

GEOS4-01

The Castle of the Cloud Giant Patriarch

A Multiple Mini-Mod D&D LIVING GREYHAWK[®]

Geoff Regional Delve

Version 1.4

by Mike Hinds

**Additional Material by Chris Day, Jim Ghiloni, Eric Menge, Jose Ortiz, and Byron
Stephenson**

Cartography by Mike Hinds, Byron Stephenson, and Jose Ortiz

Special Props by Jose Ortiz and Allison Hinds

The enormous castle floats ominously above the combined forces of Gyruuff. As has happened so often in this conflict, the might of the Gyric wolfpack is used to infiltrate this fortress. What wonders does it hold? Whom does it hold? Can this behemoth be stopped before it lays waste to the armies and Hochoch? Multiple mini-mods ranging from APLs 2 to 16.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's

challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure

as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group

can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

The interactive is composed of multiple standard one-round Regional Interactive adventures. Regional characters pay one Time Unit per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-

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

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Special Note

As this is a Regional special (interactive, battle interactive, etc), PCs may only receive gold and XP for the APL nearest their level, rounded down. For instance, a 14th or 15th level character may play APL 16, but may only receive APL 14 gold and XP. All gold and XP rewards are up to half that of standard modules.

Adventure Background

The delve into the Castle of the Cloud Giant Patriarch is a tiered adventure special event set in the Grand Duchy of Geoff in the *LIVING GREYHAWK®* campaign setting. The adventure takes place within the environs of the enemy's cloud castle fortress.

While the combined forces of Geoff won a tactical victory at Pregmere, there were indications of espionage. The giant forces were uniquely prepared for the events of that battle and those in command took steps to root out any potential traitors.

The cloud castle previously hovering over Gorna is a juggernaut. So far, the Old Faith, with the reawakening of the Green Man, has been able to stay any advance of the fortress. While this has been effective, those in command know it cannot last forever.

A secret plan, known only to a select few, was created. These planners were magically screened and prepared their plot in as secure a location as possible.

This is a timed event. Players have precisely four hours to complete their objectives. The four hours begins with the Introduction and includes

the time the players spend in preparation once given their mission.

A Note on Player Communications

Players should be discouraged from actively conversing with other tables during play. After the round, players are encouraged to role-play in character with other players about their experiences, although outright spoilers should be strongly discouraged.

A Note on Player Preparation

No character may begin this adventure with any pre-cast spells. None. Not a single one. The PCs had no advance warning, even those who are Peers of the Realm, Griffon Guard, or high ranking members in the military.

All spellcasters should provide the Judge with a list of prepared spells. This list should be legible. If a player does not have such a list or refuses to provide a list, please contact the Senior DM or a Triad member.

A Note on Spellcasting in Geoff

There are limitations in place to magical travel and information gathering within the borders of Geoff:

- No astral travel spells (teleport, dimension door, etc.) work within ten miles of Hochoch.
- No astral travel spells work within twenty miles of Gorna or within a mile of the Cloud Castle. Unless otherwise stated, these same spells do not work in the interior of the Cloud Castle, either.
- No teleport spells work in the northwest quadrant of Geoff. This means the PCs cannot teleport into or from Deepholm.
- Deep ethereal travel is not possible within the Cloud Castle. Shadow travel is possible onto the underside exterior surface only. Cloudstone blocks all ethereal and astral travel. Even *shadow walk* does not penetrate cloudstone. Spells such as *blink* and *dimension door* do work as long as the travel is not through or otherwise obstructed by cloudstone.
- Fly and its variants do not operate within 100 feet of the Cloud Castle exterior but do operate within its interior.

PCs cannot scry on important NPCs such as Owen the Brenin, the Grand Duchess Calisse, Archdruid Gwenillian, the Sakhut, King Brodde, King Mogthrasir or the leaders of either the Giant or the Geoff armies.

After the Mission

The PCs may, if they find a route, proceed to another map area. Proceeding to another map section negates any mission experience potentially gained for holding their original mission objective and requires the expenditure of an additional TU (or an additional 2 TUs for out of region PCs). PCs may then earn additional XP and gold up to the normal maximums per APL.

	Max	Max
APL	XP	GP
2	450	450
4	675	650
6	900	900
8	1125	1300
10	1350	2300
12	1575	3300
14	1800	6600
16	2025	9900

Should the PCs travel to a map without an APL suitable for their level, use the minimum APL for that map. For example, if an APL 2 party travels to a map with a minimum APL of 4, this is what the party now faces. Should the PCs travel to a map already occupied by a group of PCs, double the number of enemies in the encounters.

Cloud Castle Overview

The Cloud Giant Castle is a gargantuan structure hanging ominously above the combined might of the Army of Liberation, Army of Retribution and the Army of Freedom. The structure itself is a dull bluish-gray in color which matches no known stone. The entire structure is ringed by a puffy white cumulous-type cloud, which also shields the underside. Streams of foul liquid issue forth at intervals from the underside, creating deep craters in the ground and corresponding cesspools where they strike. Flying creatures of various sizes may be seen flitting around the structure.

Limited intelligence is available on the castle itself. During the Battle for Gorna, those wolfpacks who were brought to the top of the cloud island reported an enormous castle set amidst extensive gardens and copses of trees. Evidently, the cloud

portion is solid enough to walk upon, but other reports say there may be areas left unsolidified as traps. Although the aerial assault against the giant's siege engines was successful, the planners of this campaign do not feel it wise to repeat such a tactic.

Captured giant thralls have provided some insight as to how to breach the castle's defenses and gain access. Below the castle proper, shielded from view by the cloud, is an inverted mountain of opaque blue-gray rock-like substance the sages think is solidified cloud. Some contend this makes it ice, but the substance is not cold to the touch and far stronger than ice could ever be. The substance blocks all ethereal and astral travel. Even *shadow walk* does not penetrate the cloudstone. Spells such as *blink* and *dimension door* do work as long as the travel is not through or otherwise obstructed by cloudstone. The substance is considered worked stone because of its transformation from cloud to cloudstone.

Unless otherwise specified, all doors and walls conform to these statistics:

Stone Doors: 1-ft. thick worked stone; hardness 20; hp 150; AC 8; Break DC 35; Lock DC 13 + APL.

Interior Walls: 1-ft. thick worked stone; hardness 20; hp 100; AC 8; Break DC 50.

Exterior Walls: 100-ft. thick; hardness 20; hp 10,000; AC 8; Break DC 80.

Portcullis: 2-in. diameter adamantine bars; hardness 20; hp 80 per bar; AC 8; Lift DC 25, Break DC 35. Note: adamantine weapons do not bypass the hardness of adamantine.

The castle contains many spiral staircases. These are difficult to move through quickly without losing footing. The staircases in the underground portions of the castle are made for Medium size creatures, except for those leading from the Birdcage up to the Castle Grounds and the Birdcage down to the Cistern which are made for Large size creatures. Any creature one size smaller than the staircase design may move up and down the staircase at normal movement speeds without penalty. For example, a goblin (size Small) may move 30 feet per round without penalty up and down a staircase made for a Medium creature. Creatures matching the staircase size design must move at half-speed to avoid penalty. Those trying to move faster must succeed at a Balance check, DC 10 + (movement speed/10), or tumble down the stairs to the

bottom, taking 1d6 points of damage for every 10 feet (or fraction) of movement over half-speed attempted. A Reflex save, DC 10 + (movement speed/10), is allowed for half damage. Creatures larger than the staircase design are squeezing and take all penalties for such as described in the *Player's Handbook* page 148. Creatures' two size categories larger than the stair design simply cannot move through the stairs.

There are openings in this mountain of cloudstone, most closed over by grates and portcullises. Foul liquid drips and dribbles from some; occasionally a torrent of foulness rushes forth. Intelligence suggests these are openings into the castle's sewer system – and this is where the assault begins.

Adventure Introduction

The characters are formed into the now famous Gyric wolfpacks. The Knights of the Watch and the Army of Liberation have scoured Hochoch and surrounding regions and brought forth any adventurers and patriots they find to join the effort. The Knights were polite but firm in their need for assistance, but respect anyone's desire not to participate, except for members of the Knights of the Watch. Any Knight of the Watch character refusing to participate is charged with cowardice and thrown in the prisons beneath their keep in Hochoch for 4 TU (non-military). The Army of Liberation is less polite about this service but their heralds play upon patriotism and nationalism to goad reluctant characters into service. Any Army of Liberation member refusing service is charged with desertion. The punishment is a reduction in rank and imprisonment for 4 TU. Subjects of the Grand Duke refusing to participate lose one Level A favor. This loss cannot be from a favor that regenerates. Members of the Griffon's Guard refusing to participate are summarily dismissed from service. If they are also in the Army of Liberation, they are imprisoned as above.

No character possessing (or known to possess) the *Robe of Vecna* is allowed to participate.

Read the following text to begin the adventure:

The firm politeness of the soldier who roused you from your rest was strained. You were instructed to gather whatever gear you deemed critical for adventuring and escorted with other adventurers to a warehouse somewhere in Hochoch. The pace was swift and the soldiers silent. Some wore armbands

of the Army of Liberation, some insignia of the Knights of the Watch. Questions were met with more silence, but something in the soldier's manner suggested they knew just about as much as you. One soldier, ranking above the others did say you were not in trouble, not being arrested, and his orders came from the highest level for something of immense importance to the continued survival of Geoff.

Once at the warehouse, passwords are exchanged between the lead soldier (an Athrodwythdyn by his stripes) and someone on the interior. Several heavy bolts are thrown and dim light spills out into the dark morning.

"Inside! Quickly!" These words are spoken by a familiar voice from the dark interior.

As soon as you are inside, the door guard closes the door and reengages the bolts.

A lantern sparks to life, diffusing the dimness and revealing the source of the voice. Cadofyth Morgan Hazeleye smiles at you. The smile is polite but completely cold.

He turns to his left and speaks into the darkness. "Has the ward been secured?"

"Yes, Cadofyth. All is secure," a tenor voice responds in a tone conveying absolute certainty. There is a brief flash of white from the darkness and then silence.

"Good." Hazeleye turns toward your group and fixes each of you with a piercing look.

"You have been called here, roused from your beds and dreams, for a mission of great importance. I say this not lightly. All of our previous battles and victories are nothing compared to this. Do you get me?"

At this point he pauses and if no one responds, he repeats himself

"DO YOU GET ME!?"

If none of the PCs respond, the Cadofyth looks disgusted but continues. If they do respond appropriately, a wry smile touches his lips.

"This mission has been planned with utmost secrecy. None know all the details. This is not the only wolfpack, yours is not the only mission. Suffice it to say what you do, what you SUCCEED at, ripples across, lending success to others, just as their success emboldens your efforts."

“Your team is to participate in a lightning raid on the castle of the cloud giant patriarch.”

“This flying fortress of death cannot be held back by the Old Faith any longer without causing a catastrophe in its own right. The fortress must be nullified. Our intelligence suggests this may be accomplished.”

“You are a cog in our plan. Your mission is as follows:”

The judge should now skip to the box text preceding the specific mini-module to be run.

Characters in the Army of Liberation, Knights of the Watch, Griffon's Guard, or who bear medals from prior campaigns (i.e. the Silver Griffon) are placed in charge of their respective wolfpacks. Rank determines ultimately who is in charge if the wolfpack contains multiple members, but the Army of Liberation members are given command over Knights of the Watch.

Under no circumstances may the characters start the adventure with any pre-cast spells (*heroes' feast, contingencies*, etc) or spells stored in spell-storing items. This operation was conducted to have as little lead time prior to the assault as possible to lessen any intelligence leaks. After the briefing on their mission, PCs have 15 minutes to prepare. A cleric, druid, or wizard character may reallocate up to 25 percent of their spell selection OR spend the time casting spells upon themselves and/or their party.

There are some who may not let this go without an argument. No amount of cajoling, rank pulling, or favor waving allows more preparation time. Those PCs who excessively argue or cause problems are considered a security risk for the mission and held in custody unless a successful Diplomacy check, DC 20, is made to convince the commanders to allow the troublemaker to participate. Any further trouble is met with detention. That PC is effectively removed from the adventure.

Favors may be used to have spells cast upon the party or PC. A class D favor is good for a first level spell, a class C for a second level spell, a class B for a third level spell, and a class A for a fourth level spell. PCs may choose from cleric, druid, or wizard spells. For simplicity, these spells (be they divine or arcane) are cast by 10th level casters.

The PC using the favor(s) must display the favor, be it on an AR or a Geoff Regional Influence logsheet. The Judge should then void the favor.