual* damage each minute. It becomes quickly apparent that they need to be protected by at least an *endure elements* spell to avoid being overcome by the heat.

Occasional gouts of scalding hot water flood these tunnels from deeper in the geothermal system. This deals 3d6 hp *real* damage and requires a successful Reflex Save (DC 20) for half damage. This happens once per two full hours spent in the tunnels.

The amount of time it takes the characters to traverse the system of tunnels is determined by a single Wisdom check. Each of the players may make their own check, applying the best to the whole party, or the other characters may choose to assist a single character's roll. Characters with ranks in the Intuit Direction skill may add a +5 circumstance bonus to their Wisdom check:

- DC 10 3 hours
- DC 15 2 hours
- DC 20+ 1 hour

Keep the result private. The characters should not know how long this takes them.

As they wander through the system, the characters come across exit points once per half-hour. The final exit they discover emerges into the Temple of Surtur. For the

other exits, choose or roll randomly from the descriptions below. The better the characters rolled on their Intuit Direction check, the faster they find the exit to the Temple.

The only way to know where an exit leads to is to rise out of the water and look.

If the characters choose, or are forced to leave the tunnels at an exit that is not the exit to the Temple of Surtur, they have to find some way to overcome the inhabitants of the area they exit into. At the judge's discretion, their methods may trigger a *Raising the Alarm*.

Once the inhabitants of an area are dealt with the characters may choose to re-enter the tunnels or abandon them. If they choose to abandon the tunnel route, move to *Encounter 5b: Sneaking into Pregmere*, bypassing the initial guard post in that section.

Area 1

You come up into a round, stone basin. Rising up you can see that the building around you is not a building at all, but more of a large shed, open on one side. Between you and the opening sleep hell hounds. Fortunately, they seem sound asleep. Beyond the opening you can see what appears to be a stone fence.

The characters come up into the hellhound kennels. If they immediately go back into the spring, the dogs do not notice them. If they get out of the water, they must make opposed Move Silently checks or awaken the hell hounds. The hell hounds have a -5 circumstance penalty to their Listen checks because they are asleep.

APL 4 (EL 5)

🔥Hell Hounds (2): hp 22, 22; see *Monster Manual*.

APL 6 (EL 7)

🔥Hell Hounds (4): hp 22, 22, 22, 22; see *Monster Manual*.

APL 8 (EL 9)

🔥Hellhounds, Advanced (4): hp 50; see Appendix I.

APL 10 (EL 11)

🔥Half-Fiend Hellhounds, Advanced (4): hp 60; see Appendix I.

Area 2

You come up into a large, round, stone basin. Rising up you can see very little other than steam. This room seems filled with it. Then the first booming voice hits you. It is followed by guttural laughs from at least three other voices. You slowly become aware of giant figures seated around the perimeter of this small room.

The characters come up into a steam room of a giant's house. The father of the house is here along with his adult sons. If the characters immediately go back into the spring, the giants do not notice them. If they get out of the water, they must make opposed Hide and Move Silently checks against the giant's Listen and Spot checks.

The giants have a -2 circumstance penalty to their Spot and Listen checks because they are distracted. They raise the alarm if they see the characters.

APL 4 (EL 8)

🔥Fire Giant: hp 142; see *Monster Manual*.

APL 6 (EL 10)

🔥Fire Giants (2): hp 142, 142; see *Monster Manual*.

APL 8 (EL 12)

🔥Fire Giants (4): hp 142, 142, 142, 142; see *Monster Manual*.

APL 10 (EL 14)

🔥Fire Giants (4): hp 142, 142, 142, 142; see *Monster Manual*.

At APL 8 and lower, these giants are unarmed and unarmored and are only wearing towels. If the characters attack, the giants strip off their towels and defend themselves with vicious towel snaps. A towel snap acts as a giant club doing 1d8+5 points of subdual damage. Their AC is lowered to 16 (touch 8, flat-footed 16). The EL of those encounters has been lowered to reflect these changes.

At APL 10 the giants have only just gotten to the steam room and still have their armor and weapons with them.

Area 3

As you rise up, the first thing you encounter is an enormous ladle hanging down into the water. As you peek out over the stone rim you see a busy kitchen full of female hill giants bustling about.

The characters come up in a kitchen. If they immediately go back into the spring, the giantesses do not notice them. If they get out of the water, they must make opposed Hide checks against the giantesses Spot checks. The giantesses have a -2 circumstance penalty to their Spot checks because they are distracted. It is too noisy for the giants to hear the characters unless they make a lot of loud noise. They raise the alarm if they see the characters.

APL 4 (EL 8)

🔥Fire Giantess: hp 142; see *Monster Manual*.

APL 6 (EL 10)

🔥Fire Giantesses (2): hp 142, 142; see *Monster Manual*.

APL 8 (EL 12)

🔥Fire Giantesses (4): hp 142, 142, 142, 142; see *Monster Manual*.

APL 10 (EL 14)

👉 **Fire Giantesses (4):** hp 142, 142, 142, 142; see *Monster Manual*.

Tactics: At APL 8 and lower, these giantesses have aprons on and use rolling pins and the like in combat with the characters, which act as clubs doing 1d8+5 points of damage. Their AC is lowered to 16 (touch 8, flat-footed 16). The ELs have been reduced to reflect the lowered AC and lesser weaponry.

At APL 10, the giantesses are actually wearing protective chain garments (chainmail) as they bustle about, and attack discovered characters with huge meat cleavers that do 2d6+10 points of damage, with a critical multiplier of x3.

Area 4

As you rise up, the first things you encounter are feet. Three pairs of large feet dangle in the water, splashing occasionally. Carefully peeking out you see three fire giant children sitting on one end of this rectangular basin. Fortunately they are too busy talking to notice you.

The characters come up in a bathroom while the children are bathing. If the characters immediately go back under the water, they aren't noticed. If they try to get out of the spring, the fire giant children notice them, and immediately try to get the characters involved in a splash war. After 5 rounds, the mother comes in and raises the alarm if she sees the characters.

ALL APLS (EL 10)

👉 **Fire Giant Children (Hill Giants) (3):** hp 102; see *Monster Manual*.

Note: The fire giant children are non-hostile, and do not attack the characters. If threatened, they scream, raising the alarm.

👉 **Fire Giantess:** hp 142; see *Monster Manual*.

Area 5

You rise through a narrow stone pipe. When you reach the top and look out, you immediately realize that you are in the middle of a busy street. You rise up through the center of an old fountain.

The characters have come up in the middle of a busy street. No one expects them to be there, so they aren't noticed. However, if they step out of the pipe, they are noticed by one of the passersby. With so many viewers, one is going to make the Spot check, and raise the alarm.

Area 6

Go to Encounter 6.

ENCOUNTER 5B: SNEAKING INTO PREGMERE

The characters may choose to sneak into Het Kilde using their various skills and magic.

There is sufficient cover in the form of overgrown scrub that the characters can hide while covering the ground between the hill and the edge of town.

THE STREETS OF HET KILDE

The party's first hurdle, are the streets of Het Kilde. Like Pregmere that preceded it, Het Kilde is not walled. However, there are hobgoblin guard stations at each street entering into town. The alleyways between buildings are not guarded, but the characters are at best only 100 feet from a guard post.

The challenge now is for the characters to make their way to the Temple of Surtur. When the characters were outside of town, the temple was easy to see, but once the characters are amongst the other giant-sized buildings, it is impossible to see it.

To locate the temple quickly, the characters must make an Intuit Direction check (DC 20). Otherwise they must wander around Het Kilde for some time before they reach the Temple. The characters have to wander for one hour per 5 points that they missed the Intuit Direction check by. There is a 50% chance per half hour that they encounter a goblin patrol. These may be avoided using the appropriate skills and/or spells, or fought. Though a fight is likely to raise the alarm.

Goblin Patrol by APL APL 4 (EL 4)

👉 **Hobgoblins (4):** hp 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbear:** hp 16; see *Monster Manual*.

APL 6 (EL 6)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbears (2):** hp 16, 16; see *Monster Manual*.

APL 8 (EL 8)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Bugbear (4):** hp 16, 16, 16, 16; see *Monster Manual*.

👉 **Bugbear Sergeant:** Male bugbear Ftr3; hp 54; see Appendix I.

APL 10 (EL 10)

👉 **Bugbear (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

👉 **Bugbear Sergeants (2):** Male bugbear Ftr4; hp 63; see Appendix I.

👉 **Hill Giant Captain:** hp 102; see *Monster Manual*.

See *Player's Handout 1: Map of Het Kilde* for the layout of Het Kilde.

The first buildings at the edge of Het Kilde, old worn out human constructs, are now only a few dozen yards distant. However, the streets you see from your vantage point seem to be guarded by hobgoblin sentries. They stand and chat as humanoids come and go past them.

The hobgoblin sentries have grown bored with guard duty. They are currently not alert to infiltration. They have a -5 circumstance penalty to both their Spot and Listen checks.

If the characters approach to within 50 ft. and can speak Goblin, they learn that the sentries are excited about the arrival of the Sakhut today and hope to get a glimpse while the Sakhut is in town.

If the characters are discovered trying to sneak past them the hobgoblins fight to subdue. They are under orders to capture intruders for interrogation and sacrifice to Surtur.

Hobgoblin Sentries by APL APL 4 (EL 4)

🔪Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6)

🔪Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

🔪Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

APL 8 (EL 8)

🔪Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

🔪Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

🔪Dire Boars (2): hp 52, 52; see *Monster Manual*.

APL 10 (EL 10)

🔪Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

🔪Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

🔪Hobgoblin Lieutenant: Male hobgoblin Ftr4; hp 40; see Appendix I.

🔪Dire Boars (3): hp 52, 52, 52; see *Monster Manual*.

They sound no alarm unless the characters try to flee from combat or it is obvious that the characters outmatch them. Any sentries that escape a combat going against them return to their barracks and report to their watch commander. In 10 minutes the watch commander organizes street patrols seeking out the intruders. See above under "Raising the Alarm" for the patrol sent to find the characters. In addition, the -5 circumstance bonus no longer applies to any of the hobgoblin patrols.

ENTER THE SAKHUT

At some point during the characters' exploration of Het Kilde, the Sakhut and his procession arrive from the west. This provides an excellent distraction for the characters and should allow them to reach the temple.

The exact timing of the procession is left to the judge. Make the characters explore for a bit first and challenge them to sneak through the streets. After they have spent some time doing so, read the following.

As you sneak through the alleys of Het Kilde, you notice that there are a substantial number of humans mixing with the humanoids on the streets. While some appear to be obvious slaves, others are clearly well fed, armed, and armored

The general flow of traffic goes in one direction. Giants, ogres, humanoids and humans all appear to be drawn toward the center of town.

The flow of traffic allows the characters to make their way through the town easier. With all the people on the streets, it is much harder for the hobgoblin sentries to pick out the characters. They now have a -10 circumstance penalty to their Spot checks. In addition, if the characters are walking with the flow of traffic, the hobgoblins pay them no mind. See the map to see the flow of the crowd toward the procession.

The characters can follow the crowd to Storvid Gate, which is the main northwest-southeast road through town. There, they find the sides of the road packed with observers who are looking to the west in great anticipation. The crowd consists of hobgoblins, ogres, bugbears, giants, and humans. The characters can remain here and watch the entire process, which is detailed in Encounter 5 and the Conclusion.

REACHING THE TEMPLE

Immediately prior to reaching the Temple of Surtur, in a side street beside or behind it, the characters have the following encounter:

There is a low sound coming from your left. The ground begins to shake, faintly at first, then more noticeably. Suddenly, from just around the nearest corner comes a stampede. No less than ten young female fire giants, giggling and shouting, come barreling down upon you. Their red hair in pig-tails and their coal black skin is splattered with reddish-brown freckles.

As they race toward you, you hear shouted, in Fire Giant-accented Common, "Out of the way, Tiny! We're going to miss the Sakhut!"

The characters have to succeed a Reflex save (DC 20) to avoid 2d12 subdual trample damage in being thrust aside by the horde of teenage giants. Success deals half damage. Any characters that are actually invisible receive a -5 circumstance penalty to their check, because the girls are not even able to try to avoid them.

The characters do not get a chance to interact with the fire giant adolescents. The girls do not stop for

anything. If the characters attack the giants, they scream for help, which raises the alarm.

🔥 **Fire Giant Teenagers (3):** hp 133; see *Monster Manual*.

Note: If necessary use the stats for frost giants in the *Monster Manual*, with the only change being that these have the fire subtype and not the cold subtype. The teenagers are only armed with large knives (1d6+9/19-20), and are unarmored AC 17 (touch 8, flat-footed 17).

Once the characters reach the temple, proceed to *Encounter 6*.

ENCOUNTER 5C: BLUFFING INTO PREGMERE AS A MERCENARY

The characters may choose to try to bluff their way into Het Kilde by acting as a mercenary. They may either try a direct entry or they may choose to attempt the human village first.

ENTERING THE HUMAN VILLAGE

The human-size village is surrounded by a log fence 5-feet high, which limits access to a single guarded gate. Two human sentries dressed in black and crimson uniforms alertly stand watch.

These are Hextoran mercenaries in the employ of the giants. They are well trained and professional. When the characters approach them they shift their polearms to block the gate and one of them ask why they approach. The characters may attempt to bluff their way in.

While the characters are going to make a Bluff check, make them roleplay out the encounter. If the characters do a good job role-playing, give them a +4 circumstance bonus to the Bluff roll. If the characters do a poor job of convincing the mercenaries, you can assess a -4 circumstance penalty. If the characters state that they are going to sign-up with the mercenaries, they receive a +3 circumstance bonus to their Bluff, but the guards receive a +5 circumstance bonus to their Sense Motives check if there are any obvious elves, dwarves, halflings, or gnomes in the party.

If the characters succeed, they are admitted. If they fail, the guards shout a warning and attack. They are joined in one round by the rest of the guards from the building adjacent to the gate.

APL 4 (EL 4)

🔥 **Hextoran Guards (6):** Male/Female human Ftr1; hp 11, 11, 11, 11, 11, 11; see Appendix I.

APL 6 (EL 6)

🔥 **Hextoran Guards (6):** Male/Female human Ftr1; hp 11, 11, 11, 11, 11, 11; see Appendix I.

🔥 **Hextoran Sergeants (2):** Male/Female human, Ftr2; hp 20, 20; see Appendix I.

APL 8 (EL 8)

🔥 **Hextoran Guards (6):** Male/Female human Ftr1; hp 11, 11, 11, 11, 11, 11; see Appendix I.

🔥 **Hextoran Sergeants (2):** Male/Female human, Ftr2; hp 20, 20; see Appendix I.

🔥 **Hextoran Lieutenant:** Female half-orc Ftr4; hp 36; see Appendix I.

🔥 **Hextoran Cleric:** Male human Clr4; hp 27; see Appendix I.

APL 10 (EL 10)

🔥 **Hextoran Guards (6):** Male/Female human Ftr1; hp 11, 11, 11, 11, 11, 11; see Appendix I.

🔥 **Hextoran Sergeants (4):** Male/Female human, Ftr2; hp 20, 20, 20, 20; see Appendix I.

🔥 **Hextoran Lieutenant (2):** Female half-orc Ftr4; hp 36, 36; see Appendix I.

🔥 **Hextoran Cleric:** Male human Clr7; hp 45; see Appendix I.

The guards do not attack to subdue, but they do not coup de grace characters, and they attempt to stabilize survivors after the combat ends. If the characters flee combat the guards inform their superiors and the alarm is raised. Any mercenaries that escape a combat going against them do not stop running until they reach the Stark Mounds; they understand the penalty for failure.

It is also possible for the characters to sneak into the village. The wall is a log fence only 5-feet high. However, the characters must be extra careful because if they are seen sneaking over the fence the alarm is raised. Most of the mercenaries are out of the village. So the characters do have a chance to sneak inside without being seen. For simplicity sake, assume that there are 1d6 people within sight at any particular time. The Spot check of the villagers varies by APL. If the characters fail the opposed Spot check, then the alarm is raised.

- APL 4: Spot of +4
- APL 6: Spot of +6
- APL 8: Spot of +8
- APL 10: Spot of +10

Once the characters are inside the village, either by bluffing or sneaking, they are pretty much free to walk around.

You find the village to be strangely empty. The few humans and humanoids you see on the street seem to be headed for Het Kilde. The ones that notice you offer hardly a glance in your direction.

The characters may enter some of the buildings in search of information or disguises. Information is not to be found, but mercenary uniforms are easily located. With a

successful Search check (DC 10), the characters can find uniforms that fit them. However, they are black and red and are decorated with symbols of Hextor.

The largest building in the town is a temple to Hextor. It is currently locked up tight, because the priests are all in Het Kilde for the arrival of the Sakhut. If the characters break in, they find little of interest. Each round, there is a 20% chance per round that a curious Hextoran discovers them and the alarm raised.

If the characters stop anyone on the street and ask where they're going or where everyone is as follows:

The Hextoran mercenary looks at you as if you were a half-wit. "It's almost time for the Sakhut to arrive. Didn't you get your orders? We are to form up on the south side of Juten Platz. What are you doing waiting around here? Get moving or I'll report you!"

If the characters don't move toward Het Kilde, then the Hextoran realizes they aren't from around there, and raises the alarm.

There isn't much more the characters can do in the village, so even if they don't talk to anyone, they should head toward Het Kilde and the Temple of Surtur.

ENTERING HET KILDE

Once the characters enter Het Kilde they have to get past a hobgoblin sentry post on the outskirts of town. All streets are guarded, but alleyways are not if the characters choose at this time to sneak in.

The first buildings at the edge of Het Kilde, old worn out human constructs, are now only a few dozen yards distant. However, hobgoblin sentries guard the street. They watch as humans and humanoids come and go past them.

The character must either first bluff or sneak past a hobgoblin sentries. The hobgoblins have been on sentry duty for weeks and are a little bored. They have a -5 circumstance penalty to their Spot checks and a -5 circumstance penalty to their Listen checks. If the hobgoblins see or hear the characters sneaking past, the sentries attack.

The characters can bluff the hobgoblins and try to persuade them that the characters are mercenaries and have come to work for the giants. While the characters are going to make a Bluff check, make them roleplay out the encounter. If the characters do a good job roleplaying, give them a +2 circumstance bonus to their Bluff check. If the characters do a poor job of convincing the hobgoblins, you can assess a -2 circumstance penalty. The characters also receive a +10 circumstance bonus if they are wearing stolen mercenary uniforms. However, the sentries receive a +5 circumstance Bonus to their Sense Motives check if there are any obvious elves, dwarves, halflings, or gnomes in the party.

Hobgoblin Sentries by APL

APL 4 (EL 4)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

APL 8 (EL 8)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

👉 **Dire Boars (2):** hp 52, 52; see *Monster Manual*.

APL 10 (EL 10)

👉 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; hp 22; see Appendix I.

👉 **Hobgoblin Lieutenant:** Male hobgoblin Ftr4; hp 40; see Appendix I.

👉 **Dire Boars (3):** hp 52, 52, 52; see *Monster Manual*.

The hobgoblins sound no alarm unless the characters try to flee from combat or they are hopelessly outmatched. Any sentries that escape a combat going against them return to their barracks and report to their watch commander and the alarm is raised.

If the characters succeed at bluffing or sneaking their way past the hobgoblins, they can enter Het Kilde itself.

As you walk through the streets of Het Kilde, you notice that the general flow of traffic seems to be in one direction. Giants, ogres, humanoids and humans all appear to be drawn toward the center of town.

Shortly after the characters enter the town and have had a chance to move around a little bit, read the following:

You are making your way through the streets, when the humanoid traffic immediately in front of you suddenly clears. From a side street steps a fire giant in full ornamental armor. He looks at the scattering backs of hobgoblins and mercenaries, and then notices you.

"Come," he growls in a voice so low you can barely hear it. "I have a job for you."

If the characters attempt to talk their way out of this situation, allow them to make a Bluff check. The fire giant, who is used to his commands being obeyed, and is impatient, receives a +5 circumstance bonus to his Sense Motive check, raised to +10 if there are any obvious elves, dwarves, halflings, or gnomes in the party.

If the party fails this Bluff check they have to fight. The giant, outraged at being disobeyed, fights to the

death. However, no one comes to his aid, as the Sakhut are about to arrive.

ALL APLS (EL 10)

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

If the characters succeed in their Bluff check, the Giant is merely convinced that they are indeed mercenaries and repeats his command in a more menacing tone. If the characters refuse to obey, he fights, as above.

If the characters run away and manage to get out of sight of the giant, he loses them in the crowd and does not pursue them.

If the characters agree to follow, the fire giant leads them through the streets to a hobgoblin sentry post on the edge of town.

"You will replace these lazy hobgoblins. There is word of intruders trying to enter Het Kilde. Keep a sharp watch. The Sakhut must not be bothered by such trivial matters." The giant strides back into town, followed by the hobgoblin sentries.

Once the giant is out of sight, the characters are free to abandon their post. However, the giant comes back shortly after the welcoming ceremony is completed. If the characters are not here, then the alarm is raised.

The challenge now is for the characters to make their way to the Temple of Surtur. When the characters were outside of town, the temple was easy to see, but once the characters are amongst the other giant-sized buildings, it is impossible to see it.

To locate the temple quickly, the characters must make an Intuit Direction check (DC 20). Otherwise they must wander around Het Kilde for some time before they reach the Temple. The characters have to wander for one hour per 5 points that they missed the Intuit Direction check by. There is a 50% chance per half hour that they encounter a goblin patrol. These may be avoided using the appropriate skills and/or spells, or fought. Though a fight is likely to raise the alarm.

Goblin Patrol by APL

APL 4 (EL 4)

🔥 **Hobgoblins (4):** hp 5, 5, 5, 5; see *Monster Manual*.

🔥 **Bugbear:** hp 16; see *Monster Manual*.

APL 6 (EL 6)

🔥 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

🔥 **Bugbears (2):** hp 16, 16; see *Monster Manual*.

APL 8 (EL 8)

🔥 **Hobgoblins (6):** hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

🔥 **Bugbear (4):** hp 16, 16, 16, 16; see *Monster Manual*.

🔥 **Bugbear Sergeant:** Male bugbear Ftr3; hp 54; see Appendix I.

APL 10 (EL 10)

🔥 **Bugbear (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

🔥 **Bugbear Sergeants (2):** Male bugbear Ftr4; hp 63; see Appendix I.

🔥 **Hill Giant Captain:** hp 102; see *Monster Manual*.

See *Player's Handout 1: Map of Het Kilde* for the layout of Het Kilde.

Proceed to Encounter 6.

ENCOUNTER 5D: BLUFFING INTO PREGMERE AS A SLAVE

The characters may choose to try to bluff their way into Het Kilde. They may either try a direct entry or they may choose to visit the slave village for information first.

APPROACHING THE SLAVE VILLAGE

If the characters choose to approach the slave village:

A 15-foot stockade fence surrounds the slave pens. It is seemingly made of whole trees. Access into the compound is by a single, large, gate guarded by four bored ogres. In each corner of the palisade a watchtower rises another ten feet high. In the nearest you can glimpse at least three hobgoblins, but they seem to be looking into the pens, rather than out.

The undergrowth in the area has not been well tended and approaches right to the stockade. It should be possible to sneak up to the fence under the guards' noses.

If the characters decide to sneak in, they must make Hide and Move Silently checks as they approach the palisade. The hobgoblins in the towers have grown bored with guard duty. They are currently not alert to infiltration. They have a -5 circumstance penalty to both their Spot and Listen checks.

If the characters are spotted, the guards in the nearest tower (four hobgoblins) immediately fire heavy crossbows at them, and then raise the alarm. The ogres at the front gate move to investigate, arriving on round two. The hobgoblins in the other towers maintain their positions and should be too far away to see or fire upon the characters. At most have no more than two towers of guards firing on the party.

ALL APLS (EL 8)

🔥 **Ogres (4):** hp 26 each; see *Monster Manual*.

🔥 **Hobgoblins (16):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

If the characters defeat the ogres and move away from the stockade, the hobgoblins do not pursue, but patrols within Het Kilde are more frequent and more alert. If the characters defeat the ogres and move toward the stockade the hobgoblins do not pursue, but continue firing on the

characters until they are killed or run out of ammunition (each has 20 bolts). In addition, the alarm has been raised.

The characters can try to bluff their way in, but it won't profit them. The ogres refuse to allow any humans into the slave camps. This applies even if the characters have the mercenary uniforms from Encounter 5c.

TALKING TO THE SLAVES

If the characters make it to the wall, have them make a Spot Check (DC 20) to notice a section where the posts are far enough apart to allow easy communication with those inside. If they fail the Spot check, the characters can find the weak spot in the wall with a Search Check (DC 15) to find the section.

If they successfully locate the section, they can easily see inside the compound. Several human figures are in view and the characters can easily get the attention of one.

The thin mannequin of a man notices your signal and, after looking around, casually walks toward your hiding place. He squats down, leaning against the wall just inches from the gap. "Who are you?" he asks in a tired voice.

Allow the characters to introduce themselves.

Bore da, I am Fluellin ap Tybion. If you are here to try to free us, I advise against it. There just are not enough of you and we are too weak to run.

If the characters ask Fluellin about Het Kilde, he has the following to offer:

"Pregmere is like a hive of giants these days. Never did I imagine when my Da used to scare me to sleep with giant stories that there could be so many. Always going and coming, with armies of goblins and orcs trailing behind, like enormous swarms of bees.

"And now that the fortress is almost complete, it's even worse. They say the Sakhut is coming to visit the new stronghold and every giant in the area has come to see.

"My advice to you would be to get away from here as soon as you can."

If the characters ask Fluellin about the Sakhut:

"Nah, I've never seen the Sakhut. He's their big high muckety-muck, you know, and I don't think he's ever come to Pregmere before. I have been here a long time and I have never seen a fuss like the giants are making for this Sakhut."

If the characters ask about the Temple:

"I've never been inside their temple, and that's a good thing, because slaves that do go in don't come out. I've seen it though, in the middle of town, squatting there like a huge stone block, with great bronze doors on the front. To the best of my knowledge that's the only way in or out."

If the characters ask for some cast-off clothing for disguises, Fluellin goes away for a few minutes, then comes staggering back under a load of rags:

"We don't have much in the way of cast-offs, but I talked with some folks and they were glad to give what they could. You're going to have to hide those weapons somehow. And whatever you do never look a giant in the eye, that's the quickest way to have your bones ground into flour for their bread."

Fluellin brought enough scraps of clothing to sufficiently disguise six medium-sized characters, but the characters are going to have to be ingenious about hiding or disguising their weapons and armor. Have each character roll a Disguise Check. Note this score for opposed rolls with opponent's Spot checks. Characters can help other characters disguise themselves. The characters cannot take 20 on the roll because the hobgoblins eventually hear them and come looking, forcing the characters to move or be seen.

After they are through disguising themselves, or after the conversation with Fluellin dies down if they aren't getting disguised:

"You better be on your way," Fluellin suggests. "The ogres patrol the walls every few hours and they might be too dumb to spot you, but the hellhounds are sure to sniff you out."

ENTERING HET KILDE

Once the characters choose to enter Het Kilde they have to get past a hobgoblin sentry post on the outskirts of town. All streets are guarded, but alleyways are not if the characters choose at this time to sneak in.

The first buildings at the edge of Het Kilde, old worn out human constructs, are now only a few dozen yards distant. However, the street seems to be guarded by hobgoblin sentries. They watch as humans and humanoids come and go past them.

The character must either first bluff or sneak past hobgoblin sentries. The hobgoblins have been on sentry duty for weeks and are a little bored. They have a -5 circumstance penalty to their Spot checks and a -5 circumstance penalty to their Listen checks. If the hobgoblins see or hear the characters sneaking past, the sentries attack.

The characters can bluff the hobgoblins and try to persuade them that the characters are mercenaries and have come to work for the giants.

While the characters are going to make a Bluff check, make them roleplay out the encounter. If the characters do a good job roleplaying, give them a +4 circumstance bonus to the Bluff roll. If the characters do a poor job of convincing the hobgoblins, you can assess a -4 circumstance penalty. The characters also receive a +10 circumstance bonus if they are wearing stolen mercenary uniforms. However, the sentries receive a +5 circumstance bonus to their Sense Motive checks if there are any obvious elves, dwarves, halflings, or gnomes in the party.

Hobgoblin Sentries by APL APL 4 (EL 4)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 6)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

APL 8 (EL 8)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

👉Dire Boars (2): hp 52, 52; see *Monster Manual*.

APL 10 (EL 10)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Hobgoblin Sergeant (2): Male hobgoblin Ftr2; hp 22; see Appendix I.

👉Hobgoblin Lieutenant: Male hobgoblin Ftr4; hp 40; see Appendix I.

👉Dire Boars (3): hp 52, 52, 52; see *Monster Manual*.

The hobgoblins sound no alarm unless the characters try to flee from combat or they are hopelessly outmatched. Any sentries that escape a combat going against them return to their barracks and report to their watch commander and the alarm is raised.

If the characters succeed at bluffing or sneaking their way past the hobgoblins, they can enter Het Kilde itself.

As you walk through the streets of Het Kilde, you notice that there are a substantial number of humans mixing with the humanoids on the streets. While some appear to be obvious slaves, others are clearly well fed, armed, and armored.

The general flow of traffic seems to go in one direction. Giants, ogres, humanoids and humans all appear to be drawn toward the center of town.

The challenge now for the characters is to make their way to the Temple of Surtur. If they state they are heading directly to the temple complex that they saw from the hill, allow them to get there after avoiding a single patrol. If they alerted the previous sentries, they reach the Temple before the heightened patrols are organized.

The challenge now is for the characters to make their way to the Temple of Surtur. When the characters were outside of town, the temple was easy to see, but once the characters are amongst the other giant-size buildings, it is impossible to see it.

To locate the temple quickly, the characters must make an Intuit Direction check (DC 20). Otherwise they must wander around Het Kilde for some time before they reach the Temple. The characters have to wander for one hour per 5 points that they missed the Intuit Direction

check by. There is a 50% chance per half hour that they encounter a goblin patrol. These may be avoided using the appropriate skills and/or spells, or fought. Though a fight is likely to raise the alarm.

Goblin Patrol by APL APL 4 (EL 4)

👉Hobgoblins (4): hp 5, 5, 5, 5; see *Monster Manual*.

👉Bugbear: hp 16; see *Monster Manual*.

APL 6 (EL 6)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Bugbears (2): hp 16, 16; see *Monster Manual*.

APL 8 (EL 8)

👉Hobgoblins (6): hp 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Bugbear (4): hp 16, 16, 16, 16; see *Monster Manual*.

👉Bugbear Sergeant: Male bugbear Ftr3; hp 54; see Appendix I.

APL 10 (EL 10)

👉Bugbear (6): hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

👉Bugbear Sergeants (2): Male bugbear Ftr4; hp 63; see Appendix I.

👉Hill Giant Captain: hp 102; see *Monster Manual*.

See *Player's Handout 1: Map of Het Kilde* for the layout of Het Kilde.

Street patrols, like the other guards around Het Kilde have become lax. If characters attempt to Bluff their way past the patrols, in this case including just brazenly walking past them, they receive a +10 circumstance bonus if they have slave disguises. However, if any of the disguised characters seems less than sufficiently servile (head low, shuffling gait, avoiding eye contact), the sentries receive a +5 circumstance Bonus to their Sense Motive checks.

If the characters fail a Bluff check by less than 20 the patrol assumes them to be slaves lying to avoid work and order them off to a work detail in a direction obviously away from the Temple. If they fail their Bluff attempt by more than 20 the patrol attacks, fighting to subdue. Also, if they refuse to go where they were ordered, the patrol attacks to subdue.

The patrol sounds no alarm unless the characters try to flee from combat. Any patrol members that escape a combat going against them returns to their barracks and reports to their watch commander. In 10 minutes he organizes street patrols seeking out the intruders. This increases the alertness of patrols within Het Kilde. If heightened patrols are already in effect there is no further effect.

Once the characters reach the Temple, proceed to *Encounter 6*.

ENCOUNTER 6: INTO THE FIRE

ARRIVING THROUGH THE TUNNELS

If the characters arrive in the Temple via the geothermal tunnels read them the following description:

You rise out of the water into a huge room at least 40 feet on a side. The ceiling is fully 30 feet above your heads. The walls are red, with a fresco in black tiles showing what you can guess to be fire giants at work, competing in sporting events, and bathing in hot springs; springs very similar to the one in which you find yourselves.

Looking about at the giant-size robes on the giant-height pegs, and the giant-size towels on the floor, you can guess that this is a bath for someone of importance. There is one door to the room in the northern wall and it stands slightly ajar. Beyond you can make out a hallway.

If the characters look closely at the robes, they can make a Knowledge (religion) check (DC 20) or a Knowledge (giants) check (DC 10) to identify the robes as belonging to priests of Surtur. If the characters miss the check by less than 5, they can identify that the robes are religious in nature, but cannot tell which deity.

Once the characters exit through the door, go to *Inside the Temple*.

ARRIVING THROUGH THE STREETS

If the characters arrive at the Temple from the street read them the following description:

The temple of Surtur is an enormous stone building in the center of town. It dominates one side of a large square where the north-south road meets the western one. On the east side of the square is the nearly completed castle, which dwarfs even this enormous structure.

A plaza, paved in what appears to be red marble, extends in front of temple and separates the building from the main square. Forty-foot tall columns joined by lintels across their tops frame the plaza. Statues of what appear to be various types of giants and giant-kin fill the niches between the columns. All of the columns and statues have been decorated with garlands of pine and wreaths of flowers.

The only entrances you can see are the double bronze doors in the front of the building. They stand slightly open. Getting in shouldn't be a problem.

However, there are giants lining the square and the road that leads west. Dozens of fire, stone, and hill giants, both male and female, young and old. They stand with their backs to the temple and are peering down the west road expectantly.

In addition, hundreds of hobgoblins, goblins, orcs, and yes, humans, gather where they can around the giants' legs. The noise from the crowd is just short of deafening. They are looking up the road to the west, as if waiting for something, or some one.

The characters can easily enter the Temple through the front door. All of Het Kilde's population is transfixed by the imminent arrival of the Sakhut.

If the characters choose to spend time searching for alternate entrances into the temple, they find a second door near the back. However, it is 15 feet tall and also made of bronze. The door's handle is out of reach for a normal human, 7 feet above the ground. If the characters reach the handle, it takes a Strength check (DC 17) to open the heavy door.

Furthermore, the clerics of Surtur have warded the door. If any creature that is not a worshiper of Surtur opens the door, a glyph of warding goes off (greater glyph of warding at APL 8 and 10) blasting every one within 5 feet of the door with fire damage. The amount of damage and the DC for the Reflex save vary by APL.

- **APL 4** (3d8); Reflex save (DC 15) for half damage.
- **APL 6** (5d8); Reflex save (DC 17) for half damage.
- **APL 8** (7d8); Reflex save (DC 19) for half damage.
- **APL 10** (9d8); Reflex save (DC 21) for half damage.

Read magic allows the character to identify a glyph of warding with a successful Spellcraft check (DC 13 at APL 4 and 6/DC 16 at APL 8 and 10). A successful Search check (DC 28 at APL 4 and 6/DC 31 at APL 8 and 10) finds the Glyph. It requires a Disable Device check of (DC 28 at APL 4 and 6/DC 31 at APL 8 and 10) to safely bypass the glyph. Failure on the Disable Device check activates the glyph.

The characters can also try to break through one of the windows. The windowsills of these intricate stained glass windows are 6 feet above ground level. If the characters can reach the window the thick glass and lead filler holding the glass panes together have a combined hardness of 10 and 10 hit points. Unless the characters manage to muffle the sound, breaking in also makes a lot of noise, which attracts attention and raises the alarm. Once the window is sufficiently damaged they can climb into the temple.

INSIDE THE TEMPLE

Once the characters enter the main room of the Temple, either from the outside or the bathroom, read the following description:

The sight before you is identical to the one shown you by the Weeping Council. The ceiling where it meets the wall is fully 30 feet above your heads and the peak of the dome is considerably higher, almost invisible in the flickering firelight. The temple appears to be a single large room, 120 feet square, covered by a single dome, which somehow fits on the square walls. How the giants manage to keep such a structure up is astounding!

The fire in the enormous pit at the end of the room is huge, but still insufficient to light the entire temple, leaving considerable shadows in the corners and along the walls.

Upon the walls and pillars, done in flame red and coal black tiles are numerous murals apparently depicting legends of Surtur, giant god of fire. One that catches your eye depicts a

happy fire giant at an anvil, crafting a sword, while a weaselly looking dwarf sneaks away behind him with a basket of coals and a purloined hammer.

Allow a Knowledge (religion) check (DC 25) or a Knowledge (giants) check (DC 15) for the characters to recognize that this mural depicts the giants' legend of the dwarven god Moradin stealing the knowledge of crafting from Surtur. This depiction of Moradin is far from flattering, as he is portrayed as skinny and furtive, with a ratty beard, besides being shown as a thief.

Slender windows that rise from floor to ceiling pierce the walls. They must be double paned, because you can see flames jumping around behind the stained glass, casting fitful shadows of fire across the room.

Opposite the enormous double doors leading into the temple is the fire pit, fully 80 feet across and at least five feet deep. Amongst the reddish-white coals in the pit is a low slab of black-veined granite, upon which rests the altar of Surtur, constructed to resemble an enormous anvil. There appears to be a book open atop the altar. A bridge or catwalk extends from the front of the fire pit out to the slab. It seems to be constructed of iron.

The brazier is the obvious centerpiece of the temple, overshadowing even the enormous altar. The brazier is fully five feet in diameter and apparently made of solid brass, it rests upon eight clawed feet upon the stone slab before the altar. The nearly colorless flames within it flare up to ten feet high, with much of the heat and smoke rising out through a hole in the roof.

Other than the brazier and the altar the other furniture in the temple consists of dozens of huge kneeling pads. Around the walls at regular intervals are pottery amphorae of enormous size. If inspected, these prove to hold oil used during devotions to Surtur.

Upon entering the temple, the characters are struck by the intense heat. Once within 50 feet of the firepit, each character begins to take *subdual* damage as the heat increases from merely intense to oppressive. Any character within 5 feet of the edge of the fire pit, on the iron catwalks or the stone slab, or somehow flying above the fire pit takes *actual* damage as the heat goes from oppressive to roasting. Damage, both subdual and actual is based upon APL:

- APL4 – 1d4 hp
- APL6 – 1d6 hp
- APL8 – 1d8 hp
- APL10 – 2d6 hp

Should anyone be so unfortunate as to fall (or be pushed) into the fire pit, they immediately take 6d6 hp fire damage and must make a Reflex save (DC 26) or burst into flames. Each round thereafter that they are in the pit they take an additional 3d6 hp of fire damage and must continue to save against bursting into flames. Those already aflame take an additional 2d6 hp of fire damage each round until they are extinguished.

Using Spells in the Temple

Anyone detecting for evil within the room gets a strong return from the consecrated altar and a very strong return from the *brazier of evil fire elemental control* (mostly due to it's inhabitant).

Anyone detecting for good within the room gets an overwhelming return from the *brazier of evil fire elemental control* because of the *Tear of Corellon*.

Anyone detecting for magic within the temple gets an overwhelming return from the *brazier of evil fire elemental control*, the *Tear of Corellon's* aura completely overriding that of the brazier itself or the summoned creature within.

The Altar

Further inspection of the altar shows that it is entirely constructed of cast iron. It is eight feet tall and 20 feet long and must weigh several tons. It appears that the top surface has been allowed to rust. The characters can climb up the altar with a successful Climb check (DC 10).

Once on top of the altar, the characters can see that much of the 'rust' is actually dried blood. Surtur demands blood sacrifices from his worshippers.

The giant tome is 3 feet long, 2 feet wide, and 1 foot thick when closed and weighs 80 pounds. The cover is marked with holy markings to Surtur.

The clerics of Surtur have warded the book and locked the book. The book can be unlocked with a successful Open Lock check

- APL 4 (DC 20)
- APL 6 (DC 25)
- APL 8 (DC 30)
- APL 10 (DC 35)

A *knock* spell also opens the book. If the characters must resort to violence, they can break the lock. It has a hardness of 10 and 15 hit points. Fortunately for the characters, the book is very large and if they use a small weapon, they won't damage the book. Medium and large weapons do damage the book, but not enough to prevent them from getting the information listed below.

If any creature that is not a worshiper of Surtur opens the book, a *glyph of warding* goes off (*greater glyph of warding* at APL 8 and 10) blasting every one within 5 feet of the book with fire damage. The amount of damage and the DC for the Reflex save vary by APL.

- APL 4 (3d8); Reflex save (DC 15) for half damage.
- APL 6 (5d8); Reflex save (DC 17) for half damage.
- APL 8 (7d8); Reflex save (DC 19) for half damage.
- APL 10 (9d8); Reflex save (DC 21) for half damage.

Read magic allows the character to identify a *glyph of warding* with a successful Spellcraft check (DC 13 at APL 4 and 6/DC 16 at APL 8 and 10). A successful Search check (DC 28 at APL 4 and 6/DC 31 at APL 8 and 10) finds the Glyph. It requires a Disable Device check of (DC 28 at APL 4 and 6/DC 31 at APL 8 and 10) to safely bypass

the glyph. Failure on the Disable Device check activates the glyph.

The glyph's fire does not damage the book.

Anyone who can read Giant can read what is written within the book. It is largely a combination diary and religious tract written by the resident fire giant cleric, but the last few written on pages describe her attempts to first control, and then destroy the *Tear of Corellon*.

The Brazier

Once the characters choose to examine the brazier closer, read the following:

As you approach the brazier, the heat becomes incredible. Once you are within five feet it is almost unbearable. Examining the brazier, you feel as if your eyes are being roasted in their sockets, but atop the center of the coals, its image distorted by the shimmering heat, you see a cage of gold filigree, an ice blue crystal twinkling within. The coals directly beneath it are cold and black.

If the characters are foolish enough to try to reach in and grab the Tear from the fire they suffer fire damage before they can snatch back their hand:

- APL 4 (1d6); Reflex save (DC 18) for half damage.
- APL 6 (2d6); Reflex save (DC 20) for half damage.
- APL 8 (3d6); Reflex save (DC 22) for half damage.
- APL 10 (4d6); Reflex save (DC 24) for half damage.

Overturning the brazier requires a successful Strength Check (DC 20) and touching the brazier. There is no save if the character is willingly pushing the brazier.

Any interference with the brazier as described above, or trying to knock the amulet free with a pole arm, using *mage hand* to try to lift it out, casting cold- or water-based spells upon it to try to extinguish the fire, immediately rouses the guardian elemental.

APL 4 (EL 5)

🔥 **Krascaptl, Large Fire Elemental:** hp 60; see *Monster Manual*.

APL 6 (EL 7)

🔥 **Krascaptl, Huge Fire Elemental:** hp 136; see *Monster Manual*.

APL 8 (EL 9)

🔥 **Krascaptl, Greater Fire Elemental:** hp 178; see *Monster Manual*.

APL 10 (EL 11)

🔥 **Krascaptl, Elder Fire Elemental:** hp 204; see *Monster Manual*.

Tactics: Judges properly applying the tactics in this section makes this encounter much more difficult than the fire elemental's challenge rating implies. The fire elemental stays in the area of the fire pit as much as possible. It finds the heat comforting and knows that the fleshy characters are hurt by it. The elemental wades into battle with abandon, relying on its damage reduction to protect it. If it is hit by a cold-based attack, it concentrates all of its attacks on that character until the threat is neutralized. If no one character sticks out as a prime threat, it attempts to divide its attacks among the characters to catch them all on fire. At higher levels, the elemental uses its spring attack to jump away from the pit, attack and return to the pit if the characters attempt to destroy it from range. If forced away from the pit, the elemental overturns one of the amphorae of oil each round and ignites it, creating a 20-ft. area that acts as alchemist's fire, which it attempts to stand in, forcing the characters to take damage to attack it with melee weapons.

It is a relatively silent fight, since the elemental wears no armor for weapons to ring against and fights soundlessly itself. However, as the fight progresses, the characters hear the crowd noises outside increase. See *What's Going on Outside* for more details.

What's Going on Outside

Just as the characters start investigating the inside of the temple, the Sakhut and his entourage arrive in Het Kilde. The exact timing of the procession should vary to match the characters' actions. When they are investigating the temple, read the following:

The noise of the crowd outside swells, in the distance, you can hear the sound of trumpets over the sounds of the crowd.

When the characters engage in combat with the fire elemental, read the following.

The trumpeting is getting louder and louder. The ground rumbles from the weight as if an army of giants was on the move.

The cheering starts to become a rhythmic chant. "Sakhut! Sakhut! Sakhut!"

As soon as the fight finishes, go to *Conclusion*.

CONCLUSION

Once the elemental is destroyed, the characters can retrieve the Tear without further interference. Unless they extinguished the brazier in some way during the fight, it is still blazing, despite the elementals' demise. Even if it was extinguished, the brass is still dangerously hot, as above.

Once the characters have retrieved the Tear, proceed with the following:

The noise of the crowd outside reaches a crescendo, and then decreases suddenly. The music ceases as well. A booming voice

reverberates through the very floor and a deep but much less powerful voice answers.

For any character that speaks giant, the conversation goes as follows:

"The Sakhut greets the Puissant Lord of Het Kilde," says the booming voice.

The smaller voice replies, "The Sakhut are welcome in Het Kilde. I, King Brodde and all my people stand ready to accede to the Sakhut's wishes. You do us great honor by visiting us this day as we consecrate our newly finished fortress."

"It doesn't look quite finished," says the booming voice, with a chuckle, "but it will do. I'm sure you will have it finished in no time."

End of Round 1

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 to each character.

Encounter 4: Cross-country to Pregmere

Defeat the gnoll patrol.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 5a: Pregmere Through the Hot Springs

Defeat any one encounter, whether hell hounds or fire giants or fire giantesses

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

OR

Encounter 5b: Sneaking Into Pregmere

Bypass/defeat hobgoblin sentries and any one goblin patrol.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

OR

Encounter 5c: Bluffing Into Pregmere as a Mercenary

Bypass/Defeat Hextoran mercenaries and the hobgoblin sentries.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

APL 10

330 XP

OR

Encounter 5d: Bluffing Into Pregmere as a Slave

Bypass/Defeat ogre guards and hobgoblin sentries.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 6: Into the Fire

Defeat the fire elemental and recover the Tear of Corellon.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Conclusion

Discretionary roleplaying award

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Total Possible Experience

APL 4	600 XP
APL 6	840 XP
APL 8	1080 XP
APL 10	1320 XP

TREASURE SUMMARY

During an adventure, characters encounter 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 minute 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 (that is., 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 piece 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. 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 4: Cross-country to Pregmere

Defeat the gnoll patrol and strip them of their gear.

APL 4: L: 80 gp; C: 0 gp; M: *scroll of heat metal* (Value 23 gp per character); 2 *scrolls of barkskin* (Value 23 gp per scroll per character); 2 *scrolls of flaming sphere* (Value 23 gp per scroll per character); *scroll of warp wood* (Value 23 gp per character); *potion of blur* (Value 45 gp per character); *wand of cure light wounds* (Value 113 gp per character); 2 *Quaal's feather tokens – tree* (Value 15 gp per token per character).

APL 6: L: 241 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 8 gp per potion per character); *eyes of the eagle* (Value 150 gp per character); *scroll of flame strike* (Value 105 gp per character); *scroll of call lightning* (Value 56 gp per character); *scroll of neutralize poison* (Value 56 gp per character); *scroll of protection from elements* (Value 56 gp per character); *scroll of speak with plants* (Value 56 gp per character); *wand of cure light wounds* (Value 113 gp per character); *phylactery of faithfulness* (Value 150 gp per character).

APL 8: L: 581 gp; C: 0 gp; M: 6 *potions of cure light wounds* (Value 8 gp per potion per character); +1 *studded leather armor* (Value 176 gp per character); *eyes of the eagle* (Value 150 gp per character); *scroll of flame strike* (Value 105 gp per character); *scroll of call lightning* (Value 56 gp per character); *scroll of neutralize poison* (Value 56 gp per character); *scroll of protection from elements* (Value 56 gp per character); *scroll of speak with plants* (Value 56 gp per character); *wand of cure light wounds* (Value 113 gp per character); *phylactery of faithfulness* (Value 150 gp per character).

APL 10: L: 1392 gp; C: 0 gp; M: 7 *potions of cure light wounds* (Value 8 gp per potion per character); *eyes of the eagle* (Value 150 gp per character); *cloak of elvenkind* (Value 300 gp per character); +1 *hide armor* (Value 175 gp per character); 2 *scrolls of flame strike* (Value 105 gp per scroll per character); 2 *scrolls of sleet storm* (Value 105 gp per scroll per character); *wand of cure light wounds* (Value 113

gp per character); *phylactery of faithfulness* (Value 150 gp per character); *bag of tricks – gray* (Value 135 gp per character).

Total Possible Treasure

APL 4: 406 gp

APL 6: 999 gp

APL 8: 1547 gp

APL 10: 2891 gp

APPENDIX I: NPCS

ENCOUNTER 2: INTO THE WOODS

☞ **Elendur (Gray Elf)**: Male elf Rgr3/Wiz5; CR 8; Medium-size humanoid (elf); HD 3d10+5d4; hp 37; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d8/19-20, longsword 1d8) and +4 melee (1d6/19-20, short sword) or +9 ranged (1d8/x3, composite longbow); SA Favored enemy (orcs), spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +5, Ref +6, Will +6; Str 11, Dex 16, Con 10, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Hide +9, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (religion) +13, Listen +10, Move Silently +11, Spellcraft +6, Spot +18, Wilderness Lore +6; Combat Casting, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Mastery (*cat's grace*, *hold person*, *shield*, *sleep*), Track.

Possessions: +1 leather armor, masterwork longsword, masterwork short sword, masterwork composite longbow, 20 arrows, *scroll of web*, *scroll of confusion*, 2 *scrolls of fireball*, 3 *potions of cure light wounds*, *potion of cure moderate wounds*, *potion of cure serious wounds*, *eyes of the eagle*, *wand of magic missile*, *cloak of resistance* +1

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0 – *daze* (2), *flare*, *ghost sound*; 1st – *shield*, *sleep*, *spider climb*, *true strike*; 2nd – *blur*, *cat's grace*, *Tasha's hideous laughter*; 3rd – *hold person*, *keen edge*

Familiar (owl): Tiny magical beast; HD 5d8; hp 18; Init +3; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 15, flat-footed 17); Atk +8 melee (claw 1d2-2); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL CG; SV Fort +4, Ref +5, Will +7; Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot +6*; **Weapon Finesse** (claws).

*Receives a +8 racial bonus to Spot in dusk and darkness.

☞ **Celedrian (Wood Elf)**: Male elf Rgr3; CR 3; Medium-size humanoid (elf); HD 3d10; hp 22; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +5 melee (1d8+3/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +8 ranged (1d8+3/x3, mighty composite longbow); SA Favored enemy (orcs); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +3, Ref +5, Will +2; Str 16, Dex 18, Con 11, Int 10, Wis 13, Cha 9.

Skills and Feats: Hide +9, Listen +3, Move Silently +9, Search +7, Spot +11, Wilderness Lore +7; Point-Blank Shot, Precise Shot, Track.

Possessions: masterwork studded leather armor, masterwork longsword, masterwork short sword, masterwork mighty composite longbow (+3), 20 arrows, 3 *potions of cure light wounds*, *eyes of the eagle*.

☞ **Wood Elf Warrior**: Male/Female elf War2; CR 1; Medium-size humanoid (elf); HD 2d8-2; hp 11; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d8+1/19-20, longsword) or +4 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL N; SV Fort +2, Ref +1, Will +0; Str 12, Dex 13, Con 8, Int 10, Wis 11, Cha 9

Skills and Feats: Hide +2, Listen +4, Search +3, Spot +2; **Weapon Focus** (composite longbow)

Possessions: studded leather armor, longsword, composite longbow, 20 arrows

ENCOUNTER 4: CROSS-COUNTRY TO PREGMERE

APL 4 (EL 6)

☞ **Grrta**: Female gnoll Drd3; CR 4; Medium-size humanoid (gnoll); HD 5d8+10; hp 38; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) Atk +6 melee (1d6+2/18-20, scimitar) or +6 ranged (1d4+2, sling); SA Spells; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step; AL NE; SV Fort +8, Ref +3, Will +5; Str 14, Dex 14, Con 15, Int 10, Wis 15, Cha 6.

Skills and Feats: Animal Empathy +4, Concentration +6, Knowledge (nature) +5, Listen +5, Spellcraft +5, Spot +5, Wilderness Lore +6; **Power Attack**, Scribe Scroll, Track.

Possessions: hide armor, large wooden shield, masterwork scimitar, sling, 10 masterwork bullets, *scroll of heat metal*, 2 *scrolls of barkskin*, 2 *scrolls of flaming sphere*, *scroll of warp wood*, *potion of blur*, *wand of cure light wounds*, 2 *Quaal's feather token* – *tree*

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – *cure minor wounds* (2), *flare*, *resistance*; 1st – *calm animals*, *entangle*, *magic fang*; 2nd – *flame blade*, *speak with animals*.

Animal Companion (eagle): hp 5; see *Monster Manual*.

Animal Companion (hyena [wolf]): hp 13; see *Monster Manual*.

APL 6 (EL 8)

☞ **Gnoll Sergeant**: Male gnoll Rgr3; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d10+10; hp 41; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+4/x3, battleaxe) and +7 melee (1d6+2/19-20, short sword) or +7 ranged (1d8+4/x3, mighty composite longbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 15, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Hide +7, Listen +5, Move Silently +7, Spot +12, Wilderness Lore +5; Point Blank Shot, **Power Attack**, Precise Shot, Track

Possessions: masterwork studded leather armor, masterwork battleaxe, masterwork shortsword,

masterwork mighty composite longbow (+4), 20 arrows, 2 potions of cure light wounds, eyes of the eagle

➤ **Grrta:** Female gnoll Drd5; CR 6; Medium-size humanoid (gnoll); HD 7d8+14; hp 52; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) Atk +7 melee (1d6+2/18-20, scimitar) or +7 ranged (1d4+2, sling); SA Spells; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wild shape* (1/day); AL NE; SV Fort +9, Ref +3, Will +7; Str 14, Dex 14, Con 15, Int 10, Wis 16, Cha 6.

Skills and Feats: Animal Empathy +5, Concentration +8, Knowledge (nature) +6, Listen +7, Spellcraft +6, Spot +7, Wilderness Lore +8; Power Attack, Scribe Scroll, Track.

Possessions: hide armor, large wooden shield, masterwork scimitar, sling, 10 masterwork bullets, scroll of flame strike, scroll of call lightning, scroll of neutralize poison, scroll of protection from elements, scroll of speak with plants, wand of cure light wounds, phylactery of faithfulness

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0 – cure minor wounds (2), flare, resistance, virtue; 1st – calm animals, entangle (2), magic fang; 2nd – flame blade, speak with animals summon swarm; 3rd – spike growth, summon nature's ally III.

Animal Companion (eagle): hp 5; see Monster Manual.

Animal Companion (owl): hp 4; see Monster Manual.

Animal Companion (black bear): hp 19; see Monster Manual.

APL 8 (EL 10)

➤ **Gnoll Sergeants (2):** Male gnoll Rgr3; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d10+10; hp 41; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+4/x3, battleaxe) and +7 melee (1d6+2/19-20, short sword) or +7 ranged (1d8+4/x3, mighty composite longbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 15, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Hide +7, Listen +5, Move Silently +7, Spot +7, Wilderness Lore +5; Point Blank Shot, Power Attack, Precise Shot, Track

Possessions: masterwork studded leather armor, masterwork battleaxe, masterwork shortsword, masterwork mighty composite longbow (+4), 20 arrows, 2 potions of cure light wounds.

➤ **Gnoll Lieutenant:** Male gnoll Rgr5; CR 6; Medium-size humanoid (gnoll); HD 2d8+5d10+14; hp 57; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +9 melee (1d8+4/x3, battleaxe) and +9 melee (1d6+2/19-20, short sword) or +9 ranged (1d8+4/x3, mighty composite longbow); SA Favored enemies (elf, human); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +4, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Hide +8, Listen +6, Move Silently +8, Spot +14, Wilderness Lore +6; Point Blank Shot, Power Attack, Precise Shot, Track.

Possessions: +1 studded leather armor, masterwork battleaxe, masterwork shortsword, masterwork mighty composite longbow (+4), 20 arrows, 2 potions of cure light wounds, eyes of the eagle.

Spells Prepared (1, base DC = 11 + spell level): 1st – summon nature's ally I

➤ **Grrta:** Female gnoll Drd5; CR 6; Medium-size humanoid (gnoll); HD 7d8+14; hp 52; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) Atk +7 melee (1d6+2/18-20, scimitar) or +7 ranged (1d4+2, sling); SA Spells; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wild shape* (1/day); AL NE; SV Fort +9, Ref +3, Will +7; Str 14, Dex 14, Con 15, Int 10, Wis 16, Cha 6.

Skills and Feats: Animal Empathy +5, Concentration +8, Knowledge (nature) +6, Listen +7, Spellcraft +6, Spot +7, Wilderness Lore +8; Power Attack, Scribe Scroll, Track.

Possessions: hide armor, large wooden shield, masterwork scimitar, sling, 10 masterwork bullets, scroll of flame strike, scroll of call lightning, scroll of neutralize poison, scroll of protection from elements, scroll of speak with plants, wand of cure light wounds, phylactery of faithfulness

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0 – cure minor wounds (2), flare, resistance, virtue; 1st – calm animals, entangle (2), magic fang; 2nd – flame blade, speak with animals summon swarm; 3rd – spike growth, summon nature's ally III.

Animal Companion (eagle): hp 5; see Monster Manual.

Animal Companion (owl): hp 4; see Monster Manual.

Animal Companion (black bear): hp 19; see Monster Manual.

APL 10 (EL 12)

➤ **Gnoll Scouts (10):** Male gnoll Rgr1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d10+6; hp 25; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d8+4/x3, battleaxe) and +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8+2/x3, mighty composite longbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +2, Will +1; Str 18, Dex 15, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +3, Spot +7, Wilderness Lore +4; Point-Blank Shot, Power Attack, Track.

Possessions: studded leather armor, battleaxe, short sword, mighty composite longbow (+4), 20 arrows.

➤ **Gnoll Sergeants (5):** Male gnoll Rgr3; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d10+10; hp 41; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+4/x3, battleaxe) and +7 melee (1d6+2/19-20, short sword) or +6 ranged (1d8+4/x3, mighty composite longbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 15, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Hide +7, Listen +5, Move Silently +7, Spot +12, Wilderness Lore +5; Point Blank Shot, Power Attack, Precise Shot, Track

Possessions: masterwork studded leather armor, masterwork battleaxe, masterwork shortsword, mighty composite longbow (+4), 20 arrows, *potion of cure light wounds*.

☛ **Gnoll Captain:** Male gnoll Rgr7; CR 8; Medium-size humanoid (gnoll); HD 2d8+7d10+18; hp 73; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +11/+6 melee (1d8+4/x3, battleaxe) and +11 ranged (1d6+2/19-20, short sword) or +11 ranged (1d8+4/x3, mighty composite longbow); SA Favored enemies (elf, human); SQ Darkvision 60 ft.; AL CE; SV Fort +10, Ref +5, Will +3; Str 18, Dex 16, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Hide +19, Listen +6, Move Silently +9, Spot +16, Wilderness Lore +8; Point Blank Shot, Power Attack, Precise Shot, Track.

Possessions: masterwork studded leather armor, masterwork battleaxe, masterwork shortsword, masterwork mighty composite longbow (+4), 20 arrows, 2 *potions of cure light wounds*, *eyes of the eagle*, *cloak of elvenkind*.

Spells Prepared (2, base DC = 11 + spell level): 1st – *entangle*, *summon nature's ally I*

☛ **Grrta:** Female gnoll Drd7; CR 8; Medium-size humanoid (gnoll); HD 9d8+18; hp 66; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17) Atk +9 melee (1d6+2/18-20, scimitar) or +9 ranged (1d4+2, sling); SA Spells; SQ Darkvision 60 ft., nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wild shape* (3/day); AL NE; SV Fort +10, Ref +4, Will +8; Str 14, Dex 14, Con 15, Int 10, Wis 16, Cha 6.

Skills and Feats: Animal Empathy +6, Concentration +10, Knowledge (nature) +7, Listen +8, Spellcraft +7, Spot +8, Wilderness Lore +9; Dodge, Power Attack, Scribe Scroll, Track.

Possessions: +1 *hide armor*, large wooden shield, masterwork scimitar, sling, 10 masterwork bullets, 2 *scrolls of flame strike*, 2 *scrolls of sleet storm*, *wand of cure light wounds*, *phylactery of faithfulness*, *bag of tricks* (gray).

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0 – *cure minor wounds* (2), *flare* (2), *resistance*, *virtue*; 1st – *calm animals* (2), *entangle* (2), *magic fang*; 2nd – *barkskin*, *flame blade*, *speak with animals*, *summon swarm*; 3rd – *greater magic fang*, *spike growth*, *summon nature's ally III*; 4th – *giant vermin*.

Animal Companion (eagle): hp 5; see *Monster Manual*.

Animal Companion (brown bear): hp 51; see *Monster Manual*.

ENCOUNTER 5A: PREGMERE THROUGH THE HOT SPRINGS

AREA 1

APL 8 (EL 9)

☛ **Hellhounds, Advanced (4):** CR 5; Large outsider; HD 8d8+24; hp 50; Init +4; Spd 40 ft.; AC 16 (touch 9, flat-footed 16); Atk +12/+7 melee (2d6+5, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Breath weapon; SQ Scent, fire subtype; AL LE; SV Fort +9, Ref +6, Will +6; Str 21, Dex 11, Con 17, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +10, Listen +11, Move Silently +16, Spot +11*, Wilderness Lore +6*; Improved Initiative, Power Attack, Track.

*Receives a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

APL 10 (EL 11)

☛ **Half-Fiend Hellhounds, Advanced (4):** CR 7; Large outsider; HD 8d8+32; hp 60; Init +6; Spd 40 ft., fly 40 ft. (average); AC 19 (touch 11, flat-footed 17); Atk +14 melee (2d6+7, bite) and +9 melee (1d6+3, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Breath weapon, *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day, *poison* 3/day; SQ Scent, fire subtype, darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +10, Ref +8, Will +6; Str 25, Dex 15, Con 19, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +14, Listen +12, Move Silently +20, Spot +12*, Wilderness Lore +8*; Improved Initiative, Power Attack, Track.

*Receives a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

ENCOUNTER 5B – D HOBGOBLIN SENTRIES

APL 6 (EL 6)

☛ **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Jump -1, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*

APL 8 (EL 8)

☛ **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged

(1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Jump -1, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*

APL 10 (EL 10)

➤ **Hobgoblin Sergeant (2):** Male hobgoblin Ftr2; CR 2; Medium-size humanoid (goblinoid); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Jump -1, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*

➤ **Hobgoblin Lieutenant:** Male hobgoblin Ftr4; CR 4; Medium-size humanoid (goblinoid); HD 4d10+12; hp 40; Init +3; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +9 melee (1d8+3/19-20, longsword) or +8 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Jump +1, Listen +2, Spot +2; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, masterwork longsword, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*

GOBLIN PATROL

APL 8 (EL 8)

➤ **Bugbear Sergeant:** Male bugbear Ftr3; CR 5; Medium-size humanoid (goblinoid); HD 3d8+3d10+18; hp 54; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +11 melee (1d8+4, morningstar) or +8 ranged (1d6+4, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +3; Str 19, Dex 15, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +2, Hide +0, Listen +3, Move Silently +3, Spot +3; Alertness, Cleave, Power Attack, Sunder, Weapon Focus (morningstar).

Possessions: breastplate, large steel shield, masterwork morningstar, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*.

APL 10 (EL 10)

➤ **Bugbear Sergeants (2):** Male bugbear Ftr4; CR 6; Medium-size humanoid (goblinoid); HD 3d8+4d10+21; hp 63; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +13/+8 melee (1d8+7, morningstar) or +9/+4 ranged (1d6+5, javelin); SQ Darkvision 60 ft.; AL CE;

SV Fort +8, Ref +6, Will +3; Str 20, Dex 15, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +5, Hide +0, Listen +3, Move Silently +3, Spot +3; Alertness, Cleave, Power Attack, Sunder, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: breastplate, large steel shield, masterwork morningstar, 3 masterwork javelins, *potion of cure moderate wounds*, *potion of endurance*.

ENCOUNTER 5C: BLUFFING INTO PREGMERE AS A MERCENARY

APL 4 (EL 4)

➤ **Hextoran Guards (6):** Male/Female human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, composite longbow); AL LE; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump +0, Listen +2, Spot +2; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: scale mail, small steel shield, longsword, composite longbow, 20 arrows

APL 6 (EL 6)

➤ **Hextoran Guards (6):** Male/Female human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, composite longbow); AL LE; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump +0, Listen +2, Spot +2; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: scale mail, small steel shield, longsword, composite longbow, 20 arrows

➤ **Hextoran Sergeants (2):** Male/Female human, Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8+2/x3, mighty composite longbow); AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -2, Listen +2, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: half-plate armor, large steel shield, masterwork battleaxe, masterwork mighty composite longbow (+2), 20 arrows, *potion of cure moderate wounds*, *potion of bull's strength*

APL 8 (EL 8)

➤ **Hextoran Guards (6):** Male/Female human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11;

Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, composite longbow); AL LE; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump +0, Listen +2, Spot +2; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: scale mail, small steel shield, longsword, composite longbow, 20 arrows

➤ **Hextoran Sergeants (2):** Male/Female human, Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8+2/x3, mighty composite longbow); AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -2, Listen +2, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: half-plate armor, large steel shield, masterwork battleaxe, masterwork mighty composite longbow (+2), 20 arrows, *potion of cure moderate wounds*, *potion of bull's strength*

➤ **Hextoran Lieutenant:** Female half-orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +9 melee (1d12+3/x3, greataxe) or +6 ranged (1d8+3/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Jump +3, Listen +2, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: full plate armor, masterwork greataxe, masterwork mighty composite longbow (+3), 20 arrows, *potion of cure moderate wounds*, *potion of bull's strength*

➤ **Hextoran Cleric:** Male human Clr4; CR 4; Medium-size humanoid (human); HD 4d8+4; hp 27; Init -1; Spd 20 ft.; AC 19 (touch 9, flat-footed 19); Atk +5 melee (1d8+1, light flail) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Listen +4, Spellcraft +7, Spot +5; Brew Potion, Combat Casting, Scribe Scroll, Weapon Focus (light flail).

Possessions: full plate armor, large steel shield, masterwork light flail, light crossbow, 10 bolts, 5 scrolls of cure light wounds, *potion of blur*, *potion of levitate*, *potion of fly*.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (3), detect magic, guidance; 1st – bane, cause fear, command, divine favor, magic weapon*; 2nd – endurance, hold person, shatter*, spiritual weapon (light flail)*

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

APL 10 (EL 10)

➤ **Hextoran Guards (6):** Male/Female human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, composite longbow); AL LE; SV Fort +3, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump +0, Listen +2, Spot +2; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: scale mail, small steel shield, longsword, composite longbow, 20 arrows

➤ **Hextoran Sergeants (4):** Male/Female human, Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8+2/x3, mighty composite longbow); AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -2, Listen +2, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: half-plate armor, large steel shield, masterwork battleaxe, masterwork mighty composite longbow (+2), 20 arrows, *potion of cure moderate wounds*, *potion of bull's strength*

➤ **Hextoran Lieutenants (2):** Female half-orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +9 melee (1d12+3/x3, greataxe) or +6 ranged (1d8+3/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Jump +3, Listen +2, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: full plate armor, masterwork greataxe, masterwork mighty composite longbow (+3), 20 arrows, *potion of cure moderate wounds*, *potion of bull's strength*

➤ **Hextoran Cleric:** Male human Clr7; CR 7; Medium-size humanoid (human); HD 7d8+7; hp 45; Init -1; Spd 20 ft.; AC 19 (touch 9, flat-footed 19); Atk +7 melee (1d8+1, light flail) or +4 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL LE; SV Fort +7, Ref +1, Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

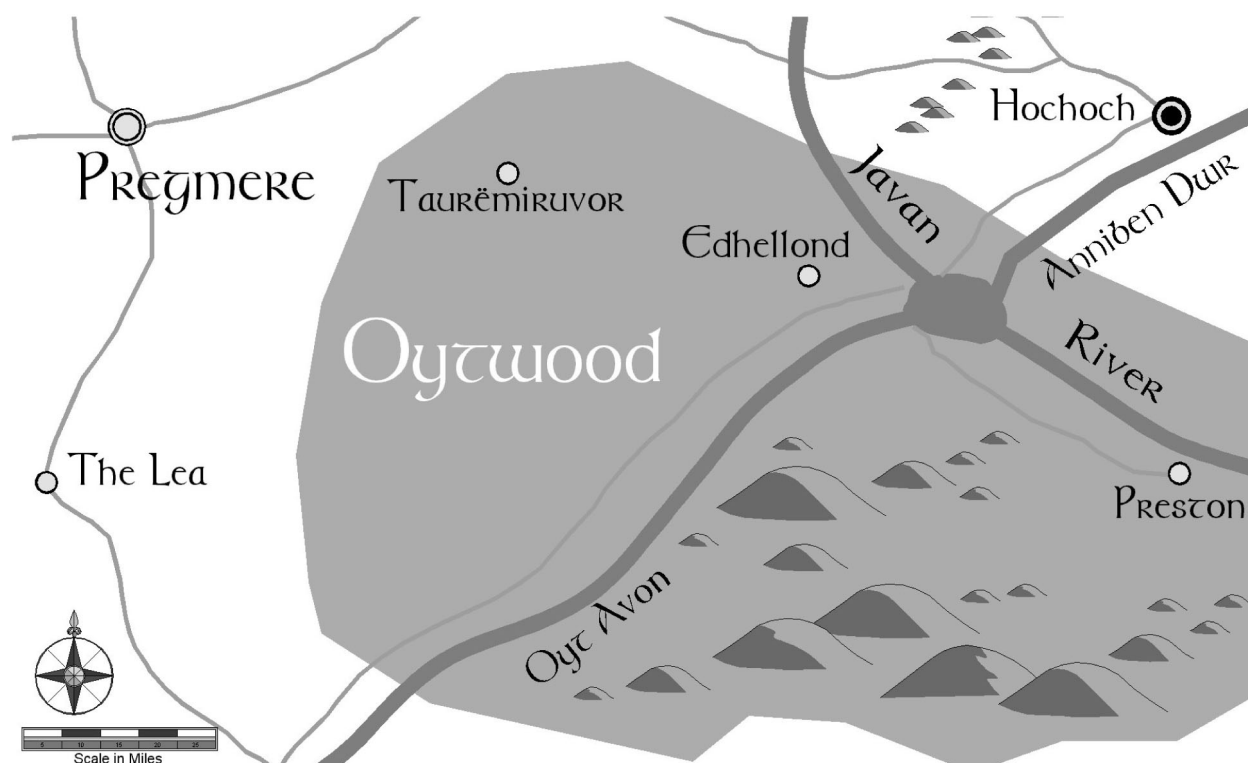
Skills and Feats: Concentration +12, Listen +5, Spellcraft +10, Spot +6; Brew Potion, Combat Casting, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: full plate armor, large steel shield, masterwork light flail, light crossbow, 10 bolts, 5 scrolls of cure light wounds, potion of blur, potion of levitate, potion of fly.

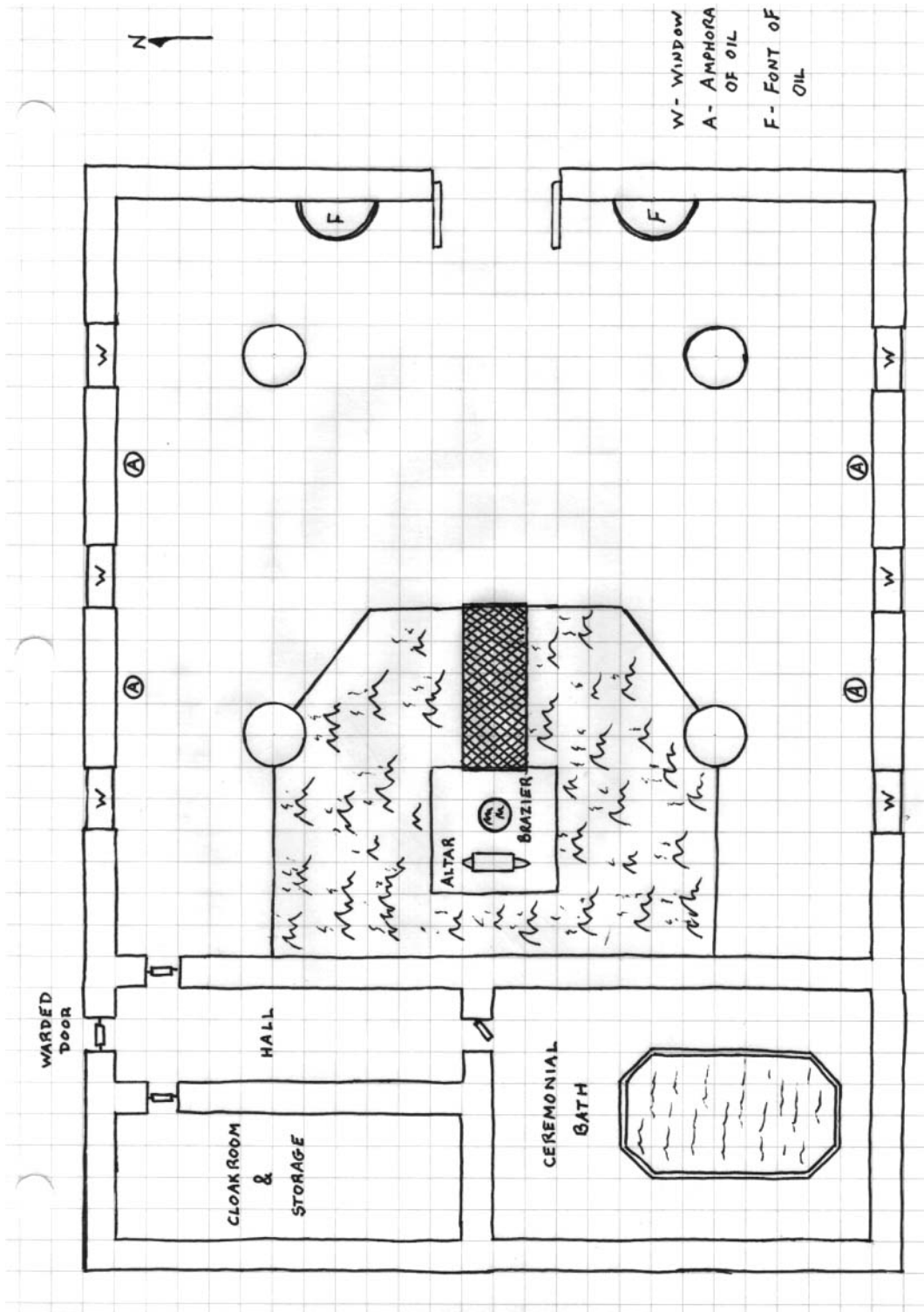
Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – cure minor wounds (3), detect magic, guidance, virtue; 1st – bane, cause fear (2), command, divine favor, magic weapon*; 2nd – endurance, hold person (2), shatter*, spiritual weapon (light flail)*; 3rd – blindness/deafness (2), magical vestment*, protection from elements; 4th – divine power*, freedom of movement.

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

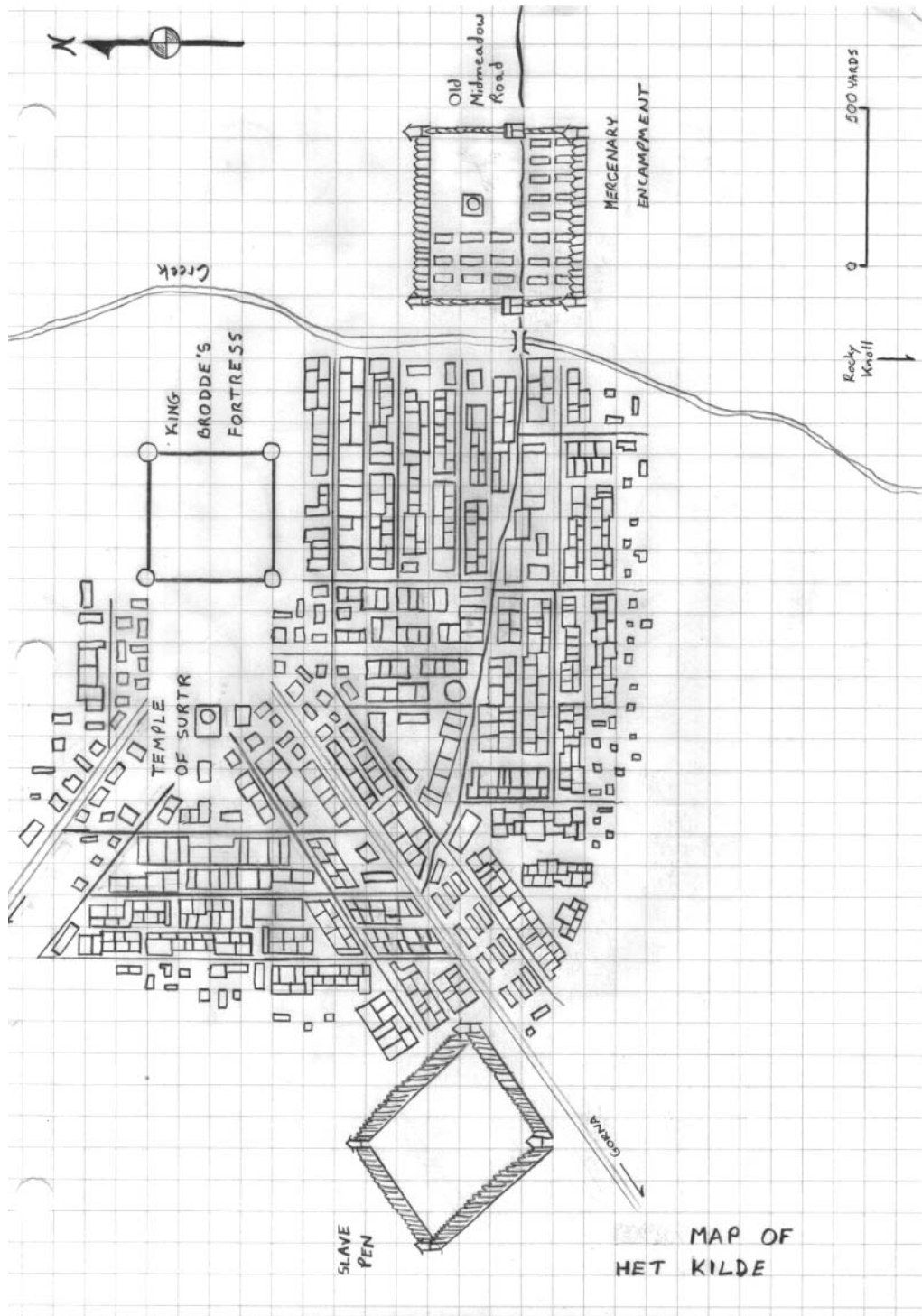
DM'S AID 1: MAP OF GYRUFF



DM'S AID 2: MAP OF THE TEMPLE OF SURTUR



Player's Handout 1: Map of Het Kilde



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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