

IUZ4-09

A Little Soul Searching

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Metaregional Adventure

Version 1.0

by Chris Tulach

Recently, two adventurers with critical information regarding the Old One's plans have been slain while operating in the Old One's lands. While both of the bodies were recovered, attempts to bring them back to life, or even talk with their spirits using magic, have failed. What information did they carry, and how can that information be retrieved? In order to get answers, you'll have to travel again into enemy territory, and come face-to-face with the Lord of the Tower of Blasted Bones. An Iuz's Border States metaregional adventure, recommended for characters levels 9-17 (APLs 10-16). This is the final adventure in the Purification Cycle.

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.

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Introduction

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

Preparation

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

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

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, 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 is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

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

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

with different CRs are added separately.

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in Iuz's Border States. Characters native to Iuz's Border States pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Iuz's grand and terrible plans continue ever forward. It is now apparent that he has raised another army, calling back troops from some of his skirmish areas, and begun a massive buildup of forces in his Empire. Also, as revealed in IUZ4-08 *Shattered Reflections of a Frozen Twilight*, it is now clear that the Old One has constructed many portals to the Abyss. Apparently, he has designs on the home of Pazuzu (otherwise known as Pazrael), the Lord of the Abyssal Skies. Iuz's reasons for assaulting this layer are many, but certainly chief among them is the desire to become invulnerable on the Prime Material plane.

While much is unfolding, what is not known is the location of these portals, or how they've remained hidden. The Drinkers from the Cup of Midnight, an organization devoted to opposing Iuz's plans at all costs (and an often-times employer of many PCs) finally hit the mark when two of their agents, disguised as goblins within the ranks of the armies of the Old One, received the word from another spy deep within the Old One's lands. The agents, both gnomes, were each given one piece of information – one was told “the word”, the other was told “the place”. Neither was to reveal it to anyone (including each other) until they were safely out of the Old One's lands.

The gnomes, Shella and Grebin, never made it out. However, it wasn't the minions of the Old One that resulted in their demise; rather, a new and enigmatic evil lord rising to the east of Whyestil Lake. The creature, a death giant named Folcrunar the Irredeemably Damned, has constructed a tower of bones and has harvested a number of human and orc slaves from the lands of the Old One. To what purpose he seeks is unknown. Regardless of his machinations, both the gnomes were beset upon by his fire giant lieutenants – Grebin was killed during the fight, but Shella was taken alive. Brought to his Tower of Blasted Bones, Shella's uncooperative nature infuriated Folcrunar, who killed her and absorbed her soul.

Some time later, the corpses of Shella and Grebin were recovered by agents of the Drinkers, who knew they carried vital information. They were brought to their home in Gildenhand, a gnomish mining community in the Gnome Woods (the hilly wooded meeting of the Vesve Forest and the Sepia Uplands). A cleric was brought in to ascertain the information, but claimed to find out nothing. However, the Drinkers discovered a few days later on that the cleric was really a worshiper of Olidammara, and now they're not sure if he was telling the truth. Reliable adventurers are now needed to verify the cleric's information.

Adventure Summary

The heroes are contacted in Ironstead, a Furyondy garrison town in the southern Vesve Forest, to help the Drinkers with another task. They are asked to head to Gildenhand in the northern Vesve and exhume the bodies of two dead gnome agents; apparently, they had very valuable information pertaining to the Blood Gates (the name that Iuz's forces have given the Abyssal portals).

Heading to Gildenhand, the heroes exhume the bodies and discover that the first cleric hired for the job was correct – the bodies aren't able to be raised from the dead, and even *Speak with Dead* isn't working.

Afterwards, the heroes are visited by a disturbing sight – the spirit of Grebin, one of the two gnomes killed. He tells the heroes that he is the keeper of “the word” and knows where Shella's soul might be located. Grebin is secretly in love with Shella, and he asks to accompany the heroes to see to it that Shella is brought back to life. He asks for someone to voluntarily accede to his malevolence, so that he may journey onward with the heroes.

The heroes make their way through the snow-covered lands, potentially fighting a native creature along the way.

Eventually, they arrive at the Tower of Blasted Bones, and find that slaves are busily at work, toiling for the amusement of their giant overseers. They must defeat the Guardians of Passage in order to continue on to the tower.

There, it's up to the heroes on how to proceed. Grebin will have warned them that he has heard that the Lord of the Tower of Blasted Bones is very powerful, and traffics in souls. More than likely, the heroes are brought to see Folcrunar and explain their business in his lands.

Folcrunar listens to the PCs' words, and if they mention that they oppose the Old One, he offers to listen to their request, if they can defeat his lieutenants in mortal combat.

If the heroes have defeated Folcrunar's guardians, he entertains their request, and asks for a soul in trade for the soul they wish. If Grebin is with the party, he gives himself over to eternal torturous thralldom, absorbed into the death giant's mass of guardian spirits.

Once released from her bondage, the heroes may journey back to Gildenhand to have Shella brought back from the dead. After recovering, she tells the heroes “the location”, and asks them to verify the information they suffered long to retrieve.

Teleporting to the site, in the wind-blasted plains of the Empire of Iuz, the heroes recite “the word” and reveal the dozens of Blood Gates and thousands of troops concealed under some sort of illusion magic.

Introduction

It is a cold Sunsebb evening, but you've sought warmth and comfort at the King's Last Barrel tavern, waiting for your contact to show. You were told only that the contact would ask you for a seat, and then buy you red wine for your meal. The garrison town of Ironstead, located in the southern Vesve Forest has been quiet of late – you've heard recently that the Old One's forces in the Vesve have suffered a strategic defeat to the north at Quaalsten, and things around this area have been relatively safe since the elves and humans took back the seat of the Lord of the High Elves, the town of Flameflower.

However tame it appears to be here, you know that your summons will likely spirit you off on another adventure – more than likely, to help thwart the plans of the Old One.

Allow the players a chance to introduce their characters to one another. They've been traveling for at least a few days together, so they might be a little more familiar with heretofore-unknown PCs. Once they've had a chance to get settled, read the following:

An attractive human female approaches your table; she pulls down the hood of her glistening cloak, and her long, curly brown hair falls down to her shoulders. You can then see some sort of coppery-colored marking upon her neck, but with the cloak's ties in the way, it's hard to tell what it is. It is clear that she wears chain armor beneath her traveling clothes, and she bears the weaponry of an adventurer. "Might I have a seat? Oh, and perhaps some red wine for your meals?"

This is Ellyana Freespeaker, a cleric of Trithereon who hails from Furyondy. Several PCs may have met her before (she was the contact for some PCs in IUZ3-01 *Across the Border*), and to some she may be new. She does not give her name this time, and puts a finger to her lips if anyone calls her by her name.

She has the following information to share with the heroes:

- As the PCs are well aware by now, the Old One has constructed Abyssal gates that he intends to use apparently to invade the realm of Pazuzu, the Lord of the Abyssal Skies. This move would clearly benefit him in many ways, not the least of which is that it would make him unkillable on the Prime Material plane.
- This type of maneuver would not have been possible had Iuz not recovered the Codex of

Infinite Planes, which is now apparently in his possession (events in scenario COR3-11 *Endgame*).

- Numerous spies and undercover operatives are working within the enemy's lands, trying to unearth more information as to his ultimate plans.
- Two such agents, the gnomes Shella Brambledown and Grebin Thistleleaf, apparently were given vital information while deep inside enemy territory. They tried to head for either the Shield Lands or Furyondy with the information, but were killed along the way. Their bodies were eventually recovered by Shield Lands agents, and brought back to their home in Gildenhand (a gnomish mining community in the northern Vesve) for burial. They were buried approximately four days ago.
- The Drinkers from the Cup of Midnight (the secretive organization that employs the PCs) had an area cleric go to Gildenhand to try to revive them, or at least obtain information from their spirits. All attempts failed.
- It was revealed that the cleric that had been sent was, unbeknownst to the Drinkers until after the job, a worshiper of Olidammara. It is now not known whether or not the veracity of the cleric's investigations can be considered legitimate, as the Drinkers can't locate the cleric to confront him with his findings.

After entertaining some questions, Ellyana speaks to the heroes:

"What we would like you to do is go to Gildenhand, exhume the bodies, and find out if our previous employee was telling us the truth. Also, if you can obtain the vital information that they had for us that would be ideal. I do not know what awaits you, but I've been tasked to provide you with two scrolls bearing spells that could be useful if necessary." The woman produces a tightly sealed leather scroll tube. "One bears the spell sending; use this to contact me when your task is complete. The other is a scroll with the teleport spell scribed upon it; if you get into a desperate situation, it should be of sufficient power to bring all of you back safely, if needed. Good luck, brave adventurers."

Ellyana takes her leave of the PCs at this time. Tailor the type of magic used to inscribe the scrolls to the party: if there's a cleric, the *scroll of sending* is a divine spell; if there's a wizard or sorcerer, it's an arcane spell. The same with the *scroll of teleport* – if there's a cleric with the

Travel domain, it's a divine spell (otherwise, it's an arcane spell). If there's no one who can cast the spell, they both default to arcane scrolls. The caster level on the *scroll of teleport* is 15; the caster level on the *scroll of sending* is 11.

Once the heroes have rested away the night in Ironstead, they can make their way to Gildenhand in the morning. Go to Encounter One.

Encounter One: Corpse Retrieval

The heroes can journey to Gildenhand on foot (about 7 days), by horse (about 3 days), or using other means (such as *teleport*). Once they've arrived, read the following:

The touch of winter is heavier here in the northern woods, but the industrious and bright town of Gildenhand, a gnomish mining settlement, seems undeterred by its icy grip. After asking around a bit, you find lodgings, and proceed about the task of locating the burial site of Shella and Grebin.

The location of their burial is in a small hillock just outside town to the northwest. There are blue and green cloth streamers affixed to poles on the walk up to the burial hill, and next to their graves. The gnomes celebrate the life of a gnome that passes on, and leave the colorful reminders of their passing up for all to see for a month's time. The PCs can find out the following information with a Gather Information check:

- **DC 10:** Shella Brambledown and Grebin Thistleleaf died some time ago, and their bodies were brought here to their home for burial by some nice humanfolk. They were buried some time ago up on the hillock. (Directions to the hillock are given. To figure out exactly how long they've been dead, it's 4 days + the travel time of the PCs.)
- **DC 15:** Shella and Grebin weren't home too often; it was sometimes many months in-between times we'd see them. They were both adventurers, and oftentimes they'd come home with outrageous stories to tell the children.
- **DC 20:** Both Shella and Grebin were little troublemakers when they were young, and I guess it was the penchant for trouble that caused their death. No one knows exactly how they died; there was even a human cleric here to try and determine their cause of death before they were buried, but he said he wasn't sure. Probably some monster got 'em.

- **DC 25:** Grebin always was sweet on Shella, although he never really let on to her that he was in love with her. It's sad that he never had a chance to settle down with her and raise a family.

Exhuming the Bodies

The gnomes won't let the heroes dig up the bodies, for any reason whatsoever. They have been committed to their home in the earth, and that's where the gnomes want them to stay.

The heroes need to work after nightfall in order to conduct the exhuming. If they work during the day, they'll be spotted, and asked to leave town. Unless they go along with the gnomes, and then deceptively return after dark (either by sneaking back in, or by use of magic), they won't get access to the burial site, and the adventure is over for them. Allow any reasonable attempt at accessing the burial site to work; the only way the PCs should end the adventure is if they do something that is incredibly crass, and don't think of a way to get back into Gildenhand.

The heroes need shovels and other digging equipment that can easily be purchased in the town for 10 solars (gold pieces). If they don't have the equipment, then they can also use magic. The corpses are buried in four-foot long wooden coffins – the coffins have colorful images and decorative drawings on them; some were obviously done by very skilled hands, and others were painted by children. Once they've pulled the two corpses from their graves, consult the appropriate heading below for more information. After they're finished investigating the corpses, go directly to Encounter Two.

Grebin Thistleleaf

Grebin was cut down by Folcrunar's forces near the Tower of Blasted Bones. The cause of his death, due to the deterioration of the corpse, is very difficult to determine (however, the cold has preserved his corpse to a degree). A successful Heal skill check (DC 25 if the heroes got to Gildenhand by instantaneous or very fast travel [a *teleport* or *wind walk* spell, for instance], DC 30 if the heroes arrived by walking/riding) tells the investigator that this gnome was killed by weapons, specifically slashing ones.

All attempts to *speak with dead* and *raise dead* (or any other spell that brings back the dead) fail. For those who are twisted enough to try, *animate dead* (and other spells of that nature) also fail; the DM should note that casting this spell in this manner is an evil act.

Shella Brambledown

Shella was battered but alive when taken to the Tower of Blasted Bones. When she came close to Folcrunar, he absorbed her soul. A successful Heal skill check (DC 25 if the heroes got to Gildenhand by instantaneous or very fast travel [a *teleport* or *wind walk* spell, for instance], DC 30 if the heroes arrived by walking/riding) tells the investigator that she had slashing wounds upon her body, but was not killed by them. A nigh-impossible Heal skill check (DC 45 or 50, conditions as above) tells the investigator that she was killed by some sort of intangible effect, like a spell or supernatural attack. A character possessing Knowledge (religion) can make a slightly easier skill check (DC 30) to determine that Shella was subjected to some sort of negative energy attack.

All attempts to *speak with dead* and *raise dead* (or any other spell that brings back the dead) fail. For those who are twisted enough to try, *animate dead* (and other spells of that nature) also fail; the DM should note that casting this spell in this manner is an evil act.

Encounter Two: A Tenacious Spirit

Once the heroes finish their job (hopefully re-burying the dead in the process), read the following:

As you begin to leave the burial hill, a strange ephemeral light rises up like mist from the ground in front of you. A form slowly coalesces into a humanoid. A few more moments pass, and the wispy incorporeal form becomes more distinct. It is the visage of a wide-eyed, smiling male gnome, garbed in adventuring gear. It looks very similar to the lifeless body of Grebin Thistleleaf. He speaks to you, and as he does, his voice resonates with an unsettling echo-like quality.

“Oh! You haven’t left yet! Praise be! Ah, but where are my manners? Well, being dead certainly throws one off his kilter. You probably know who I am, since you were fussing with my body and all that. You don’t look like grave robbers or anything, and if you knew anything about me, you’d know that I didn’t have a spot of coin on me when I died. So, my powers of reasoning, which I still have, despite this frustrating condition, tell me that you’ve come for another purpose. Hmmm ... what is that, I wonder? Oh, once again, I apologize. My mind is wandering. My name is Grebin Thistleleaf. To whom am I floating near?”

☛ Grebin, male ghost gnome Rog6: hp 39; see Appendix 1 for more information.

Grebin is a ghost (see Appendix 1 for his statistics), and although he’s adjusted somewhat to his new form, he’s more or less a bit frustrated by it. He cannot be laid to rest until his sweetheart’s soul (Shella) can be found again. His initial attitude towards the PCs is friendly.

He listens carefully to the PCs’ introductions, and there is a chance he may have heard of an individual’s deeds. Roll an Intelligence (Grebin has an Intelligence score of 14) check for Grebin (DC 20). For every level an individual PC has over 10, add a +1 bonus to the roll. Add a +2 bonus to the roll if the PC is from the Highfolk region, or has any Highfolk Legendary Deeds from Year 3 or before (he was gone a lot during Year 4). Add another +2 bonus to the roll if the PC is a gnome (stories about gnomish heroes go around Gildenhand far more than the other races).

If he knows a PC, he’ll certainly call them by name, and be impressed to see them here. His attitude automatically switches to helpful. If he doesn’t know anyone, during the course of the discussion, his attitude can be switched to helpful with a successful Diplomacy check (DC 20). He relates the following to the PCs (adjust the conversation accordingly):

- ☛ **How did you die?** I was killed by some wicked fire giants while trying to flee the lands of the Old One.
- ☛ **Where did you die?** I was a few days’ travel north of Molag, east of Whyestil Lake. I was near something called the Tower of Blasted Bones when it happened.
- ☛ **Who killed you again?** These fire giant brutes ... from what I understand they work for someone in the Tower. They took my love from me – they said that the Lord of the Tower would deal with her. Whatever that Lord is, it has her soul!
- ☛ **Why are you a ghost?** I cannot seek a final rest until her soul is released from wherever it’s gone. Maybe you can help me ... help me find her soul?
- ☛ **We were told you had valuable information regarding the Old One’s plans – is this so?** (If his attitude is only friendly) I’m sorry, but I can’t divulge that information to you. (If his attitude is helpful) Yes, yes I do. If you promise to help me, I’ll share it with one of you as well.
- ☛ **Why were you in the Old One’s lands?** (If his attitude is only friendly) I really can’t go into details. (If his attitude is helpful) Shella and I were disguised as goblins working for the forces of the Old One for the past few months now. We had each received a different piece of information regarding these horrible Abyssal

portals – I guess they're called Blood Gates to bring back to the lands of good. I received "the word". Shella received "the place". I don't know anything more than that.

- **Why are you so upbeat, despite your torturous existence?** Well, you make the best out of your situation in life, or in my case, unlife. My grandpa always told me that.

Grebin will ask the party to help recover Shella's soul over and over until they agree. If the party agrees to help out Grebin, read the following:

Grebin smiles widely. "Oh, well thanks – thanks a bunch for helping me out too! Now, since I'm bound to this place, I think, I'll need to exercise a loophole in this whole unlife thing. I need to ride along inside someone. It won't hurt, and I promise I'll be as quiet as I can. That way, I can lead you back to where I was, and I can be there when we get my darling Shella's soul back! So ... any volunteers?"

Once the first hero volunteers to be subjected to his malevolence ability, read the following:

"Alright, let's try this out." Grebin floats over to you, and the rest of the party can see him melding inside the volunteer. After a few more moments, he is all but gone, a blue-white shimmer as if Grebin is disappearing into the depths of a pool of water.

Read this to the volunteer:

You feel cold, very cold when Grebin first touches your form. Then, you can feel something inside you – like an itch that cannot be scratched. You feel a rush of confusing images and information flash before your eyes, but then it subsides. An echoing voice says quietly in your head as if from far away, "Well, I'm here. This is really weird; it's like trying to sort through a box of junk here. Oh, I didn't mean it like that, sorry! I'll try to be quiet now. Whenever you're ready to go, I'll lead the way. My true love, I'm coming for you!"

Grebin remains quiet for most of the time, unless giving directions. When he intends to speak aloud for everyone to hear, his incorporeal visage appears over the PC's face. Go to Encounter Three.

If the PCs don't accept his offer, Grebin is distraught, but he tells the heroes where the Tower of Blasted Bones is located. He wishes them luck, and hopes that they'll find a way to free Shella's soul.

Encounter Three: Danger in the Snow

This encounter can occur at any point along the way there or back. If the party is traveling using magic, use your discretion as to when, if possible this encounter occurs. No matter what the situation, it should not happen the same day as Encounters Four-Six.

The characters need to be prepared for the cold conditions; throughout the journey, the cold danger is considered to be cold (see the *Dungeon Master's Guide*, page 302, for rules on cold dangers). An *endure elements* spell or cold weather clothing is adequate to protect a hero.

In addition, walking or riding on the snow is somewhat difficult (the area north of Molag has no cleared roads), and movement is slowed down for some. Small-sized characters move as if in difficult terrain (which also means no 5-foot adjustments), unless they possess means to move unimpeded (such as *boots of the winterlands* or snowshoes).

The encounter with the frost worm happens on a snow-covered plain. No map is needed. The frost worm lies buried in the snow, and once the PCs get within 60 feet, if the frost worm can see them, it lets out its trill. The Hide bonus of the frost worm is +13 at APL 10, +19 at APL 12, +18 at APL 14 (it loses 4 due to a shift in its size category), and +24 at APL 16. Read the following when the heroes approach close enough (note that they may spot the frost worm before approaching close enough for this to happen):

As you continue your journey through the snowy plain, an ear-piercing screeching sound assails you.

Have everyone make a Will save versus the frost worm's trill (save DCs are listed in Appendix 1). Then, roll initiative.

APL 10 (EL 12)

☛ **Frost worm:** hp 147; see the *Monster Manual*, pages 111-112, for statistics.

APL 12 (EL 14)

☛ **Frost worm, advanced:** hp 210; see Appendix 1 for statistics.

APL 14 (EL 16)

☛ **Frost worm, advanced:** hp 287; see Appendix 1 for statistics.

APL 16 (EL 18)

☛ **Frost worm, advanced:** hp 362; see Appendix 1 for statistics.

Tactics: The frost worm is looking for a meal, and attempts to kill a couple of PCs, and then retreat off under the snow to eat. If it is reduced to less than 20 hit points, it will flee in search of an easier meal.

Encounter Four: The Guardians of Passage

As the PCs get closer to the site, and are now clearly in Iuz's lands, read the following, adjusting for time of day and whether or not Grebin's spirit is with the party:

Ahead, the terrain becomes hilly, and you can see a plume of smoke rising up from a long ways off. The hills still block the origin of the smoke, but you're getting closer, thanks to the guidance of Grebin's spirit.

A little further now, you walk through a trail cut into the sides of two hills. The gentle wind makes the intermittent snowflakes dance all about the air. As you round the bend in the trail, the end of your journey comes into view – a great smoldering black tower rises up far into the sky. The land below the tower, all the way to the edges of this trail, is covered in mud and burnt grass. No snow dots even one small patch of ground that you can see. A smell tinges your nostrils – it is the smell of burnt flesh.

There is a flurry of activity near the tower as well – it appears that humanoids are busily engaged in some sort of labor, hauling stone from the hills that surround the tower's valley. Large humanoid creatures, probably giants, appear to be directing the masses.

Directly ahead of you, the trail ends. Two large columns, constructed of blackened bones topped with a large reptilian monster's skull flank the sides of the path's end. The snowy terrain terminates directly beyond the bone columns, and appears to follow along the contour of the hills as well. On the sides of the hills behind the columns there appears to be something carved into the stone; it's writing of some sort.

This is the only entry point that can be easily accessed to get to the Tower of Blasted Bones. The path the PCs are on is roughly 50 feet wide. The PCs start approximately 100 feet away from the bone columns. The sides of the hills are sheer here, just like a cliff face (and covered with snow and ice). The bone columns are 30 feet tall and are

positioned on the trail, one to each side. For twenty feet beyond the columns, the hillside trail continues, until it opens up into a muddy trail in the valley, leading directly to the tower. See Map 1 for details.

The area past the bone columns, and indeed the entire valley is surrounded by an enervating field. Any character that attempts to walk, fly, or otherwise move through the field is subject to the effects. Once the character has passed through, they are not subject to its effects again (until they leave). The only safe passage through the enervating field is past the bone columns. If a character takes another path, including flying directly above the path by more than 30 feet, they are subjected to the enervating field.

ALL APLS (EL 10)

↪ **Enervating Field:** CR 10; magical; always active; 2d4 negative levels to any creature of a nonevil alignment passing through (no save; levels return in one day); caster level 20.

The writing on the sides of the hills is Giant. It says the following:

Only those who serve Folcrunar the Irredeemably Damned may pass unhindered. Pass by the Guardians and be judged.

If the heroes bypass or activate the enervating field, but do not awaken the guardians (see below), they earn XP for this encounter as if they had defeated an EL 10 challenge. If they face the guardians, award them the XP based on their APL (see below).

Once a hero that does not detect as evil attempts to pass by the bone columns, one or more of them animates and attacks. The columns reform after the battle, unless they are destroyed, in which case they collapse into a pile of bones.

APL 10 (EL 12)

☛ **Skeletal behir guardians (2):** hp 120, 120; see Appendix 1 for statistics.

APL 12 (EL 14)

☛ **Boneyard:** hp 127; see Appendix 1 for statistics.

APL 14 (EL 16)

☛ **Boneyards (2):** hp 127, 127; see Appendix 1 for statistics.

APL 16 (EL 18)

☛ **Boneyards, advanced (2):** hp 187, 187; see Appendix 1 for statistics.

Tactics: The behir skeletal guardians attack in concert with one another if possible (gaining their soldier skeleton bonuses if they do). The boneyards first each summon 3-6 troll skeletons from their remains, and then begin to attack the PCs while they wait for their “backup” to arrive in 1d10 rounds. Both creatures fight to their destruction, if need be.

Treasure: When the bone guardians are defeated, have each PC roll a Spot check (DC 30). If a hero succeeds, they notice a glinting object on a skeletal hand from the remains of the bone guardian. PCs searching the bone guardians find this on a Search check (DC 20). The object is a *ring of force shield*.

Once the PCs defeat the bone column guardians, they can proceed on to the tower. It is very likely that their combat has alerted the overseer giants to their presence. Go to Encounter 5.

Encounter Five: Lord of the Tower of Blasted Bones

Read the following as soon as the heroes defeat the guardians:

The remains of the bone column guardians are destroyed, crumbling to individual bones beneath your feet. It appears that your battle has attracted the attention of the giants, six of whom are striding in your direction, dropping their whips and pulling out gigantic swords.

As they march closer, you can see that they stand about as tall as two male humans, and wear some sort of plate armor decorated in a bone motif. Their bodies and orange-red hair look singed, and they shout, booming out to you in the Common tongue, “How dare you intrude upon the home of the Lord of the Blasted Tower? You shall pay for this insolent act!” They are within an easy arrow’s shot now.

Allow the heroes to brace themselves for combat, and just as they’re about ready to roll initiative, read the following:

Just then, you notice a form standing at the top of the tower. It is humanoid in shape, and must be much larger than the giants approaching you. A menacing voice carries on the wind toward your ears.

“Do not harm them. Bring them to me. I wish to speak with them, and know why they have come.”

The fire giants lower their blades, and stand their ground. One speaks, waving his greatsword in the air. “Well, you heard the master! Move!”

The heroes now have a choice. They can either try and fight the 6 fire giants, evade them, or come with them to the tower.

ALL APLS (EL 15)

☛ **Fire giants (6):** hp 135, 140, 145, 150, 155, 160; see the *Monster Manual* for statistics.

If the heroes proceed along with the giants, read the following:

Plodding along through the mud towards the tower, you note that it is quite warm here – like a summer day. As you approach, you see the muddled, muddied masses of mankind and orcs stare at you with hopeless eyes. It is clear from their manner of dress and the number of bilious wounds festering on their bodies that they are slaves, and have been so for some time now.

Upon closer inspection, you realize that the tower itself is comprised of all shapes and sizes of blackened bones – as if it was a charnel house disgorged. The smell of burnt flesh and bone here is ghastly and the smoky fumes trailing from the base of the structure to the sky above only augment the stench.

A pair of black-iron doors split open. They must be about twenty feet tall. You can hear the unmistakable cranking sound of a winch as the doors open fully, shedding sunlight into the black tower. Torches sputter from all about, and the size of this entry chamber is immense.

The giants push you forward, pointing with their blades to a staircase made entirely of burnt leg bones. “Climb to the top of the tower. The master will be waiting for you there.”

As you climb, you see walkways leading to other iron doors, almost as massive as the ones leading inside. Unlike what you’d normally expect in these lands, no holy symbols to the Old One adorn this place, both outside the tower, and here inside. You have to climb the stairs, as the space in-between the steps is too great to traverse by walking. Eventually, you reach a top landing, with a smaller staircase ascending to the side. The iron hatch at the top of the stairs is open to the sky above. The giants behind you prod you further. One of them points up to the hatch,

and says, “There”. The giants remain on the walkway, waiting for you to ascend.

Once the heroes climb the stairs, read the following:

A warm wind rushes over you as you climb up onto the top of the tower. There you are greeted by not one, but three giants. Two of them, flanking the larger one in the center, appear much like the other giants, except they both have iron skull helms upon their heads. One carries a serrated greatsword, and the other has a blackened greataxe.

Both of these giants give the imposing figure in the center a wide berth. Clearly several feet taller than them, the creature has a gaunt ashen-colored body and fanglike teeth. His eyes are black spots upon his bony face. He wears intricate banded mail, carved to look like he’s wearing a suit of bones. His yellow-clawed hands grasp the blade of his gigantic jet-black axe. Swirling all about him is a vaporous mist; upon closer inspection though a horrific realization comes to you. That is no mist – it is a mass of tortured souls, screaming in silent agony, occasionally revealing just enough of a face in the amorphous coalescence to give a glimpse into their terrible existence.

The ashen giant gives a feral smile, as he speaks in his menacing voice. “What brings you to my domain? Why have you come to speak with Folcrunar, the Irredeemably Damned?”

The characters are on the flat top of the Tower of Blasted Bones. They exit the hatch about 10 feet from the edge, and are about 50 feet from the giants. See Map 1 for the area of the tower’s top.

Folcrunar the death giant wants to know why the PCs have come. He listens to them, but accepts no threats or attempts to wrest information from him. Folcrunar attempts to ask questions to ascertain the heroes’ motives and power. He is very powerful, and very threatening, and it should be obvious to the heroes that he is powerful beyond their abilities to defeat him.

- Folcrunar all deities, but particularly hates Iuz. Heroes openly displaying holy symbols receive his scorn and insult.
- If the heroes state that they’re here to retrieve the soul of Shella, and that they oppose the Old One and seek to undo Iuz’s plans, Folcrunar strikes a bargain with them. See “The Bargain”, below.
- If the heroes just say that they are looking to retrieve the soul of Shella, Folcrunar laughs and says that many have come seeking souls, but none have retrieved any save he. He orders his

fire giant lieutenants to attack. See “The Bargain”, below.

- **Important:** PCs should be given the chance to explain themselves, and their motives, including the fact that they oppose Iuz. Folcrunar does not consider striking a bargain with the heroes unless they tell him that they seek Iuz’s downfall. The death giant asks leading questions to ascertain where their loyalties lie.
- **Also important:** It should become apparent to the PCs that Folcrunar is definitely beyond the ability of the party to defeat. If a party thinks about fighting him, mention to them that he “looks beyond their capability to fight” and has “an incredibly imposing presence”. Make sure to give them a chance to rethink any move against the death giant.

The Bargain

“So, it is a soul you seek”, Folcrunar says, as his clawed hands pluck a wispy form from the mass of spirits. He stares at the form as it writhes in agony in his hand. A crooked smile plays across his tight, almost non-existent lips. He discards the spirit back into its vaporous river, and looks up at you.

“Very well, I will bargain with you. First, however, I must test your worthiness.” The gaunt giant nods, and his two giant lieutenants raise weapons to the ready. “Attack!” he shouts, as the two giants bellow a battle cry. Folcrunar stands and watches, his axe head pointed downward to the floor.

ALL APLS

☞ **Folcrunar, the Irredeemably Damned, death giant**
Ftr8: hp 400; see Appendix 1 for statistics.

APL 10 (EL 12)

☞ **Nurin, fire giant:** hp 142; see Appendix 1 for statistics.

☞ **Dalin, fire giant:** hp 142; see Appendix 1 for statistics.

APL 12 (EL 14)

☞ **Nurin, fire giant Ftr2:** hp 168; see Appendix 1 for statistics.

☞ **Dalin, fire giant Ftr2:** hp 168; see Appendix 1 for statistics.

APL 14 (EL 16)

☞ **Nurin, fire giant Ftr4:** hp 209; see Appendix 1 for statistics.

☞ **Dalin, fire giant Ftr4:** hp 209; see Appendix 1 for statistics.

APL 16 (EL 18)

➤ **Nurin, fire giant Ftr6:** hp 233; see Appendix 1 for statistics.

➤ **Dalin, fire giant Ftr6:** hp 233; see Appendix 1 for statistics.

Tactics: Folcrunar does not fight; he merely stands and watches the outcome with grim satisfaction. He knows that no matter who wins, he'll have souls to absorb.

The fire giants fight the heroes cannily, using Improved Bull Rush to help push PCs off the side of the tower (the drop is 200 feet – 20d6 falling damage), and Improved Overrun to get to the targets they want to attack (usually spellcasters, if possible). If they need to, they fight defensively against warrior-types, and Power Attack savagely on lightly armored characters. The *iron helms of obedience* the fire giants wear ensure their unswerving loyalty to Folcrunar, and that they fight to the death.

If a hero attacks Folcrunar physically or by spell, he retaliates on that hero, using his spell-like abilities and attacking with *Nightforged*, his +3 *Huge ghost touch greataxe*, that has the properties of a *life-drinker* as well. Only PCs that attack Folcrunar are attacked back. If possible, any PCs that attack him are subjected to his steal soul ability when they are dying or close to dying (see Appendix 1 for information).

Development: Folcrunar is beyond the power level of the PCs, and he can certainly do them terrible harm. He does not, however, attack any PC that does not directly attack him. Those that attack the death giant are attacked back without mercy.

When a fire giant falls, Folcrunar moves near him so that his soul can be stolen. The heroes see the spirit torn from the fallen body, and meld with the vaporous mass around the death giant's body.

A Soul for a Soul

Should the PCs succeed in defeating the fire giants, read the following:

Folcrunar stares at you with intensity, as you stand triumphant over his minions. "You have done well. Therefore, I will grant you your request. But ... I need a soul for a soul." He grins at your battle-worn group. "Who among you will sacrifice yourself," the giant tears out an incorporeal form of some sort of female in anguish, "for this!" The giant thrusts his clawed hand, dangling the tortured soul from it. After staring at it for a moment, the ephemeral creature looks like a female gnome; it looks like the form of Shella.

At this point, Grebin manifests from the PC's body to offer as the sacrifice. Read the following aloud, first looking at the player who volunteered to allow Grebin to "ride" along:

From inside you, there is a stirring. A rushing feeling, as if the wind was taken from you, quickly manifests itself. You feel cold.

(To the rest of the party) *The rest of the group sees the blue-white visage of Grebin slowly coalesce to form his incorporeal state mere inches in front of his host. "I give myself to you, Lord of the Tower of Blasted Bones! Take me, and release her!"*

Folcrunar cocks his head slightly, and smiles. "Interesting. I accept your offer." Folcrunar looks at the wretched soul in his hand. "You are released", he says as the soul is thrown to the heavens, and disappears. "And you ... are mine!" Folcrunar raises his hand, and Grebin screams in agony ... he reaches out, and touches his former host ...

(To the volunteer) *You feel a wash of memories, joyous times, fears, loves, sadness – all the tapestry of the life Grebin has lived. His whole existence, in an instant, is yours to relive. You hear his last word to you echo in your ear - "Maletharn". And then, as quickly as it came, it is gone, replaced by silence, and the echo of the hideous laughter of the Lord of the Tower of Blasted Bones.*

(To everyone else) *The gnome's ghost reaches out to touch his host. For a brief moment, there is a silence between them, and then Grebin lets out a dying scream, as his form falls further and further into the mass of spirits hovering around the vile, bemused giant. After another moment he is nothing more than another face in the torrent of tortured souls.*

"Leave now. You may take what you wish of the fallen, except their helms. I know your kind, you're scavenger-rats. If we meet again, I should hope that you come in servitude, rather than defiance."

The volunteer PC receives the *Legacy of Grebin* (see the Treasure Summary). All the PCs receive the *Notice of Folcrunar, the Irredeemably Damned*. Proceed to Encounter Six.

Bearing One's Own Soul

If the heroes decide to offer up their own soul in the place of Shella's, Folcrunar accepts. However, they are not able to convince Grebin if he is present; he offers his soul instead of a PC's. **Only if Grebin is not present does Folcrunar take a PC's soul.** He walks over, chops at

the PC's body with his greataxe, and when the hero's reached the hit point total where his soul stealing ability takes effect (10 hit points or lower), Folcrunar absorbs the hero's soul. The character is dead, and removed from play permanently (unless they manage to kill Folcrunar before the end of the adventure). Folcrunar then releases Shella's soul.

"Leave now. You may take what you wish of the fallen, except their helms. I know your kind, you're scavenger-rats. If we meet again, I should hope that you come in servitude, rather than defiance."

Proceed to Encounter Six.

Encounter Six: The Word and the Place

Alter the read-aloud text below if a PC sacrificed their life to bring back Shella's soul.

You return back to Gildenhand, where your previous contact has arranged with the Brambledown family (Shella's parents) the exhumation of her body. Powerful magics are brought to bear, and she is revived from the ranks of the dead.

Shella spends a few days recovering, although the tale of Grebin's sacrifice darkens her spirits and recovery. Despite her sadness, she is grateful for all you've done for her, and offers to sell you some of her adventuring gear, as she's officially retiring from that line of work. Some time later, on the waning days of the Common Year 594, Shella summons you to her home. There, she picks one among your number (choose a PC different from the one Grebin chose), and whispers softly in your ear. "The plains, three days' ride north of Dorakaa" is what she says. "Go there, and find what was meant to be found."

A teleport was arranged by your contact that met you in Ironstead at the beginning of your journey.

Shella's magic items are listed in the Treasure Summary (they are the ones that have metaregional access). Go to the Conclusion.

What If Grebin Stayed in Gildenhand?

He is nowhere to be found when Shella returns to life, but while she's recovering, she mentions that she had a strange dream. Grebin was there, waiting for her. He told her that she could take her time getting to him, but said it was important to give "the word" to those that aided him.

Shella tells one hero "the word" (Maletharn) and another "the place". Otherwise, proceed as above. Shella's

magic items are listed in the Treasure Summary (they are the ones that have metaregional access). Go to the Conclusion.

Conclusion

On the final day of 594 CY, you stand on a cold, frozen hill overlooking the snow-covered desolation that is the Plains of the Empire of Iuz. No one is in sight, save for your group.

If a PC utters "the word" (Maletharn), read the following:

The word you just spoke carries on the wind, and resonates throughout the valley. Then, the landscape shifts, melting away as the snow soon will in a few months' time. Instead of desolation, you see a plain awash in a bloody glow. Fires from orc camps, the rotting stench of undead flesh, and Abyssal fiends flapping in the sky above are spread out before you as far as your eyes can see. Thousands upon thousands wait their orders to descend into the hundreds of bloody gates dotted here and there. Gates that have one purpose – the invasion of a layer of the Abyss.

The PCs are able to arrive back at home safely.

The End

Experience Point Summary

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

Encounter Three

Defeating the frost worm

APL 10 360 xp; APL 12 420 xp; APL 14 480 xp;

APL 16 540 xp.

Encounter Four

Defeating the Guardians of Passage

APL 10 360 xp; APL 12 420 xp; APL 14 480 xp;

APL 16 540 xp.

or

Bypassing/activating the enervating field without defeating the Guardians of Passage

APL 10 300 xp; APL 12 300 xp; APL 14 300 xp;

APL 16 300 xp.

Encounter Five

Defeating Folcrunar's fire giant lieutenants

APL 10 360 xp; APL 12 420 xp; APL 14 480 xp;

APL 16 540 xp.

Story Award

Freeing Shella's spirit

APL 10 220 xp; APL 12 265 xp; APL 14 310 xp;

APL 16 355 xp.

Discretionary roleplaying award

APL 10 50 xp; APL 12 50 xp; APL 14 50 xp;

APL 16 50 xp.

Total possible experience:

APL 10 1350 xp; APL 12 1575 xp; APL 14 1800 xp; APL 16 2025 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 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four

ALL APLs: L: 0 gp; C: 0 gp; M: *ring of force shield* (708 gp per character).

Encounter Five

APL 10: L: 262 gp; C: 0 gp; M: *+1 death ward gnome battle cloak* (346 gp per character), *ring of theurgy* (1667 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *+1 death ward gnome battle cloak* (346 gp per character), *ring of theurgy* (1667 gp per character), 2 suits of *+1 Large half-plate armor* (196 gp per suit per character), *+1 Large greatsword* (200 gp per character), *+1 Large greataxe* 195 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *+1 death ward gnome battle cloak* (346 gp per character), *ring of theurgy* (1667 gp per character), 2 suits of *+1 Large half-plate armor* (196 gp per suit per character), *serrated terror* (1533 gp per character), *+1 Large greataxe* 195 gp per character).

APL 16: L: 0 gp; C: 0 gp; M: *+1 death ward gnome battle cloak* (346 gp per character), *ring of theurgy* (1667 gp per character), 2 suits of *+1 Large half-plate armor* (196 gp per suit per character), *serrated terror* (1533 gp per character), *+1 Large dwarfbane and humanbane greataxe* 1528 gp per character).

Total Possible Treasure

APL 10: L: 262 gp; C: 0 gp; M: 2721 gp - Total: 2983 gp (maximum 2300 gp)

APL 12: L: 0 gp; C: 0 gp; M: 3508 gp - Total: 3508 gp (maximum 3300 gp)

APL 14: L: 0 gp; C: 0 gp; M: 4841 gp - Total: 4841 gp

APL 16: L: 0 gp; C: 0 gp; M: 6369 gp - Total: 6369 gp

Special

Legacy of Grebin Thistleleaf: You played host to the spirit of the gnome Grebin Thistleleaf, and though he is now gone (probably forever), the echo of his life's memories resonates within you. Occasionally, you will dream of some particular aspect of Grebin's existence; usually, these dreams are happy ones of his time with his family and his love Shella in the gnome village of Gildenhand. You are considered to have fulfilled the special requirement for the gnome-bonded stoneblessed prestige class from *Races of Stone*.

Notice of Folcrunar, the Irredeemably Damned: You have come face-to-face with the Lord of the Tower of Blasted Bones, and have struck a bargain with him. It is certain that he will remember you, if you are unfortunate enough to cross paths again.

Serrated Terror. Made by fire giants, this jagged *+1 Large greatsword* proves a great surprise to those seeking to exploit fire giants' weakness. In the hands of a fire giant, this weapon grants its wielder cold resistance 20.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *protection from energy*, creator must be a fire giant; Price: 18,400 gp.

This item was originally presented in *Savage Species*, page 52, and has been updated to the v.3.5 rules.

Items for the Adventure Record

Item Access

APL 10:

Hat of disguise (Metaregional, DMG)

+1 last resort short sword (Metaregional, Complete Warrior)

Amulet of fortune prevailing (Metaregional, Miniatures Handbook)

Sending stones (Metaregional, Complete Arcane)

Ring of force shield (Adventure, DMG)

Masterwork Large greatsword (Adventure, 400 gp, PH)

Masterwork Large greataxe (Adventure, 340 gp, PH)

Ring of theurgy (Adventure, Complete Arcane)

+1 death ward gnome battle cloak (Adventure, 4,155 gp, Complete Arcane [death ward armor special ability] and Races of Stone [gnome battle cloak armor description])

APL 12: (All of APL 10 plus the following)

+1 Large greatsword (Adventure, 2,400 gp, DMG)

+1 Large greataxe (Adventure, 2,340 gp, DMG)

APL 14: (All of APLs 10-12 plus the following)

Serrated terror (Adventure, 18,400 gp, Savage Species)

APL 16: (All of APLs 10-14 plus the following)

+1 Large dwarfbane and humanbane greataxe (Adventure, 18,340 gp, DMG)

Appendix 1: NPCs and Monsters

APL 10

Encounter Two

Grebin: Male ghost gnome Rog6; CR 8; Small Undead (Augmented Humanoid) (Incorporeal); HD 6d12; hp 39; Init +7; Spd Fly 30 ft (perfect); AC 15 (touch 15, flat-footed 13) [+3 Dex, +2 deflection]; BA/G +4/-1; Atk None; Full Atk None; SA Malevolence, manifestation; SQ Darkvision 60 ft., gnome traits, incorporeal traits, low-light vision, rejuvenation, +4 turn resistance, undead traits; AL NG; SV Fort +2, Ref +8, Will +2; Str 9, Dex 16, Con —, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +14, Disguise +14, Diplomacy +15, Hide +24, Listen +19, Move Silently +12, Search +19, Sense Motive +9, Slight of Hand +14, Spot +17; Improved Initiative, Skill Focus (Bluff), Skill Focus (Disguise).

Encounter Three

Frost worm: hp 147; see the *Monster Manual*, pages 111-112, for statistics.

Encounter Four

Skeletal behir guardians (2): Fiery lightning nimble skeletal advanced behir; CR 10; Gargantuan Undead; HD 18d12; hp 120 each; Init +8; Spd 40 ft., climb 40 ft.; AC 16 (touch 10, flat-footed 12) [-4 size, +4 Dex, +6 natural]; BA/G +9/+33; Atk +19 melee (3d6+18 + 1d6 electricity + 1d6 fire, bite); Full Atk +19 melee (3d6+18 + electricity + 1d6 fire, bite); Space/Reach 20 ft./15 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to electricity, immunity to fire, undead traits; AL NE; SV Fort +6, Ref +10, Will +11; Str 34, Dex 19, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Encounter Five

Nurin, fire giant lieutenant: Fire giant; CR 10; Large Giant (Fire); HD 15d8+75; hp 142; Init -1; Spd 30 ft. (base speed 40 ft.); AC 23 (touch 8, flat-footed 23) [-1 size, -1 Dex, +8 natural, +7 half-plate armor]; BA/G +11/+25; Atk +21 melee (3d6+15/19-20, masterwork greatsword), or +20 melee (1d4+10, slam), or +10 ranged (2d6+10 + 1d6 fire); Full Atk +21/+16/+11 melee (3d6+15/19-20, masterwork greatsword), or +20 melee (1d4+10, 2 slams), or +10 ranged (2d6+10 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great

Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: Masterwork Large greatsword, Large half-plate armor, *iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), +1 *death ward gnome battle cloak* (taken off of Shella).

Dalin, fire giant lieutenant: Fire giant; CR 10; Large Giant (Fire); HD 15d8+75; hp 142; Init -1; Spd 30 ft. (base speed 40 ft.); AC 23 (touch 8, flat-footed 23) [-1 size, -1 Dex, +8 natural, +7 half-plate armor]; BA/G +11/+25; Atk +21 melee (3d6+15/x3, masterwork greataxe), or +20 melee (1d4+10, slam), or +10 ranged (2d6+10 + 1d6 fire); Full Atk +21/+16/+11 melee (3d6+15/x3, masterwork greataxe), or +20 melee (1d4+10, 2 slams), or +10 ranged (2d6+10 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: Masterwork Large greataxe, Large half-plate armor, *iron helm of obedience* (caster level 18, renders Dalin immune to enchantment spells and effects), *ring of theurgy* (taken off of a fallen foe).

Folcrunar the Irredeemably Damned: Death giant Ftr8; CR 24; Huge Giant; HD 23d8+16I + 8d10+56; hp 400; Init +12; Spd 35 ft. (base speed 50 ft.); AC 37 (touch 13, flat-footed 32) [-2 size, +2 Dex, +14 natural, +3 deflection, +10 *Darkshroud*]; BA/G +25/+47; Atk +4I melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*), or +37 melee (1d8+14, slam); Full Atk +4I/+36/+3I/+26/+2I melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*) and +32 melee (2d6+7, bite), or +37 melee (1d8+14, 2 slams) and +32 melee (2d6+7, bite); Space/Reach 15 ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ Darkvision 60 ft., evasion, guardian souls, immunity to fear and energy drain, low-light vision, rock catching, *see invisibility*, sold soul, soul healing; AL NE; SV Fort +37, Ref +23, Will +26; Str 38, Dex 14, Con 24, Int 13, Wis 20, Cha 30.

Skills and Feats: Concentration +2I, Intimidate +26, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +17, Spellcraft +16, Spot +17, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Combat Expertise, Dodge, Improved Critical (greataxe), Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Power Attack, Precise Shot, Spring Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe), Whirlwind Attack.

Frightful Keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 33 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains within range, and shaken for 24 hours afterward.

Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Rock Throwing (Ex): Death giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A death giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a death giant's rocks.

Spell-Like Abilities: 3/day—*greater dispel magic*, *inflict critical wounds* (+37 melee touch, DC 24), *unholy blight* (DC 24); 1/day—*flame strike* (DC 25). Caster level 16th.

Steal Soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 33 Fortitude save each round or die instantly. This is a death effect. The save DC is Charisma-based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls

that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability.

Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian Souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled, or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with Hit Dice equal to the death giant's, the guardian souls vanish for 1d10 rounds, and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Rock Catching (Ex): Once per round, a death giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The death giant must be ready and aware of the attack in order to make a rock catching attempt.

Sold Soul (Ex): A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from *inflict* spells) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Possessions: *Nightforge* (+3 *Huge ghost touch greataxe*, also has properties of a *life-drinker*), *Darkshroud* (+4 *banded mail* that also allows the wearer always *see invisibility* as the spell [caster level 18]), *ring of protection* +3, *ring of evasion*.

APL 12

Encounter Two

Grebin: Male ghost gnome Rog6; CR 8; Small Undead (Augmented Humanoid) (Incorporeal); HD 6d12; hp 39; Init +7; Spd Fly 30 ft (perfect); AC 15 (touch 15, flat-footed 13) [+3 Dex, +2 deflection]; BA/G +4/-1; Atk None; Full Atk None; SA Malevolence, manifestation; SQ Darkvision 60 ft., gnome traits, incorporeal traits, low-light vision, rejuvenation, +4 turn resistance, undead traits; AL NG; SV Fort +2, Ref +8, Will +2; Str 9, Dex 16, Con —, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +14, Disguise +14, Diplomacy +15, Hide +24, Listen +19, Move Silently +12, Search +19, Sense Motive +9, Slight of Hand +14, Spot +17; Improved Initiative, Skill Focus (Bluff), Skill Focus (Disguise).

Encounter Three

Frost worm, advanced: CR 14; Huge Magical Beast (Cold); HD 20d10+100; hp 210; Init +4; Spd 30 ft., burrow 10 ft.; AC 18 (touch 8, flat-footed 18) [-2 size, +10 natural]; BA/G +20/+36; Atk +27 melee (2d8+12 + 1d8 cold, bite); Full Atk +27 melee (2d8+12 + 1d8 cold, bite); Space/Reach 15 ft./10 ft.; SA Trill, cold, breath weapon; SQ Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire; AL N; SV Fort +19, Ref +14, Will +8; Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11.

Skills and Feats: Hide +9*, Listen +5, Spot +5; Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Focus (bite).

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 20 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 25 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 25). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Encounter Four

Boneyard: CR 14; Huge Undead; HD 17d12+17; hp 127; Init +6; Spd 20 ft., fly 60 ft. (good); AC 30 (touch 10, flat-footed 28) [-2 size, +2 Dex, +20 natural]; BA/G +8/+26; Atk +16 melee (2d8+15/19-20 + bone subsumption, bite); Full Atk +16 melee (2d8+15/19-20 + bone subsumption, bite); Space/Reach 15 ft./10 ft.; SA Bone subsumption, improved grab, summon skeletons, utter subsumption; SQ Damage reduction 10/—, darkvision 60 ft., fast healing 10, immunity to cold, inescapable craving, spell resistance 24, undead traits; AL CE; SV Fort +7, Ref +9, Will +15; Str 31, Dex 14, Con —, Int 18, Wis 20, Cha 18.

Skills and Feats: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25; Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on a creature that possesses a skeletal structure (so it works on many undead, but is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex): To use this ability, the boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1 of *Libris Mortis*) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

Encounter Five

Nurin, fire giant lieutenant: Fire giant Ftr2; CR 12; Large Giant (Fire); HD 15d8+75 + 2d10+10; hp 168; Init -1; Spd 30 ft. (base speed 40 ft.); AC 24 (touch 8, flat-footed 24) [-1 size, -1 Dex, +8 natural, +8 *+1 half-plate armor*]; BA/G +13/+27; Atk +24 melee (3d6+16/19-20, *+1 greatsword*), or +22 melee (1d4+10, slam), or +12 ranged (2d6+10 + 1d6 fire); Full Atk +24/+19/+14 melee (3d6+16/19-20, *+1 greatsword*), or +22 melee (1d4+10, 2 slams), or +12 ranged (2d6+10 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +17, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +10, Craft (weaponsmithing) +6, Intimidate +8, Jump +10, Spot +16; Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: *+1 Large greatsword, +1 Large half-plate armor, iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), *+1 death ward gnome battle cloak* (taken off of Shella).

Dalin, fire giant lieutenant: Fire giant Ftr2; CR 12; Large Giant (Fire); HD 15d8+75 + 2d10+10; hp 168; Init -1; Spd 30 ft. (base speed 40 ft.); AC 24 (touch 8, flat-footed 24) [-1 size, -1 Dex, +8 natural, +8 *+1 half-plate armor*]; BA/G +13/+27; Atk +24 melee (3d6+16/x3, *+1 greataxe*), or +22 melee (1d4+10, slam), or +12 ranged (2d6+10 + 1d6 fire); Full Atk +24/+19/+14 melee (3d6+16/x3, *+1 greataxe*), or +22 melee (1d4+10, 2 slams), or +12 ranged (2d6+10 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to

fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +17, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +10, Craft (weaponsmithing) +6, Intimidate +8, Jump +10, Spot +16; Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greataxe).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: *+1 Large greataxe, +1 Large half-plate armor, iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), *ring of theurgy* (taken off of a fallen foe).

Folcrunar the Irredeemably Damned: Death giant Ftr8; CR 24; Huge Giant; HD 23d8+161 + 8d10+56; hp 400; Init +12; Spd 35 ft. (base speed 50 ft.); AC 37 (touch 13, flat-footed 32) [-2 size, +2 Dex, +14 natural, +3 deflection, +10 *Darkshroud*]; BA/G +25/+47; Atk +41 melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*), or +37 melee (1d8+14, slam); Full Atk +41/+36/+31/+26/+21 melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*) and +32 melee (2d6+7, bite), or +37 melee (1d8+14, 2 slams) and +32 melee (2d6+7, bite); Space/Reach 15 ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ Darkvision 60 ft., evasion, guardian souls, immunity to fear and energy drain, low-light vision, rock catching, *see invisibility*, sold soul, soul healing; AL NE; SV Fort +37, Ref +23, Will +26; Str 38, Dex 14, Con 24, Int 13, Wis 20, Cha 30.

Skills and Feats: Concentration +21, Intimidate +26, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +17, Spellcraft +16, Spot +17, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Combat Expertise, Dodge, Improved Critical (greataxe), Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Power Attack, Precise Shot, Spring Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe), Whirlwind Attack.

Frightful Keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 33 Will save. Success indicates that the

creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains within range, and shaken for 24 hours afterward.

Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Rock Throwing (Ex): Death giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A death giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a death giant's rocks.

Spell-Like Abilities: 3/day—*greater dispel magic*, *inflict critical wounds* (+37 melee touch, DC 24), *unholy blight* (DC 24); 1/day—*flame strike* (DC 25). Caster level 16th.

Steal Soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 33 Fortitude save each round or die instantly. This is a death effect. The save DC is Charisma-based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability.

Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian Souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled, or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with Hit Dice equal to the death giant's, the guardian souls vanish for 1d10 rounds, and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Rock Catching (Ex): Once per round, a death giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small

rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The death giant must be ready and aware of the attack in order to make a rock catching attempt.

Sold Soul (Ex): A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from *inflict* spells) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Possessions: *Nightforge* (+3 *Huge ghost touch greataxe*, also has properties of a *life-drinker*), *Darkshroud* (+4 *banded mail* that also allows the wearer always *see invisibility* as the spell [caster level 18]), *ring of protection* +3, *ring of evasion*.

APL 14

Encounter Two

Grebin: Male ghost gnome Rog6; CR 8; Small Undead (Augmented Humanoid) (Incorporeal); HD 6d12; hp 39; Init +7; Spd Fly 30 ft (perfect); AC 15 (touch 15, flat-footed 13) [+3 Dex, +2 deflection]; BA/G +4/-1; Atk None; Full Atk None; SA Malevolence, manifestation; SQ Darkvision 60 ft., gnome traits, incorporeal traits, low-light vision, rejuvenation, +4 turn resistance, undead traits; AL NG; SV Fort +2, Ref +8, Will +2; Str 9, Dex 16, Con —, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +14, Disguise +14, Diplomacy +15, Hide +24, Listen +19, Move Silently +12, Search +19, Sense Motive +9, Slight of Hand +14, Spot +17; Improved Initiative, Skill Focus (Bluff), Skill Focus (Disguise).

Encounter Three

Frost worm, advanced: CR 16; Gargantuan Magical Beast (Cold); HD 23d10+161; hp 287; Init +4; Spd 30 ft., burrow 10 ft.; AC 20 (touch 6, flat-footed 20) [-4 size, +14 natural]; BA/G +23/+47; Atk +32 melee (3d8+18/19-20 + 1d8 cold, bite); Full Atk +32 melee (3d8+18/19-20 + 1d8 cold, bite); Space/Reach 15 ft./10 ft.; SA Trill, cold, breath weapon; SQ Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire; AL N; SV Fort +22, Ref +15, Will +9; Str 34, Dex 10, Con 24, Int 2, Wis 11, Cha 11.

Skills and Feats: Hide +8*, Listen +5, Spot +5; Alertness, Great Fortitude, Improved Initiative, Improved Critical (bite), Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Focus (bite).

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 21 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 28 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 28). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Encounter Four

Boneyards (2): CR 14; Huge Undead; HD 17d12+17; hp 127 each; Init +6; Spd 20 ft., fly 60 ft. (good); AC 30 (touch 10, flat-footed 28) [-2 size, +2 Dex, +20 natural]; BA/G +8/+26; Atk +16 melee (2d8+15/19-20 + bone subsumption, bite); Full Atk +16 melee (2d8+15/19-20 + bone subsumption, bite); Space/Reach 15 ft./10 ft.; SA Bone subsumption, improved grab, summon skeletons, utter subsumption; SQ Damage reduction 10/—, darkvision 60 ft., fast healing 10, immunity to cold, inescapable craving, spell resistance 24, undead traits; AL CE; SV Fort +7, Ref +9, Will +15; Str 31, Dex 14, Con —, Int 18, Wis 20, Cha 18.

Skills and Feats: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25; Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on a creature that possesses a skeletal structure (so it works on many undead, but is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex): To use this ability, the boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1 of *Libris Mortis*) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

Encounter Five

Nurin, fire giant lieutenant: Fire giant Ftr4; CR 14; Large Giant (Fire); HD 15d8+90 + 4d10+24; hp 209; Init -1; Spd 30 ft. (base speed 40 ft.); AC 24 (touch 8, flat-footed 24) [-1 size, -1 Dex, +8 natural, +8 +1 *half-plate armor*]; BA/G +15/+29; Atk +26 melee (3d6+18/18-20, *serrated terror*), or +24 melee (1d4+10, slam), or +14 ranged (2d6+10 + 1d6 fire); Full Atk +26/+21/+16 melee (3d6+18/18-20, *serrated terror*), or +24 melee (1d4+10, 2 slams), or +14 ranged (2d6+10 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18, Ref +5, Will +10; Str 31, Dex 9, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +10, Craft (weaponsmithing) +6, Intimidate +10, Jump +10, Spot +18; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: *Serrated terror*, +1 *Large half-plate armor*, *iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), +1 *death ward gnome battle cloak* (taken off of Shella).

Dalin, fire giant lieutenant: Fire giant Ftr4; CR 14; Large Giant (Fire); HD 15d8+90 + 4d10+24; hp 209; Init -1; Spd 30 ft. (base speed 40 ft.); AC 24 (touch 8, flat-footed 24) [-1 size, -1 Dex, +8 natural, +8 +1 *half-plate armor*]; BA/G +15/+29; Atk +26 melee (3d6+18/19-20/x3, +1 *greataxe*), or +24 melee (1d4+10, slam), or +14 ranged (2d6+10 + 1d6 fire); Full Atk +26/+21/+16 melee (3d6+18/18-20, +1 *greataxe*), or +24 melee (1d4+10, 2

slams), or +14 ranged (2d6+10 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18, Ref +5, Will +10; Str 31, Dex 9, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +10, Craft (weaponsmithing) +6, Intimidate +10, Jump +10, Spot +18; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greataxe), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greataxe, Weapon Specialization (greataxe).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: +1 *Large greataxe*, +1 *Large half-plate armor*, *iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), *ring of theurgy* (taken off of a fallen foe).

Folcrunar the Irredeemably Damned: Death giant Ftr8; CR 24; Huge Giant; HD 23d8+161 + 8d10+56; hp 400; Init +12; Spd 35 ft. (base speed 50 ft.); AC 37 (touch 13, flat-footed 32) [-2 size, +2 Dex, +14 natural, +3 deflection, +10 *Darkshroud*]; BA/G +25/+47; Atk +41 melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*), or +37 melee (1d8+14, slam); Full Atk +41/+36/+31/+26/+21 melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*) and +32 melee (2d6+7, bite), or +37 melee (1d8+14, 2 slams) and +32 melee (2d6+7, bite); Space/Reach 15 ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ Darkvision 60 ft., evasion, guardian souls, immunity to fear and energy drain, low-light vision, rock catching, *see invisibility*, sold soul, soul healing; AL NE; SV Fort +37, Ref +23, Will +26; Str 38, Dex 14, Con 24, Int 13, Wis 20, Cha 30.

Skills and Feats: Concentration +21, Intimidate +26, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +17, Spellcraft +16, Spot +17, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Combat Expertise, Dodge, Improved Critical (greataxe), Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Power Attack, Precise Shot, Spring Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe), Whirlwind Attack.

Frightful Keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 33 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains within range, and shaken for 24 hours afterward.

Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Rock Throwing (Ex): Death giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A death giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a death giant's rocks.

Spell-Like Abilities: 3/day—*greater dispel magic*, *inflict critical wounds* (+37 melee touch, DC 24), *unholy blight* (DC 24); 1/day—*flame strike* (DC 25). Caster level 16th.

Steal Soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 33 Fortitude save each round or die instantly. This is a death effect. The save DC is Charisma-based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability.

Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian Souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled, or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with Hit Dice equal to the death giant's, the guardian souls vanish for 1d10 rounds, and the death giant loses the benefits of its guardian souls,

frightful keening, soul healing, and steal soul abilities until the souls return.

Rock Catching (Ex): Once per round, a death giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The death giant must be ready and aware of the attack in order to make a rock catching attempt.

Sold Soul (Ex): A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from *inflict* spells) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Possessions: *Nightforge* (+3 *Huge ghost touch greataxe*, also has properties of a *life-drinker*), *Darkshroud* (+4 *banded mail* that also allows the wearer always *see invisibility* as the spell [caster level 18]), *ring of protection* +3, *ring of evasion*.

APL 16

Encounter Two

Grebin: Male ghost gnome Rog6; CR 8; Small Undead (Augmented Humanoid) (Incorporeal); HD 6d12; hp 39; Init +7; Spd Fly 30 ft (perfect); AC 15 (touch 15, flat-footed 13) [+3 Dex, +2 deflection]; BA/G +4/-1; Atk None; Full Atk None; SA Malevolence, manifestation; SQ Darkvision 60 ft., gnome traits, incorporeal traits, low-light vision, rejuvenation, +4 turn resistance, undead traits; AL NG; SV Fort +2, Ref +8, Will +2; Str 9, Dex 16, Con —, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +14, Disguise +14, Diplomacy +15, Hide +24, Listen +19, Move Silently +12, Search +19, Sense Motive +9, Slight of Hand +14, Spot +17; Improved Initiative, Skill Focus (Bluff), Skill Focus (Disguise).

Encounter Three

Frost worm, advanced: CR 18; Gargantuan Magical Beast (Cold); HD 29d10+203; hp 362; Init +4; Spd 30 ft., burrow 10 ft.; AC 20 (touch 6, flat-footed 20) [-4 size, +14 natural]; BA/G +29/+53; Atk +38 melee (3d8+18/19-20 + 1d8 cold, bite); Full Atk +38 melee (3d8+18/19-20 + 1d8 cold, bite); Space/Reach 15 ft./10 ft.; SA Trill, cold, breath weapon; SQ Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire; AL N; SV Fort +25, Ref +18, Will +11; Str 34, Dex 10, Con 24, Int 2, Wis 11, Cha 11.

Skills and Feats: Hide +14*, Listen +5, Spot +5; Alertness, Ability Focus (trill), Ability Focus (breath weapon), Great Fortitude, Improved Initiative, Improved Critical (bite), Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Weapon Focus (bite).

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 26 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 33 half. Opponents held

motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 28). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Encounter Four

Boneyards, advanced (2): CR 16; Huge Undead; HD 25d12+25; hp 187 each; Init +6; Spd 20 ft., fly 60 ft. (good); AC 30 (touch 10, flat-footed 28) [-2 size, +2 Dex, +20 natural]; BA/G +12/+30; Atk +20 melee (2d8+15/19-20 + bone subsumption, bite); Full Atk +20 melee (2d8+15/19-20 + bone subsumption, bite); Space/Reach 15 ft./10 ft.; SA Bone subsumption, improved grab, summon skeletons, utter subsumption; SQ Damage reduction 10/—, darkvision 60 ft., fast healing 10, immunity to cold, inescapable craving, spell resistance 24, undead traits; AL CE; SV Fort +9, Ref +11, Will +19; Str 31, Dex 14, Con —, Int 18, Wis 20, Cha 18.

Skills and Feats: Balance +30, Climb +38, Hide +30, Jump +38, Listen +33, Move Silently +30, Search +32, Spot +33; Ability Focus (bone subsumption), Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes, Mobility.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 28 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on a creature that possesses a skeletal structure (so it works on many undead, but is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex): To use this ability, the boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1 of *Libris Mortis*) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6

troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

Encounter Five

Nurin, fire giant lieutenant: Fire giant Ftr6; CR 16; Large Giant (Fire); HD 15d8+90 + 6d10+30; hp 233; Init -1; Spd 30 ft. (base speed 40 ft.); AC 24 (touch 8, flat-footed 24) [-1 size, -1 Dex, +8 natural, +8 *+1 half-plate armor*]; BA/G +17/+32; Atk +29 melee (3d6+19/18-20, *serrated terror*), or +27 melee (1d4+11, slam), or +17 ranged (2d6+11 + 1d6 fire); Full Atk +29/+24/+19/+14 melee (3d6+19/18-20, *serrated terror*), or +27 melee (1d4+11, 2 slams), or +17 ranged (2d6+11 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +19, Ref +6, Will +11; Str 32, Dex 9, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +11, Craft (weaponsmithing) +6, Intimidate +12, Jump +11, Spot +20; Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: *Serrated terror*, *+1 Large half-plate armor*, *iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), *+1 death ward gnome battle cloak* (taken off of Shella).

Dalin, fire giant lieutenant: Fire giant Ftr6; CR 16; Large Giant (Fire); HD 15d8+90 + 6d10+30; hp 233; Init -1; Spd 30 ft. (base speed 40 ft.); AC 24 (touch 8, flat-footed 24) [-1 size, -1 Dex, +8 natural, +8 *+1 half-plate armor*]; BA/G +17/+32; Atk +29 melee (3d6+19/18-20, *+1*

dwarfbane and humanbane greataxe), or +27 melee (1d4+11, slam), or +17 ranged (2d6+11 + 1d6 fire); Full Atk +29/+24/+19/+14 melee (3d6+19/18-20, *+1 dwarfbane and humanbane greataxe*), or +27 melee (1d4+11, 2 slams), or +17 ranged (2d6+11 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to enchantment, immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +19, Ref +6, Will +11; Str 32, Dex 9, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +11, Craft (weaponsmithing) +6, Intimidate +12, Jump +11, Spot +20; Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greataxe), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready and aware of the attack in order to make a rock catching attempt.

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

Possessions: *+1 Large dwarfbane and humanbane greataxe*, *+1 Large half-plate armor*, *iron helm of obedience* (caster level 18, renders Nurin immune to enchantment spells and effects), *ring of theurgy* (taken off of a fallen foe).

Folcrunar the Irredeemably Damned: Death giant Ftr8; CR 24; Huge Giant; HD 23d8+161 + 8d10+56; hp 400; Init +12; Spd 35 ft. (base speed 50 ft.); AC 37 (touch 13, flat-footed 32) [-2 size, +2 Dex, +14 natural, +3 deflection, +10 *Darkshroud*]; BA/G +25/+47; Atk +41 melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*), or +37 melee (1d8+14, slam); Full Atk +41/+36/+31/+26/+21 melee (4d6+26 + 2 negative levels/19-20/x3, *Nightforge*) and +32 melee (2d6+7, bite), or +37 melee (1d8+14, 2 slams) and +32 melee (2d6+7, bite); Space/Reach 15 ft./15 ft.; SA Frightful keening, rock throwing, spell-like abilities, steal soul; SQ Darkvision 60 ft., evasion, guardian souls, immunity to fear and energy drain, low-light vision, rock catching, *see invisibility*, sold soul, soul healing; AL NE; SV Fort +37, Ref +23, Will +26; Str 38, Dex 14, Con 24, Int 13, Wis 20, Cha 30.

Skills and Feats: Concentration +21, Intimidate +26, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +17, Spellcraft +16, Spot +17, Survival +6; Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Combat Expertise, Dodge,

Improved Critical (greataxe), Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Power Attack, Precise Shot, Spring Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe), Whirlwind Attack.

Frightful Keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 33 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains within range, and shaken for 24 hours afterward.

Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Rock Throwing (Ex): Death giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A death giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a death giant's rocks.

Spell-Like Abilities: 3/day—*greater dispel magic*, *inflict critical wounds* (+37 melee touch, DC 24), *unholy blight* (DC 24); 1/day—*flame strike* (DC 25). Caster level 16th.

Steal Soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 33 Fortitude save each round or die instantly. This is a death effect. The save DC is Charisma-based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability.

Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian Souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled, or separated from the death giant. Only a successful turning attempt can quell

these spirits for a time. If the turning attempt would turn or rebuke an undead with Hit Dice equal to the death giant's, the guardian souls vanish for 1d10 rounds, and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Rock Catching (Ex): Once per round, a death giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The death giant must be ready and aware of the attack in order to make a rock catching attempt.

Sold Soul (Ex): A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from *inflict* spells) heals rather than harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Possessions: *Nightforge* (+3 *Huge ghost touch greataxe*, also has properties of a *life-drinker*), *Darkshroud* (+4 *banded mail* that also allows the wearer always *see invisibility* as the spell [caster level 18]), *ring of protection* +3, *ring of evasion*.

Appendix 2: New Rules

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Libris Mortis: The Book of Undead, page 27.

Serrated Terror

Made by fire giants, this jagged +1 Large greatsword proves a great surprise to those seeking to exploit fire giants' weakness. In the hands of a fire giant, this weapon grants its wielder cold resistance 20.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *protection from energy*, creator must be a fire giant; Price: 18,400 gp.

This item was originally presented in *Savage Species*, page 52, and has been updated to the v.3.5 rules.

Death Giant

Huge Giant

Hit Dice: 23d8+115 (218 hp)

Initiative: +8

Speed: 35 ft. in banded mail (7 squares); base speed 50 ft.

Armor Class: 29 (-2 size, +1 Dex, +14 natural, +6 banded mail), touch 9, flat-footed 28

Base Attack/Grapple: +17/+37

Attack: Greataxe +27 melee (4d6+18/x3) or slam +27 melee (1d8+1) or rock +17 ranged (2d8+12)

Full Attack: Greataxe +27/+22/+17/+12 melee (4d6+18/x3) and bite +22 melee (2d6+6) or 2 slams +27 melee (1d8+12) and bite +22 melee (2d6+6) or rock +17 ranged (2d8+12)

Space/Reach: 15 ft./15 ft.

Special Attacks: Frightful keening, rock throwing, spell-like abilities, steal soul

Special Qualities: Darkvision 60 ft., guardian souls, immunity to fear and energy drain, low-light vision, rock catching, sold soul, soul healing

Saves: Fort +26, Ref +17, Will +21

Abilities: Str 34, Dex 13, Con 21, Int 12, Wis 20, Cha 25

Skills: Concentration +19, Intimidate +15, Knowledge (arcana) +14, Knowledge (history) +12, Knowledge (religion) +19, Listen +12, Spellcraft +16, Spot +12, Survival +6

Feats: Ability Focus (frightful keening), Ability Focus (steal soul), Cleave, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot

Environment: Temperate deserts

Organization: Solitary, pair, or gang (3-8)

Challenge Rating: 16

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Level adjustment: -

This heavily armored, gaunt giant has pointed ears and dark gray skin. Its hands end in long yellow claws, and its snarl shows sharp fangs. It is surrounded by a thin fog of swirling vapor, and as you watch, the cloud forms into tormented faces that scream in terror and pain.

Death giants are a race of terribly evil giants that, in order to preserve their empire from destruction, traded the immortal souls of every one of their kind in exchange for unholy power. It was a poor bargain, and the death giants now live with the mistake of their ancestors.

The souls of death giants are bound for destruction on the Negative Energy Plane, and their link to that profane realm grants them spell-like abilities and great power over the souls of others.

Death giants have dark gray to black skin and yellow eyes. Like stone giants, they lack hair; unlike most giants, their ears come to a point. Their unkempt nails form hard claws, and their teeth are sharp. A death giant stands about 15 feet tall and weighs 2,000 pounds.

Death giants speak Giant and Common.

COMBAT

Death giants are fearsome melee opponents and powerful spellcasters. They prefer to cast spells in combat situations, but reserve some for opportune tactics and healing.

Frightful Keening (Su): As a standard action, a death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 30 Will save. Success indicates that the creature is shaken until it can no longer hear the keening or moves out of range. Failure causes the creature to be panicked for as long as it can hear the keening and remains within range, and shaken for 24 hours afterward.

Ending the frightful keening is a standard action. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Rock Throwing (Ex): Death giants are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A death giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. The range increment is 120 feet for a death giant's rocks.

Spell-Like Abilities: 3/day—*greater dispel magic*, *inflict critical wounds* (+27 melee touch, DC 21), *unholy blight* (DC 21); 1/day—*flame strike* (DC 22). Caster level 16th.

Steal Soul (Su): Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 30 Fortitude save each round or die instantly. This is a death effect. The save DC is Charisma-based.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant due to its steal soul ability.

Under extraordinary circumstances, a living death giant may release a soul it has captured.

Guardian Souls (Su): A death giant's victims become its guardians in death. Each death giant is surrounded by a constantly swirling cloud of intangible spirits.

These spirits provide the death giant with warnings and protection, granting the creature a bonus on initiative rolls, saves, Listen checks, and Spot checks equal to its Charisma modifier.

A death giant's will binds its guardian souls to it. They are not ghosts or undead in the usual sense and cannot be damaged, dispelled, or separated from the death giant. Only a successful turning attempt can quell these spirits for a time. If the turning attempt would turn or rebuke an undead with Hit Dice equal to the death giant's, the guardian souls vanish for 1d10 rounds, and the death giant loses the benefits of its guardian souls, frightful keening, soul healing, and steal soul abilities until the souls return.

Rock Catching (Ex): Once per round, a death giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The death giant must be ready and aware of the attack in order to make a rock catching attempt.

Sold Soul (Ex): A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as *soul bind*), it is utterly destroyed 1 round after the giant's death.

Soul Healing (Su): When a death giant is protected by its guardian souls, hit point damage due to negative energy (such as from *inflict* spells) heals rather than

harms a death giant. Death giants are healed by positive energy (such as from *cure* spells) normally.

Monster Manual III, pages 54-55.

Boneyard

Huge Undead

Hit Dice: 17d12+17 (127 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 30 (-2 size, +2 Dex, +20 natural), touch 10, flat-footed 28

Base Attack/Grapple: +8/+26

Attack: Bite +16 melee (2d8+15/19-20 plus bone subsumption)

Full Attack: Bite +16 melee (2d8+15/19-20 plus bone subsumption)

Space/Reach: 15 ft./10 ft.

Special Attacks: Bone subsumption, improved grab, summon skeletons, utter subsumption

Special Qualities: Damage reduction 10/-, darkvision 60 ft., fast healing 10, immunity to cold, inescapable craving, spell resistance 24, undead traits

Saves: Fort +7, Ref +9, Will +15

Abilities: Str 31, Dex 14, Con -, Int 18, Wis 20, Cha 28

Skills: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25

Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes

Environment: Any

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 18-25 HD (Huge); 25-51 HD (Gargantuan)

Level adjustment: -

The pile of bones before you stirs. The bones rise up and reform, and as each bone finds its proper place, the shape of a huge serpentine creature emerges, one whose form is composed of interlocking bones, its head the skull of some unnamed and long-dead beast.

A boneyard is an undead creature made entirely from the bones of other dead creatures. However, unlike a skeleton or similar monster, a boneyard's form is fluid in the sense that it can appear merely as a pile of bones, or as a serpent composed of bones, or some other form of its choice. Boneyards have been called by many names, depending on where they are encountered, including bone weirds, dancing bones, and bonetakers.

A boneyard weighs between 4,000 and 8,000 pounds, depending on the number of bones it has subsumed.

Boneyards speak Common, Terran, and Abyssal.

COMBAT

A boneyard seeks to bite and subsume the bones of its foes. If it can start a grapple, it pulls victims directly into its mass.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on a creature that possesses a skeletal structure (so it works on many undead, but is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex): To use this ability, the boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1 of *Libris Mortis*) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

Map 1: The Tower of Blasted Bones and Environs

