

GEO5-03

The Weight of Words

A One-Round D&D[®] LIVING GREYHAWK[™] Grand Duchy of Geoff Regional Adventure

Version Draft 1.1

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A long, cold winter covers the war-torn lands of Gyruff. Anger, grief, hatred, despair, blood, and tears saturate the land. At the top of a mountain, a single snowflake shifts in its tumble to Oerth ever so slightly as the one hidden among the Gyri returns home. She raises a question that must be answered. She calls the patriarchs to hear. But are words enough to start an avalanche that will change the direction of things to come? A Grand Duchy of Geoff regional adventure for APLs 8-12, and Verse One of the Song of the Queen in Solitude.

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

For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

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 two things that the group 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 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

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to the Grand Duchy of Geoff pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

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

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

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

Adventure Background

The Weight of Words is the first verse in the *Song of the Queen in Solitude*. This story arc consists of three, one-round modules: The Weight of Words (GEO5-03), A Key with No Teeth (GEO5-05), and Bound in Clockwork (GEO5-07).

The Weight of Words gives the player characters (PCs) the opportunity to expand existing rifts within the Sakhut empire. This adventure focuses on the relationship between the Sakhut and the cloud giants, who are primarily administrators within the Sakhut Empire. By the end of the adventure, the PCs set in motion a series of events that could lead to the cloud giants withdrawing their support from the Sakhut by the end of the overall five-year story arc.

During the Hochcon 2004 delve, the PCs discovered the cloud giant spy in their midst. They learned that Heike, a high-level spymaster, had been impersonating Siwan merch Lyneth since the initial giant invasion of Geoff in CY 583. Siwan, the High Exchequer of Geoff, had died during the first siege of Gorna, but Heike assumed her role during the confusion of Geoff's fall while the royal court was fleeing into the Gran March. When the Knights of the Watch took back Hochoch, Heike became the head of the Town Council where she relayed all the information she could gather to the Sakhut. When Owen dissolved the Town Council, Siwan (or rather Hieke) stayed nearby hoping her years of faithful service would reward her with another position. Eventually, she was named High

Exchequer over the treasury of Geoff. Using this position, she was able to report all the activities of the armies in Geoff, the locations of important items, and the schedules of the nobility and other important persons.

As a result of the Hochcon delve, the PCs captured Heike at Caer Rhiniog. During her interrogation by the PCs, which was conducted online, Heike revealed that the relationship between the cloud giants and the Sakhut is strained. The cloud giant leadership is open to considering alternatives because the Sakhut, have banned the worship of certain gods, brought the fomorian into the empire, associated with evil creatures such as the Spawn of Thyrm, and punished Maira Lachlansen for simply questioning the Sakhut's actions.

By freeing her, the PCs were able to convince Heike to introduce them to the cloud giant leadership to make their case. The first module in this series starts with the journey to a cloud giant fortress deep in the Crystallist Mountains. Using adventurers instead of a formal entourage gives the cloud giants a measure of deniability in the event the Sakhut learn of the PCs' presence among the cloud giants. Had the Regent sent official representatives, it would have made things much harder. The Regent has also mandated that no one beyond those who already know learn that there was a spy in the high court. If such information were made public, it would destroy any credibility the Regent has in dealing with Geoff's neighbors.

Adventure Summary

Introduction

The PCs notice a platinum-colored medallion near them. If the PCs touch the medallion, they are teleported to The Lea, where they meet Ghanadar.

Encounter One

The PCs are met by Ghanadar who tells them that the giants have summoned them to participate in a council that will determine an important question — "Are the tyv worthy of sharing air with the cloud giants?" Ghanadar is their guide and councilor throughout the event. The PCs arrive at a cloud giant villa atop a mountain.

Encounter Two

That afternoon the PCs are introduced to the members of the cloud giant council. The question is formally presented before the cloud giants. The

PCs are sent back to their chambers to consider their arguments.

Encounter Three

During their stay at the villa, the PCs can wander around the grounds and talk to various giants. They can learn more about the cloud giant families and pick up some clues about the presence of the Puck.

Encounter Four

That evening, the Puck slips a note under the PC's door. It is in Heike's handwriting, and it asks the PCs to meet her for some important information. When the PCs show up, they find only the celestial lion guards.

Encounter Five

The PCs present their arguments on the morning of the Inquest. They must prove that they are worth sharing the same air as the cloud giants.

Encounter Six

Over lunch of the Inquest, the PCs can wander around the grounds. They can talk to the various giants and learn more clues. In addition, the Puck is up to his tricks and is trying to get the PCs in trouble. When the PCs return to their rooms, the Puck makes an illusion of two giants talking within earshot of the PCs. They mention that they have several crystals for making monoliths in the treasury.

Encounter Seven

That afternoon, Rane presents her arguments as to why the tyv are not worth sharing the same air with the cloud giants.

Encounter Eight

On the evening of the Inquest, a silver dragon arrives and claims that tyv have stolen his mate's eggs. His mate has the thieves pinned in a cave. The dragon reveals that the thieves are Knights of the Watch.

The PCs go to the cave and deal with the egg thieves. The thieves are not Knights of the Watch but brigands hired by the Puck in his halfling scribe disguise.

Encounter Nine

If the PCs go into the air vents at any time during the adventure, they find the niche where Meritocious is staying. The niche has all sorts of information, as well as a personal item that can be used to control the Puck.

Encounter Ten

At some point, the PCs need to capture the Puck. If they can capture him alive, they get a great deal more information.

Conclusion

The giants make their decision based upon how well the PCs and Rane presented their arguments.

Preparation for Play

Before beginning play, find out if any of the PCs have played "The Doll's House" as part of GEO4-IN4 "Castle of the Cloud Giant Patriarch." If so, these characters may have additional knowledge of Heike and how she was caught.

Spellcasting: If the PCs begin or end this adventure in Geoff, a druid is available to cast spells such as *reincarnate*.

Introduction

The adventure begins with the PCs somewhere within the borders of the Grand Duchy of Geoff. It does not matter where the PCs are or even if they are all together. The events in this section bring the party together.

The seasons continue their march as the month changes to Flocktime. The rainy spring matures into a warm and pleasant low summer. The weather has been unbelievably good recently with just the right amount of sunshine and rain.

Ghanadar, acting on a request by his father-in-law, sent out several of his father-in-laws' household servers, janni, to locate adventurous people within the tyv-held lands. They travel silently and invisibly among the tyv and select their targets.

Tyv is the giants' word for the common races of the Flanaess and also means thief. The PCs can learn the history of this word from Rane.

Ask each of the PCs where they would be on a summer morning shortly after waking up. Each of the PCs should be dressed and equipped for adventure. If the PCs have a familiar or animal companion, they are with them at the time of this encounter.

While the PCs go about their business, the janni plant a medallion near each of the PCs. Modify the box text as needed to fit the particular PC's situation.

Pelor's glory is well into the sky, when the small thump of something landing in the dirt interrupts your morning activities. You catch a glint of something metallic on the ground.

If the PC investigates, read the following.

Lying on the ground is a platinum medallion engraved with a flowing script. You do not recall seeing it there before.

The platinum medallion was left by a janni. It is worth approximately 500 gp. The script on the medallion is in Auran. If a PC can read that language, the script reads "Serenade for Birds." The medallion radiates moderate conjuration, if the PC casts *detect magic*.

If a PC picks up the medallion, read the following:

You pick up the medallion to take a closer look. The cool metal is smooth in your fingers. The runes glow, and you feel yourself being jerked forward. Your surroundings blur and then vanish into silvery smoothness.

The PC is instantly teleported to Ghanadar's camp. There is no save to resist this. All of the PC's equipment and mounts/animal companions (if they were with them at the time they touched the medallion) travel with them. Go to **Invitation to the Inquest** below.

The teleport ward around Hochoch has vanished in recent weeks, and PCs within five miles of the town can teleport normally.

If a PC refuses to pick up the medallion or does not investigate, the janni places it near the PC again. The janni does this three times. If the PC does not touch the medallion after that, the janni uses his *ethereal jaunt* power to leave the area. The adventure is over for the PC.

If the PCs are able to spot the invisible janni (or otherwise identify his presence), they can try to talk to him. The janni refuses to say anything other than "You must come." If seriously pressed, he says that they must come to talk to Ghanadar. He does not mention the cloud giants at all. If any PC attacks him, he immediately flees and does not return.

All APLs (EL 4)

Janni: Medium Outsider (Native); CR 4; hp 41; Move Silently +6, see *Monster Manual* p. 116.

Invitation to the Inquest

PCs that touch the medallion are teleported to the top of a hill in the giant-held lands just outside of village of The Lea in the cantrev of Ffrwythlon Dol. (north of Oytmeet and west of the Oytwood).

With a sudden jerk, you stop, and the world snaps back into focus. You must be further to the west than before, because the sun is still rising.

The PCs arrive individually but all within a short time of each other. They have enough time to get their bearings before the other PCs start teleporting in.

Once the PCs have all arrived, you should allow them to make introductions. When they ask about their surroundings, read the following:

As you look around, you see a deserted village before you. A few of the cottages have burned down, but it is otherwise intact.

Behind you, wreathed in an early morning fog, cracked chimneys and scorched walls form the skeletal remains of a manor house. On the lintel is a single word engraved into the stone. It reads "LEA."

The PCs are just outside of the village of The Lea. During the giant invasion, the population was evacuated from the town. PCs can identify their location with a successful Knowledge (geography) check (DC 10).

The manor house is the cantrev seat and the ancestral home of the Lea family (it is unclear whether the family got its name from the village or the village got its name from the family). The eldest surviving member of the family is Darlon Lea, who abdicated his position and became the Kanótaurë of the wood elves in the Dim Forest.

PCs know this information with a successful Knowledge (local) check (DC 15), a successful Knowledge (nobility) check (DC 12), or a Bardic Lore check (DC 15).

The manor house was used as a barracks for goblins and ogres before it caught fire and burned down. This information is not known, so Knowledge checks do not help, but if the PCs enter and explore the house, they can figure it out with the appropriate skill checks.

Through the fog, you can hear the heavy tread of footsteps. Something large is coming your way.

The approaching footsteps belong to Ghanadar. The PCs have one round to do whatever they wish before Ghanadar makes his appearance through the fog.

From a thick section of fog near the house emerges a giant, four times as tall as a human, dressed in a simple but tasteful toga. His skin is a milky white and his hair is the color of polished silver.

If any of the PCs have played *GEO2-01 A Wise Man's Son* or *GEO3-01 A Small Knowing Soul*, they automatically recognize Ghanadar. If the PCs have not met Ghanadar, they recognize that he is a fog giant with a successful Knowledge (nature) check (DC 24). They can recognize him as Ghanadar with a successful Knowledge (local-Sheldomar) check (DC 20).

When the giant is close, he raises a hand in greeting, "Greetings little ones. For those of you who do not know me, I am Ghanadar. I was sent to request your presence at a very important event. Would you be so kind as to hear me out?"

Assuming that the PCs are agreeable, Ghanadar tells them why he brought them here.

"Asgeir Toklesen gave me the task of retrieving a representative sample of the population of the tyv-held lands to partake in a debate of importance."

"I sent the janni to search the countryside high and low. Of those they observed, they choose you as the representative sample. Would you travel to the home of Asgeir and participate in a great debate?"

The PCs should have questions, and Ghanadar has the following information to offer.

- ***"You were brought here to participate in an Inquest before the Patriarchs of the Cloud Giants. The Inquest is the very specialized style of debate used by the cloud giants. They utilize it to discuss important or difficult questions that affect them. An Inquest is a pure debate. You may not call witnesses or provide evidence. Only your words are admissible."***
- ***"The cloud giants love to debate. They are impressed with those who can speak well. The cloud giants desire superior craftsmanship in everything they have and do."***

- ***"The Patriarchs are the leaders of five powerful cloud giant families. Asgeir will be presiding as the Consul."***
- ***"This afternoon, the Patriarchs will gather, and Asgeir will announce the question under discussion for the Inquest. The question is: 'Are the tyv worthy of sharing air with the cloud giants?'"***
- ***"You will be introduced to the patriarchs of the cloud giant families. You will meet the Opposing Argueant, who will be taking the position that the tyv are not worthy of the sharing of air with the giants."***
- ***"After the introductions and the presentation of the question, you will then have the rest of the day to prepare."***
- ***"Since your kind is the focus of the debate, the honor of first words falls to you. You are expected to present arguments to the Patriarchs justifying that you are worthy of sharing air with the cloud giants."***
- ***"In the afternoon your opposing Argueant must enter her arguments as to why you are not worthy to share air with us. She will use this opportunity to refute your arguments from the morning. After she is through, you will have a brief opportunity for a final rebuttal."***
- ***"The cloud giants are a long-lived race. To keep the debates from lasting for weeks, they have imposed strict time limits on arguments. Each side is allowed ten minutes to make their argument. Your final rebuttal is limited to two minutes."***
- ***"The Patriarchs will announce their decision on the following day."***

Ghanadar is willing to answer questions. Likely ones are presented below in a Q and A format.

Q. Are we in danger? Is this place safe?

"You have nothing to fear from anyone here as long as you respect the cloud giants as your hosts. Asgeir's hospitality will protect you. You may carry your weapons as a sign of respect."

Q. Who are the other giants on the Inquest?

"You will meet them this afternoon. There are five, including Asgeir. I do not know who is representing the other families."

Q. Who is the Opposing Argueant?

"That would be Rane Asgeirsdotter. You will meet her this afternoon."

Q. Where are we going?

"To Mount Aestrald. Asgeir's house is deep in the mountains to the west of here."

A successful Knowledge (geography) check (DC 10) reveals that the reference refers to the Crystalmist Mountains.

Q. Do the Sakhut approve of this?

"The Inquest is how the cloud giants have addressed important questions for centuries. The Patriarchs did not feel that it was necessary for the Sakhut to know."

When the PCs have had their questions answered, and have agreed to participate, read the following:

Ghanadar smiles broadly and says, "Excellent! Stand close to me. I shall take us there in steps through the sky."

Ghanadar casts a *wind walk* spell to bring the PCs to the mountain. Ghanadar can bring all the PCs and any animal companions or mounts they might have.

Go to **Encounter One**.

If a PC refuse to participate and no amount of persuasion works, Ghanadar sends them back with his magic.

The giant frowns, crosses his arms over his chest, and gestures with his hand. There is a definitely tone of anger in his voice as he says, "Very well..." A flash of light washes over the scene and you are back where you were just before you picked up the medallion.

The adventure is over for that PC.

Encounter One: Arrival and Orientation

Ghanadar leads you high into the morning sky and heads west southwest. Down below, rivers, fields, and forests slip by. To the northwest, thick, dark storm clouds gather

where the Crystalmists meet the Barrier Peaks. Their menacing appearance challenges you to approach, but Ghanadar's route takes you further south, away from those clouds.

You are rapidly approaching a cluster of mountains deep in the Crystalmists. The tops of these mountains jut up through the clouds.

Ghanadar guides the PCs west southwest toward the Crystalmist Mountains. They travel at 60 mph for just over four hours. They are so far up in the air over the clouds that they are not seen as they travel.

As you get nearer, you see a cluster of buildings on the peak of a low mountain. The massive scale of the structures is immediately obvious, as is the stately architecture that makes liberal use of columns, arcades, and porticos.

Farther down, great log homes dot the mountainside. Frost giants guard the trail that leads up to the mountain villa.

Ghanadar gestures downwards and soon you land gently in a courtyard before the largest of the buildings.

The PCs have arrived at the mountain home of Asgeir Toklesen atop Mount Aestrald. Before going any further, we should discuss the weather.

Weather and Altitude: During the day, the weather is moderate (60° to 90° F), but at night, the temperature drops to cold (below 40°). PCs need to make Fortitude saves each hour (DC 15 + 1 per previous check) or take 1d6 points of non-lethal damage. If the PCs are wearing winter clothing or are protected from cold magically, they do not need to make a save.

A PC taking any non-lethal damage from cold gets frostbite and has a -2 penalty to all Dexterity skill checks, as per p. 302 of the DMG. In addition, that PC also gets mild hypothermia and is treated as fatigued. A PC who has mild hypothermia and fails a second Fortitude save against the cold contracts moderate hypothermia and is treated as exhausted. A third failed Fortitude save leads to severe hypothermia and the PC is treated as disabled.

See the *Dungeon Master's Guide* p. 302 for rules on hypothermia and cold dangers.

In addition to the temperature, the PCs must also contend with altitude sickness as per the high altitude rules on page 90 of the *Dungeon Master's*

Guide. The villa is at 13,500 ft., which places it on a "low peak." Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued.

Important Note: As long as the PCs stay within the house, the airflows within allow the PCs to breathe more comfortably, and they do not have to make the Fortitude saves normally required at high altitudes. In addition, the villa protects the PCs from the cold, and they need not make saves against the cold at night

Ghanadar says, "Welcome to Mount Aestrald, the home of Asgeir Toklesen. Before I show you to your quarters, I want you to take these." Ghanadar hands each of you a stone that is the size of your fist. There are runes engraved on one side. "Keep them with you at all times. They ward you from the arcane defenses woven about Asgeir's home."

These stones are wardstones that allow the PCs to circumvent many of the protections placed on the villa by Asgeir as described in Encounter Three.

Ghanadar points to a large stable nearby. "That is the lions' den. The lions stay there during the day. At night, they wander the entire house freely. Several tribes of frost giants have taken up residence below us on the slopes of the mountains. Please heed my admonition about wandering around after dark unescorted. This way please."

In the wake of Ghanadar's enormous footsteps, you enter the cloud giant's villa. Once inside, the enormous scale of the place overwhelms you. Everything is of giant proportions. You are like small children in a world of much larger adults.

Ghanadar leads you to a wing of the villa that seems to be nothing but guest rooms. The fog giant shows you to the first room on the right. "Here are the accommodations for your stay. Make yourself at ease. I will send janni with refreshment. I must go tell Asgeir that you have arrived.

"The Patriarchs will assemble for the Inquest in a few hours. I will escort you there at that time. While I am gone, you should make yourself presentable to the Patriarchs. Robes for your use are in the wardrobe."

Unless the PCs have further questions, Ghanadar heads off.

The room before you is cavernous, and your voices and footsteps echo. A steady breeze pervades the chamber. The principle furnishings are two giant-sized beds. Each bed has human-sized steps leading up the side. A large ornate table made from bronzewood stands next to each bed.

There is a single human-size wardrobe on the left wall. Along the opposite wall is a human-sized buffet table. Janni arrive and begin loading it with a variety of fruits, vegetables, nuts, breads, and assortment of drinks in pitchers.

Most things in this room are built for a huge-sized creature. That means that all the furniture is cubed in size. Tables that are normally 3 ft. tall are 9 ft. tall.

The food is delicious and not poisoned. The plates and goblets are all very valuable and human-sized. The giants plundered them during the war.

The wardrobes contain robes, similar to those worn by cloud giants. The janni can bring in water and bathing tubs if asked.

After a couple of hours, Ghanadar arrives to take the PCs to the Inquest, go to **Encounter Two**.

Encounter Two: Introduction and Planning

Ghanadar claps outside your door then enters the room. His knocks echo like a tree crashing in the woods. "Ah, the Patriarchs are gathering now for the Inquest. I shall escort you to the Møtensted, where the debate will be held. Any questions before we go?"

Ghanadar answers questions to the best of his ability. He explains that the Inquest will be conducted in the Giant language, and offers to cast *tongues* on any PC that does not speak Giant. His spell lasts 150 minutes. When the PCs are ready, Ghanadar leads them to the Inquest.

Presentation to the Patriarchs

Ghanadar deliberately walks slowly through the villa, which allows you to keep up. Each of his strides is worth half-a-dozen of yours, so even his leisurely pace is a hustle for you.

The walk through the villa reaffirms your initial impression. It is a luxurious building with fine furniture and tasteful decoration. It is a bit

drafty as every room and hallway has a breeze, thanks to the air vents in the walls.

You cross a field and descend a wide path, emerging on a narrow, horseshoe-shaped cleft in the mountainside. The giants have altered it to suit their needs. A wide balcony with an elaborate railing runs around the cleft about twenty feet up. A dozen or so cloud giants are up there, milling about and talking to one another.

The giants have smoothed out the cleft floor and tiled it with marble in an elaborate geometric pattern. Two sets of benches face each other. Ghanadar shows you to one of the sets of benches. They are too tall for you to reach so a step ladder has been added to help you up. A large megaphone is lying next to the bench.

Ghanadar takes a seat with the PCs. The PCs have an opportunity to look over the giants. The PCs can recognize Maira, if they played SHE4-06 "Dark Clouds over Istivin." They recognize Heinrich if they encountered him in the "Castle of the Cloud Giant Patriarch" interactive. Otherwise, the PCs only get physical descriptions of the giants. Information on each of the giants is given below.

One of the cloud giants sits down on a bench. He picks up a thick rod made of bronzewood and strikes the ground before him with it. The resulting boom rolls over you and out the ravine. The sound is a physical force that rustles your hair slightly. "Let the Patriarchs assume our seats," the giant says.

There is a bit more conversation as four of the giants take seats on benches to either side of the one who called them to order. The rest take their places on the side opposite the Patriarchs.

A cloud giantess with milky white skin and hair the color of brass steps onto the ravine floor. She has just arrived via the same path that you took earlier. She takes her seat on the bench opposite yours.

The cloud giant with the rod speaks. "As the hosting patriarch, I call this Inquest to order. Let us begin as is our custom. Heinrich, please do the honors."

A clean-shaven giant stands and evokes a prayer. "Memnor, we call upon you to bless this Inquest to assist us in ascertaining the

truth and pursuing wisdom. In your name we gather."

As Heinrich takes his seat, the presiding giant says, "Let us now declare ourselves. I am Asgeir, and I sit for the family of Tokle. I shall act as Consul throughout this Inquest."

Asgeir is pronounced ahs-GIRE.

Each of the Patriarchs is described in **Judge Aid #1**. To help the players keep track of all the giants, give them **Player Handout #1**.

PCs can make a Sense Motive check (DC 5+APL) to get a feeling for the general mood of each of the giants toward them. Their initial reaction is provided here for your convenience. For example, Asgeir begins the encounter indifferent toward the PCs.

After Asgeir introduces himself, the other patriarchs do the same.

The giant who gave the blessing is sitting to the right of Asgeir. He says, "I am Heinrich, and I sit for the family of Heinrich."

Heinrich is hostile toward the PCs.

The elderly giant with heavy robes and thick jaws who sits to the left of Asgeir speaks. "I am Thorom, and I sit for the family of Sperre."

Sperre is pronounced spare-RAH. Thorom is friendly toward the PCs.

The only female cloud giant among the Patriarchs does not speak. Instead, she writes words on a cloud that drifts away on the wind. "I am Maira, and I sit for the family of Lachlan." She is seated to the far right of Asgeir.

Maira is pronounced my-RAH. She is helpful toward the PCs.

The last of the giants sits on the far left from Asgeir. He is dressed in the loose billowing tunics of the giants and there is something hard and cold about him. "I am Siegnur, and I sit for the family of Siegmund."

Siegnur is pronounced seeg-NUR. He is unfriendly toward the PCs.

Asgeir looks down at you. "We are joined today by representatives of the tyv races. They shall participate in the Inquest as Argueants. Tyv, stand and address the Patriarchs. Declare your name and what affiliations you might serve."

The PCs should introduce themselves to the Patriarchs and give any significant affiliations that they have. If they don't offer one, then Asgeir asks it of them.

In order for the PCs to be heard, they need to find a way to amplify their voice. Spells can do the trick, but the simplest way is for the PCs to use the megaphone. If you wish, make the PCs roll up a piece of paper and speak to you through that. Only one PC can speak at a time, because there is only one megaphone. If the PCs don't use the megaphone or otherwise amplify their voice, the giants cannot hear them.

When the PCs are done, Asgeir asks Rane to introduce herself.

"Opposing Argueant. Declare yourself to the Patriarchs."

The cloud giantess sitting opposite you stands. "I am Rane Asgeirsdotter. I represent the position of the Sakhut during the course of this Inquest before the Patriarchs."

Rane is pronounced rain-AH. She is unfriendly toward the PCs.

Asgeir clears his throat. "I now present the question that the Patriarchs shall hear discussed through Inquest. The question was submitted to the Patriarchs by one Heike Heinriksdotter. I have called this Inquest and pose the question as submitted. 'Are the tyv worthy of sharing air with the cloud giants?'"

Heike is pronounced hike-AH. She is sitting in the gallery of the Møtensted. The PCs do not know which giant she is yet, unless they managed to see a statue of her during the Geoff delve "Castle of the Cloud Giant Patriarch."

"Tyv. You will take up this question on the morrow. You will argue in the affirmative that the tyv are worthy of sharing air with the cloud giants. Rane will argue in the negative in the afternoon. You will have a brief opportunity for rebuttal."

"You have until three hours after sunrise to prepare your arguments. Until then, the Inquest is adjourned." Asgeir slams his bronzewood rod on the floor with a sound not unlike a thunderclap. Your ears are ringing.

Asgeir has called a recess in the Inquest to give the PCs time to prepare. Ghanadar will escort them back to their quarters.

Preparing the Argument

The PCs should prepare their points for the argument tomorrow. Ghanadar remains with them to provide advice and background to the PCs if they need. Allow the PCs to come up with their own arguments. You should let them talk amongst themselves and discuss their plans for a while.

Keep an eye on the time if you have a time limit for the round. Try to keep the PCs focused on the questions and away from tangents. If the PCs are completely overwhelmed, then Ghanadar offers the following advice:

- You must prove that you are worthy to share air with the cloud giants. This means that you must show that the tyv are civilized enough for the cloud giants to deal with.
- The cloud giants tend to follow the philosophy that bigger is greater. The larger the person; the more intelligent and civilized they are. This theory is true with the giants, look at the hill giants and ogres. Perhaps the giants should be shown that this is not the case with the tyv.
- The cloud giants have great respect for the arts and sciences. To them, that is the definition of civilization.
- The cloud giants are great debaters, philosophers, and thinkers. They respect those who are quick of mind and masters of speech and thought.

The PCs do not have to stay in their room the entire time that they are preparing their argument. What they can encounter while wandering around the villa is covered in Encounter Three. In addition, the PCs are expected to join the giants for dinner, which is also described in Encounter Three.

Encounter Three: First Day at the Cloud Giant Villa

Throughout their stay at the villa, the PCs may wander around the grounds. They have the opportunity to speak with each of the giants, to learn more about the cloud giant families, and to pick up clues about the presence of the Puck.

Features of the Villa

The keep is constructed out of light gray granite and white-veined marble. Unless specified otherwise in the adventure, the ceilings are 25 feet tall in both rooms and hallways. The villa is well lit. The giants have cast *continual flame* on oil braziers that are placed strategically throughout the villa.

Walls: The walls are made out of thick stone. Stone giants built the villa so all construction is considered superior masonry.

Archways: Many of the rooms and halls are separated by archways with thick silk curtains hanging over them. PCs can walk through the curtains without difficulty.

Inner Stone Walls: 3 ft. thick; Hardness 8; hp 270; break DC 35; Climb DC 20.

Doors: The doors are made of hornwood (treat as stone). A small creature can squeeze under the door without opening it, with a DC 15 Escape Artist check. A medium-sized creature can do so as well, with a DC 20 Escape Artist check. Large creatures cannot fit under the door. The doorknobs are 9 ft. off the ground. In order to open a door, the PCs must climb up the door (DC 20 Climb check) or find another way to reach the latch (such as flying). Once up to the latch, the PC must make a Str check (DC 10) to lift the latch, while another PC pushes open the door (DC 20 Str check). More than one person can help open the door, but only one person can work the latch at a time.

Inner Hornwood Doors: 1 ft. thick; Hardness 8; hp 90; break DC 28.

Windows: The windows are rounded arches in the walls that can be shuttered during a storm. Normally, they are open with gauzy curtains over them.

Windows with Reinforced Shutters: 6 in. thick; Hardness 5; hp 60; break DC 18.

Air Vents: The cloud giants like moving air at all times and have built these vents into their home to ensure air circulation. These passageways are 5 ft. wide and a medium creature can walk down them without squeezing. The grating on the vent openings is made from iron and embedded in the stonework. A small size creature can squeeze through the grating opening (DC 20 Escape Artist check). A medium-sized creature can do so as well, but the check is much harder (DC 30 Escape Artist check).

Vent Gratings: 3 in. thick; Hardness 10; hp 90; break DC 25.

Defenses: The giants do not have too many defenses up. Very few creatures are foolish enough to attack cloud giants and the remote location of the villa deters most thieves. Furthermore, the cloud giants rely upon the frost giants at the base of the hill to ward off anything that would try to climb the mountain. At night, two frost giants stand guard at the outpost overlooking the path that climbs up Mount Aestrald. If sufficient alarm is raised, 15 frost giants make their way up the mountain to help the cloud giants.

The giants make a nod to security by allowing their celestial lion pets to wander the villa after dark. These lions won't attack giants, but they will attack any other creatures they come across -- including the PCs. Every 10 minutes the PCs are out of their room after dark, roll a d6. On a 1, they encounter the celestial lions. The encounter distance is determined by the PCs' location inside the villa. The stats for the lions are given in Encounter Four.

In addition to the lions, Aesgir has constructed a ward around his villa. This ward is similar to a *forbiddance* spell and has the following effects. First, all planar travel into and out of the villa is restricted. This means that all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel, and all summoning spells fail automatically.

Second, upon entering the villa, medium-sized or larger creatures who are not cloud giants take 12d6 points of damage (Will Save DC 21 halves).

Third, every creature in the villa is protected as if by a *nondetection* spell. Any divination cast on a creature inside the village must succeed on a caster level check (DC 26) to provide any information.

Asgeir has made ward stones, which allow creatures to bypass the planar travel restriction and the damage. Ghanadar gave each of the PCs one of these stones in Encounter One. The Puck has stolen one of the extra ward stones from Asgeir's study.

Giants at the Villa

If the PCs desire to talk to the other guests, they may do so. The giants move about the villa throughout the day, but they can usually be found in one particular room. A list of the where the giants are on the first day is given below. You can

find a complete description of each giant in **Judge Aid #1**.

Asgeir Toklesen – study.

Ghanadar – portico.

Heike Heinriksdotter – atrium.

Heinrik Heinriksen – chapel.

Maira Lachlansdotter – garden.

Rane Asgeirsdotter – library.

Siegnur Siegmundsen – solar.

Sirianna Thoromsdotter – kitchen.

Thorom Sperresen – bedroom.

Yngfrid Telensdotter – kitchen.

Rooms in the Villa

If the PCs wander the villa on the first day, use the descriptions below. The locations listed below correspond with the map on **Judge Aid #3**.

1. Atrium

The atrium is a pleasant chamber and the first room that visitors see upon entering the villa. The floors are marble and the walls are decorated with mosaics. A pool fills the center of the room. A ewer held by a cloud giantess statue pours a steady stream of water into the pool. Benches line the walls. Cloak pegs flank the great door that leads out of the villa. There is a mound of boots in one corner. The janni have not been by yet to straighten them out.

The atrium is a pleasant chamber and the giants relax here. If the PCs stay here for any length of time, they meet most of the giants who are passing through. The pool is 5 ft. deep, which the giants consider shallow.

Heike is here during the first day, playing the harp. She sits on the side of the pool with her feet dangling in the water. She will talk to the PCs if they attempt to engage her. Refer to Heike's entry in **Judge Aid #1** for information about her. She can pass along the following information in the course of a conversation.

- She spied for the giants among the tyv. She will not say what her cover was. She was asked to spy by her father when he was the Greve of Asørn
- Her father was slain by tyv who snuck into his home in Asørn (Gorna). They cut off

his head and mutilated his body. The murderer has since been slain, but she still mourns the loss of her father.

- Heike's cover was blown, but she was spared in return for carrying a message to the Patriarchs. She returned to the cloud giants with an offer from the tyv to discuss a possible peace. She approached Asgeir, who is her uncle. He agreed to consider the offer through an Inquest.
- The opposing argueant is Rane. She is clever, silver-tongued, and well-thought of by the other giants.
- Maira wishes to strike back at the Sakhut for cursing her. She has spoken against them since they arrived. She is eager to poke a stick in the eye of the Sakhut.
- Thorom is a good giant whom the tyv should attempt to impress. He is a cleric of Stronmaus the Forbidden.
- Asgeir is a stern but fair giant. He will approach the Inquest's question with an open mind. He is a powerful wizard.
- Siegnur is a greedy giant who enjoys his creature comforts. He follows the Sakhut because they promise mountains of booty and so far have delivered.
- Heinrik is a cruel and ambitious giant. He is a cleric of Memnor. He strongly supports the Sakhut as did his father before him.

2. Chapel

The cloud giants' artistic ability is on full display in this room. The floor is a made of patterned marble set into diamond shapes. Every wall is set with frescos, depicting religious events or theological symbols. The room seems to have once been set up with a place for two altars: one on the left and one on the right. The altar on the right is missing, as are a few statues, based upon the scuffmarks on the floor and the asymmetric decorations in the room.

The chapel once venerated both Stronmaus and Memnor. With the coming of the Sakhut, Stronmaus' altar has been removed.

The PCs can identify the patron of the chapel as Memnor with a successful Knowledge (religion) check (DC 15). With a slightly tougher Knowledge

(religion) check (DC 20), the PCs can figure out that Stronmaus was the patron of the empty side of the chapel.

Heinrik is here during the day. He is deep in prayer to Memnor or is crafting new holy symbols for new clerics of Memnor who are ready to take their first vows. Refer to Heinrik's entry in **Judge Aid #1** for information about him.

Heinrik refuses to discuss anything of importance with the PCs. To do so would violate the rules of the Inquest. No amount of persuasion, intimidation, or spells can make him violate his duty.

3. Guest Bedrooms

The cloud giants must receive many visitors because an entire villa is set aside for guests. The rooms are proportioned for giants, and the decorations are simple and tasteful.

The bedrooms are all pretty much the same, and the PCs received a longer description of their room in Encounter One. The lettered bedrooms on the map in **Judge Aid #2** are used by the following people: (a) Ghanadar and Sirianna, (b) Heinrik, (c) Thorom, (d) Siegnur, (e) Maira, and (f) the PCs.

4. Library

The windows of this room are shuttered and light is provided from magical lamps that glow softly. Huge books lay flat on tilted shelves that line the walls of the room. The books are easily as tall as a typical human. The books are chained to the shelf, and a padded stool sits in front of each of the books.

The cloud giants consider books to be some of their greatest treasures. Every book is beautifully handwritten and illuminated. The pages are the finest vellum and edged in gold. The covers are stiff leather that the PCs can determine is mammoth hide with a successful Knowledge (nature) check (DC 15).

There are eight books of interest. If the PCs wish to peruse them, they can learn some information about the giants. It takes one hour to peruse a book. If the PCs want to read the text thoroughly, it takes a day per book.

- *Genealogy of the Togle Family.* This book traces the history of the Togle family back for generations, all the way to Annam, the All-Father.

- *The Battle of Wits.* This book tells the story of a game that resembles chess played between Annam and the Mother of Dragons. The All-Father tricked the Mother of Dragons by relying on her greed and won the game. The Mother of Dragons was upset and attacked Annam. This began the great rivalry between their children.
- *Legends of the Jotenreike.* This book contains a variety of stories of the time when the giants ruled all the land. The Jotenreike contained all the land from the Javan River to the Crystalmists. The empire is ruled by a family of storm giants, called the Sakhut.
- *The Crystalmists.* This book describes the geography of the Crystalmists and contains an atlas. It has the locations of other cloud giant mountains marked.
- *The Diaspora.* This book discusses the more recent history of the giants. It details what happened to them after the fall of the Jotunreike. Essentially, the tribes broke apart and drifted their separate ways.
- *The Tongue of Drakes.* This is a book on how to speak Draconic from a giant's point of view. The last half of the book is a Giant to Dragon dictionary.
- *In Search of a Wife.* A romantic tale of a cloud giant on his quest to find a wife. He wanders all about Oerth looking, but finds that his childhood friend is the best wife for him.
- *The Making of Cloudrock.* A thorough discussion on how to make solid cloud. The first step is to be a cloud giant.

Rane is in the library on the first day. She is reading over some of the histories. Refer to Rane's entry in **Judge Aid #1** for information about her. She can pass along the following information in the course of a conversation.

- A long time ago, all the giants were united in the Jotunreike. The Jotunreike was ruled by a family of storm giants known as the Sakhut.
- The Sakhut disappeared a long time ago and the Jotunreike collapsed shortly thereafter. The different tribes broke up and went their separate ways.

- About 40 years ago, the Sakhut reappeared. They began rebuilding the Jotunreike. The cloud giants have accepted them as bigger and greater.
- The giants have used the term "tyv" for the smaller races for centuries. The first time the giants met a human was when a man was stealing a harp and a goose from a cloud giant. The term "tyv" was applied and has remained ever since.

5. Solar

This room fills the southwest corner of the villa, and its large windows let in a great deal of light. Silk gauzy curtains wave lazily in the wind. The marble floor is a series of patterned squares, and low couches form sitting groups. The atmosphere is very pleasant, if a bit drafty.

Siegnur is here napping for most of the first day. He is cranky if awoken and does not wish to speak to the PCs. He refuses to discuss the Inquest just as Heinrich does.

Many valuable items are lying around, including a chess-like game. The game pieces are made from semi-precious stone and are therefore quite valuable. Each piece is about a foot tall and worth 100 gp. There are 32 pieces in all. The complete set is worth 5,000 gp. The gameboard is made of polished wood and is worth 250 gp.

In addition, a music box is sitting on one of the tables. It was obviously made by elves and is far too small for the giants. When opened, the music box plays a delightful melody. The wood is engraved with moons and stars. The box is worth 500 gp.

6. Closet

This is a closet filled with mundane household supplies. Even giants need to store stuff.

7. Armory

This chamber is an armory. Weapons taller than you are set on shelves. Giant-sized armor hangs from pegs or racks. The room smells of oil and steel.

The giants keep their armor and weapons in this room when they aren't using them. The gear is worth a fortune and includes several items made of mithral and adamantite. Most of the pieces are enchanted.

The back bench holds a collection of items the giants plundered in their wars, including a *holy*

avenger, dedicated to Saint Cuthbert. It has a blanket wrapped around it, and it has been pushed to back of the bench. A +3 *glaive of speed*, *frost brand*, *lion's shield*, and a *breastplate of command* are also lying on the bench.

All these items are warded by an *alarm* spell. If anyone besides a cloud giant picks up one of the items, the alarm goes off, drawing several nearby cloud giants.

In addition, Asgeir has set a *figurine of wondrous power (serpentine owl)* in this room. The owl watches over the armor and tells Asgeir if anyone departs with equipment from the room.

If the PCs steal from the giants, the attitude of all giants in the villa worsens by one step. The PCs must return the stolen items, provide a good, in-character explanation for the theft, present their case to the giants through role-playing, and make an incredible Diplomacy check (DC 30+APL) to counter this attitude shift.

Under no circumstances should the PCs be able to keep the items from the armory.

8. Treasury

This thick-walled room is where Asgeir keeps the family fortune and other precious items. It is designed to keep people out. The walls are magically enchanted to give them hardness 20, so adamantite won't ignore the hardness. They are coated with lead on the inside to prevent planar travel through the wall as well as magic that allows movement through stone.

Magically Enhanced Stone Walls: 10 ft. thick; Hardness 20; hp 1620; break DC 45.

The doors are made of magically-treated iron and are magically warded and trapped.

Magically Enhanced Door: 1 ft. thick; Hardness 20; hp 120; break DC 48.

The door has three locks. Each one must be opened in order (requiring a separate open locks check). If the PCs fail to pick the lock, all the locks relock, requiring the PCs to start over. PCs cannot take 20 after the first lock, because of the negative consequences. The DC to open each lock is 15+APL.

All APLs (EL 13)

Huge Fusillade of Deathblade Spears: CR 13; mechanical; proximity trigger out to 30 ft. to determine location of person triggering the trap (*alarm*); manual reset; Atk +21 (3d8, huge

spear); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); multiple targets (1d6 spears per target in a 10 ft. by 10 ft. area); Search DC 27; Disable Device DC 27.

The treasury is a collection of art objects, gold, gems, and other valuable items worth more than 1 million gold pieces. If the PCs manage to cart it away, they get access to everything on the AR and immediately max out the treasure cap.

However, the giants will find out and will be livid. Reduce all the giants' reactions by two steps with no ability to counter this loss through a diplomacy check.

The Patriarchs quickly reach the decision that the tyv are nothing more than thieves and vote wholeheartedly to support the Sakhut.

9. Asgeir's Study

This chamber is the study for Asgeir, the patriarch of this cloud giant family. A single massive desk dominates the room. A mural of the Crystalmists is painted on one wall. Stuffed heads of enormous elk, a white dragon, and a remorhaz hang from the walls.

Asgeir rules the villa, his family, and the surrounding mountains from this room. He keeps all of his correspondence in his desk drawer. The drawer is locked and trapped. The DC to open the drawer is 15+APL.

Desk: 10 ft. thick; Hardness 20; hp 1620; break DC 45.

All APLs (EL 9)

Incendiary Cloud Trap: CR 9 magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

If the PCs manage to get into the drawer, they find ledgers for the entire villa's finances and correspondence from a Sakhut by the name of Første who is commanding Asgeir to send more aid to King Brodde. In particular, Asgeir, along with his son Valgard, is ordered to lead his frost giant vassals to Het Kilde.

Asgeir is in his study on the first day, writing a letter in response to Første's. In it, Asgeir says that he has already sent most of the warriors under his command to join the First Mark of

Thrym. He also says that his son is ill suited to warfare and would be of little value to the army.

Asgeir claims to be too busy to talk to the PCs. He does engage in minimal small talk about the weather and the villa, but does not say anything of importance.

10. Great Hall

This stately chamber fills most of one side of the villa. The floors are marble with elaborate diamond-shaped designs. Statues of cloud giants in dramatic poses stand in alcoves along southwestern wall. The arch supports for the roof are an engineering marvel, and the room as a whole is a thing of beauty.

The giants use this room for eating, meeting, and entertainment. Tables and couches are brought out for meals. They are then cleared away to make room for dancing and other activities.

The room is currently empty, but it will be used for the dinner that the PCs are invited to.

11. Garden

At the heart of the villa is a carefully cultivated garden. A colonnade circles the garden, and a few trees grow from flower beds that brim with early summer blossoms. Several giant-sized marble benches dot the garden, allowing giants to sit and enjoy the scenery.

The garden is the true center of the villa. The cloud giants enjoy the outdoors (even the deep snows of winter) and come here often. The garden is filled with flora native to the Crystalmists and features a large number of perennials.

On the first day, Maira is here, tending to the flowers. She is lost in thought. The PCs can talk to her if they wish. She communicates with cloudwriting as she is incapable of speech due to a curse. Refer to Maira's entry in **Judge Aid #1** for information about her. She can pass along the following information in the course of a conversation.

Maira cannot talk about the Inquest but will talk to the PCs about other topics.

12. Stairs

The stairs lead up to the second floor of the villa, where Asgeir and his family have their personal quarters. The personal quarters are not described in this adventure. Thorom is upstairs on the first day and is not available for the PCs to talk to.

It is considered rude for anyone but the family to go into the personal chambers, and a maid washing the stairs should politely point this out, if the PCs innocently attempt to go upstairs as they explore the villa. The PCs really shouldn't need to go upstairs. If they do, just fill the same space as the lower floor with bedrooms. There is a balcony overlooking the garden.

The stairs also lead down to the cellar. The cellar is also not described in this adventure. It is a large open room with big thick pillars supporting the floors above. The giants keep all their food stores and other miscellaneous supplies down here. There is nothing in the cellar that should interest the PCs.

13. Kitchen

You come upon a busy and well-kept kitchen. A cauldron bubbles over a fire the size of a cottage, while in another hearth, an entire deer roasts on a spit. Pans hang from hooks twenty feet above your heads. The smell of herbs and cooking meat fills your nose. Your belly rumbles in approval.

All meals for the villa are prepared in the kitchen, and the cloud giants use a lot of food. Frost giants deliver meat, cheese, goat's milk, and berries to the villa nearly every day, while cloud giants regularly bring casks of wine. The frost giants prefer ale and mead, while the cloud giants prefer wine, so the cloud giants make their own wine in vineyards located elsewhere in the mountain valleys.

Yngfrid is here, preparing the evening meal. Refer to Yngfrid's entry in **Judge Aid #1** for information about her. She can pass along the following information in the course of a conversation.

- She is the wife of Asgeir and the mother of Rane.
- As long as the PCs behave themselves, she will treat them as guests even though they are little bigger than rats.

Sirianna is also here. She is much more willing to talk to the PCs, but her conversation is punctuated with attempts to feed them. She is also covered in **Judge Aid #1**. She will tell the PCs about the dinner coming this evening.

14. Baths

The giants equate cleanliness with civilization, and their baths are elaborate affairs. There are actually four rooms in the baths. The first is a changing

room, the second is a cold water bath, the third is a warm water bath, and the last is a hot water bath. The water is heated by a furnace under the floor that can be reached from the cellar.

The giants come in periodically throughout the day. They like to talk while they bathe so the baths are a noisy place.

15. Latrine

A long marble-topped bench runs along one wall with holes cut into it. The holes lead down to a cavity below the floor. A narrow trough of water flows at its base. Brushes as long as your arm rest in the trough. The air is heavy with the scent of flowers trying to mask that of dung. It is perhaps the cleanest latrine you have ever seen.

The cloud giants are fastidious about their latrine and make the janni keep it spotlessly clean. The brushes in the trough are used by the giants to wipe themselves after they are through.

The holes in the bench lead to a 20-foot drop, where the detritus is collected in large basins and then used as manure. If a PC is foolish enough to fall in, they can get out through the cellar. You may want to have them make a check against filth fever, as per p. 292 of the *Dungeon Master's Guide*.

The latrine is used by both genders. One cultural trait of the cloud giants is that they have no problem chatting away while on the pot. You might want to surprise the PCs with this one.

16. Janni Quarters

The last half of this wing is where the janni live.

17. Lions' Den

The giants keep their celestial dire lion pets in this large stable. Most of the building is filled with the lions' den. Two smaller rooms (those nearest the villa) are for food storage and supplies. The lions attack any non-giant or non-janni who enters their stable. The lions' stats are given in Encounter Four.

18. Portico

This wide patio overlooks the edelweiss fields behind the villa. It is quite lovely. There are many benches for giants to sit and enjoy the view. In fact, Ghanadar can be found here doing just that.

19. The Møtensted

This locale is off the map of the villa. This is where the PCs are meeting with the Patriarchs. A description of it was given in Encounter Two. There are no giants here when the Patriarchs are not meeting.

Special Events on Day One

On the evening of the first day, the PCs are expected to join the rest of the giants for dinner. Ghanadar comes to fetch them and casts *tongues* on any PC who needs it.

Shortly before sunset, Ghanadar fetches you to attend the giants in their dinner. The villa's Great Hall has been arranged with low tables and couches for the giants to feast. A smaller, special table with simple stools is set on blocks so that you are on nearly the same height.

The giants have found plates and utensils sized for you. They look like those given by noble families at a wedding.

The dinner is a pleasant affair with several courses. The giants laugh and talk. The PCs are next to Ghanadar so they can ask him any questions.

The silverware and plates were indeed seized from the Gyri. Those who make a Knowledge (nobility and royalty) (DC 10) recognize Araul Anterth's crest on some of the silverware. Those who make a harder Knowledge (nobility and royalty) (DC 15) recognize the pattern on the plates as that used by Melwyn Greatarm and his wife at their caer near Tycha.

After dinner, the tables are put away and the giants gather for the evening's entertainment. Heike sits in the center of the room and begins to play her harp. She is incredibly good and her fingers coax wonderful music.

Heike's voice blends with the melody, and she sings of a giant who built a ship that could float in the air and found a lantern that would burn forever. He took his ship and his lantern and headed into the night to explore the far off lands. To this day, low on the western horizon, you can see the light of his ship as he sails the sea of air and explores new horizons.

When Rane has completed her tale, the giants head to bed. Ghanadar takes the PCs back to their room for the night.

Encounter Four: A Note under the Door

Sometime after the PCs have settled in for the night, but before they go to sleep, they receive a note.

The hour is late and darkness has settled over the mountain. The giants are firm believers in early to bed and early to rise, and the villa hushes for the night as all activity stops.

The stillness of the villa makes the folded parchment sliding under the door of your room all the more noticeable.

The parchment is about two feet wide by four feet long and obviously sized for a cloud giant. It is unsealed and has no identifying marking on the outside. It is untrapped.

If the PCs open the note, give them **Player Handout #2**.

The note is designed to look like it was from Heike and asks the PCs to meet her in the garden. The note is actually a very skilled forgery by the Puck. Since the PCs have likely never seen Heike's handwriting, they have no way of telling it is a fake. If a PC at the table did see Heike's handwriting either in this adventure or in the Dollhouse section of the "Castle of the Cloud Giant Patriarch" interactive, then they can make a Forgery check to see through the forgery. The DC is set by the Puck's forgery skill. He took 10 when crafting it so the DC is 32.

The Puck drops the note off while hiding and moving silently. Once he pushes the note under the door, he sneaks away. If the PCs have some sort of watch out, they can make Listen or Spot checks as appropriate. If the PCs rush to the door to see who slipped the note under, the Puck uses his shadow leap ability to get away. See the appropriate appendix for the Puck's abilities.

If the PCs don't go to the garden, nothing happens. Heike didn't send the note, so she doesn't hold it against the PCs. If the PCs ask her about it the next day, she has no idea what they are talking about.

If they do go to the garden, read the following:

The open-air garden is peaceful and pleasant. The aroma of flowers fills the air. Through the open roof, you can see the night sky. The stars seem larger than normal.

Your contact is no where to be seen.

Naturally, when the PCs arrive at the garden, Heike is not there, but the celestial lions arrive shortly after the PCs do.

Several creatures enter the garden. Their padded feet are silent on the marble floor. They are not giants, but enormous lions with golden fur. One of them roars a challenge, and then they all leap to attack.

The lions immediately attack. They use their pounce ability and leap to attack the PCs. They continue to attack as long as the PCs are out of their rooms. If the PCs run back into their room, the lions do not pursue them past the door.

For a map of the garden, see **Judge Aid #3**. The PCs can move along the paths normally. If the PCs move into the vegetation, it counts as difficult terrain. The lions enter from different directions, so scatter them about the garden.

If the PCs did not burn the note, then the Puck sneaks after the PCs, hiding in shadows. He tries to pick pocket the PC with the note and steal the note back during the fight. If successful, he sneaks away with the note. If spotted, he tries to flee as fast as he can.

The layout of the atrium and surrounding rooms is on the map of the villa in **Judge Aid #3**.

APL 8 (EL 10)

Celestial Dire Lions (3): large magical beast; CR 7; hp 66; see *Appendix 1*.

APL 10 (EL 11)

Advanced Celestial Dire Lion: large magical beast; CR 11; hp 178; see *Appendix 2*.

Celestial Dire Lions (2): large magical beast; CR 7; hp 66; see *Appendix 2*.

APL 12 (EL 14)

Advanced Celestial Dire Lion (3): large magical beast; CR 11; hp 178; see *Appendix 3*.

The noise of the fight attracts the attention of the villa's residents. The nearby cloud giants on the ground floor (Sirianna, Ghanadar, and Heinrich) awaken on the first round of combat. It takes them three rounds to reach the atrium, so they arrive at the top of the fifth round of combat.

If the lions are still alive when the giants reach the room, Ghanadar calls them off. On their next action, the lions immediately fall back. Sirianna

runs to the lions to see to their wounds (or their corpses).

Heinrik demands to know why the PCs are out of their rooms. He does not believe that the PCs were asked out of their rooms without proof and thinks that the PCs are sneaking around and up to no good.

If the PCs show Heike's note to the giants. Ghanadar and Sirianna are confused by this, while Heinrich is angered. They quickly summon Heike and demand to know what she was doing. Heike denies all knowledge of the note. Irregardless of whether they show the note, the PCs lose 2 points from their score in the Inquest for being out of their room at night. See **Judge Aid #4**.

If the PCs injured one of the lions, they suffer an additional 2 point penalty to their score in the Inquest. If the PCs killed (or did something equally awful to) one of the lions, the giants are extremely upset and the PCs lose yet another 2 points.

Eventually, the PCs head back to bed. Nothing disturbs them for the rest of the night.

Encounter Five: The Honor of the First Word

The following day, Ghanadar comes to get the PCs and take them to the Inquest just like last time.

Shortly after dawn, Ghanadar claps outside your door. When you answer him, he enters, along with half-a-dozen janni carrying food for you to break your fast.

Once the PCs have eaten and are prepared, Ghanadar leads them to the Inquest.

Ghanadar leads you again with slow steps. You enter the mountain cleft where the giants await you.

Asgeir calls the Patriarchs to order, and the giants take their seats. "Argueants of the tyv," Asgeir's voice is like thunder. "Please present your arguments. I will strike consideration of tangents and unnecessary details, so please stay focused. You have ten minutes. The floor is yours."

The PCs should make their arguments to you. The giants do not ask questions. Asgeir cautions the PCs when they are getting off on tangents and curtails the presentations as needed.

Scoring the Arguments

You will need to score the PCs to determine the outcome of the Inquest. **Judge Aid #4** describes how the PCs can improve their Persuasion Score and succeed at the Inquest.

Moving On

After the PCs have exhausted their arguments or their 10 minutes are up, read the following

Asgeir nods as you come to an end. "Are your arguments complete?"

If the PCs say no, he gives them a few more seconds to conclude. When the PCs are done, he continues:

"We will hear from the Opposing Argument this afternoon. The Inquest is adjourned until two hours after noon." Asgeir pounds the rod on the ground. The Patriarchs stand and conversation springs up among the giants. Ghanadar leads you back to your chambers.

Go to **Encounter Six** when the Inquest is adjourned.

Encounter Six: Second Day at the Cloud Giant Villa

After Asgeir adjourns the Inquest, the PCs are free to wander around the villa or do as they please. The giants have moved, and they can now be found at the following locations.

Asgeir Toklesen – off dealing with the frost giants.

Ghanadar – lions' den.

Heike Heinrichsdotter – library.

Heinrik Heinrichsen – baths.

Maira Lachlansdotter – atrium.

Rane Asgeirsdotter – baths.

Siegnur Siegmundsen – bedroom.

Sirianna Thoromsdotter – library.

Thorom Sperresen – chapel.

Yngfrid Telensdotter – solar.

Rooms in the Villa

The descriptions of the rooms were given in Encounter Three. You will need to adjust for the movement of the giants. In addition, some of the

special events are keyed to certain locations. See below for more information.

Special Events on Day Two

Several events happen on Day Two that may be of importance, although the PCs might not come across all of these encounters.

The Puck Runs Amok

While the PCs were at the Møtensted presenting their arguments, the Puck snuck into their room and searched through their belongings. The Puck was able to get into the room using the air ducts and his shadowjump ability. The only way the PCs can prevent him getting in is to ward their room from planar travel. The Puck has a warding stone so he can circumvent the villa's protections.

Queen Maeve's Puck rooted through the PCs' belongings and was obvious about it but not too obvious. When the PCs return to their rooms, they notice that their packs have been searched with a successful Spot check (DC 10+APL).

The Puck searched through the PCs' belongings for two reasons. The first was to create mischief and distrust. He wants the PCs to think that the giants did this and that their guest rights aren't being respected.

The Puck was also looking for anything that could be used against the PCs in the Inquest. Use your best judgment as to what can be used and how the Puck can use it. If the Puck found any overtly evil or offensive item, he will leave it somewhere for the giants to find.

If the PCs have any items made of cold iron in their belongings, the Puck accidentally pulled it out. The touch of the metal burned the Puck, forcing him to drop the item. He would not pick it up again, so it remains where it fell. This is a hint of what the PCs are facing.

What the PCs do in response to the Puck's search is up to them. There are four general courses of action they can take.

- (1) It is possible that the PCs will go on a hunt, looking for whoever went through their possessions. If they do, go to **Encounter Ten**.
- (2) The PCs might complain to the giants. Asgeir takes this breach of his guests' rights very seriously. He interrogates all the janni about it, but they all deny doing so and he believes them. He then begins

making delicate inquiries among his family and guests. He is unable to learn anything.

- (3) The PCs might start making accusations that the giants stole from them. This is not going to help their cause, as the giants are very offended by this accusation. You will have to judge as to whether the PCs' actions warrant a reduction in Asgeir's attitude toward them.
- (4) The PCs might do nothing. It's possible.

Treasure of the Giants

The Puck has another trick to play on the PCs. the Puck makes an illusion of the sound of two giants talking. The conversation is carried through the air duct. Try to have the largest group of PCs together overhear the conversation. Have any PCs in the appropriate place make a Listen check (DC 5+APL). If successful, they overhear the following:

Through one of the air ducts you can hear conversation. You stop for a moment to pay attention and you can make out what is being said: "So, are they here?" says a male giant. You recognize him as Heinrik from the Inquest.

Another male giant answers. You recognize him as Siegnur. "Yes, they are in Asgeir's treasury."

Heinrik says, "What type are they?"

"The disjunctive ones," Siegnur replies.

"Good," Heinrik says. "Those cause the most fear among the tyv. My sister says that the tyv would rather die than lose their material possessions."

"I hear that the one knight nearly lost everything at Het Kilde," Siegnur says. "How soon can Femte add the crystals?"

"A week per crystal," Heinrik replies. "They will be ready for the next battle." You hear the giants' footsteps and the conversation dwindles away.

Queen Maeve's Puck makes the illusion using a scroll of *persistent image* and his use magic device ability. He has the illusion centered in air vent. Once it is cast, he creeps away quickly and stealthily. He is long gone before the illusion runs out.

Because the PCs are just hearing the illusion, they are not interacting with it. As a consequence, there is no save against the effect. However, the PCs

can make a Sense Motive check opposed by the Puck's Bluff check. If successful, they notice that the timbre and tone of the conversation and voices were a bit funny.

If the PCs go into the air vents, go to **Encounter Ten**.

If the PCs try to break into the giants' treasury, refer to the description of the giants' protections in Encounter Three. At the very least, the PCs must sneak past wandering lions, disable the traps, and pick the locks.

When the PCs get into the treasury, they find fabulous treasures, but no crystals. The PCs can loot the treasury if they desire.

Unless the PCs put everything back just the way they found it, the giants notice that their treasury was broken into. Divinations to Memnor follow, and the PCs are fingered by the giant god, unless the PCs are all immune to divinations (like a *mindblank* spell). The wardstones do not prevent this level of divination.

If the PCs did not steal anything, they only have to face a worsening of attitudes by the giants by one step for breaking and entering the giant's vault. If the PCs stole from the treasury, the Patriarchs immediately declare that the tyv are unworthy of sharing air with the giants and sends them home. Go to **Conclusion E**.

Vermin in the Airducts

If the PCs wander about the villa on the second day, they notice janni putting out mouse traps here and there with a successful Spot check (DC 10+APL).

As you go about the villa, you notice that the janni are placing traps around the villa. The traps resemble mouse traps, but they are large enough to capture halflings.

If the PCs ask them about it, the janni tell the PCs that some vermin have gotten into the airducts. If the PCs want more information, they need to speak to Yngfrid who is in the solar.

Yngfrid would rather not talk to the PCs about troubles in her home. She only talks to the PCs if they can improve her attitude to friendly. She starts the adventure at indifferent, but it might have gone down or up depending on the actions of the PCs.

If Yngfrid is convinced to talk to the PCs, she tells them that the janni have heard scuttling around in the airducts. Vermin often get into the vents

because it is enclosed and warmer than the mountainside. The traps usually do the trick. If not, she'll make Asgeir cast a *cloudkill* through the vent system.

If the PCs decide to explore the air vents, go to **Encounter Ten**.

Nothing happens to the PCs this afternoon unless they initiate it on their own (such as breaking into the giants' treasury). So if the PCs simply go to their room to wait or after enough time has passed, go to **Encounter Seven**.

Encounter Seven: Rane's Sharp Rebuke

Once the PCs have taken any actions they care to during the recess, Ghanadar leads them to the Patriarchs for the afternoon session.

Asgeir calls the Patriarchs to order, "Argueant of the Sakhut," he says. "Please present your arguments. The floor is yours."

Rane steps forth. She smiles at you with a self-satisfied look that says she's going to hand you your head.

She turns to the giants and says, "Patriarchs of the Skyejotun, the tyv are not worthy to share our air. The Sakhut are correct in their assertion that bigger is greater."

"First, the tyv are violent, bloodthirsty creatures. Their very culture is based around war and killing.

For example, their lords are judged for their ability to kill rather than their quality to lead and inspire. Their warlords care not for culture or art or the other fruits of civilization."

"Another example, the tyv snuck into the home of the Patriarch Heinrik in Asørn and slew him in his bedroom like murderous thugs. As if that was not heinous enough, they then mutilated his body by shoving it through a mass of magical whirling blades. They cut his head off and carried it back to their people as a trophy."

"As a final example, the tyv have in their power to bring back people who have been dead for years. How do they use this power? To bring back a poet or a philosopher? No, they bring back a cruel and harsh warlord who was famous for hunting things down and slaughtering them."

"Second, the tyv are dangerous creatures that abuse any power given to them. Great magic was given to the ancient human kingdoms of the Suel Imperium and the Baklunish Empire. Instead of using their power to ensure peace and prosperity, they destroyed each other and their lands, and broke their people. To this day, their former empires are nothing but vast wastelands."

"Even the Flannae of the Sheldomar fell to the tyv's proclivity for abusing power. Their greatest wizard delved deep into necromantic arts and built an empire based on terror and death. His horrible undead minions terrorized everything near them. This is the legacy of the tyv. Three cultures; three terrible calamities."

"Lastly, the tyv are greedy and care only for what they can consume and own. The Gran March, one of the tyv's countries that war against us, recently demanded control of the land that they had 'liberated' from our armies even though it was part of a different country before our liberation. This Gran March refused to fight the war any more until they paid. "

"Individually, the tyv are just as bad. They exploit each other, taking advantage of each other's weakness. There are many among them that thrive by stealing from each other. I have it on good authority that out of all the "heroes" that reside in Geoff, more of them are part of a gang of thieves than any other group. More than the churches. More than the bardic colleges. Only the army boasts more, but that goes back to my point of that the tyv are killers.

These are the best and brightest that the tyv have to offer. The tyv are little more than circling vultures that are waiting for one of their own to fall."

"I could continue all afternoon, but these examples illustrate my point. The tyv are barely better than goblins and orcs. They are not worthy to share air with us."

The PCs now have two minutes to rebut Rane's argument. Asgeir gives the PCs five minutes to prepare their final rebuttal if they need it.

You will need to see if the PCs mention any final arguments and score a few more points. Please see **Judge Aid #4** for which arguments give points.

When the PCs are finished with their rebuttal, Asgeir speaks.

Aesgir looks down upon you, then to Rane, then to his fellow patriarchs. "We have heard from Argueants of the question 'Are the tyv worthy of sharing air with the cloud giants?' The Patriarchs will now weigh the words of the Argueants. You will be summoned to hear our decision. Until then, you are dismissed."

Ghanadar leads the PCs back to the villa, where they meet **Encounter Eight**.

Encounter Eight: Many Different Thieves

The PCs can explore the villa for a third and final time. The giants have moved around again. They can be found at the following locations.

Asgeir Toklesen – study.

Ghanadar – bedroom.

Heike Heinriksdotter – garden.

Heinrik Heinriksen – chapel.

Maira Lachlansdotter – lion's den.

Rane Asgeirsdotter – atrium.

Siegnur Siegmundsen – baths.

Sirianna Thoromsdotter – bedroom.

Thorom Sperresen – solar.

Yngfrid Telensdotter – kitchen.

Rooms in the Villa

The descriptions of the rooms were given in Encounter Three. You will need to adjust for the movement of the giants. In addition, some of the special events are keyed to certain locations. See below for more information.

Special Events on Day Three

Two events occur in the evening after the PCs finish their arguments at the Inquest.

Egg Thieves

Shortly after the PCs return from the Inquest, read the following.

You have barely had time to finish changing out of your argueant robes when you hear a horrible screeching sound from outside the

villa. The screeching turns into a bellowing. "ASGEIR!"

Assuming the PCs go out to the yard to investigate, read the following.

A dragon paces back and forth in the great yard before the cloud giant villa. Its silvered wings spread so wide that they scrape the side of the villa.

The dragon is Argentos, an adult silver dragon. His mate Mothandrist recently lay a clutch of eggs at their lair on a nearby mountain.

All APLs (EL 15)

Argentos, adult silver dragon: Huge dragon (Cold); CR 15; hp 281, see *Monster Manual* p. 86.

Asgeir arrives. "Argentos. What vexes you?"

"Thieves! Asgeir. Little manling thieves! They stole my egg. You have manlings here. Are they part of this burgle?"

Since the PCs are there, Asgeir asks them if they knew of this. The answer should be no.

"They have been here all day, Argentos. They were not involved."

"Then I need your aid, giant," snarls the dragon. "Help me find my egg or our precious peace is through."

"I shall send aid immediately," Asgeir says.

Argentos slams his claw down on the ground. In the claw is a torn black tabard. The white owl with wings outstretched is prominent on it. "The thieves who stole my egg wear these."

The PCs can recognize the tabard as that of the Knights of the Watch with a successful Knowledge (local – Sheldomar) (DC 15) check or a successful Knowledge (nobility and royalty) (DC 10) check.

Asgeir asks Ghanadar and Heike to accompany Argentos since the Patriarchs are considering the Inquest. Ghanadar (for a giant) quietly suggests that the PCs agree to accompany the giants on the quest. Otherwise, it gives Rane's argument credit. In fact, unless the PCs take action to help the dragon, all the attitudes of the giants worse by one step.

Assuming that the PCs agree to help Argentos, read the following.

Argentos impatiently leads you through the mountains. He flies ahead and waits, then flies

ahead again. He pushes and cajoles you to move faster.

If the PCs have faster ways of moving, Argentos is pleased.

Your journey ends at a small cave near the foot of one of the Crystalmists. Argentos' mate crouches at the cave mouth like a cat before a mouse hole. Her enormous tail twitches back and forth.

Argentos' mate Mothandrist is the older and more powerful of the two dragons. She is absolutely livid that a group of humans was able to sneak into her lair and steal her egg. She refuses to tell the PCs where her lair is or how the thieves were able to sneak in. Instead, she simply states that she has the thieves cornered in this cave and demands that the PCs go in and fetch her egg. She also mentions that if they bring back the egg broken, she will hold them responsible.

The cave is too small for either dragon to fit in. They could shapechange and fit, but they would lose many of her strengths and advantages when they do that. Mothandrist is afraid that the adventurers would kill her if she tried. Then she'd be dead, and she still wouldn't have her egg back.

All APLs (EL 18)

Mothandrist, mature adult silver dragon:
Huge dragon (Cold); CR 18; hp 318, see *Monster Manual* p. 86.

Assuming the PCs go in (and the dragons leave them little choice at this point), read the following.

The cave is a narrow fissure in the rock, wider than it is tall. The floor is marked by long lines of frost that radiate from the cave mouth into the cave's darker recesses.

Not far inside the cave but out of reach of the dragons, you can see a crumpled body. It is rimed with ice, and the skin is a light blue. A lines of frost leads directly to it.

The lines of frost are from Mothandrist's breath. The body is that of Stassen, one of the adventurers that stole the dragon egg. The tabard has been ripped off the corpse. It is the one that Argentos showed to the giants.

The corpse is a human male of mostly Oeridian descent. He is dressed in *plate armor +1* and carries a *flaming long sword +1*, a *cloak of resistance +3*, and has a *potion of protection from energy (cold)*. The potion is in his hands. It looks like he was trying to uncork it. In his pouch is a

coin purse full of autumn leaves. To all appearances, he looks like a squire of the Knights of the Watch, but no Knight of the Watch will recognize him.

As you go further back, you can feel the moisture in the air growing. The air is moving past you from the deep recesses of the earth. The cave ends at the edge of the shaft that plunges down into darkness. From below, you can hear the muffled sounds of conversation and boots on stone.

The egg thieves are below, climbing down the shaft. They were hoping that the dragon would get bored and go away, but they are now exploring the shaft in an attempt to find another way out.

Sangallo has cast *darkvision* on all of them except Pulgh so that they don't need lights. Jarrel has cast *spider climb* on himself, Sangallo, and Pulgh. Brecht's climb skill is good enough that he doesn't need the spell.

The shaft is 10 times the APL ft. down from the ledge at the top where the PCs are standing to the bottom (i.e., 80 ft. at APL 8, 100 ft at APL 10, 120 ft. at APL 12). The egg thieves are 40 ft. from the bottom of the shaft.

The PCs can handle the egg thieves in a variety of ways. The most likely way is to fight them. If so, the NPCs can make Spot and Listen checks to notice the PCs above them. The thieves automatically notice light sources above them. If the thieves do not notice the PCs, then the PCs have surprise.

If the PCs are successful in capturing or killing the egg thieves, they find the silver dragon egg in the *bag of holding* carried by Brecht. It is unharmed. They also find a velvet bag full of fall-colored leaves.

In addition, when searching the bodies or seeing them up close, it becomes very obvious that the egg thieves are not Knights of the Watch. They are not the right disposition or character. They are dirty, and Pulgh and Brecht are evil – not to mention there are demi-humans in the group.

Battlegrid: The combat is a vertical one. When drawing the battlegrid, it is best to have the field be a vertical plane. One edge of the battlemat is up, while the other is down. The PCs start at the "top" of the battlemat, while the villains are "down" the shaft. For a map of the shaft, see **Judge Aid #5**.

The shaft's walls are very rough and the PCs can climb them with a DC 10 Climb check. There is a noticeable breeze coming out of the depth, but it is not strong enough to affect combat.

Note: The EL for this encounter has been reduced by 1 to account for the PCs ability to precast spells and get the jump on the egg thieves.

APL 8 (EL 11)

Pulgh Kretag: male half-orc Brb2/Ftr4/Occult Slayer2; CR 8; hp 79; see *Appendix 1*.

Jarrel of Telchur: male human Drd8; CR 8; hp 65; see *Appendix 1*.

Frostfur: dire ape; hp 40; see *Appendix 1*.

Sangallo Whisperleaf: female halfling Sor8; CR 8; hp 54; see *Appendix 1*.

Brecht the Binder: female human Mnk8; CR 8; hp 48; see *Appendix 1*.

APL 10 (EL 13)

Pulgh Kretag: male half-orc Brb2/Ftr4/Occult Slayer4; CR 10; hp 97; see *Appendix 2*.

Jarrel of Techur: male human Drd10; CR 10; hp 83; see *Appendix 2*.

Frostfur: dire ape; hp 55; see *Appendix 2*.

Sangallo Whisperleaf: female halfling Sor10; CR 10; hp 45; see *Appendix 2*.

Brecht the Binder: female human Mnk8/Reaper Mauler2; CR 10; hp 66; see *Appendix 2*.

APL 12 (EL 15)

Pulgh Kretag: male half-orc Brb3/Ftr4/Occult Slayer5; CR 12; hp 114; see *Appendix 3*.

Jarrel of Telchur: male human Drd12; CR 12; hp 99; see *Appendix 3*.

Frostfur: dire ape; hp 70; see *Appendix 3*.

Sangallo Whisperleaf: female halfling Sor12; CR 12; hp 54; see *Appendix 3*.

Brecht the Binder: female human Mnk8/Reaper Mauler4; CR 12; hp 84; see *Appendix 3*.

The PCs can also try to talk to the egg thieves. While this does negate surprise, the PCs can learn more information through the course of conversation. The egg thieves starting attitude is unfriendly. If the PCs can improve the attitude to

indifferent, the thieves are willing to talk. If the PCs can improve their attitude to friendly and will guarantee their lives and health against the dragon outside, they are willing surrender.

Sangallo Whisperleaf does the talking for the egg thieves. She is primarily concerned with getting out of this alive. Jarrel has some ranks in Knowledge (local) and recognizes the PCs with a successful check (DC 20 minus the PC's character level).

The thieves are not nice people who get along well with authority. For every Knight of the Watch, good-aligned cleric, noble, or other PC in a position of authority in the party, the PCs receive a -2 circumstance penalty to their Diplomacy checks. For each shady member of the PC that is part of a secretive organization (like a thieves' guild), the PCs get a +2 circumstance bonus. If the PCs can convince Sangallo to talk, she tells the PCs the following:

- They were hired by a halfling by the name of Poomby in Hochoch. He is a scribe and even had his pig desk with him. He gave them the location of the dragon's lair and told them how to slip past her defenses. They were each paid 1,000 golden lions for their work. 500 lions were paid up front. (These coins have turned to leaves as detailed below.)
- Silver dragon eggs are very valuable. Poomby said that he plans to sell the egg to a merchant in Cryllor who has contacts with a wizard in Keoland who would love a silver dragon wyrmling familiar.
- They are not Knights of the Watch. They were given the tabards by Poomby who insisted that they wear the tabards. That was part of the deal.
- According to Poomby, one of the dragons was supposed to be out of their lair. In addition, the secret way in was not supposed to be warded. The thieves don't understand how the dragons caught onto them, but Pulgh smells a rat and thinks they were set up.
- They are to meet Poomby at the Giant's Hearth in Hochoch in two week's time.. They would give him the egg and receive the rest of their money then.
- The egg thieves do remember that Poomby was wearing a jaunty cap. It

matches the description of the one the PCs find in Encounter Nine.

- Although they don't know it, the gold coins Poomby gave them have turned to leaves. This is because Poomby is Meri Prankster, the Puck, in disguise. He set this entire thing up to make the tyv look bad in the eyes of the giants. The leaves are another hint of what the PCs are dealing with.

If negotiations go poorly, the egg thieves threaten to destroy the egg. They try to use the egg as a hostage to ensure their survival.

If possible, the thieves flee down to the underground stream where they find their way out further down the mountain.

After the PCs return to the giants' villa and tell their tale, the PCs can make Diplomacy checks to impress the giants. Because they helped the dragons get their egg back, the PCs get a +2 circumstance bonus to their checks in addition to the bonus they get for good roleplaying while talking to the giants.

A Missing Ward Stone

Shortly after the PCs return from dealing with the egg thieves, Asgeir finds out that one of his ward stones is missing. This is the one that the Puck stole. He immediately orders the janni to search the villa for it.

When you return to the villa, you notice the frenzied activity of the janni. They are combing every room, looking under furniture and checking under cushions. Some have brooms and start sweeping the floors and picking through the dust and dirt.

When the janni find nothing, Asgeir summons Heinrich and asks him to commune and find out where the wardstone is. Heinrich goes off to do so. He learns that "a servant of the Storm King" has the wardstone. Not wanting to get involved, Heinrich tells Asgeir that he was unsuccessful.

The PCs can get involved in the search for the missing wardstone. The activity of the janni is noticeable, and all the giants will know that one of the wardstones is missing. They direct the PCs to Asgeir if they have any questions.

If the PCs do not take the initiative, then Asgeir orders the janni to search the PCs' room after Heinrich's divination reveals nothing. If the PCs object, they are directed to Asgeir as above.

Assuming that the PCs come early enough, they can be there when Heinrich reports that the commune reported nothing. Heinrich's bluff is a miserable +3, so the PCs should be able to notice that he is hiding something. Heinrich refuses to divulge any information. Instead, he grows angry with the PCs, makes vague threats, and then leaves.

If the PCs ask where the wardstones are kept, Asgeir shows them the drawer in his desk. It is locked and trapped as described in Encounter Three, but Asgeir has the key. At the bottom of the drawer is a box that is partitioned and lined with velvet. There is space for 20 wardstones. The PCs have 6 (or fewer if the table is not full) while 8 were given to the other visiting giants. Asgeir's family and the janni don't need the stones as he has keyed the spell to them.

The PCs should come up with a variety of ways to help track down the wardstone. If the PCs believe that Heinrich is lying and tell Asgeir this, he summons Thorom and has him cast the divination. Thorom gets the correct answers and passes them along to Asgeir.

The PCs should have enough clues to know that something is in the air ducts. If the PCs enter the air ducts, go to **Encounter Nine**.

If the PCs make other efforts to start hunting down the Puck, go to **Encounter Ten**.

Encounter Nine: Confined Spaces

At some point the PCs should decide to go into the villa's air ducts, to look for their adversaries. This encounter is placed here at the end of the adventure, but the PCs can have this encounter at any time they decide to enter the air ducts.

Please see Encounter Three for information about the air vents and the vent grates.

The air ducts of the cloud giant villa are windy tunnels burrowed through the rock walls. The giants must see these ducts as tiny passages that are impossible to get through. You find them large enough to walk down.

A strong wind constantly moves through the air duct. Range attacks are at -2 and tiny or smaller creatures are knocked down.

The air vents are a bit dark except near the grates. Light penetrates 20 ft. from a grate. Shadowy illumination penetrates another 40 ft.

A map of the air ducts is provided in **Judge Aid #6**. The only important thing in the air ducts is the Puck's lair.

In a small niche, you find a nest of some sort of burrowing creature. There is hair everywhere and whatever lives here has been collecting an odd assortment of junk. Most of it seems to be rags and bits of sting, but you see other things tucked away in here too. It smells of wet hair and wine.

If the PCs search through the random collection of junk that the Puck Meritrocious has gathered, they can find things of interest. The PCs find one item off the list below for each increment of 5 of their search check.

- DC 5 - A box of 10 tindertwigs, 64 different buttons, empty wine bottles, and 3 green towels.
- DC 10 - A mug from the Giant's Hearth tavern in Hochoch.
- DC 14 - A small desk that is designed to be strapped to the back of a pig. These are popular among the halfling scribes of Hochoch. Insid the desk is Meri's *stylus of the masterful hand*.
- DC 18 - They find several pieces of parchment that Meritrocious was using to practice Heike's handwriting. The language on the notes matches the handout left in Encounter Four.
- DC 22 - A jaunty green hat similar to what Robin Hood is depicting as wearing. It has a white owl feather stuck into it and is very well kept. Give the PCs **Player Handout #3**.
- DC 26 - A sketch book of Meri's drawings. Give the PCs **Player Handout #4**. The first page has sketches of the Sakhut – the Storm King and his six sons. Meri (if captured) can identify who is who. The picture of the woman in the cage is Maeve. On the sketch book, the crowned figure in the middle is the Storm King. The one by the obelisk is Første. The one with the big staff and in robes is Tredje. The one with the sword is Fjærde. The flower (which is a lily) represents Andre. The one with the hammer and chisel is Femte. The speaking giant is Sjätte.

- DC 30 – Meri's *ring of lockpicking*. He left it here by accident. At APL 12, they also find his *Nolzur's marvelous pigments*.

Meritrocious Prankster flees at the first sound of the PCs and is nowhere to be found during this encounter. If the PCs try to hunt him down, go to **Encounter Ten**.

Encounter Ten: Queen Maeve's Puck

At some point during the adventure, the PCs are going to need to track down Meritrocious "Meri" Prankster, Queen Maeve's Puck.

Tracking Down the Puck

Meritrocious is an elusive creature and it is going to take some work and thinking on the PCs part to track him down. There is no one way to do this. Instead, let the PCs come up with creative solutions. If it seems reasonable, let it work. Here are some guidelines.

- Meri moves about the villa by hiding in shadows and moving silently. If the PCs want to try to spot him, they must make opposed checks.
- Meri can be tracked. He is a small creature and the floors are hard surfaces (Track DC 21). Unfortunately, the Puck often uses his shadowjump ability and he can fly using his polymorph ability, which makes tracking him for long distances difficult. The PCs can use the tracks to find out that Meritrocious is using the air vents.
- The Puck has stolen one of the wardstones from Aesgir. As long as Meritrocious carries the amulet, he is protected by a *nondetection* spell as described in Encounter 3.
- Meritrocious Prankster is a faerie. He is susceptible to all the normal fey weaknesses. He is harmed by the touch of cold iron. The sound of bells ringing bothers him and makes him twitchy. He does not like to look at a person who is wearing their clothes inside out. He is bound by the Rule of Gifting. If he is given a gift, he must give one in return. A PC can know this information with a

successful Knowledge (nature) check (DC 15).

- Most importantly, Meritrocious Prankster is tied to his jaunty cap. The cap is a physical part of him. If the PCs realize the importance of the cap, they can use it to coerce the Puck. Meri will do ANYTHING to get his jaunty cap back.

Assuming the PCs manage to find Meri, read the following description.

The creature is about three feet tall and covered in short, silvery-gray fur. The fur is longer on top of his head, resembling uncombed hair. He wears dark green breaches and a blood-red vest. His eyes are large and almost cat-like; his ears are pointed like an elf's. He crouches low to the ground on strong and somewhat fox-like legs. He smiles at you with mischievous joy.

Fighting the Puck

The PCs may choose to fight the Puck. Meritrocious does not fight back at all; he simply runs away as quickly as possible. If flight is impossible, he surrenders.

Because Meri does not fight, the EL of the encounter has been reduced by one.

APL 8 (EL 11)

Meritrocious Prankster, Queen Maeve's Puck: male fey Rog7/Shdwdncr2; CR 12; hp 53; see *Appendix 2*.

APL 10 (EL 13)

Meritrocious Prankster, Queen Maeve's Puck: male fey Rog7/Shdwdncr4; CR 14; hp 63; see *Appendix 2*.

APL 12 (EL 15)

Meritrocious Prankster, Queen Maeve's Puck: male fey Rog7/Shdwdncr6; CR 16; hp 74; see *Appendix 3*.

Interrogating the Puck

Assuming the PCs capture the Puck, they can question him. Meritrocious Prankster has all sorts of information to tell the PCs. Meritrocious is easily broken. Any threats to his hat, a good intimidate check, or clever Diplomatic overtures succeed.

Why is Meritrocious so easily broken? He's a faerie and immortal as long as he doesn't die on

the prime material plane. If he dies here, he's done for good. No afterlife; no second chances; nothing. Meritrocious is terrified of ending his life and willing to do anything to survive. He'll grovel, beg for mercy, bargain, promise favors, or anything else it takes.

Information is the best currency that Meritrocious can offer for his release. He can tell the PCs the following:

Q. Who are you?

"I am Meritrocious Prankster. But you may call me Meri for that is truer to what I am and a puck is all about truth."

Q. What is a puck?

"A puck is as a puck does, and as a puck, I am more than a fool. I serve Her Fey Majesty Queen Maeve as her puck and it is an office that I fill with relish. Or perhaps berries. No, relish. I love a good pickle."

Q. Who is Queen Maeve?

"You don't know her? She would be most wroth. Queen Maeve is the Unseelie ruler of the Pits of Sharpest Frost. She is as lovely as icicles that hang like tears from eaves, and nineteen times as dangerous."

Q. Why are you here?

"The dreaded Storm King holds my queen prisoner. As long as she is bound, poor Meri, though quite contrary, must serve the giant emperor."

Q. Who else serves the Storm King?

"Oh, many of us serve the Storm King. Gobs and gobs of us. He holds Maeve fast. As long as he has her locked up tight, we have no choice but to serve."

With some questioning, Meritrocious reveals that the subjects are the goblinoid races. Yes. All of the bugbears, hobgoblins, and goblins that are part of the giant army do so because the Storm King holds Maeve.

Q. Where is he holding Queen Maeve?

"Meri Prankster knows not! If I knew, would I not free her? She is hidden behind a door that will only open to a key that has no teeth. More than that, I cannot say. I wish I could, but no puck anywhere gave anyone a straight answer."

This actually is all Meri knows. His connection to Maeve allows him to know this much, but since he is a puck, it comes through as a riddle.

Q. So why are you here?

"To be the Storm King's eyes and ears and his saboteur. A puck is a most versatile fey. I have done this many times, and have become quite good. 'Practice makes perfect,' so they say, but I say 'fake it till you make it.'"

The giant king ordered Meritrocious here to spy on the cloud giants and to try to turn the Patriarchs against the tyv.

Meritrocious has been forced to serve the Storm Giant Emperor for many years now. He has been active in trying to poison the tyv against each other. Meri has been involved in the following activities:

- ***"Do you remember mean ol' Governor Neumann? You should. He was the Gran March governor of Hochoch for a while. Well, I had some fun with him. I made him do the most awful things to the Gyri. I have the Marchers and the Gyri at each other's throats. Oh, I played them like a harp."***
- ***"A while back there was this half orc who heard a rumor that the druids wanted love. Well, I convinced him to play rough with this slip of a girl. It almost got the Knights and the orcses in a fight, yes it did."***
- ***"Oh, this is quite good. Good King Kimbertos kept sending letters to his dear, dear daughter, Princess Calisse. But I stole these tarts and read them – every one. These letters told her about the withdraw of Keoish troops. I burned the letters – every one – so she never knew!"***
- ***"I talked Unseelie King Liir of the Glades of Shadows Lurking to compete in the courtship for Ffiona Ebontress. When she picked someone else, he was most wroth and kidnapped many Gyri warriors. He trapped in Faerie. A pity they all escaped."***

The PCs can elicit a promise from him that he will not interfere with the mortals again. However, unless they hold onto his cap or find some permanent hold over him, Meritrocious goes back

on his word and returns to the service of the Sakhut as they hold his queen prisoner.

Regardless of where the PCs hold their interrogation of Meri Trickster, Heike overhears the conversation. At a point that you deem appropriate, she makes herself known to the PCs. She says the following:

"I am curious to learn of this faerie queen that the Sakhut hold. If we can free her, their hold over the goblins will be broken. I will do what I can to find information about this door and a key with no teeth. When I know more, I shall contact you."

If the PCs have come to Heike earlier, she participates in the interrogation, but it is important that she make this comment.

Taking the News to the Giants

The PCs will most likely want to take the news of this to the giants. Asgeir in particular is interested. Upon hearing what Meritrocious Prankster has to say, he calls all the cloud giants together into the Great Hall to hear Meritrocious's testimony.

Meritrocious is overawed by the giants and is hesitant to speak. The PCs will have to give him a nudge to get him going. Meritrocious then tells the giants what he told the PCs about the Sakhut.

This news greatly affects the giants, and Asgeir is livid that the Sakhut would interfere with their deliberations. Automatically improve Asgeir's reaction to the PCs by one step.

Getting Unstuck

It is possible that the PCs will not take the hints and not find the Puck. If this happens, use Heike as a way to move the PCs forward.

If the PCs will not search the air vents, Heike suggests that they do so, since they are smaller than the giants, and if there is anything dangerous in there, they can handle it.

If the PCs find the hat, but are unable to draw the connection to a faerie, Heike does so for them. She lived in Hochoch for some time in disguise and knows of the fey. Some of the events in the villa remind her of the creatures and she suggests to the PCs that they might be dealing with a faerie.

If the PCs cannot capture Meri, Heike mentions that many faeries have objects they are tied to. If they can find such an object, then they have power over the fey.

Conclusion

The following morning the PCs are summoned to the Patriarchs for the conclusion of the Inquest.

The early summer sun shines on Mount Aestrild as you gather in the Mørestad. Aesgir says, "Today, there will be no more arguments. Today, the Patriarchs will offer our decision on the question presented, and the Inquest will be at an end."

Aesgir pounds the ground with his massive cudgel. The sharp blows are like a tree striking the ground. Even after several days of this, your body instinctively flinches from the sound. "Upon hearing the words of the Argueants, the Patriarchs have reached a decision."

"We extend our gratitude to the Argueants. As is customary, you shall each receive a golden egg in compensation."

The decision of the cloud giants rests on the final persuasion score of the PCs. Use **Judge Aid #4** to determine the score and the appropriate conclusion.

Conclusion A – Excellent

"It is the decision of the patriarchs on the Inquest that the tyv are worthy of sharing air with the cloud giants."

Feel free to have Asgeir mention some of the arguments that the giants found persuasive.

Continued war with the tyv is unconscionable. The cloud giants shall advise that a peace be made with the small ones. Furthermore, the resources of the cloud giants will no longer be used to pursue this conflict. The cloud castles will be withdrawn."

This is the absolute best the PCs can do and not very likely to happen. The cloud giants will be true to their word and withdraw the cloud castles. The war just became significantly tougher for the Sakhut.

After the decision is reached, Asgeir adjourns the Inquest for a final time. Farewells are said between you and the giants. Ghanadar is summoned again, and he windwalks you back to a point just south of the Oytwood."

The weather is beautiful. It is that day when low summer stands and stretches, leaving behind the last vestiges of spring. The sun

shines brightly and warmly, and the clouds no longer seem menacing."

Conclusion B – Good

"It is the decision of the patriarchs on the Inquest that the tyv are worthy of sharing air with the cloud giants."

Feel free to have Asgeir mention some of the arguments that the giants found persuasive.

The cloud giants will recommend to the Sakhut that the Jotunreike seek peace with the tyv. We will urge the cloud giants to promote further understanding between our peoples."

This is a very good result and will have a noticeable impact on the war. The cloud giants have tremendous clout, and their recommendation for peace goes a long way.

After the decision is reached, Asgeir adjourns the Inquest for a final time. Farewells are said between you and the giants. Ghanadar is summoned again, and he windwalks you back to a point just south of the Oytwood."

The weather is beautiful. It is that day when low summer stands and stretches and leaves behind the last vestiges of spring. The sun shines brightly and warmly, and the no longer seem as menacing."

Conclusion C – Average

"The patriarchs on the Inquest were unable to reach a conclusion on whether the tyv are worthy of sharing air with the cloud giants."

Feel free to have Asgeir mention some of the arguments that the giants found persuasive and some of the arguments that hurt the PCs.

The patriarchs believe that further observation is necessary. Until then, the cloud giants remain part of the Jotunreike."

The Inquest is not firmly answered one way or the other. Some giants say yes; others say no. The status quo remains. The families of Heinrik and Siegnur help the Sakhut, while Achim and Thorom do not. Asgeir's family is split as well.

After the decision is reached, Asgeir adjourns the Inquest for a final time. Farewells are said between you and the giants. Ghanadar is summoned again, and he windwalks you back to a point just south of the Oytwood."

The weather is beautiful. It is that day when spring looks over her should and sees summer standing there ready to step forth. The sun shines brightly and warmly, yet who knows what is hidden behind the clouds.

Conclusion D – Poor

"It is the decision of the patriarchs on the Inquest that the tyv are not worthy of sharing air with the cloud giants.

Feel free to have Asgeir mention some of the arguments that hurt the PCs.

We reaffirm our commitment to the theory that bigger is greater. The cloud giants will remain in our rightful place of the Jotunreike."

The PCs didn't do so well and the cloud giants have decided to remain with the Sakhut. Individual giants will still support peace, but overall, the cloud giants are now firmly in the Sakhut's camp.

After the decision is reached, Asgeir adjourns the Inquest for a final time. Farewells are said between you and the giants. Ghanadar is summoned again, and he windwalks you back to a point just south of the Oytwood.

The weather is beautiful. It is that day when low summer stands and stretches, leaving behind the last vestiges of spring. The sun shines brightly and warmly, yet the clouds could hold danger.

Conclusion E – Horrible

"It is the decision of the patriarchs on the Inquest that the tyv are not worthy of sharing air with the cloud giants.

Feel free to have Asgeir mention some of the arguments that hurt the PCs.

We reaffirm our commitment to the theory that bigger is greater. The cloud giants will remain in our rightful place of the Jotunreike. In addition, the tyv have proven themselves to be completely without worth."

This is not good at all for Geoff. The cloud giants are now firmly and resolutely in the Sakhut's camp. Support from the good giants, such as Maira, is non-existent. The cloud giants endorse the enslavement and eating of all the tyv. The war with the giants just got a great deal harder.

The weather is beautiful. It is that day when low summer stands and stretches, leaving

behind the last vestiges of spring. Ghanadar is summoned again, and he windwalks you back to a point just south of the Oytwood.

The weather is beautiful. It is that day when spring looks over her shoulder and sees summer standing there ready to step forth. The sun shines brightly and warmly, yet the clouds promise death and war.

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 Four

Defeat or evade celestial lions

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 390 xp.

Encounter Eight

Recover the silver dragon egg

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter Ten

Capturing or defeating the Puck.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 390 xp.

Story Award

Arguing in the Inquest before the cloud giants

APL 8: 150 xp.

APL 10: 175 xp.

APL 12: 200 xp.

Discretionary roleplaying award

APL 8: 75 xp.

APL 10: 95 xp.

APL 12: 115 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 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 Eight:

APL 8: L: 0 gp, C: 417 gp, M: *bag of holding (type III)* (617 gp each), *bastard sword +1* (361 gp each), *breastplate +1* (113 gp each), *broach of shielding* (125 gp each), *cloak of resistance +2* (333 gp each), *cloak of resistance +1* (83 gp each), *flaming longsword +1* (360 gp each), *plate armor +1* (221 gp each), *potion of resist energy 30 (cold)* (92 gp each), *potion of remove blindness* (63 gp each), *ring of force shield* (708 gp each), *wand of barkskin* (75 gp each), *wand of spider climb* (75 gp each), *wild hide armor +2* (555 gp each).

APL 10: L: 0 gp, C: 417 gp, M: *bag of holding (type III)* (617 gp each), *magebane bastard sword +1* (695 gp each), *breastplate +2* (363 gp each), *broach of shielding* (125 gp each), *cloak of charisma +2* (333 gp each), *cloak of resistance +2* (333 gp each), *cloak of resistance +3* (667 gp each), *flaming longsword +1* (360 gp each), *plate armor +1* (221 gp each), *periapt of wisdom +4* (1,333 gp each), *potion of resist energy 30 (cold)* (92 gp each), *potion of remove blindness* (63 gp each), *ring of force shield* (708 gp each), *wand of barkskin* (75 gp each), *wand of spider climb* (75 gp each), *wild hide armor +2* (555 gp each).

APL 12: L: 0 gp, C: 417gp, M: *bag of holding (type III)* (617 gp each), *magebane bastard sword +1* (695 gp each), *belt of giant strength +4* (1,333 gp each), *breastplate +2* (363 gp each), *broach of shielding* (125 gp each), *cloak of charisma +4* (1,333 gp each), *cloak of resistance +2* (333 gp each), *cloak of resistance +3* (667 gp each), *flaming longsword +1* (360 gp each), *metamagic rod: substitution (cold)* (875 gp each), *monk's belt* (1,083 gp each), *plate armor +1* (221 gp each), *periapt of wisdom +4* (1,333 gp each), *potion of resist energy 30 (cold)* (92 gp each), *potion of remove blindness* (63 gp each), *ring of force shield* (708 gp each), *wand of barkskin* (75 gp each), *wand of spider climb* (75 gp each), *wild hide armor +2* (555 gp each).

Encounter Nine:

APL 8: L: 0 gp, C: 10 gp, M: *ring of lockpicking* (375 gp each), *stylus of the masterful hand* (250 gp each).

APL 10: L: 0 gp, C: 10 gp, M: *ring of lockpicking* (375 gp each), *stylus of the masterful hand* (250 gp each).

APL 12: L: 0 gp, C: 10 gp, M: *Nolzur's marvelous pigments* (333 gp each), *ring of lockpicking* (375 gp each), *stylus of the masterful hand* (250 gp each).

Encounter Ten:

APL 8: L: 0 gp, C: 0 gp, M: *boots of striding and springing* (458 gp each), *circlet of persuasion* (375 gp each), *vest of resistance +3* (750 gp each).

APL 10: L: 0 gp, C: 0 gp, M: *bracers of armor +2* (333 gp each), *boots of striding and springing* (458 gp each), *circlet of persuasion* (375 gp each), *cloak of charisma +4* (1,333 gp each), *vest of resistance +3* (750 gp each).

APL 12: L: 0 gp, C: 0 gp, M: *bracers of armor +2* (333 gp each), *boots of striding and springing* (458 gp each), *circlet of persuasion* (375 gp each), *cloak of charisma +4* (1,333 gp each), *ring of blinking* (2,250 gp each), *vest of resistance +3* (750 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 0 gp, C: 417 gp, M: 7,073 gp – Total: 7,490 gp (1250 gp).

APL 10: L: 0 gp, C: 417 gp, M: 11,156 gp – Total: 11,573 gp (2100 gp).

APL 12: L: 0 gp, C: 417 gp, M: 18,030 gp – Total: 18,447 gp (3,000 gp).

Items for the Adventure Record

Special

Disdain of the Cloud Giant Patriarchs: You have participated in an Inquest before the Cloud Giants and did exceptionally poorly in the debates. When dealing with the cloud giants from the northern Crystalmists, their initial reaction is worsened by one step.

Esteem of the Cloud Giant Patriarchs: You have participated in an Inquest before the Cloud

Giants and purported yourself well in the debates. When dealing with the cloud giants from the northern Crystalmists, their initial reaction is improved by one step.

Favor of Argentos: You have performed a valuable service for Argentos, a silver dragon who resides in the Crystalmists. You may spend this favor and choose one item from Argentos' horde. In return, you must compensate Argentos for the price of the item by giving him gold equal to the standard price for the item. He may be grateful but he is a dragon. Spending this favor gives you access for one adventure to any one item listed in the item access below that has an asterisk next to it. You gain this access even if the item has been crossed out as not found during the adventure.

Golden Egg: You have participated in an Inquest before the Cloud Giants, and they have rewarded you with a golden egg. The foot-tall egg shell is made of pure gold and nearly an inch thick. The giants have decorated it with gems and filigree. The golden egg is a work of art. This egg can be used as the material component for a raise dead spell, but doing so consumes the egg. It can also be sold for 5,000 gp, but doing so requires the PC to spend 2 TUs finding a buyer for such a rare and exquisite item.

Item Access

APL 8:

- *Bag of Holding (Type III)* (Adventure; DMG)
- *Boots of Striding and Springing* (Adventure; DMG)
- *Circlet of Persuasion* (Adventure; DMG)
- *Cloak of Resistance +3* (Adventure; DMG)
- *+1 Flaming longsword* (Adventure; DMG)
- **Horn of Goodness/Evil* (Adventure; DMG)
- *Potion of Resist Energy 30 (cold)* (Adventure; DMG)
- *Ring of Lockpicking* (Adventure; Complete Adventurer)
- **Ring of Force Shield* (Adventure; DMG)
- *Stylus of the Masterful Hand* (Adventure; Complete Adventurer)
- *Vest of Resistance +3* (Adventure; Complete Arcane)
- **Wand of Barkskin* (Adventure; DMG)

- **Wand of Spider Climb (Adventure; DMG)*
- **Wild Hide Armor +2 (Adventure; DMG)*

APL 10 (all of APL 8 plus the following):

- **Bracers of Armor +2 (Adventure; DMG)*
- **Breastplate +2 (Adventure; DMG)*
- **Broach of Shielding (Adventure; DMG)*
- *Cloak of Charisma +4 (Adventure; DMG)*
- **Magebane bastard sword +2 (Adventure; Complete Arcane)*
- **Periapt of Wisdom +4 (Adventure; DMG)*

APL 12 (all of APLs 8, 10 plus the following):

- **Belt of Giant Strength +4 (Adventure; DMG)*
- **Monk's Belt (Adventure; DMG)*
- *Nolzur's Marvellous Pigments (Adventure; DMG)*
- *Ring of Blinking (Adventure; DMG)*
- *Rod of Metamagic, substitution (cold) (Adventure; DMG)*

Appendix One – APL 8

Encounter Four

Celestial Dire Lions (2): CR 7; Large Magical Beast; HD 8d8+24; hp 66; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws), +7 melee (1d8+3, bite); Face/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake, smite evil; SQ Low-light vision, scent, darkvision 60 ft.; acid, cold and electricity resistance 10, DR 5/magic; SR 13; AL NG; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +2*, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Damage Reduction (Ex): A celestial dire lion has damage reduction 5/magic.

Smite Evil (Su): Once per day a celestial dire lion can make a normal attack deal an additional 8 hp of damage against an evil foe.

Description: The creature is a large, feral looking lion with unkempt white fur spotted with gold marking and gleaming white gold fangs.

Tactics:

If made hostile, these lions leap upon their foes. They attack for lethal damage unless they are attacked for subdual whereupon they attack to subdue. First attack uses their holy smite.

Encounter Eight

Pulgh Kretag, Male Half-Orc: Medium Humanoid (orc) Brb2/Ftr4/OccltSlyr2; CR 8; HD 2d12+4d10+2d10+24; hp 79; Init +5; Spd 40

ft/x4; AC 17 (+1 Dexterity, +6 armor), touch 11, flat-footed 16; Base Atk +8; Grapple +11; Atk: +13 melee (1d10+6 (+7 2-Handed), bastard sword/19-20); Full Atk +13/+8 (1d10+6 (+7 2-Handed)/19-20, bastard sword); SA: Vicious Strike; SQ: Darkvision 60', Mind Over Magic (1/Day), Rage (1/Day), Uncanny Dodge; AL NE; SV Fort +9 (+11), Ref +2 (+4), Will +4 (+6); Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +4, Listen +2, Knowledge (arcana) +4, Spellcraft +4, Spot +2, Survival +2; Exotic Weapon Proficiency: (bastard sword), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Occult Slayer Abilities: Magical Defense +1, Mind Over Magic (1/Day), Vicious Strike, Weapon Bond.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the

replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Possessions: *bastard sword +1, breastplate +1, cloak of resistance +2, potion of cure moderate wounds.* masterwork bastard sword, dagger, climbing gear.

Pulgh with spell suite: AC 21 (+1 Dexterity, +8 armor, +2 natural), touch 11, flat-footed 20.

Jarrel of Telchur: Male Human (Oeridian) Drd8; Medium Humanoid; CR 8; HD 8d8+24; hp 66; Init +2; Spd 20 ft.; AC 18 (+5 armor, +1 shield, +2 dex), touch 12, flat-footed 16; Base Atk/Grapple +6/+5; AL N; SV Fort +10, Ref +5, Will +10; Str 8, Dex 14, Con 16, Int 11, Wis 16, Cha 8.

Skills and Feats: Climb +4, Concentration +14, Handle Animal +10, Knowledge (local) +2, Knowledge (nature) +4, Spot +5, Survival +13; Natural Spell, Craft Magic Arms and Armor, Spontaneous Healer, Fast Wild Shape.

Languages: Common, Druid.

Druid Spells Prepared: (6/5/4/4/2, DC=13+spell level): 0 lvl – *create water, flare x3, guidance x2*; 1st – *faerie fire x2, lesser vigor, longstrider, jump*; 2nd – *bull's strength, embrace the wild, flaming sphere, resist energy (fire)*; 3rd – ~~*greater magic fang x2*~~, *nature's favor, sleet storm*; 4th – *spike stones, dispel magic*.

Possessions: +2 *wild hide armor* (6,675 gp), *wand of barkskin* (10 charges, 900 gp), *wand of spider climb* (10 charges, 900 gp), *cloak of resistance +1* (1,000 gp), light wooden shield. (~9,475 gp).

Jarrel with spell suite: Spd. 40 ft; AC 20 (+5 armor, +1 shield, +2 Dex, +2 natural), touch 12, flat-footed 18.

Frostfur, dire ape animal companion: Large Animal; HD 5d8+13; hp 40; Init +2; Spd 30 ft, climb 15 ft; AC 15 (-1 size, +2 dex, +4 natural), touch 11, flat-footed 13; Base Atk +3; Grapple +13; Atk Claw +8 melee (1d6+6); Full Atk 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); Space/Reach 10 ft/10 ft; SA: Rend (2d6+9); SQ: Low-light vision, scent; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness, Link, Share spells

Tricks: Attack, Attack Special, Come, Defend, Down, Guard, Heel.

Frostfur with spell suite: AC 23 (-1 size, +2 Dex, +6 armor, +6 natural), touch 17, flat-footed 21; Atk +10 melee (1d6+8/ claw); Full Atk +10 melee (1d6+8/ 2 claws) and bite +3 melee (1d8+3).

Sangallo Whisperleaf: CR 8; small humanoid (halfling) Sor8; HD 8d4+16; hp 36; Init +7; Spd 20 ft.; AC 22 (+1 size, +3 Dex, +6 armor, +2 shield) touch 14, flat-footed 19; Base Atk +4 Grp -1; Atk +4 melee (1d4-1/19-20, dagger); Full Atk +4 melee (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA Spells; SQ --; AL N; SV Fort +5, Ref +6, Will +7; Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 18.

Skills and Feats: Alchemy +1, Concentration +12, Knowledge (arcana) +1, Listen +5, Scry +1, Spellcraft +7; Improved Initiative, Still Spell, Sculpt Spell.

Sorcerer Spells Known (6/7/4(7)/3(6)/4 ; save DC 14 + spell level): 0 – *dancing lights, daze, detect magic, ghost sound, mage hand, open/close, prestidigitation, ray of frost*; 1st – *color spray, grease, lesser acid orb, negative energy ray, ray of enfeeblement*; 2nd – *darkvision, glitterdust, mirror image*; 3rd – *dispel magic, greater mage armor*; 4th – *Evard's black tentacles*.

Possessions: *potion of remove blindness, ring of force shield.*

Sangallo with spell suite: AC 24 (+1 size, +3 Dex, +6 armor, +2 natural) touch 12, flat-footed 18.

Brecht the Binder: CR 8; medium humanoid (human) Mnk8; HD 8d6+16; hp 48; Init +2; Spd 40 ft.; AC 15 (+2 Dex, +2 Wisdom, +1 monk) touch 15, flat-footed 10; Base Atk +6/+1 Grp +12; Atk +9 melee (1d10/20, unarmed strike); Full Atk +9/+4 melee (1d10/20, unarmed strike); Space/Reach 5 ft./5 ft.; SA Flurry of blows, ki strike; SQ Evasion, fast movement, purity of body; slow fall 40 ft., still mind, wholeness of body; AL LE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +7, Climb +12, Escape Artist +7, Jump +12, Knowledge (religion) +1, Listen +7, Spot +11, Tumble +12; Clever Wrestling, Deflect Arrows, Extra Stunning, Improved Grapple, Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike).

Possessions: *bag of holding (type III), horn of goodness/evil, silver dragon egg.*

Brecht with spell suite: AC 23 (+2 Dex, +2 Wisdom, +1 monk; +6 armor, +2 natural) touch 21, flat-footed 18; Atk +11 melee (1d10+2/20, unarmed strike); Full Atk +11/+6 melee (1d10+2/20, unarmed strike),

Tactics:

The egg thieves have several spells precast on themselves at the beginning of battle. Jarrel has cast *greater magic fang* on Frostfur and Brecht. He has also used his wand of *barkskin* on the entire party. He has cast *longstrider* on himself too. Sangallo has cast *greater mage armor* on herself, Frostfur, and Brecht. The adjustments caused by these spells are detailed in the spell suite for each of the NPCs that follows their main stat block.

The egg thieves have worked together often and coordinate strategies. Sangallo attempts to control the battlefield by casting *stinking cloud*, and *Evard's black tentacles*. Brecht will grapple archers and spellcasters. He makes liberal use of his stun attacks. Jarrel casts spike stones around the PCs and then casts buff spells on himself before wild shaping and attacking. Frostfur engages any fighters and Pulgh attacks any spellcasters using his magebane sword.

Encounter Eleven

Meritrocious Prankster, Queen Maeve's Puck: Rog7/Shdwdncr2; CR 12; small fey; HD 10d6+10; hp 53; Init +11 (+7 Dex, +4 improved initiative); Spd 50 ft.; AC 19 (+1 size, +7 Dex, +1 natural) touch 18, flat-footed 12; Base Atk +6; Grp +1; Atk +7 melee (1d3-1 claw); Full Atk +7/+1 melee (1d3-1 claw); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6, Spell-like abilities; SQ DR 10/cold iron, darkvision, evasion, hide in plain sight, low-light vision, SR 23, trapfinding, trap sense, uncanny dodge; AL CE(N); SV Fort +6, Ref +20, Will +12; Str 8, Dex 24, Con 12, Int 20, Wis 10, Cha 20.

Skills and Feats: Balance +14, Bluff +22, Climb +8, Disable Device +15, Diplomacy +10, Disguise +20 (+22 when acting), Escape Artist +18, Forgery +22, Gather Information +10, Hide +23, Intimidate +12, Jump +15, Knowledge (local) +8, Knowledge (nature) +8, Listen +12, Move Silently +19, Open Lock +20, Sleight of Hand +19, Spot +12, Tumble +19, Use Magic Device +18; ability focus (*charm monster*), deceitful^B, force of personality, improved initiative, persuasive^B.

^BAre racial bonus feats.

Languages: Sylvan, Common, Giant, Gnome, Goblin, Halfling.

Spell-like Abilities: At will – *detect magic*, *detect thoughts* (DC 17), *ghost sound*, *invisibility* (self only), and *Tasha's hideous laughter* (DC 17); 3/day – *charm monster* (DC 21), *major image*, and *polymorph* (self only); 1/day – *confusion* (DC 19). Caster level 8th. The save DCs are Charisma based.

Skills: A pooka's claws give it a +4 racial bonus to Climb checks. A pooka's powerful fox-like legs give it a +4 racial bonus to Jump checks.

Racial Feats: A pooka receives Deceitful and Persuasive as bonus feats.

Possessions: *boots of striding and springing*, *circlet of persuasion*, *ring of lockpicking*, *stylus of the masterful hand*, *vest of resistance* +3.

Tactics:

Meritrocious does not like combat and flees as fast as he can. If forced to fight, he uses his quickened *charm monster* ability to make friends. Against a larger group, he uses his confusion ability to distract the PCs while he makes his getaway. His ability to polymorph at will and his shadowjump ability means that he should be hard to trap without using his hat.

Appendix Two – APL 10

Encounter Four

Celestial Dire Lions (2): CR 7; Large Magical Beast; HD 8d8+24; hp 66; Init +2 (+2 Dex); Spd 40 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13 melee (1d6+7, 2 claws), +7 melee (1d8+3, bite); Face/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake, smite evil; SQ Low-light vision, scent, darkvision 60 ft.; acid, cold and electricity resistance 10, DR 5/magic; SR 13; AL NG; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +2*, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Damage Reduction (Ex): A celestial dire lion has damage reduction 5/magic.

Smite Evil (Su): Once per day a celestial dire lion can make a normal attack deal an additional 8 hp of damage against an evil foe.

Description: The creature is a large, feral looking lion with unkempt white fur spotted with gold marking and gleaming white gold fangs.

Tactics:

If made hostile, these lions leap upon their foes. They attack for lethal damage unless they are attacked for subdual whereupon they attack to subdue. First attack uses their holy smite.

Advanced (17HD) Celestial Dire Lions: CR 11; Huge Magical Beast; HD 17d8+102; hp 178; Init

+1; Spd 40 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +8 natural); Base Atk +12; Grp +32; Atk +25 melee (1d8+12, claw); Full Atk +25 melee (1d8+12, 2 claws), +23 melee (2d6+6, bite); Face/Reach 15 ft./10 ft.; SA Improved grab, pounce, rake, smite evil; SQ Low-light vision, scent, darkvision 60 ft., acid, cold and electricity resistance 10, DR 10/magic; SR 22; AL NG; SV Fort +16, Ref +11, Will +11; Str 34, Dex 13, Con 22, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +1*, Listen +7, Move Silently +4, Spot +16, Sense Motive+6; Alertness, Multiattack, Power Attack, Run, Weapon Focus (Bite), Weapon Focus (claw).

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +24 melee, damage 1d8+6.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Damage Reduction (Ex): A celestial dire lion has damage reduction 5/magic.

Smite Evil (Su): Once per day a celestial dire lion can make a normal attack deal an additional 17 hp of damage against an evil foe.

Description: The creature is a large, feral looking lion with unkempt white fur spotted with gold markings and gleaming white gold fangs.

Tactics:

If made hostile, these lions leap upon their foes. They attack for lethal damage unless they are attacked for subdual whereupon they attack to subdue. First attack uses their holy smite.

Encounter Eight

Pulgh Kretag, Male Half-Orc: Medium Humanoid (orc) Brb2/Ftr4/OccltSlyr4; CR 10; HD 2d12+4d10+4d10+30; hp 97; Init +5; Spd 40 ft/x4; AC 19 (+1 Dexterity, +8 armor), touch 11, flat-footed 18; Base Atk +10; Grapple +15; Atk:

+16 Melee (1d10+7 (+8 2-Handed)/18-20, bastard sword); Full Atk +16/+11 (1d10+7 (+8 2-Handed)/18-20, bastard sword); SA: Vicious Strike; SQ: Darkvision 60', Mind Over Magic (2/Day), Rage (1/Day), Uncanny Dodge, Non Detection Cloak; AL NE; SV Fort +12, Ref +5, Will +7; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Intimidate +4, Listen +2, Knowledge (arcana) +5, Spellcraft +5, Spot +2, Survival +3; Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Occult Slayer Abilities: Auravision, Magical Defense +2, Mind Over Magic (2/Day), Non-Detection Cloak, Vicious Strike, Weapon Bond.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Possessions: *magebane bastard sword +1, breastplate +2, cloak of resistance +2, potion of cure serious wounds, bastard sword (masterwork), climbing gear, dagger.*

Pulgh with spell suite: AC 21 (+1 Dexterity, +8 armor, +2 natural), touch 11, flat-footed 20.

Jarrel of Telchur: Male Human (Oeridian) Drd10; Medium Humanoid; CR 10; HD 10d8+30; hp 83; Init +2; Spd 20 ft.; AC 18 (+5 armor, +1 shield, +2 Dex), touch 12, flat-footed 16; Base Atk/Grapple +7/+6; AL N; SV Fort +13, Ref +8, Will +13; Str 8, Dex 14, Con 16, Int 11, Wis 16, Cha 8.

Skills and Feats: Climb +4, Concentration +16, Handle Animal +12, Knowledge (local) +2, Knowledge (nature) +4, Spot +7, Survival +13; Natural Spell, Craft Magic Arms and Armor, Spontaneous Healer, Fast Wild Shape, Rapid Spell.

Languages: Common, Druid.

Druid Spells Prepared: (6/5/5/4/3/2, DC=13+spell level): 0 lvl – *create water, flare x3, guidance x2*; 1st – *faerie fire x2, lesser vigor, longstrider, jump*; 2nd – *bear's endurance, bull's strength, embrace the wild, flaming sphere, resist energy (fire)*; 3rd – ~~*greater magic fang x2*~~, *nature's favor, sleet storm*; 4th – *spike stones, dispel magic, flame strike*; 5th – *animal growth, transmute rock to mud.*

Possessions: +2 wild hide armor (6,675 gp), wand of barkskin (10 charges, 900 gp), wand of spider climb (10 charges, 900 gp), cloak of resistance +3 (8,000 gp), light wooden shield. (~16,475 gp).

Jarrel with spell suite: Spd. 40 ft; AC 20 (+5 armor, +1 shield, +2 Dex, +2 natural), touch 12, flat-footed 18.

Frostfur, dire ape, animal companion: Large Animal; HD 7d8+17; hp 55; Init +3; Spd 30 ft, climb 15 ft; AC 18 (-1 size, +3 dex, +6 natural), touch 12, flat-footed 15; Base Atk +7; Grapple +15; Atk +12 melee (1d6+6/claw); Full Atk +12 melee (1d6+6/ 2 claws) and +7 melee (1d8+3/ bite); Space/Reach 10 ft/10 ft; SA: Rend (2d6+9); SQ: Low-light vision, scent; SV Fort +9, Ref +10, Will +6; Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness, Link, Share spells, Evasion, Multiattack

Tricks: Attack, Attack Special, Come, Defend, Down, Guard, Heel, Track.

Frostfur with spell suite: AC 26 (-1 size, +3 Dex, +8 natural, +6 armor), touch 11, flat-footed 13; Atk +14 melee (1d6+8/claw); Full Atk +14 melee (1d6+8/2 claws) and +7 melee (1d8+3/bite).

Sangallo Whisperleaf: CR 10; small humanoid (halfling) Sor10; HD 10d4+20; hp 45; Init +7; Spd 20 ft.; AC 22 (+1 size, +3 Dex, +6 armor, +2 shield) touch 14, flat-footed 19; Base Atk +5 Grp +0; Atk +5 melee (1d4-1/19-20, dagger); Full Atk +5 melee (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA Spells; SQ --; AL N; SV Fort +6, Ref +7, Will +8; Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 20.

Skills and Feats: Alchemy +1, Concentration +15, Knowledge (arcana) +2, Listen +5, Scry +1, Spellcraft +7; Chain Spell, Improved Initiative, Still Spell, Sculpt Spell.

Sorcerer Spells Known (6/8/4(7)/4(7)/6/4; save DC 15 + spell level): 0 – *dancing lights, daze, detect magic, ghost sound, mage hand, open/close, prestidigitation, ray of frost*; 1st – *color spray, grease, lesser acid orb, negative energy ray, ray of enfeeblement*; 2nd – *darkness, darkvision, glitterdust, mirror image*; 3rd – *dispel magic, greater mage armor, stinking cloud*; 4th – *Evard's black tentacles, fear*; 5th – *dominate person*.

Possessions: *broach of shielding, cloak of charisma +2, potion of remove blindness, ring of force shield.*

Sangallo with spell suite: AC 24 (+1 size, +3 Dex, +6 armor, +2 shield, +2 natural) touch 14, flat-footed 21.

Brecht the Binder: CR 10; medium humanoid (human) Mnk8/ReapingMauler2; HD 8d6+16 plus 2d10+4; hp 66; Init +2; Spd 40 ft.; AC 18 (+2 Dex, +4 Wisdom, +2 monk) touch 18, flat-footed 10; Base Atk +8/+3 Grp +15; Atk +11 melee (2d6/20, unarmed strike); Full Atk +11/+6 melee (2d6/20, unarmed strike); Space/Reach 5 ft./5 ft.; SA Adept wrestling +1, flurry of blows, ki strike; SQ Evasion, fast movement, purity of body, slow fall 40 ft., still mind, wholeness of body; AL LE; SV Fort +11, Ref +10, Will +10; Str 14, Dex 14, Con 14, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +7, Climb +12, Escape Artist +8, Jump +12, Knowledge (religion) +1, Listen +7, Spot +12, Tumble +13; Clever Wrestling, Deflect Arrows, Extra Stunning, Freezing the Lifeblood, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Pain Touch, Stunning Fist, Weapon Focus (unarmed strike).

Reaping Mauler Abilities: Improved Grapple, Mobility.

Improved Grapple (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

Mobility (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Mobility feat, even if he does not meet the prerequisites.

Possessions: *bag of holding (type III), periapt of wisdom +4, silver dragon egg.*

Brecht with spell suite: AC 26 (+2 Dex, +4 Wisdom, +2 monk, +2 natural, +6 armor) touch 24, flat-footed 18; Atk +13 melee (2d6/20, unarmed strike); Full Atk +13/+8 melee (2d6/20, unarmed strike).

Tactics:

The egg thieves have several spells precast on themselves at the beginning of battle. Jarrel has cast *greater magic fang* on Frostfur and Brecht. He has also used his wand of *barkskin* on the entire party. He has cast *longstrider* on himself too. Sangallo has cast *greater mage armor* on herself, Frostfur, and Brecht. The adjustments caused by these spells are detailed in the spell suite for each of the NPCs that follows their main stat block.

The egg thieves have worked together often and coordinate strategies. Sangallo attempts to control the battlefield by casting *stinking cloud*, and *Evard's black tentacles*. Brecht will grapple archers and spellcasters. He makes liberal use of his stun attacks. Jarrel casts spike stones around the PCs and then casts buff spells on himself before wild shaping and attacking. Frostfur engages any fighters and Pulgh attacks any spellcasters using his magebane sword.

Encounter Eleven

Meritrocious Prankster, Queen Maeve's

Puck: Rog7/Shdwdncr4; CR 14; small fey; HD 12d6+12; hp 63; Init +11 (+7 Dex, +4 improved initiative); Spd 50 ft.; AC 21 (+1 size, +7 Dex, +2 armor +1 natural) touch 18, flat-footed 14; Base Atk +8; Grp +3; Atk +9 melee (1d3-1 claw); Full Atk +8/+3 melee (1d3-1 claw); Space/Reach 5 ft./5 ft.; SA Shadow illusion, sneak attack +4d6, spell-like abilities, summon shadow; SQ DR 10/cold iron, darkvision, evasion, hide in plain sight, low-light vision, shadow jump 20 ft., SR 25, trapfinding, trap sense, uncanny dodge; AL CE(N); SV Fort +7, Ref +21, Will +15; Str 8, Dex 25, Con 12, Int 20, Wis 10, Cha 24.

Skills and Feats: Balance +15, Bluff +25, Climb +8, Disable Device +16, Diplomacy +12, Disguise +23 (+25 when acting), Escape Artist +20, Forgery +22, Gather Information +12, Hide +25, Intimidate +12, Jump +15, Knowledge (local) +10, Knowledge (nature) +10, Listen +15, Move Silently +20, Open Lock +20, Sleight of Hand +20, Spot +15, Tumble +21, Use Magic Device +20; ability focus (*charm monster*), deceitful^B, force of personality, improved initiative, persuasive^B, quicken spell-like ability (*charm monster*).

^BAre racial bonus feats.

Languages: Sylvan, Common, Giant, Gnome, Goblin, Halfling.

Spell-like Abilities: At will – *detect magic*, *detect thoughts* (DC 19), *ghost sound*, *invisibility* (self only), and *Tasha's hideous laughter* (DC 19); 3/day – *charm monster* (DC 23), *major image*, and *polymorph* (self only); 1/day – *confusion* (DC 21). Caster level 8th. The save DCs are Charisma based.

Skills: A pooka's claws give it a +4 racial bonus to Climb checks. A pooka's powerful fox-like legs give it a +4 racial bonus to Jump checks.

Racial Feats: A pooka receives Deceitful and Persuasive as bonus feats

Possessions: *boots of striding and springing*, *bracers of armor* +2, *circlet of persuasion*, *cloak of charisma* +4, *ring of lockpicking*, *stylus of the masterful hand*, *vest of resistance* +3.

Tactics:

Meritrocious does not like combat and flees as fast as he can. If forced to fight, he uses his quickened *charm monster* ability to make friends. Against a larger group, he uses his confusion ability to distract the PCs while he makes his getaway. His ability to polymorph at will and his shadowjump ability means that he should be hard to trap without using his hat.

Appendix Three – APL 12

Encounter Four

Advanced (17HD) Celestial Dire Lions (3): CR 11; Huge Magical Beast; HD 17d8+102; hp 178; Init +1; Spd 40 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +8 natural); Base Atk +12; Grp +32; Atk +25 melee (1d8+12, claw); Full Atk +25 melee (1d8+12, 2 claws), +23 melee (2d6+6, bite); Face/Reach 15 ft./10 ft.; SA Improved grab, pounce, rake, smite evil; SQ Low-light vision, scent, darkvision 60 ft., acid, cold and electricity resistance 10, DR 10/magic; SR 22; AL NG; SV Fort +16, Ref +11, Will +11; Str 34, Dex 13, Con 22, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +1*, Listen +7, Move Silently +4, Spot +16, Sense Motive+6; Alertness, Multiattack, Power Attack, Run, Weapon Focus (Bite), Weapon Focus (claw).

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +24 melee, damage 1d8+6.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Damage Reduction (Ex): A celestial dire lion has damage reduction 5/magic.

Smite Evil (Su): Once per day a celestial dire lion can make a normal attack deal an additional 17 hp of damage against an evil foe.

Description: The creature is a large, feral looking lion with unkempt white fur spotted with gold markings and gleaming white gold fangs.

Tactics:

If made hostile, these lions leap upon their foes. They attack for lethal damage unless they are attacked for subdual whereupon they attack to subdue. First attack uses their holy smite.

Encounter Eight

Pulgh Kretag, Male Half-Orc: Medium Humanoid (orc) Brb3/Ftr4/OccltSlyr5; CR 12; HD 3d12+4d10+5d10+36; hp 114; Init +5; Spd

40 ft/x4; AC 19 (+1 Dexterity, +8 armor), touch 11, flat-footed 18; Base Atk +12; Grapple +18; Atk: +20 melee (1d10+9 (+10 2-Handed)/18-20, bastard sword); Full Atk +20/+15 melee (1d10+9 (+11 2-Handed)/18-20 bastard sword); SA: Vicious Strike; SQ: Darkvision 60', Mind Over Magic (2/Day), Rage (1/Day), Uncanny Dodge, Non Detection Cloak, Blank Thoughts, Magical Defense +3, Trap Sense +1; AL NE; SV Fort +12, Ref +6, Will +10; Str 22, Dex 12, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +9, Intimidate +6, Listen +2, Knowledge (arcana) +5, Spellcraft +5, Spot +3, Survival +4; Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword),

Occult Slayer Abilities: Auravision, Blank thoughts, Magical Defense +3, Mind Over Magic (2/Day), Non-Detection Cloak, Vicious Strike, Weapon Bond.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she

wears or carries) becomes difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Possessions: *magebane bastard sword* +1, *belt of giant strength* +4, *breastplate* +2, *cloak of resistance* +2, *potion of cure critical wounds*, *bastard sword* (masterwork), *climbing gear*, *dagger*.

Pulgh with spell suite: AC 21 (+1 Dexterity, +8 armor, +2 natural), touch 13, flat-footed 18.

Jarrel of Telchur: Male Human (Oeridian) Drd12; Medium Humanoid; CR 12; HD 12d8+36; hp 99; Init +2; Spd 20 ft; AC 17 (+5 armor, +1 shield, +2 Dex), touch 12, flat-footed 16; Base Atk +9; Grapple +8; AL N; SV Fort +11, Ref +6, Will +11; Str 8, Dex 14, Con 16, Int 12, Wis 16, Cha 8.

Skills and Feats: Climb +5, Concentration +18, Handle Animal +14, Knowledge (local) +2, Knowledge (nature) +5, Spot +8, Survival +14; Natural Spell, Craft Magic Arms and Armor, Spontaneous Healer, Fast Wild Shape, Rapid Spell.

Languages: Common, Druid.

Druid Spells Prepared: (6/5/5/4/3/2, DC=13+spell level): 0 lvl – *Create Water*, *flare*

x3, guidance x2; 1st – *faerie fire* x2, *lesser vigor*, ~~*longstrider*~~, *jump*; 2nd – *bear's endurance*, *bull's strength*, *embrace the wild*, *ice (flaming) sphere*, *resist energy (fire)*; 3rd – ~~*greater magic fang*~~ x2, *nature's favor*, *sleet storm*; 4th – *spike stones*, *dispel magic*, *ice (flame) strike*; 5th – *animal growth*, *transmute rock to mud*.

Possessions: +2 *wild hide armor* (6,675 gp), *wand of barkskin* (10 charges, 900 gp), *wand of spider climb* (10 charges, 900 gp), *cloak of resistance* +3 (8,000 gp), *metamagic rod: substitution (cold)* (10,500 gp) *light wooden shield*. (~26,975 gp).

Jarrel with spell suite: Spd 40 ft; AC 19 (+5 armor, +1 shield, +2 Dex, +2 natural), touch 12, flat-footed 18.

Frostfur, dire ape companion: Large Animal; HD 9d8+21; hp 70; Init +3; Spd 30 ft, climb 15 ft; AC 20 (-1 size, +3 Dex, +8 natural), touch 11, flat-footed 13; Base Atk +9; Grapple +15; Atk +16 melee (1d6+7/claw); Full Atk +16 melee (1d6+7/2 claws) and +9 melee (1d8+4/bite); Space/Reach 10 ft/10 ft; SA: Rend (2d6+11); SQ: Low-light vision, scent; SV Fort +10, Ref +11, Will +6; Str 24, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness, Link, Share spells, Evasion, Multiattack,

Tricks: Attack, Attack Special, Come, Defend, Down, Fetch, Guard, Heel, Track.

Frostfur with spell suite: AC 28 (-1 size, +3 Dex, +10 natural, +6 armor), touch 17, flat-footed 21; Base Atk/Grapple +9/+4/+15; Atk +19 melee (1d6+10/claw); Full Atk +19 melee (1d6+10/2 claws) and bite +9 melee (1d8+4/bite).

Sangallo Whisperleaf: CR 12; small humanoid (halfling) Sor12; HD 12d4+24; hp 54; Init +7; Spd 20 ft.; AC 22 (+1 size, +3 Dex, +6 armor) touch 12, flat-footed 16; Base Atk +6 Grp +0; Atk +6 melee (1d4-1/19-20, dagger); Full Atk +6 melee (1d4-1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA Spells; SQ --; AL N; SV Fort +7, Ref +8, Will +9; Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 23.

Skills and Feats: Alchemy +1, Concentration +16, Knowledge (arcana) +2, Listen +5, Scry +1, Spellcraft +9; Chain Spell, Improved Initiative, Still Spell, Sculpt Spell.

Sorcerer Spells Known (6/8/5(8)/5(7)/7/6/4; save DC 16 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*; 1st – *color spray*, *grease*, *lesser acid orb*, *negative energy ray*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *darkness*, *darkvision*, *glitterdust*, *mirror image*; 3rd – *dispel magic*, *greater mage armor*, *sleet storm*, *stinking cloud*; 4th – *enervation*, *Evard's black tentacles*, *fear*; 5th – *dominate person*, *feeblemind*; 6th – *Bigby's forceful hand*.

Possessions: *broach of shielding*, *cloak of charisma* +4, *potion of remove blindness*, *ring of force shield*.

Sangallo with spell suite: AC 24 (+1 size, +3 Dex, +6 armor, +2 natural) touch 12, flat-footed 18.

Brecht the Binder: CR 12; medium humanoid (human) Mnk8/ReapingMauler 4; HD 8d6+16 plus 4d10+8; hp 84; Init +2; Spd 40 ft.; AC 15 (+2 Dex, +5 Wisdom, +1 monk) touch 15, flat-footed 10; Base Atk +10/+5 Grp +18; Atk +13 melee (1d10/20, unarmed strike); Full Atk +13/+8 melee (1d10/20, unarmed strike); Space/Reach 5 ft./5 ft.; SA Adept wrestling +2, counter grapple, flurry of blows, ki strike, sleeper lock; SQ Evasion, fast movement, purity of body, slow fall 40 ft., still mind, wholeness of body; AL LE; SV Fort +12, Ref +11, Will +12; Str 14, Dex 14, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +7, Climb +14, Escape Artist +10, Jump +12, Knowledge (religion) +1, Listen +7, Spot +12, Tumble +15; Clever Wrestling, Deflect Arrows, Extra Stunning, Freezing the Lifeblood, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Pain Touch, Stunning Fist, Weakening Touch, Weapon Focus (unarmed strike).

Reaping Mauler Abilities: Improved Grapple, Mobility.

Adept Wrestling (Ex): Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

Counter Grapple (Ex): When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has

chosen, he can immediately attempt the other check as a free action.

Improved Grapple (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

Mobility (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Mobility feat, even if he does not meet the prerequisites.

Sleeper Lock (Ex): At 3rd level, a reaping mauler learns to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernable anatomy has immunity to this effect.

Possessions: *bag of holding (type III)*, *monk's belt*, *periapt of wisdom* +4, silver dragon egg.

Brecht with spell suite: AC 123 (+2 Dex, +5 Wisdom, +1 monk, +2 natural, +6 armor) touch 21, flat-footed 18; Atk +16 melee (1d10+3/20, unarmed strike); Full Atk +16/+11 melee (1d10+3/20, unarmed strike).

Tactics:

The egg thieves have several spells precast on themselves at the beginning of battle. Jarrel has cast *greater magic fang* on Frostfur and Brecht. He has also used his wand of *barkskin* on the entire party. He has cast *longstrider* on himself too. Sangallo has cast *greater mage armor* on herself, Frostfur, and Brecht. The adjustments caused by these spells are detailed in the spell suite for each of the NPCs that follows their main stat block.

The egg thieves have worked together often and coordinate strategies. Sangallo attempts to control the battlefield by casting *stinking cloud*, and *Evard's black tentacles*. Brecht will grapple archers and spellcasters. He makes liberal use of his stun attacks. Jarrel casts spike stones around the PCs and then casts buff spells on himself before wild shaping and attacking. Frostfur engages any fighters and Pulgh attacks any spellcasters using his magebane sword.

Encounter Eleven

Meritrocious Prankster, Queen Maeve's

Puck: Rog7/Shdwdncr6; CR 16; small fey; HD 14d6+14; hp 74; Init +11 (+7 Dex, +4 improved initiative); Spd 50 ft.; AC 21 (+1 size, +7 Dex, +2 armor +1 natural) touch 18, flat-footed 14; Base Atk +9; Grp +4; Atk +10 melee (1d3-1 claw); Full Atk +10/+5 melee (1d3-1 claw); Space/Reach 5 ft./5 ft.; SA Shadow illusion, sneak attack +4d6, spell-like abilities, summon shadow; SQ DR 10/cold iron, darkvision, defensive roll, evasion, hide in plain sight, improved uncanny dodge, low-light vision, shadow jump 40 ft., SR 28, trapfinding, trap sense; AL CE(N); SV Fort +8, Ref +22, Will +16; Str 8, Dex 25, Con 12, Int 20, Wis 10, Cha 24.

Skills and Feats: Balance +15, Bluff +25, Climb +8, Disable Device +18, Diplomacy +12, Disguise +23 (+25 when acting), Escape Artist +22, Forgery +22, Gather Information +12, Hide +27, Intimidate +12, Jump +17, Knowledge (local) +10, Knowledge (nature) +10, Listen +15, Move Silently +27, Open Lock +22, Sleight of Hand +24, Spot +17, Tumble +24, Use Magic Device +20; ability focus (*charm monster*), deceitful^B, force of personality, improved initiative, persuasive^B, quicken spell-like ability (*charm monster*).

^BAre racial bonus feats.

Languages: Sylvan, Common, Giant, Gnome, Goblin, Halfling.

Spell-like Abilities: At will – *detect magic*, *detect thoughts* (DC 19), *ghost sound*, *invisibility* (self only), and *Tasha's hideous laughter* (DC 19); 3/day – *charm monster* (DC 23), *major image*, and *polymorph* (self only); 1/day – *confusion* (DC 21). Caster level 8th. The save DCs are Charisma based.

Skills: A pooka's claws give it a +4 racial bonus to Climb checks. A pooka's powerful fox-like legs give it a +4 racial bonus to Jump checks.

Racial Feats: A pooka receives Deceitful and Persuasive as bonus feats

Possessions: *boots of striding and springing*, *bracers of armor* +2, *circlet of persuasion*, *cloak of charisma* +4, *Nolzur's marvelous pigments*, *ring of blinking*, *ring of lockpicking*, *stylus of the masterful hand*, *vest of resistance* +3.

Tactics:

Meritrocious does not like combat and flees as fast as he can. If forced to fight, he uses his

quicken *charm monster* ability to make friends. Against a larger group, he uses his confusion ability to distract the PCs while he makes his getaway. His ability to polymorph at will and his shadowjump ability means that he should be hard to trap without using his hat.

Appendix Four – New Monsters

Pooka (Puck)

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Claw +0 melee (1d3-1)

Full Attack: Claw +0 melee (1d3-1)

Face/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/cold iron, low-light vision, spell resistance 15

Saves: Fort +0, Ref +6, Will +3

Abilities: Str 8, Dex 18, Con 11, Int 16, Wis 13, Cha 17

Skills: Bluff +11, Climb +7, Diplomacy +7, Disguise +7, Forgery +6, Hide +11, Intimidate +5, Jump +7, Listen +6, Move Silently +8, Sense Motive +5, Spot +6

Feats: Deceitful, Dodge, Persuasive

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 3

Treasure: No coins, 50% goods, 50% items

Alignment: Usually chaotic neutral

Advancement: By character class

This fey creature is about three feet tall and covered in short, silvery-gray fur. The fur is longer on top of his head, resembling uncombed hair. He wears dark green breeches and a blood-red vest. His eyes are large and almost cat-like; his ears are pointed like an elf's. He crouches low to the ground on strong and somewhat fox-like legs. He smiles at you with mischievous joy.

Pookas (called pwca in Flan) are shapechanging tricksters of the fey lands. They use their abilities to twist the truth, tease, and pull pranks. They are seemingly incapable of speaking the truth. Instead, they embellish, change, and exaggerate to make for a better story or for mischievous purposes. Any mortal who relies upon a pooka for counsel or directions is asking for trouble. Yet pookas can never lie outright, so there is always a kernel of truth in whatever a pooka says. In spite of their deceptive nature, pookas are great listeners and use their charm monster ability to convince mortals to tell them secrets.

Pookas enjoy riddles, puns, and jokes. Their penchant for merry-making has earned them a place in many fey courts. "The Puck," which is an alternative title for jester in Faerie, is derived from their name and is synonymous with them.

Pookas exist throughout Faerie, but in Greyhawk, they are found almost exclusively in temperate woodlands. When on Oerth, pookas rarely appear in their true form. Instead, they take the form of natural animals. They prefer the shape of cats, dogs, goats, horses, and foxes. Pookas do not change shape while being observed.

Pookas speak Common, Elven, Goblin, Gnome, and Sylvan.

COMBAT

Pookas enjoy playing tricks and gain pleasure from other creatures' frustration. They dislike melee combat and avoid face-to-face confrontation with any creature they deem capable of causing them harm. They use their magic to get out of harm's way and return to harass their target later.

Spell-like Abilities: At will – detect magic, detect thoughts (DC 15), ghost sound, invisibility (self only), and Tasha's hideous laughter (DC 15); 3/day – charm monster (DC 17), major image, and polymorph (self only); 1/day – confusion (DC 17). Caster level 8th. The save DCs are Charisma based.

Skills: A pooka's claws give it a +4 racial bonus to Climb checks. A pooka's powerful fox-like legs give it a +4 racial bonus to Jump checks.

Pookas as Characters

A pooka character possesses the following racial traits:

- -2 Strength, +8 Dexterity, +6 Intelligence, +2 Wisdom, +6 Charisma.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide Checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A pooka's land speed is 40 ft.
- Low-light vision.
- Skills: A pooka has a +2 racial bonus on Bluff, Listen, and Spot checks and a +4 racial bonus to Climb and Jump checks.
- Racial Feats: A pooka receives Deceitful and Persuasive as bonus feats.
- +1 natural armor bonus.
- Special Attacks: Spell-like abilities.
- Special Qualities: Damage reduction 10/cold iron, spell resistance equal to 15 + class levels.
- Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling, Goblin.
- Favored Class: Rogue.
- Level adjustment +2.

Appendix Five – Rule Changes

New Feats

Clever Wrestling (Complete Warrior p. 97)

When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

Extra Stunning (Complete Warrior p. 98)

You gain the ability to make three extra stunning attacks per day.

Force of Personality (Complete Adventurer p. 109)

You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

Freezing the Lifeblood (Complete Warrior p. 99)

Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). Against a humanoid opponent, you can make an unarmed attack that deals no damage but has a chance of paralyzing your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). If the target fails this saving throw, it is paralyzed for 1d4+1 rounds. Each attempt to paralyze an opponent counts as one of your uses of the Stunning Fist feat for the day. Creatures immune to stunning cannot be paralyzed in this manner.

Pain Touch (Complete Warrior p. 103)

Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

Weakening Touch (Complete Warrior p. 106)

Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a –6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

New Magic Items

Ring of Lockpicking: This ring is made up of tiny prongs, wires, and other small devices that spring to life on command. A *lockpicking* ring grants the wearer a +5 competence bonus on Open Lock checks and the ability to use *knock* once per day if the wearer touches a portal she wishes to open.

Faint transmutation; CL 3rd; Forge Ring, *knock*; Price 4500 gp. (*Complete Adventurer*)

Stylus of the Masterful Hand: This elegant but sturdy metal stylus grants a +5 competence bonus on Forgery checks. On command, a *stylus of the masterful hand* can also remember up to three different types of handwriting, which allows a later attempt to create a forgery of a document without requiring the forger to have a sample of the handwriting (See Forgery, page 74 of the *Player's Handbook*). The DC to reproduce that handwriting is fixed at whatever check result was achieved during the attempt in which the

sample was collected. A second command word allows the user to erase a sample of the handwriting stored in the stylus.

Faint divination; CL 3rd; Craft Wondrous Item, *read magic*; Price 3,000 gp. (*Complete Adventurer*)

New Weapon Special Ability

Magebane: Weapons crated with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so a *+1 longsword* becomes a *+3 longsword* when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus. (*Complete Arcane*)

New Spells

Embrace the Wild

Transmutation

Level: Druid 2, ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This spell allows you to adopt the nature and some of the abilities of a particular animal. Upon casting the spell, you can choose any animal whose Hit Dice are equal to or less than your caster level. You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, including blindsense, blindsight, darkvision, low-light vision, and scent, as applicable. You can also choose to replace either or both of your Listen and Spot check modifiers with those of the animal chosen.

For example, a 3rd-level druid casting this spell might choose to adopt the nature of a wolverine to gain low-light vision, scent, and Listen and Spot check modifiers of +6. Alternatively, she could select eagle and gain low-light vision, Listen +2, and Spot +14. If the druid's Listen check modifier were better than +2, she could retain her own Listen check modifier while gaining the eagle's Spot check modifier.

(*Complete Adventurer*)

Judge Aid #1 – Giants at the Villa

Asgeir Toklesen

Asgeir, a middle-aged giant (around 250 years old), is the patriarch of his family. He is married to Yngfrid Telensdotter and is the father of Rane and Valgard. He is the uncle of Heinrik and Heike. He rules the cloud giant villa on Mount Aestrald, where this adventure takes place.

Asgeir is a wizard and is particularly fascinated by the correlation between magic and music. His daughter's development as a bard has helped his studies but has blinded him to her cruel nature. He dotes on his wife and wishes that his son would show some courage and maturity.

Asgeir takes his position as patriarch seriously and seeks to do what is best for the cloud giants. He has little love for the Sakhut, but recognizes their claim as the rulers of the giants. He is the one who called the patriarchs to hear the Inquest. Asgeir can be found in his study and in his bedroom when he is not meeting as part of the Inquest.

Initial Attitude: Indifferent.

Asgeir Toklesen, cloud giant: huge giant (Air) Wiz15; CR 18, hp 306; Alignment N, see *Monster Manual* p. 120.

Ghanadar

Ghanadar, an adult fog giant (about 150 years old), is the husband of Sirianna. As a fog giant among cloud giants, his status is not very high within the families. However, Ghanadar is a powerful wizard and has earned the good will of Thorom.

Ghanadar acts at the PCs advisor during the Inquest. He provides information to assist the PCs in the development of their arguments. He will not do the work for them and wants to see if the tyv can success at the Inquest on their own. Ghanadar is concerned that the Sakhut's wars with the tyv are unending and are not winnable in the long term.

Ghanadar can either be found in his bedroom with Sirianna (they are trying to have a child) or out by the griffons' roost. He prefers to be outside as much as possible.

Initial Attitude: Helpful.

Ghanadar, fog giant: huge giant (Air) Wiz13; CR 14; hp 228; Alignment NG, see *Monster Manual* p. 120.

Heike Heinrichsdotter

Heike, a young cloud giant (about 65 years old), is the young sister of Heinrik. She is the niece of Asgeir, whose sister married her father.

Heike is a talented thespian. When the war with the tyv began, her father commanded her to go undercover among the tyv and act as a spy. She did so and was very successful. Recently though, her cover was broken. She managed to strike a deal with Sierra Blackblade, the Regent of Geoff. Sierra spared her life. In return, Heike approached the Patriarchs about striking a peace and removing the cloud giants from the war.

She came to Mount Aestrald for safety, because she is afraid to return to her home on the cloud castle with Heinrik. Also, Asgeir is a powerful Patriarch and could summon the others to participate in an Inquest.

Heike is withdrawn and the presence of the PCs makes her nervous. She is afraid that they will take offense at her years of spywork and strike out at her. Heike dislikes the Sakhut and blames them for taking away her father and her peaceful home.

Heike can be found in her bedroom or in the atrium, where she loses herself in playing the harp.

Initial Attitude: Friendly.

Heike Heinrichsdotter, cloud giant: huge giant (Air) Brd4/Spy Master10; CR 18; hp 320; Alignment NG, see *Monster Manual* p. 120.

Heinrik Heinrichsen

Heinrik is an adult cloud giant (about 160 years old), slightly younger than Ghanadar. He recently became the head of his family when tyv adventurers killed his father, who was also named Heinrik, during the Siege of Gorna. He is the nephew of Asgeir. He is the older brother of Heike and manipulates their family relationship to make her do his will.

Heinrik is a cleric of Memnor and hates the tyv with a passion because they killed his father. He will insult and heap scorn upon them at any opportunity. He likes what he sees in Rane and may begin wooing her in the near future.

Heinrik can be found in his bedroom, the study with Asgeir, or in the chapel, when he is not meeting in the Inquest.

Initial Attitude: Hostile.

Heinrik Henriksen, cloud giant: huge giant (Air) Clr10/Bgd5; CR 16; hp 422; Alignment NE, see *Monster Manual* p. 120.

Maira Lachlansdotter

Maira, an adult cloud giant (about 180 years old), is the sister of Achim Lachlansen, the patriarch of their family. Achim is heavily involved in events in Sterich and was unable to attend the Inquest. He sent Maira in his place.

Maira is a druid but must cast her spells silently. She ran afoul of the Sakhut by speaking out against them. She was forcefully hauled to the Sakhut for her words. The Storm King cursed her so that if she spoke again, she would die of a horrible wasting disease. He set a spell upon her that would warn him if she spoke or if she removed the magic.

Maira loathes the Sakhut with a passion and is willing to do most anything to hurt them as long as she doesn't get caught. She does not have any great love for the tyv, but siding with the PCs against the Sakhut is a way to stick her finger into the eye of the Sakhut without being personally blamed.

Maira can be found in her bedroom or the garden when she is not meeting with the Inquest.

Initial Attitude: Helpful.

Maria Lachlansdotter, cloud giant: huge giant (Air) Drd17; CR 19; hp 357; Alignment N, see *Monster Manual* p. 120.

Rane Asgeirsdotter

Rane is a young adult cloud giant (about 120 years old). She is the daughter of Asgeir and Yngfred and the cousin of Heike.

Rane is a progeny for her age. She is an incredibly talented bard and has recently unlocked the secrets of the mindbender from the

Sakhut. She is impressed by the self-proclaimed rulers of the giants and gleefully follows their lead.

Rane does not consider herself evil, but rather brutally honest and coldly accurate. She is emotionally cruel and enjoys using her abilities to ferret out secrets and using the information to embarrass or control those around her. She sees all the shortcomings of the tyv. Rane can be found in her chambers, in the library, or in the atrium.

Initial Attitude: Unfriendly.

Rane Asgeirsdotter, cloud giant: huge giant (Air) Brd7/Mindbender7; CR 16; hp 311; Alignment NE, see *Monster Manual* p. 120.

Siegnur Siegmundsen

Siegnur, an older giant (about 300 years old), is the father of Folkvar and a cousin of Maira Lachlansdotter through her mother. His wife is the younger sister of Thorom. Siegnur is the patriarch of his family and rules a mountain villa near where the Crystalmists and the Barrier Peaks meet.

Siegnur is a warlock but prefers to keep his powers secret and is hesitant to use his eldritch blasts in the presence of other cloud giants. Siegnur is a very closed and non-talkative person, even with members of his family and other cloud giants.

Siegnur sees value in following the Sakhut. The cloud giants have received many spoils and other material benefits since the conquest began. Siegnur wants the flow of booty and tribute to continue. The tyv are only useful as sources of plunder for Siegnur and his family.

Siegnur can be found in his bedroom or the solar when he is not meeting with the Inquest. He visits the library long enough to get a book and take it back to the solar.

Initial Attitude: Unfriendly.

Siegnur Siegmundsen, cloud giant: huge giant (Air) Warlock16; CR 19; hp 330; Alignment NE, see *Monster Manual* p. 120.

Sirianna Thoromsdotter

Sirianna is a younger cloud giant (about 80 years old) who recently married Ghanadar. She is the daughter of Thorom, who sits upon the

Inquest, and she has come to Mount Aestrald to assist her father and her husband.

Sirianna wishes to promote peace between the giants and the tyv. She likes the tyv in a patronizing sort of way and will treat them as if they are little children. She will check in regularly throughout the adventure to make sure they are sleeping and eating properly. She finds the Sakhut boorish and overbearing, but they are bigger and greater and have the duty to take care of the lesser giants.

Sirianna can be found in her bedroom that she shares with Ghanadar or in the kitchen with Yngfrid.

Initial Attitude: Friendly.

Sirianna Thoromsdotter, cloud giant: huge giant (Air) Sor5; CR 12; hp 243; Alignment NG, see *Monster Manual* p. 120.

Thorom Sperresen

Thorom, an old giant (about 350 years old), is the father of Sirianna as well as the cousin of Yngfrid. His sister is married to Siegnur. He is the patriarch of his family which lives in a mountain-top villa many miles to the south.

Thorom is a cleric of Stronmaus, but he keeps his worship quiet as Stronmaus has been banned by the Sakhut. While the Sakhut have made no actions against him due to his age and stature, Thorom believes it is only a matter of time. He is contemplating a variety of responses if they do so. For now, Thorom must keep a low profile and allow Heinrik to dominate and play the principal role.

Thorom is also a believer in the theory that bigger is greater. He shares many of his daughter's views on the tyv and sees them as useful and good servants, but not as his equals.

Thorom can be found in his bedroom or in the chapel when he is not meeting as part of the Inquest.

Initial Attitude: Friendly.

Thorom Sperresen, cloud giant: huge giant (Air) Clr17; CR 19; hp 374; Alignment NG, see *Monster Manual* p. 120.

Yngfrid Telensdotter

Yngfrid, a middle-aged giant (about 220 years old), is the wife of Asgeir and the mother of Rane. She is also Thorom's cousin.

Yngfrid is the matriarch of her family and commands all the household servants of the Mount Aestrald villa. She is responsible for the food, stores, cleanliness, and order in the villa. She is stern but fair with the janni who assist her.

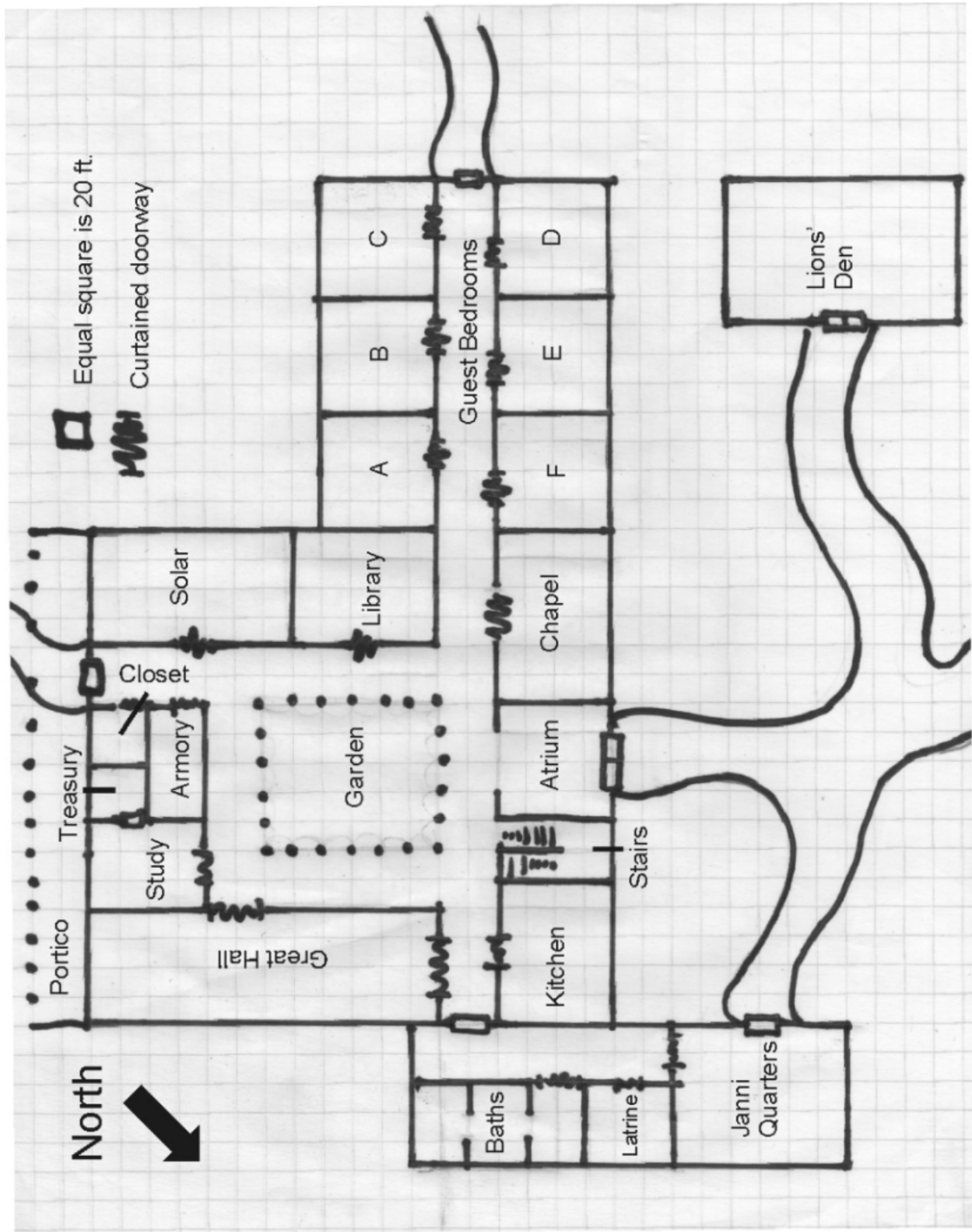
Yngfrid is concerned with her family and not the Sakhut or the wars in the distant lowlands. She does not consider the final answer of the Inquest her business and does not interfere or try to sway her family. Instead, Yngfrid takes her duty of hospitality seriously and makes sure that all of her guests have their needs seen to.

Yngfrid can be found in her bedchamber or in the kitchen.

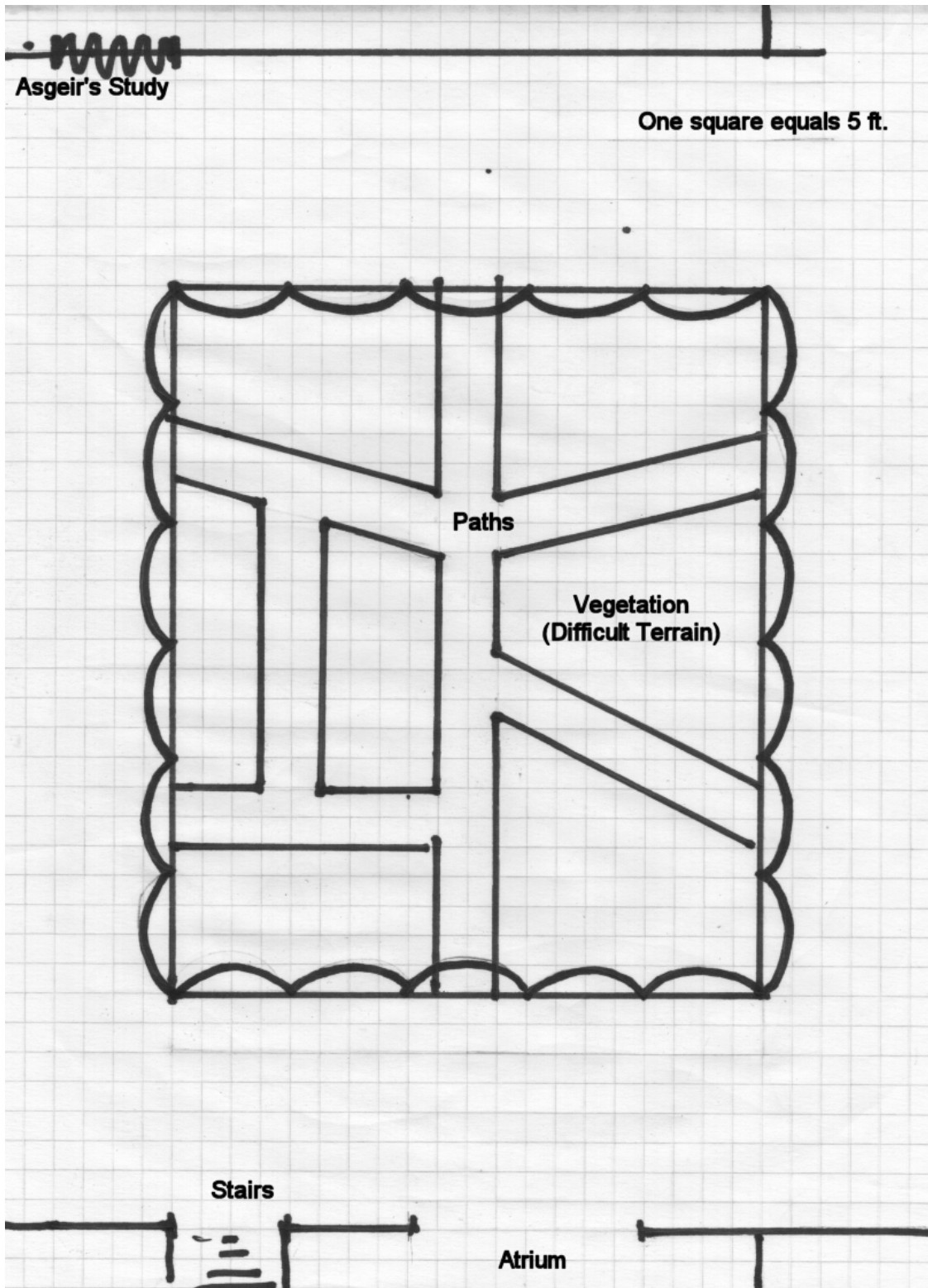
Initial Attitude: Indifferent.

Yngfrid Telensdotter, cloud giant: huge giant (Air) Exp15; CR 18; hp 306; Alignment NG, see *Monster Manual* p. 120.

Judge Aid #2 – The Cloud Giant's Villa



Judge Aid #3 – The Cloud Giant's Garden



Judge Aid #4 – Scoring the Inquest

To determine the success of the PCs in the Inquest, you will need calculate the points the PCs earn during the course of the adventure. Use the following formula to determine the PCs' Persuasion Score. Good arguments - bad arguments + roleplaying + diplomacy check +/- circumstance modifiers = Persuasion Score.

Good Arguments

Certain arguments carry a lot of weight with the Patriarchs. The arguments listed below are intended to be broad. If the PCs get close, give them credit. The PCs get 2 points for each good argument they make. Check all that apply.

- ☐ Arts and Sciences. The tyv have made great strides in arts and sciences. The tyv study and understand philosophy, theology, magic, laws, and engineering.
- ☐ Bridging Generations. The tyv are capable of passing their wisdom on to the next generation. They build things to last. Family is important to the tyv.
- ☐ Crafting. The tyv are capable of crafting great things and functional things. They make things of use and things of beauty.
- ☐ Defining Bigger. When discussing "bigger is greater" bigger can be defined in many different ways.
- ☐ Diversity. The tyv are a numerous race capable of great good and great evil. Do not judge the tyv on the actions of a few.
- ☐ Economics. There are tremendous economic and cultural advantages of cooperation between the giants and the tyv.
- ☐ Friendships and Peace. The tyv are capable of living in peace with others not of their race, and they cooperate with other races. The tyv have entered into agreements with other giants (such as Ghanadar and the stone giants). They are capable of keeping their word and abiding by a truce.
- ☐ Higher Emotions. The tyv are capable of higher emotions, such as charity, love, and mercy. They are not slaves to their baser instincts such as greed, lust, and anger.
- ☐ Laws and Customs. The tyv have built up countries and societies based upon laws and customs. These laws and customs keep the countries stable and encourage civilization.
- ☐ Judge's Discretion. The PCs make an argument that is persuasive to you but is not listed here.

Total good argument points: _____

Bad Arguments

Certain arguments will annoy and frustrate the giants. The PCs lose 2 points for each bad argument they make. Check all that apply.

- ☐ Killing Giants. The PCs mention how much they enjoy killing giants or boast of how many they have killed.
- ☐ The Corrupted Ones. The PCs mention fomorians, crag giants, or the glacial giants. The cloud giants hate these "corrupted" giants, and don't see them as true giants at all.
- ☐ Right to Defend. The PCs question the right of the giants to defend themselves, such as fielding an army or using the monoliths. This does not include eating tyv, however.
- ☐ Hypocrisy. The PCs hold themselves up to a different standard than the giants, such as saying "We can kill you in your homes because this is war." This also includes using war as an excuse.
- ☐ Judge's Discretion. The PCs make an argument that is you think would offend the giants but is not listed here.

Total bad argument points (this is a negative number): _____

Roleplaying

You may add points based upon how well the PCs role-play their argument. Rate the PCs on a scale of 1 to 5. Use the chart below as a guide and give the PCs a number of points based on how well they did. Remember 3 is average. Only give a 5 if the PCs truly earned it.

- 1 Abyssal performance; contradicted self, disorganized, and thoroughly unpersuasive.
- 2 Substandard performance; unclear arguments, and not-persuasive.
- 3 Average performance; nothing special, lack of enthusiasm, and not terribly persuasive.
- 4 Solid performance; well-reasoned, logical arguments, and moderately persuasive
- 5 Excellent performance; strong arguments, clear reasoning, and very persuasive.

Total roleplaying points: _____

Diplomacy Check

The PCs may make a Diplomacy check to improve their score. Allow the PCs to decide who is making the check, but only one PC can do so. All the other PCs may aid, if they have substantially contributed to the argument. A PC cannot just say "yeah, what he said" and be able to assist.

For each 10 points of the PCs' Diplomacy Check, add 1 point to the Persuasion Score. The excess is lost. So a 47 Diplomacy check would give +4 to the score. The remaining 7 points over 40 are ignored.

Total Diplomacy Check points: _____

Circumstance Modifiers

The PCs can make a difference in the Inquest through their actions. The PCs lose 2 points for each of the following, and yes, they stack. So killing a lion in the garden is -6 total points (2 for leaving their room, 2 for injuring the lion, and 2 for killing it).

- ☐ Not showing proper respect to the Patriarchs (not wearing robes or being extremely rude).
- ☐ Leaving their room after dark unescorted and prowling around the villa.
- ☐ Injuring a celestial lion.
- ☐ Killing a celestial lion.
- ☐ Stealing anything.
- ☐ Attempting to break into the treasury.
- ☐ Successfully breaking into the treasury.

The following can give the PCs points. The PCs gain 2 points for each of the following.

- ☐ Retrieving Argentos' egg.
- ☐ Telling Asgeir about Meri Prankster's activities in the house and the Sakhut's involvement.

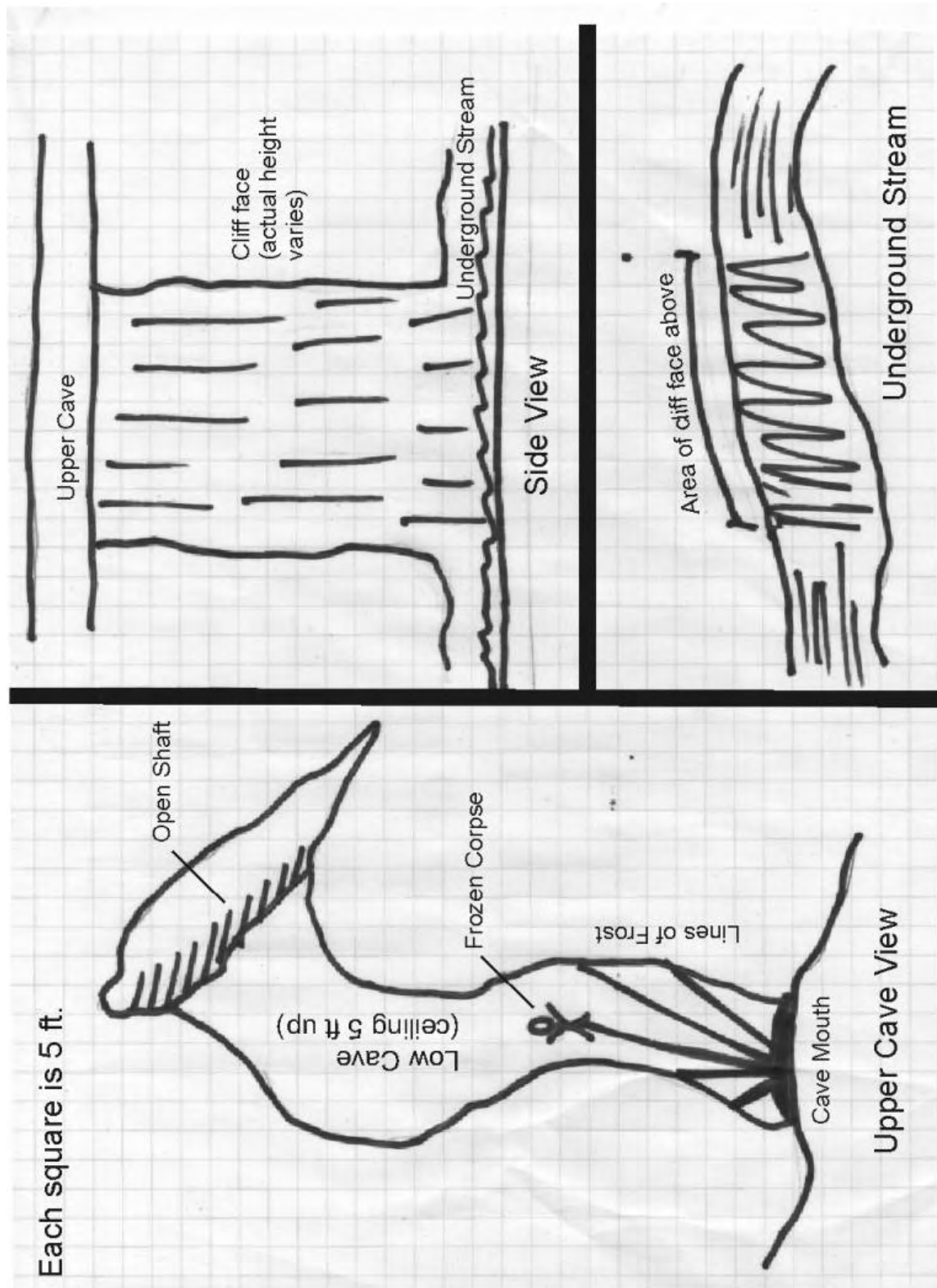
Total Circumstance modifier points (this number could be positive or negative): _____

Persuasion Score

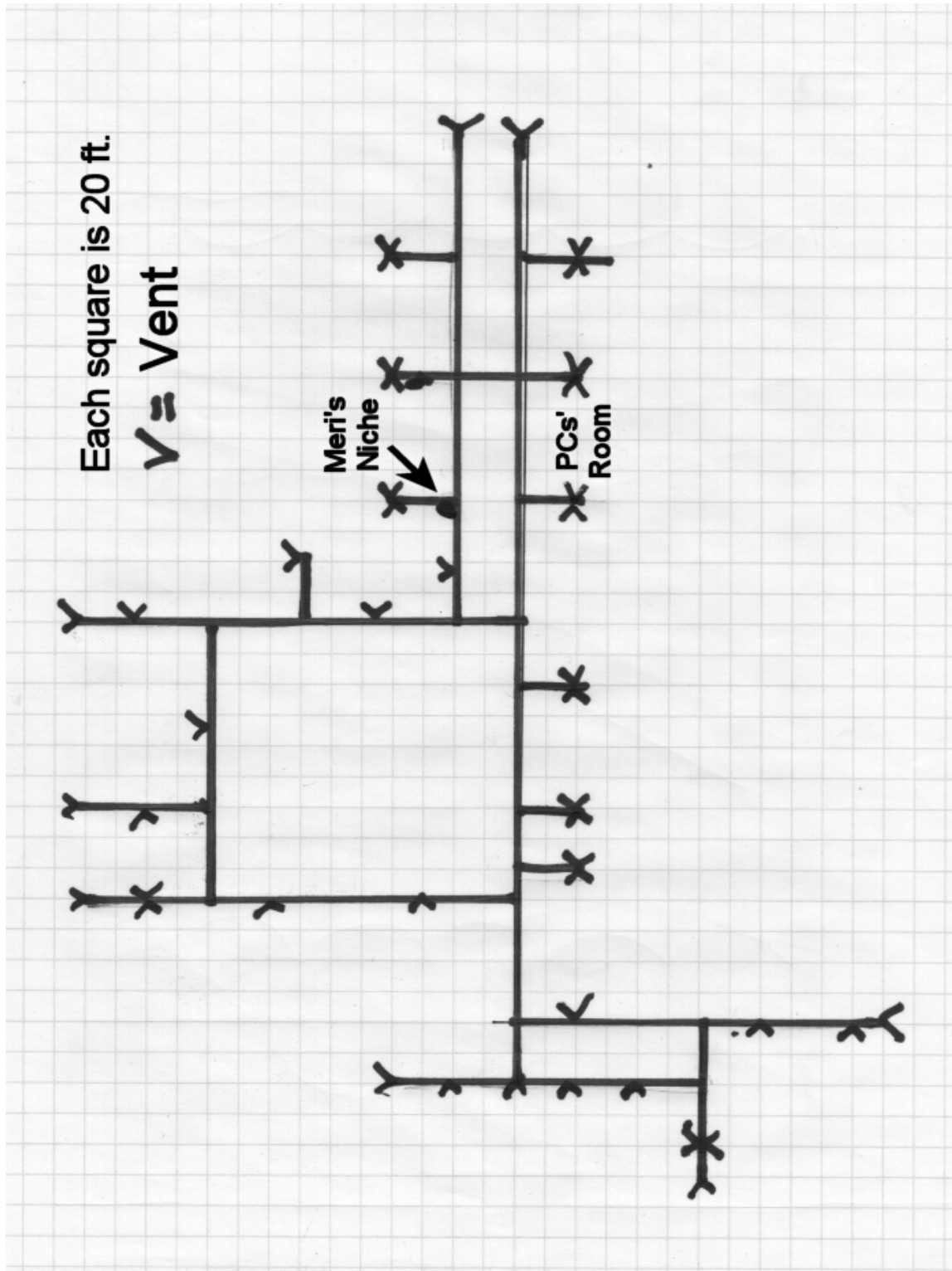
There are five different results based on the final persuasion score of the PCs. Find the result below and go to the appropriate conclusion.

Final Persuasion Score	Result
30 or more	Excellent
25 to 29	Good
20 to 24	Average
15 to 19	Poor
14 or lower	Horrible

Judge Aid #5 – The Mouse Hole



Judge Aid #6 – Air Vents of the Villa



Player Handout #1

Cloud Giants of Mount Aestrald

Asgeir Toklesen

Rane Asgeirsdotter

Ghanadar

Siegnur Siegmundsen

Heike Henriksdotter

Sirianna Thoromsdotter

Heinrik Heinrichsen

Thorom Sperresen

Maira Lachlansdotter

Yngfrid Telensdotter

Player Handout #2

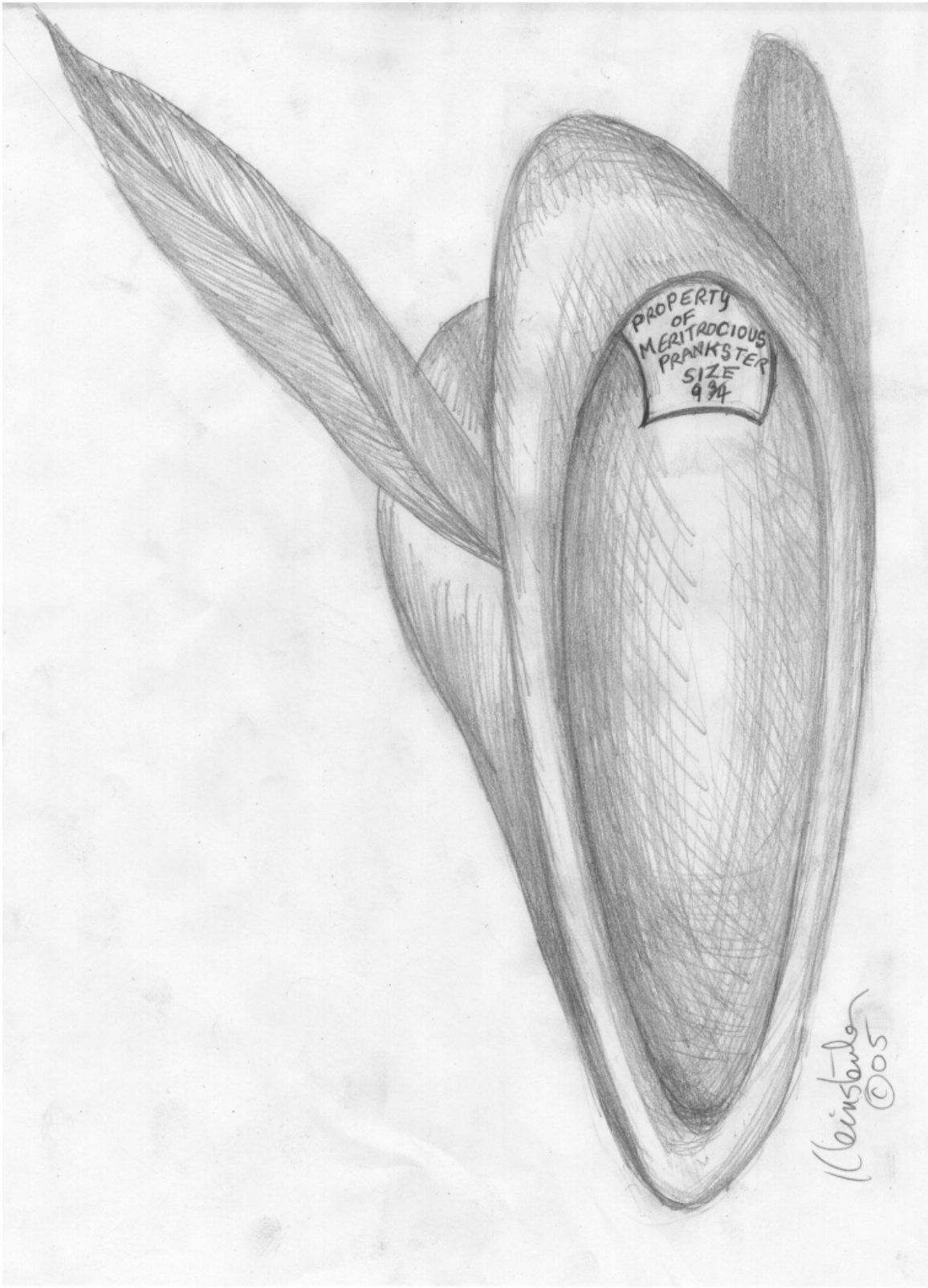
I have information that will help you in your arguments tomorrow.
Meet me in the garden an hour before midnight.

I'm sorry that I was unable to talk to you earlier. But Heinrich is here
and he's watching me like a hawk.

Please burn this note.

Heike

Player Handout #3



Player Handout #4



Player Handout #4 Continued



Critical Events Summary

One of the benefits of playing this adventure at the convention when it premieres is that your actions count toward the official results of this adventure. This adventure GEO5-03 "The Weight of Words" premieres at Patriot Games 2005. If you are playing at the premiere, please fill out this form and return it to the Geoff Triad at the convention.

Judge Name: _____

Judge RPGA number: _____ Slot #: _____

Did the PCs rescue Mothandrist's egg?

Yes _____ No _____

Did the PCs discover Meritrocious Prankster?

Yes _____ No _____

If so, what did the PCs do with Meritrocious?

Killed him _____ Spared him _____

Did the PCs learn of the Queen in Solitude?

Yes _____ No _____

Which result did the cloud giant patriarchs reach in the Inquest?

Excellent _____ Good _____ Average _____ Poor _____ Horrible _____