

VER4-07

Reunification

A One-Round D&D LIVING GREYHAWK[®]

Verbobonc Regional Adventure

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Earth and Stone, Man and Gnome. In Verbobonc, it has been man against gnome since the Kron Hills Revolt of 588 CY. But with the common giant foe resurgent, it is time for the revolt to end. It is time for reunification. Through word and deed, Verbobonc will regain the allegiance of the gnomes. An adventure for APLs 10 through 16, with both diplomatic and combat elements.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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 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.

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc 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.

	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

Ad

venture Background

About six years ago, Right Honorable Sir Fenward Lefthanded became Viscount of Verbobonc. He initially made well-publicized raids into the Gnarley Forest and the Kron Hills, but almost immediately put a stop to these patrols, claiming they were too costly. When the Kron Hills gnomes, ever loyal allies of the Viscounty, protested that these patrols were necessary for their safety, Fenward refused to listen. Worse, he publicly declared that the Viscounty would not protect the Kron Hills Gnomes, and that "the craven little moles can take care of themselves." Immediately, many gnomes of the Kron Hills broke from the Viscounty, forming the Free Assembly of the Kron Hills under their Clan Lord, Urthgan the Eldest of Tulvar.

In recent months, however, the giant foe that threatens human and gnome alike is on the rise. Giants have been seen in increasingly large numbers in the eastern Lortmils and Kron Hills, and have been making forays further west throughout the Kron Hills. The Gnomes of the Free Assembly of the Kron Hills were driven out of Tulvar, and now reside in the town of Swan.

The current Viscount, Langard, has decided that the gnomish rebellion must end. The safety of both humans and gnomes depends on being able to fight a unified battle against the giants. Knowing that the normal negotiators for the Viscounty do not have the gnomes' respect, Viscount Langard has decided to turn to well-

known figures that are viewed more favorably—adventurers.

Note: All the parties in the negotiation suggest the same goals. The reason for this situation is that both the humans and the gnomes have carefully asked around, finding out what matters are open for negotiation. They have done their homework, and it makes the negotiations go smoother.

Adventure Summary

While in the Viscounty of Verbobonc, the characters encounter a series of minor events, but these are mere precursors to the important mission for which they will then be recruited. Viscount Langard desires a formal end to the rebellion of the Gnomes of the Free Assembly of the Kron Hills. He believes this is the time to end the revolt, but negotiations between his own diplomats and the stubborn gnomes have been fruitless. He hopes the characters can be successful in negotiating with the gnomes.

Before meeting the Gnomes of the Free Assembly of the Kron Hills, the characters meet with the noted gnome power broker, Prince Jimm. From Jimm, the characters can gain additional insight into the gnomes' position, and hear rumors about a historic sword.

The characters then journey to Swan, where the Gnomes of the Free Assembly of the Kron Hills currently reside, having been driven out of Tulvar by the giants. They are willing to forgive the past insults that led to their break from the Viscount's authority, but want concessions. Based on what the characters have learned from speaking to Viscount Langard and Prince Jimm, they know what to offer. However, just how little can they get away with offering?

Once an acceptable offer is made, the Gnomes of the Free Assembly of the Kron Hills are willing to end their revolt and pledge fealty to the Viscount. However, there's this little task they want the characters to handle first. The giant enemy has built a makeshift fortress around the moot hall in the conquered gnome town of Tulvar. The gnomes wish to reclaim Tulvar, and can't do this while this fortress protects the giants. They wish the characters to strike the fortress, so that gnomish armies can cleanse the town of the normal ogres and giants.

Approaching Tulvar, the characters encounter a fire giant outrider, mounted on his faithful cauchemar nightmare steed. After defeating this foe, the characters reach Tulvar. The area around the moot hall has been cleared, the better for the ogre bowman and hill giant rock throwers to kill the characters. Beyond the walls of the

makeshift fortress, some powerful humans are engaged in negotiation with one or two fire giants. They will stop at nothing to kill the characters. The documents being discussed will be of great interest to the Viscounty.

In addition to an important clue about the leader of the giant forces, the characters do manage to find Lord Milinous' lost sword. They may return it to the gnomes, to Lord Milinous, or to the Viscount.

In conclusion, the characters are invited to a meeting of the nobles of Verbobonc, to discuss their findings and offer advice to aid the Viscounty.

Introduction

You will need to begin by grouping the characters and their cohorts into four groups. Any character of level 7 or lower should be grouped with another character, and then any cohort should be grouped with his or her companion character. If neither of these cases applies, choose to group together characters who know each other. Pass out **Player Handouts 1a** through **1d** to these four groups of characters. These handouts represent events that happened to the characters prior to the beginning of this adventure. The events will also be of use to the characters in later negotiations.

Afterwards, the characters, in the same groups as before, are contacted by a representative of the Viscount. Pass out **Player Handout 2a** to characters alone in a group. To characters that are paired up, also pass out **Player Handout 2b**; the lower-level character in each pairing is the "companion" mentioned in **Player Handout 2b**.

The messenger found his way to you while you were in Verbobonc City. (It was addressed to you.)/(It was addressed to you and your fellow adventurer.) The message was simple and vague at the same time: an invitation to aid the Viscounty with a crucial task. The meeting was to be at nine bells the next morning at Castle Grayfist, the Viscount's residence at the heart of Verbobonc City. Although further details were missing, the message intrigued you enough that you decided to attend this meeting.

Encounter One

The characters meet with Viscount Langard on what may be their most difficult mission yet.

It is a fine morning as you approach the gates of the palace of the Viscount of Verbobonc. The sun shines between two slender towers, causing the bridge

between them to glow in the sunlight. At the gate of a stone fence, two guards, armed with maces and halberds, eye you warily. They ask your business at the palace, but upon seeing your letter, you are hurried inside.

You first gather in a beautiful courtyard. Although trees and flowers surround you, they block neither the sun nor the breeze. The wind carries the delicate scent of dozens of flowers. A human courtier, dressed in the latest fashions, is there, waiting for you. "I am Siras Dinoth, an aide to the Viscount of Verbobonc. I have contacted several others, so we are waiting for (number) more." Soon, (number) more adventurers arrive.

This is a good time for players to describe their characters.

After all the adventurers have arrived, you enter one of the many buildings that make up the palace complex. You travel through a narrow hallway, well lit through tall windows. At the end of the hallway, two guards are waiting. One speaks. "You will need to leave your weapons here. We will safeguard them."

Characters will have to comply in order to proceed into the meeting.

Siras Dinoth leads you into a meeting room. Windows on three walls admit the sunlight, and present a splendid view of a verdant garden. A long ipp wood table dominates the room; refreshments are arranged on the table. "Please, help yourself to food and drink. I will alert the Viscount that you have arrived."

You are left alone for only five minutes before the doors open. First, two guards dressed in plate armor enter. After quickly surveying the situation, they nod, almost imperceptibly. Then, a lean, handsome half-elven man enters the room. He looks you over with piercing blue eyes. He smiles, then looks to the guards. "That will be all." The guards depart, closing the door behind them. With that, you are alone in the meeting room with Viscount Langard.

Roleplaying Note: Viscount Langard begins by speaking in the formal tones of court, but as a former adventurer himself, eases into more casual speech.

Viscount Langard sits at the head of the table, then speaks. "I have called you here because you all are known for many accomplishments, in the aid of the Viscounty and elsewhere."

(If you are familiar with the past adventures of the characters, feel free to add in specific examples, especially

if the characters have participated in the two 591 CY assaults on the Temple of Elemental Evil.)

"And now, the Viscounty needs the aid of good people like you, to deal with a problem I inherited when I took the throne. For sixteen years now, the gnomes of the Kron Hills have been in open revolt, turned away from their traditional ties of fealty due to the actions of my predecessor, Fenward Lefthanded. I cannot express enough my regret for his words and deeds, but they are done, and I believe it is time to put them in the past.

"The situation in the Kron grows graver each day. The giants grow stronger. Already Sheernobb has fallen, and from there, the Kron Valley and Hommlet are threatened. But because of the rebellion, we can't make an effective response. Gnome warriors are exceptional at fighting giants, yet our armies can't fight together when 'officially,' a large portion of the gnomes of the Kron refuse to recognize the authority of the Viscount.

"This revolt can't go on. I have it on good authority that Urthgan and the Assembly realize this fact, too. All that remains is for the two sides to negotiate, and end this revolt. 'Earth and Stone, Man and Gnome.' It's not an empty phrase. It is a representation of what made Verbobonc strong. I want to regain this strength, and formally end the rebellion. And to that end, I want your aid. I know that you adventurers can do that I no longer can."

The characters are free to ask questions. Some important ones are detailed below.

What are we negotiating for?

"Firstly, when the gnomes pledge fealty to the Viscounty, patrols will resume. The gnome lands will become safer. That is a given, although important given the battles in the Kron Hills. This fact has been insufficient to motivate the gnomes to return to their relationship with the Viscounty. We need to offer additional inducements.

"I talked with many sources, and I have a fair idea of what inducements would mean the most to the gnomes. I know three clear options.

"First, raising one of the gnomes to noble status, a peer of the nobles of the Viscounty, would certainly be viewed most favorably. I will mention one gnome in Verbobonc City, known as Prince Jimm. He is no supporter of the rebellion, and has remained friendly to the Viscounty. However, rewarding rebellion with such an honor would not sit well with several of the

noble families. Still, if it has to be done to end this rebellion, I will have it done.

“Second, a joint military strike against the giants. For the nobles of Verbobonc to lay down the blood of their own to free the gnomish homelands would command immediate respect from the gnome elders.

“Third, superior trade agreements. The gnome elders know very well that without trade with the Viscounty, their people are in a weak position. They cannot grow sufficient crops, particularly in the vicinity of Tulvar, and they can’t eat the gems and ores they mine. They need trade. And I propose placing the trade between the gnomes of the Kron Hills and the Viscounty under my sole authority. Only the Viscount would be able to set trade arrangements and levy taxes. And I will set prices for food and certain other goods equal to that charged in the markets of Verbobonc City.”

“The trade agreement would be most acceptable to the nobles, even if some nobles with land holdings near the Kron Hills would lose out on levies. A joint military strike would take additional convincing. I would prefer if you can gain agreement from the gnome elders to end the rebellion in exchange for these two offers, or even just the trade agreement.”

Why involve us?

“You have performed many great deeds, making your names known to many throughout the Flanaess. In particular, many of you have aided the Kron Hills gnomes, often at great risk to yourself. When compared against the self-dealing deeds some nobles of Verbobonc have done against the gnomes, you can see why Urthgan and the Assembly will view you more favorably.

“In addition, whether fair or not, and whether it applies to you or not, adventurers have a reputation for not caring for Lord Simon Milinous. That can only improve the gnomes’ perception of you,” he says, smiling.

“In the meantime, I have other tasks to attend to. I’ll be meeting with the lords and ladies of the land. There are many logistics to be worked out for this plan to succeed. With military matters, matters of law, and matters of commerce, I have a lot of work to do. But in the end, I expect reunification will happen, and I will gain the acceptance of those nobles under me.”

Who should we speak to?

“The gnome elders of the Assembly, and their leader, Urthgan, are now in the town of Swan. The fact that they are there, rather than Tulvar, is just one reason why they should be ready to end the rebellion. It is Urthgan’s signature I will need on this treaty.”

“I’d suggest speaking to Faljimm Nizgafal, known as ‘Prince’ Jimm. His true relation to the Assembly is uncertain, even to me. He is a loyal subject, on the surface concerned mostly about the dealings of his several merchant houses. But he meets with gnomes of different factions from time to time. He is a diplomat, a mediator, perhaps even a significant power, but I suspect we humans will never know for certain.

If the characters note that they saw him in Swan, the Viscount will express his interest in this fact.

“It is well worth your time to speak to Prince Jimm. In fact, you have a luncheon date with him at highsun today. It’s at his home here in town. Don’t be late.”

After we handle this, then what?

“I would appreciate receiving word by whatever most expeditious means you have available. I want to hear the details from you, as well as from the gnomes.

“In two weeks’ time, I’ll be meeting with the nobles under me to discuss the giant problem. If you have returned to Verbobonc City by that time, please contact Siras Dinoth, my aide. He will give you further instructions.”

Viscount Langard concludes with a final plea.

“Thank you for coming to the aid of the Viscounty. Please do all you can, within your power, to aid the gnomes.”

Encounter Two

The characters enjoy lunch with Faljimm Nizgafal, and learn more about the situation, as well as a lost item that could win influence with the gnomes’ strongest internal enemy.

From the front, the home of Faljimm Nizgafal appears much like the home of any prosperous human merchant, appearing very similar to the surrounding homes. However, from the side, it appears to disappear into the hillside. A gnome servant has the front door open, obviously having seen your approach. In the human-sized foyer, a gnome, impeccably dressed in the latest human fashion, waits for you. He brushes the end of his handlebar

moustache before extending his hand to you. "Greetings, friends, and welcome to my home. I am Faljimm Nizgafal, but you may call me Jimm. I am not certain if I have had the pleasure of making your acquaintance in the past, so may I have your names?"

Prince Jimm greets each character with a hearty handshake, a big smile, and a pleasant greeting. He is genuinely happy to meet new people, and welcomes the characters into his home like old friends.

If they mention seeing him in Swan, he will respond slyly, "Well, I do have a lot of gnome friends, don't I?"

If they ask about why he's known as Prince Jimm, he will say "Oh, the Princehood is just an office held by a different gnome each month." He won't reveal just what his true power and authority is.

Prince Jimm puts his hands together. "Now, there's no reason why we shouldn't start out with a good meal. Follow me!" He leads you into a dining room with a long table, easily capable of seating ten people. Looking closer, you see the table is shorter at the rear of the room. The floor is higher there, and the seats appropriately sized for smaller folk. Prince Jimm himself sits at the head of the table at the short side of the room. "I entertain humans and gnomes quite frequently, and this room is excellent for serving mixed company. Please, sit!"

Soon after sitting, gnome servants bring out mugs of fine gnomish ale. The lunch that follows features a number of gnomish specialties, as well as human dishes, enough to suit almost anyone's taste and appetite. Jimm discusses the weather, travel, and other small talk. Once the servants clear the dishes, his mirthful face looks a little more serious, but not too serious.

"We know why we are here. We all desire an end to the gnomish rebellion. Earlier today, you discussed this matter with the Viscount. And I am intimately familiar with the matter. My station here in town, involved in both human and gnome circles, and as a strong supporter of the Viscount, puts me in the position of diplomat and peacemaker."

"I believe it is fair to say that certain prominent members of the gnomish community have been furtively discussing reunification for several years now, but the Assembly has been strongly in support of the rebellion. Now that Sheernobb has fallen, even the most stubborn elder is beginning to realize that the rebellion will not last. The fear now is not a military attack from an aggressive Verbobonc noble, but total destruction at the hands of the giants.

"Pride, however, will not allow Urthgan to simply declare the rebellion over. You can try swaying him with words, but I will tell you it will not work. He needs some significant concession from the Viscounty."

Prince Jimm will discuss this matter fairly openly with the characters. He will share his impressions of the gnome elders, and what they believe. They will include the following points:

- Some of the elders have always felt like second-class citizens, not accorded the respect of the noble families.
- Some feel the Viscounty should have supported them more militarily, even with the revolt. Protecting the loyal gnomes would have helped them see that the humans remained allies, despite the actions of Viscount Fenward.
- They are worried about matters of trade. The best route to the human lands often goes through Milinous' lands, and they would rather not have to deal with him. Milinous has been increasingly aggressive toward the Free Assembly of the Kron Hills. Before he left for the Greyhawk Wars, he seemed willing to let them be. After his return, he vocally insisted that they were a hostile neighbor, and should be brought to heel. Now that Lord Milinous has risen to Provost Marshall of Verbobonc, it is clear that he would just as soon march the Viscount's armies into the Kron to fight gnomes as the invading giants...if only he could do so without angering Viscount Langard.
- Most of the elders feel their rebellion was the right thing to do, that they are better off independent of humans that would casually insult them. Many suspect that despite gestures from the new Viscount, he probably feels the same way, deep down.
- The elders do have a respect for how adventurers like the characters have aided them before. They view the characters differently, even though many of them are loyal citizens of Verbobonc, and serve in the military or serve the noble houses.
- The elders especially respect how adventures have risked themselves in battles for the gnomes. If the characters did this again, the elders would certainly view them more favorably.

As the characters conclude their conversation with Prince Jimm, he will make a few more points.

- The giants have been active, creating a new fortress, built within the rightful gnome town of Tulvar. The

location is an ideal center to monitor movement in a good portion of the Kron Hills.

- The gnomes believe they have located an item that may be of interest to a particular opponent of the gnomes: a sword that once belonged to a certain noble who went off to fight in the Greyhawk Wars and was captured and ransomed. (He will not mention Milinous by name here, but it should be clear. *wink wink*)

Encounter Three

The characters meet with Urthgan the Eldest of Tulvar and the Assembly of the Kron Hills. They negotiate the terms of reunification, but first, there's this task they can take care of....

NOTE: During the negotiations, refer to **Appendix 3**, which presents a checklist of negotiation points. It will help keep track of how well the characters are negotiating. **Appendix 4** details background on the Shrine of the Peacemaker. Any character that succeeds at a DC 15 Knowledge (local: VTF), Knowledge (history), or Bardic Knowledge check should be given a copy of **Appendix 4** to peruse.

Additionally, the characters should be aware (or should be reminded) that per the Verbobonc Influence Document, a character may spend 1 Influence Point to gain a +4 circumstance bonus to one single Charisma-based skill. Up to 4 Influence Points may be used, but they may not be used on the same Charisma skill.

It takes the larger portion of a day to travel the thirty miles from Verbobonc City to Swan, depending on how fast the characters or their mounts travel. Travel is uneventful. Assuming that the characters leave after lunch with Prince Jimm, they arrive around midday the next day.

As the plains give way to foothills, one large building rises in the distance, the stalwart Fort Wilfrick, defense of the lands of Lord Avgustin. Soon, the buildings of the surrounding town of Swan come into view. Most of the buildings appear to be of new construction, a sign of the burgeoning population come to mine newly discovered mineral wealth and serve the growing population.

The guards admit you to town without any difficulty; you seem to be well-known in town. It takes but a few questions to learn that the gnome Assembly is dwelling in the Swan's Rest. You proceed there, and find that the innkeeper, a gnome named Drafner, had

received advance knowledge of your coming. "A little bird told me," he says mysteriously. "Do you need to visit the rooms and freshen up first?"

The statement about the little bird is literal; he was the recipient of an *animal messenger*. He sends a young lad to alert the gnome elders that the characters have arrived. If the characters do wish to freshen up, then continue:

The innkeeper speaks a few words to a young lad, who dashes upstairs. He then gathers a number of keys, and leads you up the stairs. "We have made rooms available for you for as long as you need them."

Once prepared, the innkeeper leads you into a prepared private room.

If not, continue:

A young lad dashes upstairs as the innkeeper leads you into a prepared private room.

Then continue for both:

There are two rectangular tables in this room, arranged close to each other to form a rough square. One table is shorter, however, but set on a raised dais, so the surfaces are roughly level. Three fine chairs, appropriately sized for a gnome, are arranged around the shorter table. The other table features chairs of appropriate size for your statures. Pitchers of water and platters of fruits, cheeses, and meats are centered on both tables.

An older human dressed in clerical robes is standing near where the tables meet. The serene mask of Rao is prominently featured on his attire. "Greetings. I am Father Cadifel of Rao, humble servant of the Shrine of the Peacemaker. May peace, reason, and serenity be with you. The Shrine was established at the site of a great act of peaceful resolution, when gnomes and humans came together to fight the giant foe. Urthgan and the gnomes of the Free Assembly recognize the history of the Shrine, and have asked that I be available to mediate, but hope that you will be able to resolve your differences without my assistance."

Father Cadifel (male human Clr7, Diplomacy +14) will not be an active participant in the discussions unless absolutely needed, but may be called upon by the characters or the gnomes to settle a particularly heated point or to calm tempers. As the characters are the heroes of the adventure, he is not to actively negotiate.

It will take the gnomes about fifteen minutes to finish donning their finest attire and arrive in the private room.

If the characters take longer to prepare, the gnomes will still arrive two minutes after the characters.

The door to the private room opens, and a young gnome enters. His age and attire suggests he is a page, although the clothes are of a far more colorful finery than is common in human circles. In a clear, resonant voice, he intones, "Please rise to welcome the elders of the Gnomes of the Free Assembly of the Kron Hills, and the honorable Urthgan, Eldest of Tulvar." A group of three male gnomes enters, the gnomes of ages ranging from old to elderly, with all dressed in quite luxurious attire. They move to the short table. The first gnome to enter, who is recognizable as Urthgan, sits in the center chair. The other gnomes sit in the surrounding chairs.

The gnomes peer at you intently. Urthgan speaks first. "I, Urthgan, Eldest of Tulvar and leader of the Gnomes of the Free Assembly of the Kron Hills, welcome you, representatives of Viscount Langard of Verbobonc. With me are my fellow elders, Greenbramble and Wilfrid," he says, motioning from his left to his right. "Now, please introduce yourselves, for the record."

Show the players the illustration in **Player Handout #4**. Allow the characters to introduce themselves in whatever manner they desire, and perhaps talk a little about how much they have helped the gnomes in the past.

Father Cadifel addresses the gnomes. "I greet you again, Urthgan. May you find peace through reasoned discussions on this day. Now, I must leave, but you may call if you need to bring serenity to your proceedings."

Before negotiations begin, one matter must be resolved. Wilfrid enters with *detect magic* active. He takes 10 on Spellcraft checks to identify all active spells on the characters. If he identifies spells such as *zone of truth*, *discern lies*, *detect thoughts*, or worse, he will speak up, and demand the spells be terminated. The gnomes believe all negotiations should be man-to-gnome, with no magical interference. (Note that normal magic items, including items useful to negotiation like a *cloak of charisma* or *ring of the silver tongue*, are not objectionable to the gnomes. And if the character is protected from detection, Wilfrid won't know to object.)

With formalities out of the way, Urthgan continues. "I believe I speak for all of the elders when I say I am happy to see you here, and not the Viscount's normal diplomats. So many of them have served for too long, and we could never vouch for their true motivations. We also know of the good you have done, both for us gnomes and for other good people of the Flanaess.

"Still, we can never forgive the treatment we, allegedly equal citizens of the Viscounty, received at

the hands of Viscount Fenward. This insult will persist for generations upon generations. In the spirit of fairness and brotherhood, though, we will entertain these discussions, and judge the worth of the Viscount Langard appropriately."

Allow the characters to make an offer first. In fact, the gnomes are hoping they will do so. If they ask what the gnomes are looking for, they will ask for it all:

"What we want is the respect we are due. For too long, we have been second-class citizens. Now, could you imagine Viscount Fenward announcing that the humans in the southeastern part of the Viscounty could fend for themselves? Of course not. No noble would have stood for such shoddy treatment, and the other nobles would have spoken against a leader who would do so, for their own station would be threatened. But did you see anyone speak for the gnomes and elves? No. It is long past time for a gnome to be a noble, a peer of the great houses of Verbobonc.

"Then, with the giant threat growing worse, the armies of Verbobonc choose to meet the giant threat, if that's what you call their minimal actions, while ignoring the warriors most skilled at fighting giants.

"And to make matters worse, the humans of Verbobonc have seen fit to take advantage of our situation. Food shipments from Verbobonc are sold at inflated prices. I guess 'Earth and Stone, Man and Gnome' really doesn't mean anything, even when my people are starving.

"With the treatment we have received, there is no reason why we should expect anything good to come from reunification. So what say you?"

Role-playing notes:

- Urthgan is a fierce proponent of the gnome race and the good gnomes who have long dwelled in the Viscounty. He states his beliefs strongly, and has a long memory for the history of the gnome rebellion and the problems of the humans. He is a skilled diplomat and bombastic speechmaker, often going off on tangents about how hurt the entire gnomish race is because of the actions of the Viscounty. However, it is often just an act, as he is willing to let past insults go to end the rebellion. It is difficult to determine when he truly feels insulted, and when he is acting.
- Wilfrid is a learned scholar. His decades of magical research have made him more level-headed than the typical gnome, and he often speaks to quiet down

Urthgan when he goes on one of his longer rants. Urthgan will look to him for details such as dates, treaties, and names. For example, he will quantify how a trade offer compares to past arrangements, and judge it's to the gnomes.

- Greenbramble is a warrior and scout, and not much of a negotiator. He speaks up mostly when military matters are discussed. He feels for the losses to the gnome forces, and is upset that the humans abandoned them to their fate.

The characters are free to negotiate in any way they desire. Encourage all players to participate; in game terms, the characters will not be penalized for players' misspeaks, only conscious actions by the characters. Explain to the players that they should choose one player as the chief negotiator, who will roll the main Diplomacy check.

During the course of the debate, make note of the points raised by the characters. Some are worth points for the modified Diplomacy check that will determine the resolution of the reunification. A checklist is provided in **Appendix 3**. Before the Diplomacy check is rolled or established, you may assign a modifier of -4 to +4 to the roll for bad or good role-playing.

The characters will need a modified Diplomacy check of 70 (68 at a 5 character table, 66 at a 4 character table) to convince the gnomes to end their rebellion. Although there are three gnomes here, it is solely Urthgan's decision whether or not to accept the characters' offer.

The characters may want to volunteer to engage in some adventuring (killing giants, for example) as a way of winning points in the negotiation. Urthgan applauds their enthusiasm, says there might be an opportunity for something like that, but these *diplomatic* negotiations must be resolved first.

If the check is insufficient, continue:

Urthgan looks upset. *"What do you take us for? Such an offer pales in comparison to the injustices visited upon us."*

The characters may try another round of discussions (and another Diplomacy check), but *only* if they have not already granted all three concessions (favorable trade, military assistance, and gnomish lordship). The characters *must* include one more concession that they did not include before in order to attempt another Diplomacy check. If the characters a clue that they must offer more, Urthgan presses them for any other concessions the Viscount may have authorized.

If the characters fail even after offering all three concessions, Urthgan collects his things and gets ready to leave. As he prepares to do so, Father Cadifel steps into the room. Cadifel realizes that it is his responsibility to broker this all-important peace, since the characters have completely failed to do so. Cadifel speaks a few kind words to Urthgan, urging the old gnome to think again about all the things that the characters have said on behalf of the Viscount. Go to "the check is sufficient," below, but do not award the characters any experience for this Encounter.

If the check is sufficient, continue:

The three gnomes converse quietly for some time. Finally, Urthgan turns to you. *"We still have grave reservations about the Viscount's level of support for the gnomes of the Kron. Believe me when I say we will be watching his actions closely for some time. But with the best interests of the Viscounty in mind, we will agree to end the rebellion, if you do one more task for us."*

"You are certainly aware that our home of Tulvar fell several months ago, and that is why we are here, instead of our home. The main giant force is now to the south of Tulvar, but Tulvar is still guarded. The giants have claimed our grand moot hall and turned it into a common fortress for those foul foes. Our scouts report that giants with an abnormal level of skill stand guard, and occasionally humans have been spied entering and leaving."

"The giant and ogre forces that have beset our people will fall in battle to our well-trained warriors. We have a force arranged, and we are ready to strike back. But we cannot move a force of the necessary size through Tulvar while the giants control this fortress. We need a small group of skilled people to take out this fortress. Then, we (and the Viscounty forces, [if such was agreed]) can move on the main giant force and bring retribution not seen since the Hateful Wars."

- **"Where is the moot hall and fortress?"** The gnomes will provide accurate directions to the moot hall.
- **"Can you provide a layout of the fortress?"** The gnomes will provide a layout of the moot hall, but cannot give specific dimensions for the giant-made additions.
- **"Can you show us the location, so that we may teleport there?"** Wilfrid will counsel against teleporting to the moot hall, as they have no idea how the giants and their human allies have altered it.

Similarly, much of the town is destroyed. He will create a *major image* of a hill within Tulvar, about 400 feet away from the fortress, which he knows is unaltered.

- **“What is guarding the fortress?”** Greenbramble reports that his scouts have seen ogres and hill giants on the walls, and signs of humans and fire giants inside the fortress. He will also mention losing several skilled scouts to an unknown enemy; these scouts were found far from the fortress, felled by a massive wound like that of a spear or lance.
- **“Have you scried the fortress?”** Wilfrid has scried the external portion, but the gnome-built moot hall is unreachable by scrying.
- **“What’s this we hear about a sword?”** Urthgan smiles. **“Yes, one of our scouts reported seeing a human within the fortress, holding a sword with a hilt in the shape of a black griffin. Based on the quality of the workmanship, we are fairly certain it is the sword that was wielded by one Sir Simon Milinous before he left for the Greyhawk Wars. We would very much like to present it to him when we later meet the Viscount and his assembled nobles.”**

Encounter Four

The characters journey into the Kron Hills and to Tulvar to take out the giant fortress. Before they get there, they may need to take out a fire giant scout.

***Note*:** If the characters approach from the south (from giant-held lands), teleport directly to the outskirts of Tulvar, or otherwise bypass the fire giant outrider, he is waiting to run down the characters when they leave the fortress. He will have been alerted to the attack by the wizard’s imp familiar.

The gnomes suggest the characters head directly south. The journey from Swan to Tulvar (about 20 miles, so about 2 days of travel) passes without event. The characters may travel another route, which unless they travel through giant-controlled territory, would be uneventful as well.

Note that the characters have been given very good directions and a map. They should be able to keep track of how much time they have left to reach the fortress, and precast spells appropriately. Characters are expected to prepare appropriately, and not simply walk up to the fortress unprepared. Since the enemies have a similar

chance to prepare, no adjustment is made to the EL to reflect preparation.

The sun shines bright on the Kron Hills as you head south from the Town of Swan. The sky is clear, and you think you can see for miles in every direction. Having past the last outlying settlement, there is now no sign of any creature’s passage. The road seems abandoned, and all is quiet.

After traveling for two days, you check the map again. You are getting fairly close to the outskirts of the gnome town of Tulvar, and should be there within the hour. Your luck has held out, and no giant patrols have spotted you.

Here, the characters are about a mile out from the fortress, which should take about 30 minutes to traverse, as it is over mountainous terrain. This is a good point for characters to put up longer duration spells (10 minutes per level and up).

There is a scout keeping watch over the most likely approaches (about a 120 degree arc). The wizard’s imp familiar, Maleface, is invisible, in raven form, and patrolling the sky at a height of about 150 feet. If he can spot the characters (which will occur at a distance of about 200 linear feet), he flies away to alert Falkur Volkmar, the fire giant outrider, who patrols this land in a set pattern.

Jakob Tallasin, the wizard at the giant fortress, also knows that the characters approach, due to the imp’s telepathic link.

Spotting the Imp

It is difficult, but not impossible, to spot the imp. Maleface is careful about flying out of the range of *true seeing*. However, if a character has *see invisibility* up, he might notice that the raven in the sky is translucent to his vision with a Spot check. The DC for this check is 8 (DC 0, with a +8 modifier for the raven’s Tiny size) with a –25 penalty to the check for distance. If a character that can *see invisibility* is able to succeed at this effective DC 33 Spot check, he will notice the shimmering of the spotted invisible creature.

Although a few birds have graced the clear sky, something about that raven is curious. As you focus on it, you notice that the raven is translucent to your sight, meaning it is actually invisible! It turns around and begins to casually fly away from you.

Characters that cannot *see invisibility* still have a slight chance to note the ripples in the air of an invisible creature. Maleface gains a +20 to his Hide check for moving while invisible, so characters without *see*

invisibility active notice a suspicious ripple in the air with an effective DC 53 Spot check.

You may prefer to roll these Spot checks in secret for the players, so they aren't alerted that Maleface is watching them.

Maleface attempts to flee if attacked, flying straight up. It relies on its perfect maneuverability and speed to escape any pursuer.

All APLs

🔥**Maleface, Imp Familiar:** hp variable; see Appendix I (Encounter 6)

The characters are most likely not going to notice the imp, and he will get away to alert the giant, and then return to the fortress. The fire giant moves to a position at the bottom of a hill and in the path of the characters. The combat happens after 3-15 minutes have passed.

As you reach the top of another rise, your vision extends further into the valley. At the base of the hill, some one hundred feet away, is something out of a nightmare. A massive jet black horse, snorting smoke, flames licking its hooves, paws the ground eagerly. Astride the beast is a muscular giant with flaming orange hair and beard and singed plate mail. He levels a massive lance in your direction.

APL 10 (EL 13)

🔥**Falkur Volkmar:** Male Fire Giant Ftr1; hp 185; see Appendix I

🔥**Nightmare, Cauchemar:** Huge Outsider; hp 172; see *Monster Manual*

APL 12 (EL 14)

🔥**Falkur Volkmar:** Male Fire Giant Ftr3; hp 211; see Appendix I

🔥**Nightmare, Cauchemar:** Huge Outsider; hp 172; see *Monster Manual*

APL 14 (EL 16)

🔥**Falkur Volkmar:** Male Fire Giant Ftr5; hp 237; see Appendix I

🔥**Nightmare, Cauchemar:** Huge Outsider Ftr2; hp 232; see Appendix I.

APL 16 (EL 18)

🔥**Falkur Volkmar:** Male Fire Giant Ftr7; hp 33; see Appendix I

🔥**Nightmare, Cauchemar:** Huge Outsider Ftr4; hp 262; see Appendix I

Some details for the combat:

- The fire giant starts 100 feet from the party's lead member.

- The fire giant is on the down slope of the hill; however, the incline is not enough to impact movement or give anyone a bonus for attacking from high ground.
- The ground is rocky, mostly barren with scrub plants. There is insufficient plant matter for a spell like *entangle*.
- The ground counts as light obstruction (+2 to the DC of Tumble checks), but does not count as rough terrain for purposes of reducing movement or preventing charging.
- Note that effects that provide concealment (*obscuring mist*), hamper movement (*spike stones*), or create barriers (*wall of stone*) may prevent Falkur from making a ride-by attack and spirited charge in a particular round. Characters are well-advised to recognize the threat the mounted giant presents and stop his most threatening method of attack.

Tactics:

- Falkur does not bear a shield, and so wields his lance two-handed.
- Falkur prefers to execute a spirited charge and ride-by attack on a weak-looking target (lightly-armored, not very muscular). When doing so, the nightmare is unlikely to be able to attack, but spews smoke upon the target as a free action.
- If a character (particularly a weak-looking one) is airborne, Falkur charges that target, stopping next to it to allow the nightmare to attack. He then prepares to full attack the next round.
- If a character goes ethereal (with *ghostform*, for example), the nightmare goes ethereal, taking Falkur with him, and they attack this character.
- If Falkur has a foe in range at his action, he attacks with a full attack action and the nightmare goes ethereal, taking the giant with him.
- If Falkur and his mount are ethereal at the start of the round, and a foe is within range with a 5 foot step, they return to the Material Plane and Falkur executes a full attack action.
- If either Falkur or his mount is seriously wounded, they go ethereal and consume healing potions.
- Falkur and the nightmare delay in favor of the other when necessary to execute these tactics.

Treasure:

APL 10 and 12: L: 37 gp; C: 0 gp; M: +1 *Large light fortification full plate* (596 gp per character, +1 *large flaming lance* (693 gp per character), *saddle of ease* (167 gp per character), *potion of resist energy cold 7th level caster* (58 gp per character), *potion of shield of faith 6th level caster* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character).

APL 14 and 16: L: 37 gp; C: 0 gp; M: +1 *Large light fortification full plate* (596 gp per character, +1 *Large flaming lance* (693 gp per character), *saddle of ease* (167 gp per character), *oil of greater magic weapon 12th level caster* (150 gp per character), *potion of resist energy cold 7th level caster* (58 gp per character), *potion of shield of faith 6th level caster* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character).

Encounter Five

The characters reach the fortress and defeat the giant guards. The moot hall is the only structure standing in the center of Tulvar. Buildings in a 150 foot radius have been destroyed and the rubble cleared. Outside of this kill zone, ample structures stand to allow the characters to approach while hiding.

After a half hour of additional travel, you reach the border of what used to be the bustling village of Tulvar. Where wooden buildings stood, splintered beams and crumbled stone chimneys lie in ruins. Gnomish rents are exposed to the sky, cleaved open by giant greatclubs. You spy a headless gnome doll crushed under a collapsed earthen wall.

You glance past a half-collapsed inn and see the ground is clear beyond, with an ungainly stone structure rising in its center. Featureless stone walls with crude crenellations surround and protect the hill where the grand moot hall of Tulvar was built. The workmanship of the stone wall would sicken a dwarf or good stonemason.

Despite the unattractive features, the wall is obviously strong enough to support the hill giants and ogre walking along the perimeter, standing guard.

If the imp is still around, he alerts one hill giant, who sounds an alarm.

A gong sounds loudly, echoing off the stone cliff face. The ogre nocks an arrow in his bow, while the giants heft large boulders.

APL 10 (EL 10)

☛ **Grunsh:** Male Ogre Ftr4; hp 76; see Appendix I

☛ **Hill Giant (2):** hp 102 each; see *Monster Manual*

APL 12 (EL 13)

☛ **Grunsh:** Male Ogre Ftr7 hp 109; see Appendix I

☛ **Hill Giant (4):** Large Giant Ftr1; hp 138 each; see Appendix I

APL 14 (EL 15)

☛ **Grunsh:** Male Ogre Ftr9; hp 129; see Appendix I

☛ **Hill Giant (4):** Large Giant Ftr3; hp 162 each; see Appendix I

APL 16 (EL 17)

☛ **Grunsh:** Male Ogre Ftr11; hp 149; see Appendix I

☛ **Hill Giant (4):** Large Giant Ftr5; hp 186 each; see Appendix I

Some details for the combat:

- Refer to the map in **Appendix 5**. Grunsh (G) is located above the gate. The first two hill giants (H1, H2) are in the forward towers. The other two hill giants (H3, H4), if present, are on the wall, near the towers.
- The hill giants and ogre are unable to physically touch a character protected by a *protection from evil*, *magic circle against evil*, or similar spells, as if the hill giants were summoned creatures. Although the reason for this isn't clear, this fact is significant for future Verbobonc scenarios. These giants can still attack the characters with rocks and ranged weapons, of course (this restriction only applies to the hill giants and ogre encountered here; the fire giants encountered elsewhere in this scenario can attack the characters freely).
- Each of the giants is behind a low wall (relative to his size, of course). They receive cover from the wall against ranged attacks, but the wall offers no cover to others from their own ranged attacks.
- The giants may take full cover behind one of the crenellations and the ground is rocky, mostly barren with scrub plants. There is insufficient plant matter for a spell like *entangle*.
- The ground counts as light obstruction (+2 to the DC of Tumble checks), but does not count as rough terrain for purposes of reducing movement or preventing charging.
- The wall is a uniform 19 feet high, with 4 foot crenellations. The giants walk along a 10 foot wide path inside the wall, at a height of 15 feet. The wall, as a magical creation, was created perfectly smooth,

and cannot be climbed without rope or magic. See *Player's Handbook*, p. 69.

- The gate is blocked by a portcullis of iron bars 2 inches thick spaced 6 inches apart (Hardness 10, 60 hp per bar, DC 24 Strength check to bend the bars) and locked with a Good lock (Open Locks, DC 30).

Tactics, APL 10 to 14:

- The foes start by focusing on soft targets (lightly armored types). If there are other archers, Grunsh focuses his shots and the giants' rocks on them. Otherwise, they then attack the foes closest to the wall. They attempt to keep the characters out of melee combat range by killing them first.
- If the characters choose not to get within a reasonable range for the hill giants to throw boulders, they take full cover behind the wall.

Tactics, APL 16 (Same as APLs 10-14 plus):

- If Grunsh is getting seriously hurt (not outpacing other archers, for example), he will use Shot on the Run, going between the full cover of different crenellations.

Once the characters defeat the giants and pass the walls, they reach the door to the moot hall of Tulvar. It is closed, but unlocked and not trapped. Note the time it takes the characters to address the walls and door; this will have an impact on the precast spells of the foes beyond the door.

Treasure:

APL 10: L: 4 gp; C: 0 gp; M: *+1 large mighty (+8) composite longbow* (275 gp per character), *+1 large full plate armor* (346 gp per character).

APL 12, 14, and 16: L: 1,004 gp; C: 13 gp; M: *+1 large mighty (+8) composite longbow* (275 gp per character), *+1 large full plate armor* (346 gp per character).

Encounter Six

The characters defeat the human and fire giant leaders, and capture items that will be of interest to the leaders of Verbobonc and of the gnomes.

Consequences of Delay

If the characters take more than two hours to reach this location after the encounter with the fire giant outrider, or more than 8 minutes after defeating the gate guards, Jakob Tallasin assumes the characters aren't coming immediately and teleports home, taking to a safe place

the letter described below. He teleports back here the next morning, an hour after dawn, but does not have the letter.

The tall double doors open easily with little effort, a tribute to the fine gnomish craftsmanship. The hallway that stretches into the hill is large enough for six gnomes to walk side by side, and tall enough that six gnomes could stand on each others' shoulders before reaching the ceiling. It stretches deep into the hill, continual flame sconces illuminating the area, but a dull gray coating on the walls and ceiling mutes the impact of the light.

The walls and ceiling are covered in a thin sheet of lead, created with the use of a *fabricate* spell. The corridor is 15 feet wide and 15 feet tall, and runs 40 feet. Small chambers are located off the corridor, and are empty and not occupied.

At the end of the hallway, a broad archway marks the entrance to the grand moot hall. Broad steps lead to the recessed floor of the moot hall, which is cut down in size by a crude stone wall, clearly not part of the original construction. The low floor makes the hall of a size where even a fire giant could fight comfortably. And there is a fire giant here, hefting a spiked chain that resembles a gout of flame. (Another fire giant wields a pole arm with a curved, hooked blade.) Strangely, there are no humans here, but two troglodytes are ready for you. One, the thinner one, wears gray linen clothes, and fidgets a bit. The other appears heavier, and stands still in black plate armor engraved with the image of an eye clutched by a hand (the unholy symbol of Vecna). The thin one smirks, and the heavier one seems bored.

If characters have *see invisibility* active:

You notice another troglodyte, a muscular specimen dressed in loose brown leather clothes. He deftly balances a long sword in one hand and a short sword in the other. He examines you hungrily, ready to seek blood.

If the characters have *true seeing* active:

By the grace of the magical gift of true sight, you see through the transformations. The three troglodytes are actually humans. The expressions on their faces remain the same. In addition, you notice that a section of the stone wall at the back of the chamber is a mere illusion.

APL 10 (EL 13)

♣ **Jakob Tallasin:** Male Human Wiz9; hp 46; see Appendix I

☛ **Verloth Garvim**: Male Human Clr9 of Vecna; hp 66; see Appendix I

☛ **Silas Dargon**: Male Human Rog7; hp 44; see Appendix I

☛ **Henrik Amneskog**: Male Fire Giant Ftr1; hp 185; see Appendix I

APL 12 (EL 15)

☛ **Jakob Tallasin**: Male Human Wiz11; hp 56; see Appendix I

☛ **Verloth Garvim**: Male Human Clr11 of Vecna; hp 80; see Appendix I

☛ **Silas Dargon**: Male Human Rog9; hp 56; see Appendix I

☛ **Henrik Amneskog**: Male Fire Giant Ftr1; hp 185; see Appendix I

☛ **Jorgen Holmstrom**: Male Fire Giant Ftr1; hp 185; see Appendix I

APL 14 (EL 17)

☛ **Jakob Tallasin**: Male Human Wiz13; hp 66; see Appendix I

☛ **Verloth Garvim**: Male Human Clr13 of Vecna; hp 94; see Appendix I

☛ **Silas Dargon**: Male Human Rog11; hp 68; see Appendix I

☛ **Henrik Amneskog**: Male Fire Giant Ftr3; hp 211; see Appendix I

☛ **Jorgen Holmstrom**: Male Fire Giant Ftr3; hp 211; see Appendix I

APL 16 (EL 19)

☛ **Jakob Tallasin**: Male Human Wiz15; hp 76; see Appendix I

☛ **Verloth Garvim**: Male Human Clr15 of Vecna; hp 108; see Appendix I

☛ **Silas Dargon**: Male Human Rog13; hp 80; see Appendix I

☛ **Henrik Amneskog**: Male Fire Giant Ftr4/Bbn1; hp 238; see Appendix I

☛ **Jorgen Holmstrom**: Male Fire Giant Ftr4/Bbn1; hp 238; see Appendix I

Some details for the combat:

- Refer to the map in **Appendix 5**. The enemies have likely been alerted by the gong, by the sound of combat, and by Maleface. They wait in the indicated locations on the map. Jakob (J) and Verloth (V) have their backs to the *wall of stone*. Silas (S) waits near the entrance to the room. The fire giants (large H and large J) block easy access to the spellcasters and

are well-positioned to take attacks of opportunities against characters entering the room.

- At APLs 14 and 16, the wizard stands in the location in the sealed area of the moot hall as noted on the map (pale J), and a *projected image* stands where he is listed in the main room. Characters with *true seeing* would see the illusion, see the illusionary sections of wall, and spy the wizard beyond.
- Maleface escapes as soon as possible. The sneaky imp avoids combat of any kind.
- Remember that the thin layer of lead, coating all the original walls of the moot hall, prevents many divination spells from functioning from outside the chamber.
- The wide steps do not impede movement, nor do they afford anyone an advantage for fighting from higher ground.
- Jakob Tallasin has extensive knowledge of the local area, and might recognize the local characters. If a character is not disguised, he might recognize the character with a Knowledge (Local-VTF) check, DC 40 minus the character's level (higher level characters are easier to recognize). He acts according to that knowledge.

DM NOTE: There are more tactics located in the **Appendix 1** of the stat blocks. Please note that precast spells have been accounted for in the stat blocks.

Tactics, APL 10:

- Jakob tries to damage foes weakened by the attacks of Silas and the fire giant.
- If not near any character, Verloth starts by summoning *unholy blight*. If one is nearby, he tries to snuff out the life force of an active combatant character with *slay living*.
- Silas positions himself near a foe so that he can take advantage of his sneak attacks. He avoids characters that look like a rogue or barbarian, who have concealment, or who don't seem to be taking much damage from his blows.
- The giant focuses on tripping as many characters as possible, beginning with archers, then going to melee fighters.

Tactics, APL 12 (Same as APL 10 with these changes):

- Jakob tries to cut down on the number of foes he has to face. He will try to destroy a rogue or wizard type with a *disintegrate* spell. Then, he will use *baleful polymorph* to neutralize further foes.

- If not near any character, Verloth starts by summoning *unholy blight*. If one is nearby, he tries to *harm* an active combatant character, to better allow the giants and Silas to drop them. He tries to isolate a character or two behind a *blade barrier*.

Tactics, APL 14 (Same tactics as above in regards to Silas and the giants):

- Jakob tries to cut down on the number of foes he has to face. He begins with a *Bigby's grasping hand* spell on an opposing spellcaster. He will try to destroy a rogue or wizard type with a quickened *true strike*, *disintegrate* combination.
- Verloth starts by speaking a word of *blasphemy*. He then tries to *harm* an active combatant character, to better allow the giants and Silas to drop them.

Tactics, APL 16 (Same tactics as above in regards to Verloth and Silas):

- Jakob tries to cut down on the number of foes he has to face. He begins with a *maze* spell on a dumb-looking character, favoring a wood elf or half-orc. He will then cast a *Bigby's grasping hand* spell on an opposing spellcaster. If a character is then near his projected image, he will try to imprison one of them in *temporal stasis*. Otherwise, he will try to destroy a rogue or wizard type with a quickened *true strike*, *disintegrate* combination. He uses his quickened *dispel magic* on an obviously magically enhanced character, or to end a magical condition that is stopping one of his allies.
- The giants rage to increase their strength.

Development: If the characters make any more than a cursory inspection of Jakob, they discover a message written in a strange ink. In daylight (even a *daylight* spell), the parchment looks completely blank. In any other light (such as the light inside the moot hall), it can be easily read. If they can read it, give the players **Player Handout #3**.

This letter is from the Cowled Lady, one of the Viscounty's master villains. All of the foes here have met her, but only Jakob has seen her closely. He knows she is a beautiful woman who wears a heavy cloak at all times. All the foes here are in her employ; they serve her because of decent pay and powerful enchantments she has placed on them. None of these foes know how to contact the Cowled Lady except for Maleface, and the imp cannot be compelled to reveal how (if Maleface gets the opportunity, he flees). The Cowled Lady is protected

by sufficient magic that the characters cannot yet locate her, even with powerful spells like *discern location*.

Treasure:

APL 10: L: 225 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *rod of extension* (917 gp per character), *headband of intellect +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 shortsword* (193 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield* (2 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character).

APL 12: L: 254 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *rod of extension* (917 gp per character), *headband of intellect +4* (1,333 gp per character), *periapt of wisdom +4* (1,333 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 shortsword* (193 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield* (2 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character), *+1 Large guisarme* (193 gp per character).

APL 14: L: 254 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *rod of extension* (917 gp per character), *headband of intellect +6* (3,000 gp per character), *periapt of wisdom +6* (3,000 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 adamantite shortsword* (443 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield 3rd level caster* (6 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character), *+1 Large guisarme* (193 gp per character).

APL 16: L: 254 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +3* (1,500 gp per character), *rod of extension* (917 gp per character), *headband of intellect +6* (3,000 gp per character), *cloak of resistance +2* (333 gp per character), *periapt of wisdom +6* (3,000 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 adamantite shortsword* (443 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield 3rd level caster* (6 gp per character), *+1*

Large full plate armor (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character), +2 *Large guisarme* (693 gp per character).

Encounter Seven

The characters recover a sword that once belonged to Lord Simon Milinous, and must decide what to do with it.

The last of the foes has fallen. Glancing around, you can see the sword with the black griffin hilt, lying scattered not far from the rogue's body. The gnomes were right. This enemy of the Viscounty did hold a sword bearing the symbol of House Milinous. Now, what are you going to do with it?

The characters have heard that the gnomes wish to have the sword, to give to Lord Milinous, and undoubtedly they deduce that Lord Milinous would prefer to get it from the characters. They may surmise that Viscount Langard would be interested in being the one to return the sword to Lord Milinous. On the other hand, they may claim they never found the sword, and keep it for themselves. There is no "right" answer here, although keeping the sword isn't very smart.

Lord Milinous

Your journey into the lands of Lord Milinous has proceeded without serious incident. Patrols of Milinous House Guards have met your group twice since passing through the borders to his land, but have accepted your explanation for your presence on his lands. Finally, you have reached the gates of Lord Milinous' estate. A mounted guard rides up the trail to meet you, while two swordsmen remain vigilant at the gate. "Hail, travelers," the mounted guardsman declares. "State your business with His Most Honorable Sir Simon Milinous."

The guardsman will treat the characters' story with skepticism, though with considerably less skepticism if one of the characters is a member of the Milinous House Guard. He will ask the characters to remain at the gate while he relays their story to Lord Milinous. After five minutes, he will return, and escort them inside.

You are quickly and efficiently escorted through stone corridors to a door deep within Lord Milinous' estate. Beyond the door lies a large, sparse stone chamber, clearly used for sparring practice. A dozen skilled warriors are practicing with longsword and shield. Lord Milinous is not practicing at this

moment, but appears to have recently been sparring. He is outfitted in full battle gear, with a longsword sheathed in a scabbard at his side. Sweat glistens on his black hair, and he dabs at his face with a cloth as he turns to face you. "My guardsman tells me a rather surprising tale. I wish to see this blade for myself."

Once the characters display the sword of the black griffin, proceed:

Lord Milinous turns the sword of the black griffin in his hands, inspecting it from hilt to point. He then hefts the adamantine blade in his sword hand, executing a few deft slashes in the air in front of him.

"I never expected to have this blade returned to me. In the years since the Greyhawk Wars, I have never commissioned a blade that resembles it. I am grateful for its return, and look forward to wielding it in battle."

A soldier approaches, and Lord Milinous gives him the sword from his scabbard. He slides the recovered blade into the empty scabbard. "I thank you for bringing this blade to me. I shall use my resources to aid you in the future. Now, however, I have a training exercise to resume. If you will excuse me." He turns to face the sparring soldiers.

On a DC 25 Sense Motive check, a character will suspect that Lord Milinous did not actually remember the blade when he first set eyes on it. A DC 35 Sense Motive check reveals that Lord Milinous has probably never seen this sword before.

The Gnomes

Returning north, you spot no enemies, and your travel is uneventful. After another two days, you reach the Town of Swan. Obviously, word of your return has preceded you, as the gnome page you met earlier is waiting at the door of the Swan's Rest. He says, in a clear voice, "The elders of the Gnomes of the Free Assembly of the Kron Hills are happy to see that you have returned, and wish to speak with you again."

You are given a chance to freshen up. Once ready, you are led to the same meeting room you used several days ago. The gnome page announces your return. "The elders of the Gnomes of the Free Assembly of the Kron Hills welcome your return, heroes of Verbobonc." The three gnome elders stand as you enter.

Once you are all seated, Urthgan speaks. "Tell us, did you eradicate our common foes?"

The gnomes will cheer the characters' victories, commiserate over losses, and pat them on the back, all the while acting a whole lot less formal than in their first meeting. They will ask if the characters found the sword, and they will ask if they uncovered any information concerning the enemy that would be of interest to his people.

If the characters admit to finding the sword, the gnomes expect the characters to give it to them. If they disagree, they respond as follows:

"We only wish to hold this sword, so that we may return it to His Most Honorable Sir Simon Milinous. It would be the perfect demonstration of our return to a formal state of allegiance for us to return this blade to the noble who has most opposed us."

Of course, the real reason is that it would be an embarrassment to Lord Milinous, but the gnomes won't admit what they're thinking.

Viscount Langard

The characters will likely speak to the gnomes before returning the blade to the Viscount in Verbobonc City. Run the previous encounter first.

You return to the grounds of the palace in Verbobonc City on an overcast day. The guards ask for your business. Mentioning the name of Siras Dinoth, one enters the palace to deliver a message. After ten minutes of waiting, the Viscount's aide appears. "Ah, my good gentlemen (milady). It is good to see you have returned. I hope you are available to speak of your findings?"

The courtier escorts you into the palace, finding a dining room not currently in use. He motions for a servant to bring food and drinks. "Now, word has arrived to the palace that you found some success with your negotiations. I would like to hear the details, though."

Allow the characters to explain the full details. He will want to bring the documents, if recovered, to Viscount Langard. He will also take the sword, if the characters have it, and allow the Viscount to return it to Lord Milinous.

As the characters finish their meeting, Siras Dinoth will encourage the characters to stay in the immediate vicinity, as the Viscount might wish to speak to them later.

Encounter Eight

As adventurers of great repute, the characters are invited to speak with the nobles of Verbobonc about the giant threat.

Several days after returning to Verbobonc City, you each receive a note, requesting your presence at the palace at midmorning several days' hence. (The note also recommends a tailor, who can provide clothing appropriate to the coming meeting.) Thus, two weeks after you first met with Viscount Langard, you find yourself back at the palace. The midmorning sun illuminates the area with a warm glow, highlighting the greens and yellows of verdant vegetation. The guards are expecting you today, and lead you inside.

The characters are expected to be wearing appropriate finery, and leave their visible armor and weapons behind.

You are led to a waiting room, and told that your presence will be requested soon. "Soon" turns out to be half an hour, and you have little to do but watch birds flit about the garden on the other side of the window. Finally, a page asks you to follow him, and you proceed to a magnificent set of double doors.

The doors swing open, revealing an enormous chamber. A long banquet table stretches the length of the room, and ladies and gentlemen in luxurious garb are seated along the table. You recognize these men and women as the heads of the noble houses of Verbobonc. You recognize the kind Baroness Asbury and brooding Lord Milinous, and some of you may know Lord Rhynehurst, Lord Galans, Baronet Vaswell, or the gaunt form of Lord Shannus. Other nobles of Verbobonc are here as well, although the wise countenance of the aged Baron Avgustin is not present. Viscount Langard sits in a throne at the head of the table, at the far end of the room. You notice Prince Jimm and Urthgan seated in positions of honor on either side of the Viscount.

Viscount Langard raises his hand as the nobles look to your arrival. "These good men (and women) have recently aided the Viscounty and our allies the gnomes. They were indispensable in securing the arrangement I have described earlier. Furthermore, they executed a dangerous mission into the giant-conquered town of Tulvar. I would like you to describe what you discovered, so that all may know of the new danger of our common enemy."

Allow the characters to describe what they discovered. Even if they did not recover the letter from the moot hall in Tulvar, they confirmed the involvement of the church

of Vecna, and learned that the giant forces are recruiting fire giants to the war.

Adjust the following paragraphs based on the deal that the characters negotiated:

“Thank you,” Viscount Langard says, once you have concluded. “As you can see, though we have defeated many ogres and giants over the past four years, they are pawns of an unknown force, and I am sure we have not defeated the true leadership. This leadership has the resources to attract more and stronger enemies to threaten our borders. Thus, I am proud to have the allegiance of all the gnomes of the Kron Hills, and will be proud to fight together our common enemy. Earth and Stone, Man and Gnome!”

“Thanks to these adventurers, a strong giant fortification in Tulvar has been destroyed. As we speak, gnome armies are preparing to strike into the Kron Hills, and reclaim Tulvar and other gnome lands from the giants. (And armies of the Viscounty will be joining them in this battle.)”

“Once the giants are cleared from the lands, our gnome friends can reclaim the mines. The gems and ore from these mines will be used for the benefit of both our peoples. (And with the trade agreements we have arranged, there will be no obstacles to getting these goods quickly and efficiently to market.)”

“And thus, I say, we must stand together. We will fight with strength and determination. We will be victorious against the giants. However, we cannot be successful without your aid, my lords and ladies. (And in that, I especially include your newest peer, Lord Faljimm.)”

Conclusion

Having said their piece, the characters are dismissed, so that the Viscount and his lords can address other issues. For their assistance in this vital task, the characters have gained the eternal favor of Viscount Langard, and many rewards from him.

So ends Reunification

Experience Point Summary

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

Encounter Three:

Secure peace with the gnomes without Father Cadifel's assistance:

APL 10	180 xp
APL 12	210 xp
APL 14	240 xp
APL 16	270 xp

Encounter Four:

Defeat the giant outrider and his mount:

APL 10	390 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Encounter Five:

Defeat the guards at the walls:

APL 10	300 xp
APL 12	390 xp
APL 14	450 xp
APL 16	510 xp

Encounter Six:

Defeat the human and fire giant foes:

APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Discretionary roleplaying award

APL 10	90 xp
APL 12	105 xp
APL 14	120 xp
APL 16	135 xp

Total possible experience:

APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp
APL 16	2,025 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 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 for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell)

Encounter Four

APL 10 and 12: L: 37 gp; C: 0 gp; M: *+1 Large light fortification full plate* (596 gp per character), *+1 Large flaming lance* (693 gp per character), *saddle of ease* (167 gp per character), *potion of resist energy cold 7th level caster* (58 gp per character), *potion of shield of faith 6th level caster* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character).

APL 14 and 16: L: 37 gp; C: 0 gp; M: *+1 Large light fortification full plate* (596 gp per character), *+1 Large flaming lance* (693 gp per character), *saddle of ease* (167 gp per character), *oil of greater magic weapon 12th level caster* (150 gp per character), *potion of resist energy cold 7th level caster* (58 gp per character), *potion of shield of faith 6th level caster* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character).

Encounter Five

APL 10: L: 4 gp; C: 0 gp; M: *+1 Large mighty (+8) composite longbow* (275 gp per character), *+1 Large full plate armor* (346 gp per character).

APL 12, 14, and 16: L: 1,004 gp; C: 13 gp; M: *+1 Large mighty (+8) composite longbow* (275 gp per character), *+1 Large full plate armor* (346 gp per character).

Scene Six

APL 10: L: 225 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *rod of extension* (917 gp per character), *headband of intellect +2* (333 gp per character), *periapt of wisdom +2* (333 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 shortsword* (193 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield* (2 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character).

APL 12: L: 254 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *rod of extension* (917 gp per character), *headband of intellect +4* (1,333 gp per character), *periapt of wisdom +4* (1,333 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 shortsword* (193 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield* (2 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character), *+1 Large guisarme* (193 gp per character).

APL 14: L: 254 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +1* (167 gp per character), *rod of extension* (917 gp per character), *headband of intellect +6* (3,000 gp per character), *periapt of wisdom +6* (3,000 gp per character), *sword of the black griffon* (1,276 gp per character), *+1 adamantite shortsword* (443 gp per character), *gloves of dexterity +2*

(333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield 3rd level caster* (6 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character), *+1 Large guisarme* (193 gp per character).

APL 16: L: 254 gp; C: 17 gp; M: *cloak of resistance +1* (83 gp per character), *ring of protection +3* (1,500 gp per character), *rod of extension* (917 gp per character), *headband of intellect +6* (3,000 gp per character), *cloak of resistance +2* (333 gp per character), *periapt of wisdom +6* (3,000 gp per character), *sword of the black griffin* (1,276 gp per character), *+1 adamantite shortsword* (443 gp per character), *gloves of dexterity +2* (333 gp per character), *scroll of alter self 3rd level caster* (12 gp per character), *scroll of shield 3rd level caster* (6 gp per character), *+1 Large full plate armor* (346 gp per character), *potion of barkskin* (25 gp per character), *potion of cure serious wounds* (62 gp per character), *potion of bull's strength* (25 gp per character), *+2 Large guisarme* (693 gp per character).

Total Possible Treasure

APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	9,900 gp

Viscount Langard “requests” (requires) that treasure beyond a “fair reward” (treasure above the cap) be given to the gnomes, to aid in the rebuilding of Tulvar.

Special:

♣ **Sword of the Black Griffin:** This *+1 vicious adamantite longsword* has a black onyx hilt carved to resemble a griffin rampant. It has the additional ability to exchange extra damage from the *vicious* ability for a surer strike. For each d6 of extra damage (max. 2d6.) the wielder willingly forgoes before rolling an attack, he gains a +2 competence bonus to hit. The wielder still takes the damage from the *viscous* ability even if he reduces the extra damage it does to zero. Cannot be crafted, *Market Price:* 15,315 gp; frequency: Adventure.

♣ **Saddle of Ease:** This saddle resizes to fit any mount. When activated, the mount is able to carry double the normal load. It may be activated once per day, for two hours. *Faint transmutation*, CL 3rd; *Prerequisites:* Craft Wondrous Item, *bull's strength*; *Market Price:* 2,000 gp; frequency: Adventure.

♣ **One permanent Influence Point with Viscount Langard:** if the characters successfully negotiated an end to the gnomish rebellion.

♣ **Meta-org Access:** Viscount Langard speaks well of your efforts and suggests you would do well in a particular organization. You may immediately enter any Verbobonc meta-org at any level, or advance to any higher level in a Verbobonc meta-org of which you are already a member. You must meet all requirements for the meta-org, save for the time delay normally required to advance levels in the meta-org.

♣ **Favor of Lord Milinous:** For returning the *sword of the black griffin* to him, Lord Milinous will arrange for a weapon upgrade. You may upgrade one weapon with the *bane (giant)*, *bane (gnome)*, or *flaming* enhancement. You must pay the difference in cost (characters who are members of the Milinous House Guard when playing this scenario may pay only half this difference).

♣ **Favor of the Gnomes of the Free Assembly of the Kron Hills:** For returning the *sword of the black griffin* to them, the gnomes will arrange for you to have access to their stock of potions. Choose one potion or oil from Table 7-17 in the *Dungeon Master's Guide*. You have Regional access to that potion. Fill in the potion name here: _____

♣ **Favor of Viscount Langard:** For returning the *sword of the black griffin* to him, Viscount Langard will arrange for an armor upgrade. You may upgrade one suit of armor or shield with the *moderate fortification*, *ghost touch*, or any *energy resistance* enhancement. You must pay the difference in cost (characters who are members of the Knights of the Faithful Defender or Mounted Borderers when playing this scenario may pay only half this difference).

Appendix I - NPCs

Encounter Three

☛ **Urthgan:** Male Gnome Brd10; CR 10; Small Humanoid (gnome); HD 10d6+20; hp 62; Init +2; Spd 20 ft.; AC 22 (touch 15, flat-footed 20) [+7 +3 *mithral chain shirt*, +2 Dex, +1 size, +2 deflection]; Base Atk +7; Grp +2; Atk +8 melee (1d4 (18-20/x2), +2 *rapier*) or +11 ranged (1d6 (19-20/x2), masterwork light crossbow); Full Atk +8/+3 melee (1d4 (18-20/x2), +2 *rapier*) or +11 ranged (1d6 (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ gnome traits, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, inspire greatness; AL CG; SV Fort +7, Ref +11, Will +9; Str 6, Dex 14, Con 14, Int 14, Wis 10, Cha 24.

Skills and Feats: Bluff +23, Diplomacy +23, Gather Information +20, Knowledge (arcana) +15, Knowledge (local: VTF) +15, Knowledge (nobility and royalty) +15, Perform (oratory) +20, Sense Motive +16; Leadership, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus

Possessions: Masterwork light crossbow, 20 bolts, +2 *rapier*, +3 *mithral chain shirt*, *vest of resistance +2*, *ring of protection +2*, *cloak of charisma +6*.

Spells Known (3/5/5/4/1; base DC = 17 + spell level): 0—*detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*, 1st—*disguise self*, *silent image*, *Tasha's hideous laughter*, *unseen servant*, 2nd—*detect thoughts*, *glitterdust*, *misdirection*, *tongues*, 3rd—*dispel magic*, *haste*, *major image*, 4th—*break enchantment*, *modify memory*.

Physical Description: Urthgan is small and thin for a gnome, but stands tall and proud. He is dressed impeccably in the latest gnomish styles.

☛ **Greenbramble:** Male Gnome Rgr10; CR 10; Small Humanoid (gnome); HD 10d8+30; hp 83; Init +4; Spd 20 ft.; AC 24 (touch 17, flat-footed 20) [+7 +3 *mithral chain shirt*, +4 Dex, +1 size, +2 deflection]; Base Atk +10; Grp +8; Atk +16 melee (1d6+4 (19-20/x4), +2 *gnomish battlepick*) or +16 ranged (1d6 (20/x3), masterwork longbow); Full Atk +12/+7 melee (1d6+4 (19-20/x4), +2 *gnomish battlepick*) and +12/+7 melee (1d6+3 (19-20/x4), +2 *gnomish battlepick*) or +16/+11 ranged (1d6 (20/x3), masterwork longbow); Space/Reach 5 ft./5 ft.; SA nil; SQ gnome traits, wild empathy, favored enemy (giants +6, humans +4, evil outsiders +2), woodland stride, swift tracker, evasion; AL NG; SV Fort +11, Ref +13, Will +6; Str 14, Dex 18, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +21, Listen +16, Move Silently +17, Ride +17, Spot +14, Survival +14;

Endurance, Exotic Weapon Proficiency (gnomish battlepick), Improved Critical (gnomish battlepick), Improved Two-Weapon Fighting, Leadership, Track, Two-Weapon Fighting, Weapon Focus (gnomish battlepick).

Possessions: Masterwork longbow, 20 arrows, 2 +2 *gnomish battlepicks*, +3 *mithral chain shirt*, *vest of resistance +2*, *ring of protection +2*, *belt of giant strength +4*.

Spells Prepared (2/1; base DC = 11 + spell level): 1st—*entangle*, *resist energy*; 2nd—*speak with plants*.

Physical Description: Greenbramble is a tall gnome with salt-and-pepper hair and moustache. Though old, he is fit and hale. He is dressed in finery that looks like he could still fight in it. His dire raccoon animal companion is not present.

☛ **Wilfrid:** Male Gnome Wiz10 (Illusionist); CR 10; Small Humanoid (gnome); HD 10d4+30; hp 61; Init +2; Spd 20 ft.; AC 19 (touch 15, flat-footed 17) [+4 *bracers of armor +4*, +2 Dex, +1 size, +2 deflection]; Base Atk +5; Grp -1; Atk +5 melee (1d3-3 (19-20/x2), masterwork silver dagger) or +9 ranged (1d6 (19-20/x2), masterwork light crossbow); Full Atk +5 melee (1d3-3 (19-20/x2), masterwork silver dagger) or +9 ranged (1d6 (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ gnome traits; AL NG; SV Fort +8, Ref +7, Will +9; Str 6, Dex 14, Con 16, Int 22, Wis 10, Cha 12.

Skills and Feats: Concentration +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (geography) +9, Knowledge (nature) +19, Spellcraft +21; Craft Wondrous Item, Empower Spell, Greater Spell Focus (Illusion), Leadership, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Illusion).

Possessions: Masterwork light crossbow, 20 bolts, masterwork silver dagger, *vest of resistance +2*, *ring of protection +2*, *headband of intellect +4*.

Spells Prepared (4+1/6+1/6+1/4+1/4+1/3+1; base DC = 16 + spell level, DC 18 + spell level for Illusion spells): 0—~~*detect magic*~~, *detect poison*, *ghost sound**; *mage hand*, *prestidigitation*; 1st—*color_spray** x2, *grease*, *magic missile* x2, *reduce person*, *ventriloquism**; 2nd—*flaming sphere*, *glitterdust*, *hypnotic pattern**, *invisibility**, *rope trick*, *see invisibility*, *whispering wind*; 3rd—*arcane sight*, *dispel magic*, *major image** x2, *stinking cloud*; 4th—*dimensional anchor*, *Evard's black tentacles*, *phantasmal killer**, *stone shape*, *wall of fire*; 5th—*break enchantment*, *cone of cold*, *persistent image**; *teleport*.

Physical Description: Wilfrid is the oldest of the three gnomes, slightly hunched with age, with snow-white hair and beard. There remains a twinkle in his eye, though. He is dressed in comfortable robes, though of high quality.

Encounter Four

Please note that contrary to the *Monster Manual*, the carrying capacity for a normal cauchemar is 3,672 lbs. (light), 7,344 lbs. (medium), and 11,040 lbs. (heavy), according to the *Player's Handbook*, pg. 162. In this encounter, the cauchemar has a medium load, modified to a light load by the *saddle of ease*.

APL 10 (EL 13)

☛ **Falkur Volkmar:** Male Fire Giant Ftr1; CR 11; Large Giant (Fire); HD 15d8+1d10+112; hp 185; Init +1; Spd 40 ft. (30 ft.); AC 27 (30) (touch 10 (13), flat-footed 26 (29)) [+1 Dex, -1 size, +8 natural, +9 armor, (+3 *shield of faith*)]; Base Atk +12; Grp +29; Atk +26 (+28) melee (2d6+20 (+23) (20/x3) plus 1d6 fire, +1 *flaming large lance*) or +25 (+27) melee (3d6+19 (+22) (19-20/x2), masterwork large greatsword) or +24 (+26) melee (1d4+13 (+15) (20/x2), slam) or +13 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +26/+21/+16 (+28/+23/+18) melee (2d6+20 (+23) (20/x3) plus 1d6 fire, +1 *flaming large lance*) or +25/+20/+15 (+27/+22/+17) melee (3d6+19 (+22) (19-20/x2) masterwork large greatsword) or +24 (+26) melee (1d4+13 (+15) (20/x2), 2 slams) or +13 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with lance); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18, Ref +6, Will +9; Str 36 (40), Dex 12, Con 24, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +9, Ride +20, Spot +12; Cleave, Iron Will, Power Attack, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance).

Possessions: Masterwork large greatsword, +1 *flaming large lance*, +1 *light fortification full plate armor*, 2 *potions of resist energy (cold)* (7th level caster), 2 *potions of shield of faith* (6th level caster), 8 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), *saddle of ease*, 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, cooking pot, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A short but muscular fire giant, with flaming orange hair and a long beard. He wears a black leather tabard over his singed plate armor.

Background: Falkur Volkmar has taken a different path than most fire giants. Ages ago,

members of his clan consorted with agents of the dark planes, and befriended a number of nightmares, among other creatures. He has trained on these infernal beasts all his life, and is one of many skilled lancers to come out of his clan.

☛ **Nightmare, Cauchemar:** CR 11; Huge Outsider (Evil, Extraplanar); HD 15d8+105; hp 172; Init +6; Spd 40 ft. (30 ft.), fly 90 ft. (60 ft.) (good); AC 26 (touch 10, flat-footed 24) [+2 Dex, -2 size, +16 natural]; Base Atk +15; Grp +33; Atk +23 melee (2d6+10 (20/x2) plus 1d4 fire, hoof); Full Atk +23 melee (2d6+10 (20/x2) plus 1d4 fire, 2 hooves) and +18 melee (2d6+5 (20/x2), bite); Space/Reach 15 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft., etherealness; AL NE; SV Fort +16, Ref +11, Will +10; Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +21, Knowledge (arcane) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks); Alertness, Cleave, Improved Initiative, Power Attack, Run, Track.

APL 12 (EL 14)

☛ **Falkur Volkmar:** Male Fire Giant Ftr3; CR 13; Large Giant (Fire); HD 15d8+3d10+126; hp 211; Init +1; Spd 40 ft. (30 ft.); AC 27 (30) (touch 10 (13), flat-footed 26 (29)) [+1 Dex, -1 size, +8 natural, +9 +1 *light fortification full plate armor*, (+3 *shield of faith*)]; Base Atk +14; Grp +31; Atk +28 (+30) melee (2d6+20 (+23) (19-20/x3) plus 1d6 fire, +1 *flaming large lance*) or +27 (+29) melee (3d6+19 (+22) (19-20/x2), masterwork large greatsword) or +26 (+28) melee (1d4+13 (+15) (20/x2), slam) or +15 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +28/+23/+18 (+30/+25/+20) melee (2d6+20 (+23) (19-20/x3) plus 1d6 fire, +1 *flaming large lance*) or +27/+22/+17 (+29/+24/+19) melee (3d6+19 (+22) (19-20/x2) masterwork large greatsword) or +26 (+28) melee (1d4+13 (+15) (20/x2), 2 slams) or +15 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with lance); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +19, Ref +7, Will +10; Str 36 (40), Dex 12, Con 24, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +11, Ride +22, Spot +12; Cleave, Improved Critical (lance), Iron Will, Power Attack, Power Critical* (lance), Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance).

Possessions: Masterwork large greatsword, +1 *flaming large lance*, +1 *light fortification full plate*

armor, 2 potions of resist energy (cold) (7th level caster), 2 potions of shield of faith (6th level caster), 8 potions of cure serious wounds (5th level caster), potion of bull's strength (3rd level caster), saddle of ease, 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, cooking pot, haunch of meat, whetstone, blanket, 10 ft. chain.

* See Appendix 2: **New Rules Items**

Physical Description: A short but muscular fire giant, with flaming orange hair and a long beard. He wears a black leather tabard over his singed plate armor.

Background: Falkur Volkmarr has taken a different path than most fire giants. Ages ago, members of his clan consorted with agents of the dark planes, and befriended a number of nightmares, among other creatures. He has trained on these infernal beasts all his life, and is one of many skilled lancers to come out of his clan.

☛ **Nightmare, Cauchemar:** CR 11; Huge Outsider (Evil, Extraplanar); HD 15d8+105; hp 172; Init +6; Spd 40 ft. (30 ft.), fly 90 ft. (60 ft.) (good); AC 26 (touch 10, flat-footed 24) [+2 Dex, -2 size, +16 natural]; Base Atk +15; Grp +33; Atk +23 melee (2d6+10 (20/x2) plus 1d4 fire, hoof); Full Atk +23 melee (2d6+10 (20/x2) plus 1d4 fire, 2 hooves) and +18 melee (2d6+5 (20/x2), bite); Space/Reach 15 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft., etherealness; AL NE; SV Fort +16, Ref +11, Will +10; Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +21, Knowledge (arcane) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks); Alertness, Cleave, Improved Initiative, Power Attack, Run, Track.

APL 14 (EL 16)

☛ **Falkur Volkmarr:** Male Fire Giant Ftr5; CR 13; Large Giant (Fire); HD 15d8+5d10+140; hp 237; Init +1; Spd 40 ft. (30 ft.); AC 27 (30) (touch 10 (13), flat-footed 26 (29)) [+1 Dex, -1 size, +8 natural, +9 +1 *light fortification full plate armor*, (+3 *shield of faith*)]; Base Atk +16; Grp +33; Atk +30 (+34) melee (2d6+22 (+27) (19-20/x3) plus 1d6 fire, +1 *flaming large lance*) or +29 (+31) melee (3d6+19 (+22) (19-20/x2), masterwork large greatsword) or +28 (+30) melee (1d4+13 (+15) (20/x2), slam) or +17 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +30/+25/+20/+15 (+34/+29/+24/+19) melee (2d6+22 (+27) (19-20/x3) plus 1d6 fire, +1 *flaming large lance*) or +29/+24/+19/+14 (+31/+26/+21/+16) melee (3d6+19 (+22) (19-20/x2)

masterwork large greatsword) or +28 (+30) melee (1d4+13 (+15) (20/x2), 2 slams) or +17 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with lance); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +20, Ref +7, Will +10; Str 36 (40), Dex 12, Con 24, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +13, Ride +24, Spot +12; Cleave, Improved Critical (lance), Iron Will, Power Attack, Power Critical* (lance), Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Masterwork large greatsword, +1 *flaming large lance*, +1 *light fortification full plate armor*, 2 potions of resist energy (cold) (7th level caster), 2 oil of greater magic weapon (12th level caster), 2 potions of shield of faith (6th level caster), 8 potions of cure serious wounds (5th level caster), potion of bull's strength (3rd level caster), saddle of ease, 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, cooking pot, haunch of meat, whetstone, blanket, 10 ft. chain.

* See Appendix 2: **New Rules Items**

Physical Description: A short but muscular fire giant, with flaming orange hair and a long beard. He wears a black leather tabard over his singed plate armor.

Background: Falkur Volkmarr has taken a different path than most fire giants. Ages ago, members of his clan consorted with agents of the dark planes, and befriended a number of nightmares, among other creatures. He has trained on these infernal beasts all his life, and is one of many skilled lancers to come out of his clan.

☛ **Nightmare, Cauchemar Ftr2:** CR 13; Huge Outsider (Evil, Extraplanar); HD 15d8+2d10+170; hp 232; Init +6; Spd 40 ft. (30 ft.), fly 90 ft. (60 ft.) (good); AC 26 (touch 10, flat-footed 24) [+2 Dex, -2 size, +16 natural]; Base Atk +17; Grp +38; Atk +29 melee (2d6+13 (20/x2) plus 1d4 fire, hoof); Full Atk +29 melee (2d6+13 (20/x2) plus 1d4 fire, 2 hooves) and +24 melee (2d6+6 (20/x2), bite); Space/Reach 15 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft., etherealness; AL NE; SV Fort +22, Ref +11, Will +10; Str 36, Dex 14, Con 30, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +19, Concentration +28, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +23, Jump +21, Knowledge (arcane) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks); Alertness, Cleave,

Improved Initiative, Power Attack, Run, Track. Weapon Focus (bite), Weapon Focus (hoof).

APL 16 (EL 18)

☛ **Falkur Volkmar:** Male Fire Giant Ftr7; CR 15; Large Giant (Fire); HD 15d8+7d10+154; hp 258; Init +1; Spd 40 ft. (30 ft.); AC 27 (30) (touch 10 (13), flat-footed 26 (29)) [+1 Dex, -1 size, +8 natural, +9 +1 *light fortification full plate armor*, (+3 *shield of faith*)]; Base Atk +18; Grp +35; Atk +32 (+36) melee (2d6+22 (+27) (19-20/x3) plus 1d6 fire, +1 *flaming large lance*) or +31 (+33) melee (3d6+19 (+22) (19-20/x2), masterwork large greatsword) or +30 (+32) melee (1d4+13 (+15) (20/x2), slam) or +19 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +32/+27/+22/+17 (+36/+31/+26/+21) melee (2d6+22 (+27) (19-20/x3) plus 1d6 fire, +1 *flaming large lance*) or +29/+24/+19/+14 (+31/+26/+21/+16) melee (3d6+19 (+22) (19-20/x2) masterwork large greatsword) or +30 (+32) melee (1d4+13 (+15) (20/x2), 2 slams) or +19 ranged (2d6+13 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with lance); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +21, Ref +10, Will +11; Str 36 (40), Dex 12, Con 24, Int 10, Wis 14, Cha 10.

Skills and Feats: Intimidate +14, Ride +25, Spot +12; Cleave, Improved Critical (lance), Iron Will, Power Attack, Power Critical* (lance), Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Lightning Reflexes.

Possessions: Masterwork large greatsword, +1 *flaming large lance*, +1 *light fortification full plate armor*, 2 *potions of resist energy (cold)* (7th level caster), 2 *oil of greater magic weapon* (12th level caster), 2 *potions of shield of faith* (6th level caster), 8 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), *saddle of ease*, 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, cooking pot, haunch of meat, whetstone, blanket, 10 ft. chain.

* See Appendix 2: **New Rules Items**

Physical Description: A short but muscular fire giant, with flaming orange hair and a long beard. He wears a black leather tabard over his singed plate armor.

Background: Falkur Volkmar has taken a different path than most fire giants. Ages ago, members of his clan consorted with agents of the dark planes, and befriended a number of nightmares, among other creatures. He has trained on these infernal beasts all his life, and is one of many skilled lancers to come out of his clan.

☛ **Nightmare, Cauchemar Ftr4:** CR 13; Huge Outsider (Evil, Extraplanar); HD 15d8+4d10+190; hp 262; Init +6; Spd 40 ft. (30 ft.), fly 90 ft. (60 ft.) (good); AC 26 (touch 10, flat-footed 24) [+2 Dex, -2 size, +16 natural]; Base Atk +19; Grp +40; Atk +31 melee (2d6+15 (20/x2) plus 1d4 fire, hoof); Full Atk +31 melee (2d6+15 (20/x2) plus 1d4 fire, 2 hooves) and +26 melee (2d6+6 (20/x2), bite); Space/Reach 15 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft., etherealness; AL NE; SV Fort +23, Ref +12, Will +13; Str 37, Dex 14, Con 30, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +19, Concentration +28, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +28, Jump +26, Knowledge (arcane) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks); Alertness, Cleave, Improved Initiative, Iron Will, Power Attack, Run, Track. Weapon Focus (bite), Weapon Focus (hoof), Weapon Specialization (hoof).

Encounter Five

APL 10 (EL 10)

☛ **Grunsh:** Male Ogre Ftr4; CR 7; Large Giant; HD 4d8+4d10+32; hp 76; Init +2; Spd 40 ft. (30 ft.); AC 24 (28) (touch 10 (14), flat-footed 23 (27)) [+1 Dex, -1 size, +5 natural, +9 +1 *full plate armor*, (+4 cover)]; Base Atk +7; Grp +16; Atk +14 melee (2d8+12 (20/x2), large greatclub) or +10 ranged (2d6+11 (20/x3), +1 *mighty (+8) composite longbow*); Full Atk +14/+9 melee (2d8+12 (20/x2), large greatclub) or +8/+8/+3 ranged (2d6+11 (20/x3), +1 *mighty (+8) composite longbow*); Space/Reach 10 ft./10 ft.; SA nil; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +12, Ref +4, Will +2; Str 26, Dex 15, Con 18, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +6 (+1), Craft (bowmaking) +1, Listen +2, Spot +2; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Large greatclub, +1 *mighty (+8) large composite longbow*, +1 *full plate armor*, quiver of 60 arrows, backpack, haunch of meat, torch, 2 flasks of oil, flint and steel.

Physical Description: Thin and wiry for an ogre, with dirty dull yellow skin and brown braided hair. He wears a crudely stitched tabard of deerskin over his plate armor.

Background: While a youth, Grunsh saw many members of his tribe wiped out by humanoids with bows, and decided to master this funny weapon. Joining a new tribe, he practiced making bows,

although he was always strong enough to effectively wield the favored ogre greatclub.

APL 12 (EL 13)

Grunsh: Male Ogre Ftr7; CR 10; Large Giant; HD 4d8+7d10+44; hp 109; Init +2; Spd 40 ft. (30 ft.); AC 24 (28) (touch 10 (14), flat-footed 23 (27)) [+1 Dex, -1 size, +5 natural, +9 *+1 full plate armor*, (+4 cover)]; Base Atk +10; Grp +19; Atk +17 melee (2d8+12 (20/x2), Large greatclub) or +13 ranged (2d6+11 (19-20/x3), *+1 mighty (+8) composite longbow*); Full Atk +17/+12 melee (2d8+12 (20/x2), Large Large greatclub) or +11/+11/+6 ranged (2d6+11 (19-20/x3), *+1 mighty (+8) composite longbow*); Space/Reach 10 ft./10 ft.; SA nil; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +5, Will +3; Str 26, Dex 15, Con 18, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +6 (+1), Craft (bowmaking) +4, Listen +2, Spot +2; Dodge, Far Shot, Improved Critical (longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Large greatclub, *+1 mighty (+8) large composite longbow*, *+1 full plate armor*, quiver of 60 arrows, backpack, haunch of meat, torch, 2 flasks of oil, flint and steel.

Physical Description: Thin and wiry for an ogre, with dirty dull yellow skin and brown braided hair. He wears a crudely stitched tabard of deerskin over his plate armor.

Background: While a youth, Grunsh saw many members of his tribe wiped out by humanoids with bows, and decided to master this funny weapon. Joining a new tribe, he practiced making bows, although he was always strong enough to effectively wield the favored ogre greatclub.

Hill Giant: Large Giant Ftr1; CR 8; HD 12d8+1d10+78; hp 138; Init +2; Spd 40 ft. (30 ft.); AC 27 (31) (touch 10 (14), flat-footed 26 (30)) [+1 Dex, -1 size, +9 natural, +8 full plate armor, (+4 cover)]; Base Atk +10; Grp +21; Atk +20 melee (2d8+15 (20/x2), large greatclub) or +20 melee (1d4+10 (20/x2), slam) or +14 ranged (2d6+10 (20/x2), rock); Full Atk +20/+15 melee (2d8+15 (20/x2), large greatclub) or +20 melee (1d4+10 (20/x2), 2 slams) or +14/+9 ranged (2d6+10 (20/x2), rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +16, Ref +6, Will +4; Str 30, Dex 14, Con 22, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +11 (+5), Jump +10 (+4), Listen +3, Spot +6; Cleave, Far Shot, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (thrown rock).

Possessions: Large greatclub, Large full plate armor, 20 throwing rocks, backpack, drinking horn, 5 gallons ale, haunch of meat, lion skin.

Physical Description: Brutish-looking, this hill giant looks uncomfortable in his full plate. He deftly handles a boulder as easily as a child's ball.

APL 14 (EL 15)

Grunsh: Male Ogre Ftr9; CR 12; Large Giant; HD 4d8+9d10+52; hp 129; Init +3; Spd 40 ft. (30 ft.); AC 24 (28) (touch 10 (14), flat-footed 23 (27)) [+1 Dex, -1 size, +5 natural, +9 *+1 full plate armor*, (+4 cover)]; Base Atk +12; Grp +21; Atk +19 melee (2d8+12 (20/x2), Large greatclub) or +17 ranged (2d6+11 (19-20/x3), *+1 mighty (+8) composite longbow*); Full Atk +19/+14/+9 melee (2d8+12 (20/x2), Large greatclub) or +15/+15/+10/+5 ranged (2d6+11 (19-20/x3), *+1 mighty (+8) composite longbow*); Space/Reach 10 ft./10 ft.; SA nil; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +14, Ref +7, Will +4; Str 26, Dex 16, Con 18, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +6 (+1), Craft (bowmaking) +6, Listen +2, Spot +2; Dodge, Far Shot, Greater Weapon Focus (longbow), Improved Critical (longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Large greatclub, *+1 mighty (+8) large composite longbow*, *+1 full plate armor*, quiver of 60 arrows, backpack, haunch of meat, torch, 2 flasks of oil, flint and steel.

Physical Description: Thin and wiry for an ogre, with dirty dull yellow skin and brown braided hair. He wears a crudely stitched tabard of deerskin over his plate armor.

Background: While a youth, Grunsh saw many members of his tribe wiped out by humanoids with bows, and decided to master this funny weapon. Joining a new tribe, he practiced making bows, although he was always strong enough to effectively wield the favored ogre greatclub.

Hill Giant: Large Giant Ftr3; CR 10; HD 12d8+3d10+90; hp 162; Init +2; Spd 40 ft. (30 ft.); AC 27 (31) (touch 10 (14), flat-footed 26 (30)) [+1 Dex, -1 size, +9 natural, +8 full plate armor, (+4 cover)]; Base Atk +12; Grp +23; Atk +22 melee (2d8+15 (20/x2), Large greatclub) or +22 melee (1d4+10 (20/x2), slam) or +16 ranged (2d6+10 (20/x2), rock); Full Atk +22/+17/+12 melee (2d8+15 (20/x2), Large greatclub) or +22 melee (1d4+10 (20/x2), 2 slams) or +14/+14/+9/+4 ranged (2d6+10 (20/x2), rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL

CE; SV Fort +16, Ref +6, Will +4; Str 30, Dex 14, Con 22, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +12 (+6), Jump +11 (+5), Listen +3, Spot +6; Cleave, Far Shot, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Quick Draw, Weapon Focus (thrown rock).

Possessions: Large greatclub, 20 throwing rocks, backpack, drinking horn, 5 gallons ale, haunch of meat, lion skin.

Physical Description: Brutish-looking, this hill giant looks uncomfortable in his full plate. He deftly handles a boulder as easily as a child's ball.

APL 16 (EL 17)

☛ **Grunsh:** Male Ogre Ftr11; CR 14; Large Giant; HD 4d8+1d10+60; hp 149; Init +3; Spd 40 ft. (30 ft.); AC 24 (28) (touch 10 (14), flat-footed 23 (27)) [+1 Dex, -1 size, +5 natural, +9 +1 *full plate armor*, (+4 cover)]; Base Atk +14; Grp +23; Atk +21 melee (2d8+12 (20/x2), Large greatclub) or +19 ranged (2d6+11 (19-20/x3), +1 *mighty (+8) composite longbow*); Full Atk +21/+16/+11 melee (2d8+12 (20/x2), Large greatclub) or +17/+17/+12/+7 ranged (2d6+11 (19-20/x3), +1 *mighty (+8) composite longbow*); Space/Reach 10 ft./10 ft.; SA nil; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +15, Ref +7, Will +4; Str 26, Dex 16, Con 18, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +6 (+1), Craft (bowmaking) +8, Listen +2, Spot +2; Dodge, Far Shot, Greater Weapon Focus (longbow), Improved Critical (longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Large greatclub, +1 *mighty (+8) large composite longbow*, +1 *full plate armor*, quiver of 60 arrows, backpack, haunch of meat, torch, 2 flasks of oil, flint and steel.

Physical Description: Thin and wiry for an ogre, with dirty dull yellow skin and brown braided hair. He wears a crudely stitched tabard of deerskin over his plate armor.

Background: While a youth, Grunsh saw many members of his tribe wiped out by humanoids with bows, and decided to master this funny weapon. Joining a new tribe, he practiced making bows, although he was always strong enough to effectively wield the favored ogre greatclub.

☛ **Hill Giant:** Large Giant Ftr5; CR 12; HD 12d8+5d10+102; hp 186; Init +2; Spd 40 ft. (30 ft.); AC 27 (31) (touch 10 (14), flat-footed 26 (30)) [+1 Dex, -1 size, +9 natural, +8 *full plate armor*, (+4 cover)]; Base Atk +14; Grp +25; Atk +24 melee (2d8+15 (20/x2), Large greatclub) or +24 melee (1d4+10 (20/x2), slam) or +18 ranged (2d6+12 (20/x2), rock); Full Atk

+24/+19/+14 melee (2d8+15 (20/x2), Large greatclub) or +24 melee (1d4+10 (20/x2), 2 slams) or +16/+16/+11/+6 ranged (2d6+12 (20/x2), rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +17, Ref +6, Will +4; Str 31, Dex 14, Con 22, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +12 (+6), Jump +11 (+5), Listen +3, Spot +6; Cleave, Far Shot, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Quick Draw, Weapon Focus (thrown rock), Weapon Specialization (thrown rock).

Possessions: Large greatclub, 20 throwing rocks, backpack, drinking horn, 5 gallons ale, haunch of meat, lion skin.

Physical Description: Brutish-looking, this hill giant looks uncomfortable in his full plate. He deftly handles a boulder as easily as a child's ball.

Encounter Six

APL 10 (EL 13)

☛ **Jakob Tallasin:** Male Human Wiz9 (Transmuter); CR 9; Medium Humanoid (human); HD 9d4+18 (36); hp 46 (64); Init +2; Spd 30 ft. (60 ft.); AC 13 (28) (touch 13 (14), flat-footed 11 (25)) [+2 Dex, +1 deflection, +4 *shield*, +4 *mage armor*, +6 natural, +1 *haste*]; Base Atk +4; Grp +3; Atk +4 (+7) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +7 (+10) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +4 (+7/+7) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +7 (+10) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ nil; AL LE; SV Fort +6 (+9), Ref +6 (+8), Will +8 (+9); Str 8, Dex 14, Con 14 (18), Int 20 (22), Wis 12, Cha 10.

Skills and Feats: Concentration +14 (+17), Decipher Script +17 (+19), Knowledge (arcana) +17 (+19), Knowledge (geography) +6 (+8), Knowledge (local: VTF) +17 (+19), Knowledge (nobility and royalty) +6 (+8), Knowledge (the planes) +17 (+19), Spellcraft +19 (+21); Chain Spell*, Craft Wondrous Item, Energy Affinity (Fire)*, Greater Spell Focus (Transmutation), Improved Familiar, Scribe Scroll, Spell Focus (Transmutation).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, black *cloak of resistance +1*, *ring of protection +1*, *headband of intellect +2*, *rod of extension*, backpack, 2 flasks of oil, flint and steel.

Spells Prepared (4+1/6+1/5+1/4+1/3+1/2+1; base DC = 15 (16) + spell level; base DC = 17 (18) + spell level for Transmutation spells): 0—*detect magic*, *mage hand*, *open/close*, ~~*prestidigitation*~~, *read magic*; 1st—*enlarge person*, ~~*mage armor*~~, *magic missile* [2], ~~*protection from good*~~ [2], *shield*; 2nd—*alter self*, *bear's*

endurance, *fox's cunning*, *gust of wind*, ~~*resist energy*~~, *scorching ray*, 3rd—*fireball*, ~~*greater magic weapon*~~, ~~*haste*~~, ~~*keen edge*~~, *slow*, 4th—*dimension door*, ~~*greater invisibility*~~, *mass reduce person*, ~~*mass resist energy*~~*; 5th—*cone of cold* [fire], ~~*overland flight*~~, *teleport*.

* See Appendix 2: **New Rules Items**

Physical Description: Jakob Tallasin is a thin, slightly muscled Oeridian human. He has dark hair cropped short and is clean-shaven. Other than the black cloak, he wears comfortable linen clothes in muted colors. He appears to stand uncomfortably in this chamber, nervous, but he feels he has the upper hand in the negotiations with the giants.

Background: Jakob Tallasin was raised in a quiet home by merchant parents. When his arcane talent surfaced, he studied magic under distant relative, a wicked man who turned him to using his arcane talent to gain as much power and money for himself as he could. He is happy to serve certain mysterious forces against Verbobonc.

Precast spells:

- Beginning of day: *overland flight* (extended) on self; *mage armor* (extended) on self
- When the imp spots the characters: *alter self* (troglodyte) on self, *mass resist energy* (cold) on all, *keen edge* on Henrik's spiked chain, *greater magic weapon* on Henrik's spiked chain, *resist energy* (electricity) on self, *prestidigitation*.
- When the characters get within 1200 feet: *bear's endurance* on self, *shield* on self, *fox's cunning* on self, *protection from good* on Silas and Henrik.
- When the characters attack the wall: *greater invisibility* (extended) on Silas, *haste* on all.

☛ **Maleface:** Male Imp Familiar: CR n/a; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8 (treat as 9); hp 23 (32); Init +3; Spd 20 ft., fly 50 ft.; AC 25 (30) (touch 15 (16), flat-footed 22 (26)) [+2 Size, +3 Dex, +10 natural, (+4 *shield*, +1 *haste*)]; Base Atk +4; Grp -4; Atk +7 (+8) melee (1d4 (20/x2) plus poison, sting); Full Atk +7 (+8/+8) melee (1d4 (20/x2) plus poison, sting); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 5; AL LE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8 (+9), Hide +17 (+18), Knowledge (arcana) +6 (+7), Listen +7 (+8), Move Silently +9 (+10), Search +6 (+7), Spellcraft +6 (+7), Spot +7 (8), Survival +1 (+2) (+3 (+4) following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Verloth Garvim:** Male Human Clr9 of Vecna: CR 9; Medium Humanoid (human); HD 9d8+18; hp 66; Init +1; Spd 20 ft. (40 ft.); AC 23 (33) (touch 11 (15), flat-footed 22 (31)) [+1 Dex, +9 *full plate armor*, +3 *large steel shield*, (+6 natural, +3 *shield of faith*, +1 *haste*)]; Base Atk +6; Grp +6; Atk +7 (+12) melee (1d4 (+3) (19-20/x2), masterwork dagger) or +8 (+13) ranged (1d8 (+3) (19-20/x2), masterwork light crossbow); Full Atk +7/+2 (+12/+12/+7) melee (1d4 (+3) (19-20/x2), masterwork dagger) or +8 (+13) ranged (1d8 (+3) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ nil; AL NE; SV Fort +9 (+12), Ref +7 (+9), Will +12 (+14); Str 10, Dex 12, Con 14 (18), Int 12, Wis 20 (22), Cha 10.

Skills and Feats: Concentration +14 (+17), Heal +17 (+19), Knowledge (arcana) +13 (+14), Spellcraft +15 (+16); Brew Potion, Empower Spell, Greater Spell Focus (Necromancy), Lightning Reflexes, Spell Focus (Necromancy).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, *cloak of resistance* +1, *peripart of wisdom* +2, backpack, 2 flasks of oil, flint and steel, silver unholy symbol of Vecna, 2 wood unholy symbols of Vecna (in pocket), platinum ring (50 gp).

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 (16) + spell level; base DC = 17 (18) + spell level for Necromancy spells): 0—*cure minor wounds* [3], *detect magic*, *purify food and drink*, *read magic*, 1st—*bleed*, *cause fear*, *cure light wounds*, *divine favor*, *protection from good**, *shield of faith* [2]; 2nd—*bear's endurance*, *identify**, *lesser restoration*, ~~*owl's wisdom*~~, *resist energy*, ~~*shield other*~~, 3rd—*cure serious wounds*, *dispel magic**, *dispel magic*, ~~*prayer*~~, *searing light*, 4th—*cure critical wounds*, ~~*freedom of movement*~~, *poison**;

*unholy blight**; 5th—*mass cure light wounds*, *slay living**, *spell resistance**.

*Domain spell. *Domains*: Evil (+1 caster level for spells with the evil descriptor); Magic (may use scrolls and wands as a 4th level wizard).

Physical Description: Verloth Garvim is a stocky Oeridian man with brown hair and brown eyes. He normally moves slowly, if at all, in his black plate mail armor. He loathes physical activity, and avoids drawing his weapon if possible.

Background: The role of senior cleric of Vecna suits Verloth very well. After fighting his way into a position of power, he is perfectly happy with letting others do the dirty work now. However, with a deep sigh, he will stoop to smiting the characters today.

Precast spells:

- When the imp spots the characters: *resist energy* (acid) on self, *freedom of movement* on self, *shield other* on Silas.
- When the characters get within 1200 feet: scroll of *alter self* (troglodyte) on self, *owl's wisdom* on self, *bear's endurance* on self, *shield of faith* on self, *spell resistance* on self, *bless*.
- When the characters attack the wall: *prayer*, *divine favor* on self.

☛ **Silas Dargon**: Male Human Rog7; CR 7; Medium Humanoid (human); HD 7d6+14; hp 44; Init +4; Spd 30 ft. (60 ft.); AC 19 (32) (touch 15 (17), flat-footed 19 (32)) [+4 Dex, +5 +1 *mithril chain shirt*, (+6 natural, +4 *shield*, +1 *shield other*/+2 *protection from good*, +1 *haste*); Base Atk +5; Grp +7; Atk +8 (+11) melee (1d8+3 (+4) +2d6 (19-20/x2), *sword of the black griffin*) or +11 (+14) melee (1d6+3 (+4) (19-20/x2), +1 *shortsword*) or +10 (+13) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +6 (+9/+9) melee (1d8+3 (+4) +2d6 (19-20/x2), *sword of the black griffin*) and +9 (+12) melee (1d6+2 (+3) (19-20/x2), +1 *shortsword*) or +10 (+13) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ trapfinding, evasion, trap sense, uncanny dodge; AL CE; SV Fort +4 (+6), Ref +9 (+12), Will +2 (+4); Str 14, Dex 19, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +16 (+17), Escape Artist +14 (+15), Hide +14 (+15), Jump +14 (+15), Listen +10 (+11), Move Silently +14 (+15), Spot +10 (+11), Tumble +16 (+17), Use Magic Device +10 (+11); Martial Weapon Proficiency (longsword), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword).

Possessions: Masterwork shortsword, masterwork light crossbow, 20 bolts, *sword of the black griffin*, +1

shortsword, *gloves of dexterity* +2, 4 *scrolls of alter self* (3rd level caster), 4 *scrolls of shield* (1st level caster), backpack, 2 flasks of oil, flint and steel, platinum ring (50 gp).

Physical Description: Silas is a tall Oeridian/Suel man with sandy brown hair and green eyes. He looks more like a warrior than a rogue, with well-muscled arms and calloused hands. He is dressed in loose leather clothes.

Background: Silas grew up in the poor quarter of Greyhawk, quickly finding use for his size and dirty fighting style as a thug and enforcer for the thieves' guild. He left Greyhawk five years ago, serving any paying person on any task. His latest move has allied him with these forces.

Precast spells:

- When the characters get within 1200 feet: scroll of *alter self* (troglodyte) on self.
- When the characters attack the wall: scroll of *shield* on self.

☛ **Henrik Amneskog**: Male Fire Giant Ftr1; CR 11; Large Giant (Fire); HD 15d8+1d10+112; hp 185; Init +2; Spd 40 ft. (30 ft.) (70 ft. (60 ft.)); AC 27 (32) (touch 10 (13), flat-footed 26 (30)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+2 *protection from good*, +1 *haste*); Base Atk +12; Grp +28; Atk +25 (+31) melee (2d6+18 (+24) (19-20/x2), masterwork (+2) large spiked chain) or +23 (+28) melee (1d4+12 (+15) (20/x2), slam) or +14 (+17) ranged (2d6+12 (+14) (20/x2) plus 2d6 fire, rock); Full Atk +25/+20/+15 (+31/+31/+26/+21) melee (2d6+18 (+24) (19-20/x2), masterwork (+2) large spiked chain) or +23 (+28) melee (1d4+12 (+15) (20/x2), 2 slams) or +14 (+17) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18 (+19), Ref +7 (+9), Will +6 (+7); Str 34 (38), Dex 14, Con 24, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +31 (+26) (+34 (+29)), Intimidate +18 (+19), Jump +31 (+26) (+34 (+29)), Spot +20 (+21); Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain).

Possessions: 2 masterwork large spiked chains, +1 *full plate armor*, 2 *potions of barkskin* (3rd level caster), 2 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A tall and wiry giant, as far as fire giants go. He has red-orange hair and a short beard. His plate armor is covered in black enamel, and his spiked chain is painted to resemble a jet of flame.

Background: Henrik Amneskog spurned the traditional greatsword when a fellow giant experienced firsthand the effects of a well-wielded spiked chain. He has trained for years with his larger chain, finding it an excellent weapon for his natural dexterity.

Precast spells:

- When the characters get within 1200 feet: potion of *barkskin* on self.
- When the characters attack the wall: potion of *bull's strength* on self.

APL 12 (EL 15)

♣**Jakob Tallasin:** Male Human Wizard (Transmuter); CR 11; Medium Humanoid (human); HD 11d4+22 (44); hp 56 (78); Init +2; Spd 30 ft. (60 ft.); AC 13 (30) (touch 13 (16), flat-footed 11 (27)) [+2 Dex, +1 deflection, (+4 *shield*, +4 *mage armor*, +6 natural, +3 *shield of faith*, +1 *haste*)]; Base Atk +5; Grp +4; Atk +5 (+8) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +8 (+11) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +5 (+8/+8) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +8 (+11) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ nil; AL LE; SV Fort +6 (+9), Ref +6 (+8), Will +9 (+12); Str 8, Dex 14, Con 14 (18), Int 22, Wis 12 (16), Cha 10.

Skills and Feats: Concentration +16 (+19), Decipher Script +20 (+21), Knowledge (arcana) +20 (+21), Knowledge (geography) +7 (+8), Knowledge (local: VTF) +20 (+21), Knowledge (nobility and royalty) +9 (+10), Knowledge (the planes) +20 (+21), Spellcraft +22 (+23); Chain Spell*, Craft Wondrous Item, Energy Affinity (Fire)*, Greater Spell Focus (Transmutation), Improved Familiar, Quicken Spell, Scribe Scroll, Spell Focus (Transmutation).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, black *cloak of resistance* +1, *ring of protection* +1, *headband of intellect* +4, *rod of extension*, backpack, 2 flasks of oil, flint and steel.

Spells Prepared (4+1/6+1/6+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level; base DC = 18 + spell level for Transmutation spells): 0—*detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, 1st—*enlarge person*, *mage armor*, *magic missile* [2], *protection from good* [2], *shield*, 2nd—*alter self*, *gust of wind*, *owl's wisdom*, *resist energy*, *scorching ray* [3]; 3rd—*dispel magic*, *fireball*, *greater magic weapon*, *haste*, *keen edge*, *slow*; 4th—*dimension door*, *greater invisibility*, *mass reduce person*, *mass resist energy**, *stoneskin*, 5th—

baleful polymorph, *cone of cold* [fire] ~~*overland flight*~~, *teleport*, 6th—*chain lightning* [fire], *disintegrate*, ~~*mass bear's endurance*~~.

* See Appendix 2: **New Rules Items**

Physical Description: Jakob Tallasin is a thin, slightly muscled Oeridian human. He has dark hair cropped short and is clean-shaven. Other than the black cloak, he wears comfortable linen clothes in muted colors. He appears to stand uncomfortably in this chamber, nervous, but he feels he has the upper hand in the negotiations with the giants.

Background: Jakob Tallasin was raised in a quiet home by merchant parents. When his arcane talent surfaced, he studied magic under distant relative, a wicked man who turned him to using his arcane talent to gain as much power and money for himself as he could. He is happy to serve certain mysterious forces against Verbobonc.

Precast spells:

- Beginning of day: *overland flight* (extended) on self; *mage armor* (extended) on self
- When the imp spots the characters: *alter self* (troglodyte) on self, *mass resist energy* (cold) on all, *keen edge* on Henrik's spiked chain, *greater magic weapon* on Henrik's spiked chain, *resist energy* (electricity) on self, *stoneskin* on self, *prestidigitation*.
- When the characters get within 1200 feet: *mass bear's endurance* on all, *shield* on self, *owl's wisdom* on self, *protection from good* on Silas and Henrik.
- When the characters attack the wall: *greater invisibility* (extended) on Silas, *haste* on all.

♣**Maleface:** Male Imp Familiar: CR n/a; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8 (treat as 11); hp 28 (39); Init +3; Spd 20 ft., fly 50 ft.; AC 25 (30) (touch 15 (16), flat-footed 22 (26)) [+2 Size, +3 Dex, +10 natural, (+4 *shield*, +1 *haste*)]; Base Atk +4; Grp -4; Atk +7 (+8) melee (1d4 (20/x2) plus poison, sting); Full Atk +7 (+8/+8) melee (1d4 (20/x2) plus poison, sting); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, DR 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 5, SR 16; AL LE; SV Fort +3 (+5), Ref +6, Will +8; Str 10, Dex 17, Con 10 (14), Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8 (+9), Hide +17 (+18), Knowledge (arcana) +6 (+7), Listen +7 (+8), Move Silently +9 (+10), Search +6 (+7), Spellcraft +6 (+7), Spot +7 (8), Survival +1 (+2) (+3 (+4) following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Verloth Garvim**: Male Human Clr11 of Vecna; CR 11; Medium Humanoid (human); HD 11d8+22 (44); hp 80 (102); Init +1; Spd 20 ft. (40 ft.); AC 23 (33) (touch 11 (15), flat-footed 22 (31)) [+1 Dex, +9 +1 *full plate armor*, +3 +1 *large steel shield*, +6 natural, +3 *shield of faith*, +1 *haste*]; Base Atk +8; Grp +8; Atk +9 (+14) melee (1d4 (+3) (19-20/x2), masterwork dagger) or +10 (+15) ranged (1d8 (+3) (19-20/x2), masterwork light crossbow); Full Atk +9/+4 (+14/+14/+9) melee (1d4 (+3) (19-20/x2), masterwork dagger) or +10 (+15) ranged (1d8 (+3) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +10 (+13), Ref +7 (+9), Will +14 (+15); Str 10, Dex 12, Con 14 (18), Int 12, Wis 22, Cha 10.

Skills and Feats: Concentration +16 (+19), Heal +20 (+21), Knowledge (arcana) +15 (+16), Spellcraft +17 (+18); Brew Potion, Empower Spell, Greater Spell Focus (Necromancy), Lightning Reflexes, Spell Focus (Necromancy).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, *cloak of resistance* +1, *peripart of wisdom* +4, backpack, 2 flasks of oil, flint and steel, silver unholy symbol of Vecna, 2 wood unholy symbols of Vecna (in pocket), platinum ring (50 gp).

Spells Prepared (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level; base DC = 18 + spell level for Necromancy spells): 0—*cure minor wounds* [3], *detect magic*, *purify food and drink*, *read magic*, 1st—*bless*, *cure light wounds*, ~~*divine favor*~~, ~~*entropic shield*~~, *protection from good**, ~~*shield of faith*~~ [3]; 2nd—~~*bull's strength*~~, *identify**, *lesser restoration* [2], ~~*owl's wisdom*~~, ~~*resist energy*~~, ~~*shield other*~~, 3rd—*cure serious wounds*, ~~*dispel magic*~~*, *dispel magic*, *prayer*, ~~*protection from energy*~~, *searing light*, 4th—*cure critical wounds*, ~~*dismissal*~~, ~~*freedom of movement*~~, *poison*, *unholy blight**, 5th—*flame strike*, *mass cure light wounds*,

*slay living**, ~~*spell resistance*~~*, 6th—*antimagic field**, *blade barrier*, *harm*.

*Domain spell. *Domains*: Evil (+1 caster level for spells with the evil descriptor); Magic (may use scrolls and wands as a 5th level wizard).

Physical Description: Verloth Garvim is a stocky Oeridian man with brown hair and brown eyes. He normally moves slowly, if at all, in his black plate mail armor. He loathes physical activity, and avoids drawing his weapon if possible.

Background: The role of senior cleric of Vecna suits Verloth very well. After fighting his way into a position of power, he is perfectly happy with letting others do the dirty work now. However, with a deep sigh, he will stoop to smiting the characters today.

Precast spells:

- When the imp spots the characters: *resist energy* (acid) on self, *protection from energy* (electricity) on self, *freedom of movement* on self, *shield other* on Silas.
- When the characters get within 1200 feet: scroll of *alter self* (troglodyte) on self, *owl's wisdom* on Silas, *bull's strength* on Silas, *shield of faith* on self, *shield of faith* on Jakob, *shield of faith* on Jorgen, *spell resistance* on self, *entropic shield* on self, *bless*.
- When the characters attack the wall: *prayer*, *divine favor* on self.

☛ **Silas Dargon**: Male Human Rog9; CR 9; Medium Humanoid (human); HD 9d6+18 (+36); hp 56 (74); Init +5; Spd 30 ft. (60 ft.); AC 20 (33) (touch 16 (18), flat-footed 20 (33)) [+5 Dex, +5 +1 *mithril chain shirt*, +6 natural, +4 *shield*, +1 *shield other*/+2 *protection from good*, +1 *haste*]; Base Atk +6; Grp +8 (+10); Atk +9 (+14) melee (1d8+3 (+6) +2d6 (19-20/x2), *sword of the black griffin*) or +13 (+16) melee (1d6+3 (+6) (19-20/x2), +1 *shortsword*) or +12 (+15) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +9/+4 (+12/+12/+6) melee (1d8+3 (+6) +2d6 (19-20/x2), *sword of the black griffin*) and +11/+6 (+14/+9) melee (1d6+2 (+4) (19-20/x2), +1 *shortsword*) or +12 (+15) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +5d6; SQ trapfinding, evasion, trap sense, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +5 (+9), Ref +11 (+14), Will +3 (+7); Str 14 (18), Dex 20, Con 14 (18), Int 10, Wis 10 (14), Cha 10.

Skills and Feats: Balance +18 (+21), Escape Artist +16 (+19), Hide +16 (+19), Jump +16 (+19), Listen +12 (+15), Move Silently +16 (+19), Spot +12 (+15), Tumble

+18 (+21), Use Magic Device +12 (+13); Improved Two-Weapon Fighting, Martial Weapon Proficiency (longsword), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword).

Possessions: Masterwork shortsword, masterwork light crossbow, 20 bolts, *sword of the black griffin*, +1 *shortsword*, *gloves of dexterity* +2, 4 *scrolls of alter self* (3rd level caster), 4 *scrolls of shield* (1st level caster), backpack, 2 flasks of oil, flint and steel, platinum ring (50 gp).

Physical Description: Silas is a tall Oeridian/Suel man with sandy brown hair and green eyes. He looks more like a warrior than a rogue, with well-muscled arms and calloused hands. He is dressed in loose leather clothes.

Background: Silas grew up in the poor quarter of Greyhawk, quickly finding use for his size and dirty fighting style as a thug and enforcer for the thieves' guild. He left Greyhawk five years ago, serving any paying person on any task. His latest move has allied him with these forces.

Precast spells:

- When the characters get within 1200 feet: scroll of *alter self*(troglodyte) on self.
- When the characters attack the wall: scroll of *shield* on self.

☛**Henrik Amneskog:** Male Fire Giant Ftr1; CR 11; Large Giant (Fire); HD 15d8+1d10+112 (144); hp 185 (217); Init +2; Spd 40 ft. (30 ft.) (70 ft. (60 ft.)); AC 27 (32) (touch 10 (13), flat-footed 26 (30)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+2 *protection from good*, +1 *haste*)]; Base Atk +12; Grp +28; Atk +25 (+31) melee (2d6+18 (+24) (19-20/x2), masterwork (+2) large spiked chain) or +23 (+28) melee (1d4+12 (+15) (20/x2), slam) or +14 (+17) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +25/+20/+15 (+31/+31/+26/+21) melee (2d6+18 (+24) (19-20/x2), masterwork (+2) large spiked chain) or +23 (+28) melee (1d4+12 (+15) (20/x2), 2 slams) or +14 (+17) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18 (+21), Ref +7 (+9), Will +6 (+7); Str 34 (38), Dex 14, Con 24 (28), Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +31 (+26) (+34 (+29)), Intimidate +18 (+19), Jump +31 (+26) (+34 (+29)), Spot +20 (+21); Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack, Weapon Focus (spiked chain).

Possessions: 2 masterwork large spiked chains, +1 *full plate armor*, 2 *potions of barkskin* (3rd level caster), 2 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A tall and wiry giant, as far as fire giants go. He has red-orange hair and a short beard. His plate armor is covered in black enamel, and his spiked chain is painted to resemble a jet of flame.

Background: Henrik Amneskog spurned the traditional greatsword when a fellow giant experienced firsthand the effects of a well-wielded spiked chain. He has trained for years with his larger chain, finding it an excellent weapon for his natural dexterity.

Precast spells:

- When the characters get within 1200 feet: *potion of barkskin* on self.
- When the characters attack the wall: *potion of bull's strength* on self.

☛**Jorgen Holmstrom:** Male Fire Giant Ftr1; CR 11; Large Giant (Fire); HD 15d8+1d10+112 (144); hp 185 (217); Init +2; Spd 40 ft. (30 ft.) (70 ft. (60 ft.)); AC 27 (33) (touch 10 (14), flat-footed 26 (31)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+3 *shield of faith*, +1 *haste*)]; Base Atk +12; Grp +28; Atk +25 (+30) melee (2d6+19 (+23) (19-20/x3), +1 *large guisarme*) or +23 (+28) melee (1d4+12 (+15) (20/x2), slam) or +14 (+17) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +25/+20/+15 (+30/+30/+25/+20) melee (2d6+19 (+23) (19-20/x3), +1 *large guisarme*) or +23 (+28) melee (1d4+12 (+15) (20/x2), 2 slams) or +14 (+17) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (15 ft.-20 ft. with guisarme); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18 (+21), Ref +7 (+9), Will +6 (+7); Str 34 (38), Dex 14, Con 24 (28), Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +31 (+26) (+34 (+29)), Intimidate +18 (+19), Jump +31 (+26) (+34 (+29)), Spot +20 (+21); Cleave, Combat Expertise, Combat Reflexes, Improved Critical (guisarme), Improved Trip, Power Attack, Weapon Focus (guisarme).

Possessions: Masterwork large guisarme, +1 *large guisarme*, +1 *full plate armor*, 2 *potions of barkskin* (3rd level caster), 2 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A fairly typical fire giant, stocky and well-muscled. He has yellow-orange hair and a long beard. His plate armor appears to be pitted, singed, and worn, but is in fine shape. He swings a large guisarme with great ease.

Background: Jorgen Holmstrom hails from the same extended clan as Henrik Amneskog. Having seen Henrik fighting very effectively with his spiked chain, he chose to practice with another weapon that can trip enemies easily.

Precast spells:

- When the characters get within 1200 feet: potion of *barkskin* on self.
- When the characters attack the wall: potion of *bull's strength* on self.

APL 14 (EL 17)

♣**Jakob Tallasin:** Male Human Wiz13 (Transmuter); CR 13; Medium Humanoid (human); HD 13d4+26 (52); hp 66 (92); Init +2; Spd 30 ft. (60 ft.); AC 13 (31) (touch 13 (17), flat-footed 11 (28)) [+2 Dex, +1 deflection, (+4 *shield*, +4 *mage armor*, +6 natural, +4 *shield of faith*, +1 *haste*)]; Base Atk +6; Grp +5; Atk +6 (+9) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +9 (+12) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +6/+1 (+9/+9/+4) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +9 (+12) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +7 (+10), Ref +7 (+9), Will +10 (+13); Str 8, Dex 14, Con 14 (18), Int 25, Wis 12 (16), Cha 10.

Skills and Feats: Concentration +18 (+21), Decipher Script +23 (+24), Knowledge (arcana) +23 (+24), Knowledge (geography) +9 (+10), Knowledge (local: VTF) +23 (+24), Knowledge (nobility and royalty) +12 (+13), Knowledge (the planes) +23 (+24), Spellcraft +25 (+26); Chain Spell*, Craft Wondrous Item, Empower Spell, Energy Affinity (Fire)*, Greater Spell Focus (Transmutation), Improved Familiar, Quicken Spell, Scribe Scroll, Spell Focus (Transmutation).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, black *cloak of resistance +1*, *ring of protection +1*, *headband of intellect +6*, *rod of extension*, backpack, 2 flasks of oil, flint and steel.

Spells Prepared (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level; base DC = 19 + spell level for Transmutation spells): 0—*detect magic*, *mage hand*, *open/close*, ~~*prestidigitation*~~, *read magic*, 1st—*enlarge person*, ~~*mage armor*~~, *magic missile* [2], ~~*protection from good*~~ [2], *shield*, 2nd—*alter self*, *gust of wind*, *owl's wisdom*, *resist energy*, *scorching ray* [3];

3rd—*dispel magic*, *fireball*, ~~*greater magic weapon*~~, ~~*haste*~~, ~~*keen edge*~~, empowered *magic missile*, *slow*; 4th—*dimension door*, ~~*greater invisibility*~~, *mass reduce person*, ~~*mass resist energy*~~*; Empowered *scorching ray*, ~~*stoneskin*~~; 5th—*baleful polymorph*, *cone of cold* [fire], Quickened *magic missile*, ~~*overland flight*~~, *teleport*; 6th—*chain lightning* [fire], *disintegrate*, ~~*mass bear's endurance*~~, Quickened *scorching ray*; 7th—*Bigby's grasping hand*, *project image*, *reverse gravity*.

* See Appendix 2: **New Rules Items**

Physical Description: Jakob Tallasin is a thin, slightly muscled Oeridian human. He has dark hair cropped short and is clean-shaven. Other than the black cloak, he wears comfortable linen clothes in muted colors. He appears to stand uncomfortably in this chamber, nervous, but he feels he has the upper hand in the negotiations with the giants.

Background: Jakob Tallasin was raised in a quiet home by merchant parents. When his arcane talent surfaced, he studied magic under distant relative, a wicked man who turned him to using his arcane talent to gain as much power and money for himself as he could. He is happy to serve certain mysterious forces against Verbobonc.

Precast spells:

- Beginning of day: *overland flight* (extended) on self; *mage armor* (extended) on self
- When the imp spots the characters: *alter self* (troglodyte) on self, *mass resist energy* (cold) on all, *keen edge* on Henrik's spiked chain, *greater magic weapon* on Henrik's spiked chain, *resist energy* (electricity) on self, *stoneskin* on self, *prestidigitation*.
- When the characters get within 1200 feet: *mass bear's endurance* on all, *shield* on self, *owl's wisdom* on self, *protection from good* on Silas and Henrik.
- When the characters attack the wall: *project image*, *greater invisibility* (extended) on Silas, *haste* on all.

♣**Maleface:** Male Imp Familiar; CR n/a; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8 (treat as 11); hp 33 (46); Init +3; Spd 20 ft., fly 50 ft.; AC 25 (30) (touch 15 (16), flat-footed 22 (26)) [+2 Size, +3 Dex, +10 natural, (+4 *shield*, +1 *haste*)]; Base Atk +4; Grp -4; Atk +7 (+10) melee (1d4 (20/x2) plus poison, sting); Full Atk +7 (+10/+10) melee (1d4 (20/x2) plus poison, sting); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, DR 5/good or silver, darkvision 60

ft., fast healing 2, immunity to poison, fire resistance 5, SR 18; AL LE; SV Fort +4 (+6), Ref +7, Will +9; Str 10, Dex 17, Con 10 (14), Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8 (+9), Hide +17 (+18), Knowledge (arcana) +6 (+7), Listen +7 (+8), Move Silently +9 (+10), Search +6 (+7), Spellcraft +6 (+7), Spot +7 (8), Survival +1 (+2) (+3 (+4) following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Verloth Garvim:** Male Human Clr13 of Vecna; CR 13; Medium Humanoid (human); HD 13d8+26 (52); hp 94 (120); Init +1; Spd 20 ft. (40 ft.); AC 23 (34) (touch 11 (16), flat-footed 22 (32)) [+1 Dex, +9 +1 *full plate armor*, +3 +1 *large steel shield*, (+6 natural, +4 *shield of faith*, +1 *haste*)]; Base Atk +9; Grp +9; Atk +10 (+16) melee (1d4 (+4) (19-20/x2), masterwork dagger) or +11 (+17) ranged (1d8 (+4) (19-20/x2), masterwork light crossbow); Full Atk +10/+5 (+16/+16/+11) melee (1d4 (+4) (19-20/x2), masterwork dagger) or +11 (+17) ranged (1d8 (+4) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ nil; AL NE; SV Fort +12 (+15), Ref +9 (+11), Will +17 (+18); Str 10, Dex 12, Con 14 (18), Int 12, Wis 25, Cha 10.

Skills and Feats: Concentration +18 (+21), Heal +23 (+24), Knowledge (arcana) +17 (+18), Spellcraft +19 (+20); Brew Potion, Empower Spell, Greater Spell Focus (Necromancy), Lightning Reflexes, Maximize Spell, Spell Focus (Necromancy).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, *cloak of resistance +2*, *periapt of wisdom +6*, backpack, 2 flasks of oil, flint and steel, silver unholy symbol of Vecna, 2 wood unholy symbols of Vecna (in pocket), platinum ring (50 gp).

Spells *Prepared*
(6/7+1/7+1/6+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level; base DC = 19 + spell level for Necromancy spells): 0—*cure minor wounds* [3], *detect magic*, *purify food*

and drink, *read magic*, 1st—*bless*, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good**, *shield of faith* [3]; 2nd—*bull's strength*, *cure moderate wounds*, *identify**, *lesser restoration* [2], ~~*owl's wisdom*~~, ~~*resist energy*~~, ~~*shield other*~~; 3rd—*cure serious wounds*, *dispel magic**, *dispel magic*, ~~*prayer*~~, ~~*protection from energy*~~, *searing light* [2]; 4th—*cure critical wounds*, *dismissal*, ~~*freedom of movement*~~, *poison*, ~~*spell immunity*~~, *unholy blight**, 5th—*flame strike*, *mass cure light wounds*, *slay living*, ~~*spell resistance*~~*, *wall of stone*, 6th—*antimagic field**, *blade barrier*, *harm*, *heal*, 7th—*blasphemy*, *maximized poison*, *spell turning**.

*Domain spell. **Domains:** Evil (+1 caster level for spells with the evil descriptor); Magic (may use scrolls and wands as a 6th level wizard).

Physical Description: Verloth Garvim is a stocky Oeridian man with brown hair and brown eyes. He normally moves slowly, if at all, in his black plate mail armor. He loathes physical activity, and avoids drawing his weapon if possible.

Background: The role of senior cleric of Vecna suits Verloth very well. After fighting his way into a position of power, he is perfectly happy with letting others do the dirty work now. However, with a deep sigh, he will stoop to smiting the characters today.

Precast spells:

- When the imp spots the characters: *resist energy* (acid) on self, *protection from energy* (electricity) on self, *freedom of movement* on self, *shield other* on Silas, *spell immunity* (*hold person*, *magic missile*, *scorching ray*) on Silas.
- When the characters get within 1200 feet: scroll of *alter self* (troglodyte) on self, *owl's wisdom* on Silas, *bull's strength* on Silas, *shield of faith* on self, *shield of faith* on Jakob, *shield of faith* on Jorgen, *spell resistance* on self, *entropic shield* on self, *bless*.
- When the characters attack the wall: *prayer*, *divine favor* on self.

☛ **Silas Dargon:** Male Human Rog11; CR 11; Medium Humanoid (human); HD 11d6+22 (+44); hp 68 (90); Init +5; Spd 30 ft. (60 ft.); AC 20 (33) (touch 16 (18), flat-footed 20 (33)) [+5 Dex, +5 +1 *mithril chain shirt*, (+6 natural, +4 *shield*, +1 *shield other*)+2 *protection from good*, +1 *haste*)]; Base Atk +8; Grp +10 (+12); Atk +11 (+16) melee (1d8+3 (+6) +2d6 (19-20/x2), *sword of the black griffin*) or +15 (+18) melee (1d6+3 (+6) (19-20/x2), +1 *shortsword*) or +14 (+17) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +9/+4 (+14/+14/+9) melee (1d8+3 (+6) +2d6 (19-20/x2), *sword of the black griffin*) and +13/+8 (+16/+11) melee

(1d6+2 (+4) (19-20/x2), +1 *shortsword*) or +14 (+17) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +6d6, opportunist; SQ trapfinding, evasion, trap sense, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +5 (+9), Ref +12 (+15), Will +3 (+7); Str 14 (18), Dex 20, Con 14 (18), Int 10, Wis 10 (14), Cha 10.

Skills and Feats: Balance +20 (+23), Escape Artist +18 (+21), Hide +18 (+21), Jump +18 (+21), Listen +14 (+17), Move Silently +18 (+21), Spot +14 (+17), Tumble +20 (+23), Use Magic Device +14 (+15); Improved Two-Weapon Fighting, Martial Weapon Proficiency (longsword), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword).

Possessions: Masterwork shortsword, masterwork light crossbow, 20 bolts, *sword of the black griffin*, +1 *adamantine shortsword*, *gloves of dexterity* +2, 4 *scrolls of alter self* (3rd level caster), 4 *scrolls of shield* (3rd level caster), backpack, 2 flasks of oil, flint and steel, platinum ring (50 gp).

Physical Description: Silas is a tall Oeridian/Suel man with sandy brown hair and green eyes. He looks more like a warrior than a rogue, with well-muscled arms and calloused hands. He is dressed in loose leather clothes.

Background: Silas grew up in the poor quarter of Greyhawk, quickly finding use for his size and dirty fighting style as a thug and enforcer for the thieves' guild. He left Greyhawk five years ago, serving any paying person on any task. His latest move has allied him with these forces.

Precast spells:

- When the characters get within 1200 feet: scroll of *alter self*(troglodyte) on self.
- When the characters attack the wall: scroll of *shield* on self.

☛**Henrik Amneskog:** Male Fire Giant Ftr3; CR 13; Large Giant (Fire); HD 15d8+3d10+126 (162); hp 211 (247); Init +2; Spd 40 ft. (30 ft.) (70 ft. (60 ft.)); AC 27 (32) (touch 10 (13), flat-footed 26 (30)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+2 *protection from good*, +1 *haste*)]; Base Atk +14; Grp +30; Atk +27 (+34) melee (2d6+18 (+25) (19-20/x2), masterwork (+3) large spiked chain) or +25 (+30) melee (1d4+12 (+15) (20/x2), slam) or +16 (+19) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +27/+22/+17 (+34/+34/+29/+24) melee (2d6+18 (+25) (19-20/x2), masterwork (+3) large spiked chain) or +25 (+30) melee (1d4+12 (+15) (20/x2), 2 slams) or +16 (+19) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Rock

throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +19 (+22), Ref +8 (+10), Will +9 (+10); Str 34 (38), Dex 14, Con 24 (28), Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +33 (+28) (+36 (+31)), Intimidate +20 (+21), Jump +33 (+28) (+36 (+31)), Spot +22 (+23); Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Iron Will, Power Attack, Weapon Focus (spiked chain).

Possessions: 2 masterwork large spiked chains, +1 *full plate armor*, 2 *potions of barkskin* (3rd level caster), 2 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A tall and wiry giant, as far as fire giants go. He has red-orange hair and a short beard. His plate armor is covered in black enamel, and his spiked chain is painted to resemble a jet of flame.

Background: Henrik Amneskog spurned the traditional greatsword when a fellow giant experienced firsthand the effects of a well-wielded spiked chain. He has trained for years with his larger chain, finding it an excellent weapon for his natural dexterity.

Precast spells:

- When the characters get within 1200 feet: *potion of barkskin* on self.
- When the characters attack the wall: *potion of bull's strength* on self.

☛**Jorgen Holmstrom:** Male Fire Giant Ftr3; CR 13; Large Giant (Fire); HD 15d8+3d10+126 (162); hp 211 (247); Init +2; Spd 40 ft. (30 ft.) (70 ft. (60 ft.)); AC 27 (34) (touch 10 (15), flat-footed 26 (32)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+4 *shield of faith*, +1 *haste*)]; Base Atk +14; Grp +30; Atk +27 (+32) melee (2d6+19 (+23) (19-20/x3), +1 *large guisarme*) or +25 (+30) melee (1d4+12 (+15) (20/x2), slam) or +16 (+19) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +27/+22/+17 (+32/+32/+27/+22) melee (2d6+19 (+23) (19-20/x3), +1 *large guisarme*) or +25 (+30) melee (1d4+12 (+15) (20/x2), 2 slams) or +16 (+19) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (15 ft.-20 ft. with guisarme); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +19 (+22), Ref +8 (+10), Will +8 (+10); Str 34 (38), Dex 14, Con 24 (28), Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +31 (+26) (+34 (+29)), Intimidate +18 (+19), Jump +31 (+26) (+34 (+29)), Spot

+20 (+21); Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (guisarme), Improved Trip, Iron Will, Power Attack, Weapon Focus (guisarme).

Possessions: Masterwork large guisarme, +1 large guisarme, +1 full plate armor, 2 potions of barkskin (3rd level caster), 2 potions of cure serious wounds (5th level caster), potion of bull's strength (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A fairly typical fire giant, stocky and well-muscled. He has yellow-orange hair and a long beard. His plate armor appears to be pitted, singed, and worn, but is in fine shape. He swings a large guisarme with great ease.

Background: Jorgen Holmstrom hails from the same extended clan as Henrik Amneskog. Having seen Henrik fighting very effectively with his spiked chain, he chose to practice with another weapon that can trip enemies easily.

Precast spells:

- When the characters get within 1200 feet: potion of barkskin on self.
- When the characters attack the wall: potion of bull's strength on self.

APL 16 (EL 19)

♣**Jakob Tallasin:** Male Human Wiz15 (Transmuter); CR 15; Medium Humanoid (human); HD 15d4+30 (60); hp 76 (106); Init +2; Spd 30 ft. (60 ft.); AC 15 (31) (touch 15 (17), flat-footed 13 (28)) [+2 Dex, +3 deflection, (+4 shield, +4 mage armor, +6 natural, +4 shield of faith, +1 haste)]; Base Atk +7; Grp +6; Atk +7 (+10) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +10 (+13) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +7/+2 (+10/+10/+5) melee (1d4-1 (+0) (19-20/x2), masterwork dagger) or +10 (+13) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +8 (+11, +19 versus spells and spell-like abilities), Ref +10 (+12, +20 versus spells and spell-like abilities), Will +11 (+14, +22 versus spells and spell-like abilities); Str 8, Dex 14, Con 14 (18), Int 25, Wis 12 (16), Cha 10.

Skills and Feats: Concentration +20 (+23), Decipher Script +25 (+26), Knowledge (arcana) +25 (+26), Knowledge (geography) +9 (+10), Knowledge (local: VTF) +25 (+26), Knowledge (nobility and royalty) +14 (+15), Knowledge (the planes) +25 (+26), Spellcraft +27 (+28); Chain Spell*, Craft Wondrous Item, Empower Spell, Energy Affinity (Fire)*, Forge Ring, Greater Spell Focus (Transmutation), Improved

Familiar, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Transmutation).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, black cloak of resistance +1, ring of protection +3, headband of intellect +6, rod of extension, backpack, 2 flasks of oil, flint and steel.

Spells Prepared (4+1/6+1/6+1/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 17 + spell level; base DC = 19 + spell level for Transmutation spells): 0—*detect magic*, *mage hand*, *open/close*, ~~*prestidigitation*~~, *read magic*, 1st—*enlarge person*, ~~*mage armor*~~, *magic missile* [2], ~~*protection from good*~~ [2], *shield*, 2nd—*alter self*, *gust of wind*, ~~*owl's wisdom*~~, *resist energy*, *scorching ray* [3]; 3rd—*dispel magic*, *fireball*, ~~*greater magic weapon*~~, ~~*haste*~~, ~~*keen edge*~~, empowered *magic missile*, *slow*; 4th—*dimension door*, ~~*greater invisibility*~~, *mass reduce person*, ~~*mass resist energy*~~*, Empowered *scorching ray*, ~~*stoneskin*~~, 5th—*baleful polymorph*, *cone of cold* [fire], Quickened *magic missile*, ~~*overland flight*~~, *teleport*, Quickened *true strike*, 6th—*chain lightning* [fire], *disintegrate* [2], ~~*mass bear's endurance*~~, Quickened *scorching ray*, 7th—*Bigby's grasping hand*, quickened *dispel magic*, *project image*, *reverse gravity*; 8th—*maze*, *temporal stasis*.

* See Appendix 2: **New Rules Items**

Physical Description: Jakob Tallasin is a thin, slightly muscled Oeridian human. He has dark hair cropped short and is clean-shaven. Other than the black cloak, he wears comfortable linen clothes in muted colors. He appears to stand uncomfortably in this chamber, nervous, but he feels he has the upper hand in the negotiations with the giants.

Background: Jakob Tallasin was raised in a quiet home by merchant parents. When his arcane talent surfaced, he studied magic under distant relative, a wicked man who turned him to using his arcane talent to gain as much power and money for himself as he could. He is happy to serve certain mysterious forces against Verbobonc.

Precast spells:

- Beginning of day: *overland flight* (extended) on self; *mage armor* (extended) on self
- When the imp spots the characters: *alter self* (troglodyte) on self, *mass resist energy* (cold) on all, *keen edge* on Henrik's spiked chain, *greater magic weapon* on Henrik's spiked chain, *resist energy* (electricity) on self, *stoneskin* on self, *prestidigitation*.
- When the characters get within 1200 feet: *mass bear's endurance* on all, *shield* on self, *owl's*

wisdom on self, *protection from good* on Silas and Henrik.

- When the characters attack the wall: *project image*, *greater invisibility* (extended) on Silas, *haste* on all.

☛ **Maleface:** Male Imp Familiar; CR n/a; Tiny Outsider (Evil, Extraplanar, Lawful); HD 3d8 (treat as 11); hp 38 (53); Init +3; Spd 20 ft., fly 50 ft.; AC 25 (30) (touch 15 (16), flat-footed 22 (26)) [+2 Size, +3 Dex, +10 natural, (+4 *shield*, +1 *haste*)]; Base Atk +4; Grp -4; Atk +7 (+10) melee (1d4 (20/x2) plus poison, sting); Full Atk +7 (+10/+10) melee (1d4 (20/x2) plus poison, sting); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, DR 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 5, SR 18; AL LE; SV Fort +4 (+6), Ref +7, Will +9; Str 10, Dex 17, Con 10 (14), Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8 (+9), Hide +17 (+18), Knowledge (arcana) +6 (+7), Listen +7 (+8), Move Silently +9 (+10), Search +6 (+7), Spellcraft +6 (+7), Spot +7 (8), Survival +1 (+2) (+3 (+4) following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

☛ **Verloth Garvim:** Male Human Clr15 of Vecna; CR 15; Medium Humanoid (human); HD 15d8+30 (60); hp 108 (138); Init +1; Spd 20 ft. (40 ft.); AC 23 (34) (touch 11 (16), flat-footed 22 (32)) [+1 Dex, +9 +1 *full plate armor*, +3 +1 *large steel shield*, (+6 natural, +4 *shield of faith*, +1 *haste*)]; Base Atk +11; Grp +11; Atk +12 (+19) melee (1d4 (+5) (19-20/x2), masterwork dagger) or +13 (+20) ranged (1d8 (+5) (19-20/x2), masterwork light crossbow); Full Atk +12/+7 (+19/+19/+14) melee (1d4 (+5) (19-20/x2), masterwork dagger) or +13 (+20) ranged (1d8 (+5) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA nil; SQ nil; AL

NE; SV Fort +13 (+16, +24 versus spells and spell-like abilities), Ref +10 (+12, +20 versus spells and spell-like abilities), Will +18 (+19, +26 versus spells and spell-like abilities); Str 10, Dex 12, Con 14 (18), Int 12, Wis 25, Cha 10.

Skills and Feats: Concentration +18 (+21), Heal +23 (+24), Knowledge (arcana) +17 (+18), Spellcraft +19 (+20); Brew Potion, Empower Spell, Greater Spell Focus (Necromancy), Lightning Reflexes, Maximize Spell, Quicken Spell, Spell Focus (Necromancy).

Possessions: Masterwork dagger, masterwork light crossbow, 20 bolts, *cloak of resistance +2*, *peripart of wisdom +6*, backpack, 2 flasks of oil, flint and steel, silver unholy symbol of Vecna, 2 wood unholy symbols of Vecna (in pocket), platinum ring (50 gp), 500 gp diamond, 1000 gp diamond.

Spells Prepared (6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 17 + spell level; base DC = 19 + spell level for Necromancy spells): 0—*cure minor wounds* [3], *detect magic*, *purify food and drink*, *read magic*; 1st—*bless*, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good**, *shield of faith* [3]; 2nd—*bull's strength*, *cure moderate wounds*, *identify**, *lesser restoration* [2], *owl's wisdom*, *resist energy*, *shield other*; 3rd—*cure serious wounds* [2], *dispel magic**, *dispel magic*, *prayer*, *protection from energy*, *searing light* [2]; 4th—*cure critical wounds*, *dismissal*, *freedom of movement*, *poison*, *spell immunity*, *unholy blight**; 5th—*flame strike* [2], *mass cure light wounds*, *slay living*, *spell resistance**, *wall of stone*; 6th—*antimagic field**, *blade barrier*, *harm*, *heal*, *summon monster VI*; 7th—*blasphemy*, empowered *flame strike*, maximized *poison*, *spell turning**; 8th—*greater spell immunity*, *protection from spells**.

*Domain spell. *Domains:* Evil (+1 caster level for spells with the evil descriptor); Magic (may use scrolls and wands as a 6th level wizard).

Physical Description: Verloth Garvim is a stocky Oeridian man with brown hair and brown eyes. He normally moves slowly, if at all, in his black plate mail armor. He loathes physical activity, and avoids drawing his weapon if possible.

Background: The role of senior cleric of Vecna suits Verloth very well. After fighting his way into a position of power, he is perfectly happy with letting others do the dirty work now. However, with a deep sigh, he will stoop to smiting the characters today.

Precast spells:

- When the imp spots the characters: *resist energy* (acid) on self, *protection from energy* (electricity) on self, *freedom of movement* on self, *shield other* on Silas, *spell immunity* (*hold person*, *magic*

missile, scorching ray) on Silas, *greater spell immunity (harm, holy word, maze)* on self, *protection from spells* on self, Silas, and Jakob.

- When the characters get within 1200 feet: scroll of *alter self* (troglodyte) on self, *owl's wisdom* on Silas, *bull's strength* on Silas, *shield of faith* on self, *shield of faith* on Jakob, *shield of faith* on Jorgen, *spell resistance* on self, *entropic shield* on self, *bless*.
- When the characters attack the wall: *prayer, divine favor* on self. If time remains, summon (*summon monster VI*) 1d3 bearded devils.

☛ **Silas Dargon:** Male Human Rog13; CR 13; Medium Humanoid (human); HD 13d6+26 (+52); hp 80 (106); Init +5; Spd 30 ft. (60 ft.); AC 20 (33) (touch 16 (18), flat-footed 20 (33)) [+5 Dex, +5 +1 *mithril chain shirt*, (+6 natural, +4 *shield*, +1 *shield other*/+2 *protection from good*, +1 *haste*)]; Base Atk +9; Grp +11 (+13); Atk +12 (+17) melee (1d8+3 (+6) +2d6 (19-20/x2), *sword of the black griffin*) or +16 (+19) melee (1d6+3 (+6) (19-20/x2), +1 *shortsword*) or +15 (+18) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Full Atk +10/+5 (+15/+15/+10) melee (1d8+3 (+6) +2d6 (19-20/x2), *sword of the black griffin*) and +14/+9 (+17/+12) melee (1d6+2 (+4) (19-20/x2), +1 *shortsword*) or +15 (+18) ranged (1d8 (+1) (19-20/x2), masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA sneak attack +7d6, opportunist; SQ trapfinding, evasion, trap sense, uncanny dodge, improved uncanny dodge, slippery mind; AL CE; SV Fort +6 (+10), Ref +13 (+16), Will +4 (+8); Str 14 (18), Dex 21, Con 14 (18), Int 10, Wis 10 (14), Cha 10.

Skills and Feats: Balance +22 (+25), Escape Artist +20 (+23), Hide +20 (+23), Jump +20 (+23), Listen +16 (+19), Move Silently +20 (+23), Spot +16 (+19), Tumble +22 (+25), Use Magic Device +16 (+17); Expert Tactician*, Improved Two-Weapon Fighting, Martial Weapon Proficiency (longsword), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword).

Possessions: Masterwork shortsword, masterwork light crossbow, 20 bolts, *sword of the black griffin*, +1 *adamantine shortsword*, *gloves of dexterity* +2, 4 *scrolls of alter self* (3rd level caster), 4 *scrolls of shield* (3rd level caster), backpack, 2 flasks of oil, flint and steel, platinum ring (50 gp).

* See Appendix 2: **New Rules Items**

Physical Description: Silas is a tall Oeridian/Suel man with sandy brown hair and green eyes. He looks more like a warrior than a rogue, with well-muscled

arms and calloused hands. He is dressed in loose leather clothes.

Background: Silas grew up in the poor quarter of Greyhawk, quickly finding use for his size and dirty fighting style as a thug and enforcer for the thieves' guild. He left Greyhawk five years ago, serving any paying person on any task. His latest move has allied him with these forces.

Precast spells:

- When the characters get within 1200 feet: scroll of *alter self* (troglodyte) on self.
- When the characters attack the wall: scroll of *shield* on self.

☛ **Henrik Amneskog:** Male Fire Giant Ftr4/Bbn1; CR 15; Large Giant (Fire); HD 15d8+4d10+1d12+140 (180); hp 238 (278); Init +2; Spd 50 ft. (30 ft.) (80 ft. (60 ft.)); AC 27 (32) (touch 10 (13), flat-footed 26 (30)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+2 *protection from good*, +1 *haste*)]; Base Atk +16; Grp +32; Atk +29 (+36) melee (2d6+20 (+27) (19-20/x2), masterwork (+3) large spiked chain) or +27 (+32) melee (1d4+12 (+15) (20/x2), slam) or +18 (+21) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +29/+24/+19 (+36/+36/+31/+26) melee (2d6+20 (+27) (19-20/x2), masterwork (+3) large spiked chain) or +27 (+32) melee (1d4+12 (+15) (20/x2), 2 slams) or +18 (+21) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold, fast movement; AL LE; SV Fort +22 (+25), Ref +8 (+10), Will +9 (+10); Str 35 (39), Dex 14, Con 24 (28), Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +35 (+30) (+38 (+33)), Intimidate +21 (+22), Jump +35 (+30) (+38 (+33)), Spot +24 (+25), Survival +4 (+5); Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Trip, Iron Will, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: 2 masterwork large spiked chains, +1 *full plate armor*, 2 *potions of barkskin* (3rd level caster), 2 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A tall and wiry giant, as far as fire giants go. He has red-orange hair and a short beard. His plate armor is covered in black enamel, and his spiked chain is painted to resemble a jet of flame.

Background: Henrik Amneskog spurned the traditional greatsword when a fellow giant experienced firsthand the effects of a well-wielded spiked chain. He has trained for years with his larger chain, finding it an excellent weapon for his natural dexterity.

Precast spells:

- When the characters get within 1200 feet: potion of *barkskin* on self.
- When the characters attack the wall: potion of *bull's strength* on self.

✪ **Jorgen Holmstrom:** Male Fire Giant Ftr4/Bbn1; CR 15; Large Giant (Fire); HD 15d8+4d10+1d12+140 (180); hp 238 (278); Init +2; Spd 50 ft. (30 ft.) (80 ft. (60 ft.)); AC 27 (34) (touch 10 (15), flat-footed 26 (32)) [+1 Dex, -1 size, +8 (+10) natural, +9 +1 *full plate armor*, (+4 *shield of faith*, +1 *haste*)]; Base Atk +16; Grp +32; Atk +30 (+35) melee (2d6+12 (+26) (19-20/x3), +2 *large guisarme*) or +27 (+32) melee (1d4+12 (+15) (20/x2), slam) or +18 (+21) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Full Atk +30/+25/+20 (+35/+35/+30/+25) melee (2d6+22 (+26) (19-20/x3), +1 *large guisarme*) or +27 (+32) melee (1d4+12 (+15) (20/x2), 2 slams) or +18 (+21) ranged (2d6+12 (+15) (20/x2) plus 2d6 fire, rock); Space/Reach 10 ft./10 ft. (15 ft.-20 ft. with *guisarme*); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +22 (+25), Ref +8 (+10), Will +8 (+10); Str 35 (39), Dex 14, Con 24 (28), Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +33 (+28) (+36 (+31)), Intimidate +19 (+20), Jump +33 (+28) (+36 (+31)), Listen +4 (+5), Spot +22 (+23); Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (*guisarme*), Improved Trip, Iron Will, Power Attack, Weapon Focus (*guisarme*), Weapon Specialization (*guisarme*).

Possessions: Masterwork large *guisarme*, +2 *large guisarme*, +1 *full plate armor*, 2 *potions of barkskin* (3rd level caster), 2 *potions of cure serious wounds* (5th level caster), *potion of bull's strength* (3rd level caster), 5 throwing rocks, backpack, sack, flint and steel, drinking horn, 5 gallons ale, haunch of meat, whetstone, blanket, 10 ft. chain.

Physical Description: A fairly typical fire giant, stocky and well-muscled. He has yellow-orange hair and a long beard. His plate armor appears to be pitted, singed, and worn, but is in fine shape. He swings a large *guisarme* with great ease.

Background: Jorgen Holmstrom hails from the same extended clan as Henrik Amneskog. Having seen Henrik fighting very effectively with his spiked

chain, he chose to practice with another weapon that can trip enemies easily.

Precast spells:

- When the characters get within 1200 feet: potion of *barkskin* on self.
- When the characters attack the wall: potion of *bull's strength* on self.

Appendix 2 - New Rules Items

Chain Spell [Metamagic] as presented in Tome and Blood

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained cause fear on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Energy Affinity [Metamagic] as presented in Miniatures Handbook

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types acid, cold, electricity, and fire.

Benefit: Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

Expert Tactician [General] as presented in Miniatures Handbook

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Mass Resist Energy as presented in Tome and Blood

Abjuration

Level: Clr 3, Drd 3, Sor/Wiz 4

Targets: One creature/level, no two of which can be more than 30 ft. apart

As *resist energy*, except that it affects multiple creatures.

Power Critical [General] as presented in Complete Warrior

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Appendix 3 - Diplomacy

	Points Possible	Points Scored
Section 1: Diplomacy Skill		
1 Lead character's Diplomacy check	Any	
2 Assists	2 to 10	
3 Role-playing bonus	-4 to +4	
Section 2: Words		
4 "The Viscount regrets the words and deeds of his predecessor."	+5	
5 "After reunification, an attack on your lands will be an attack on the Viscounty."	+2	
6 "You need trade with the Viscounty."	+2	
7 "The longer the rebellion continues, the better more drastic solutions look."	+2	
8 "It is easier for the Viscount to win support for military action to aid loyal citizens than to aid rebels."	+2	
9a Praise for Lord Milinous or his style of action	-2	
9b Openly advocating Lord Milinous' solution to the gnome rebellion	-10	
Section 3: Deeds		
10 Favorable trade arrangement	+5	
11 Joint military strike against the giants	+10	
12a Lordship for a gnome	+20	
12b "The Viscount desires a lordship for a gnome, but it will have to wait until after a decade of loyal service."	+5	
Section 4: Modifiers		
13 Per influence point with the Gnomes of the Kron Hills expended (max 5 per table)	+1	
14a Lead negotiator conducts the negotiations in the Gnome language	+1	
14b All characters speak Gnomish	+4	
15 Characters bring gifts for the gnomes	+1	
Total		

Appendix 4 - History of the Shrine of the Peacemaker

by Vernon Vincent

Built in CY 146, the Shrine of the Peacemaker was part of the outpost then known as Guildren. A way station and meeting place for the elves, gnomes, and men of the land, the priests of the Shrine were often called upon to mediate and settle the inevitable disputes that arose from the different personalities that conducted commerce in the area. During this time, Guildren prospered with the guidance and wisdom of the Raoan priests.

The defensible location of Guildren almost guaranteed that a military outpost would be constructed. In CY261, the gnome leader Arund Joren successfully convinced the human and elven settlers to build a military fortification on top of the great bluff overlooking Gillendyl's Run. Joren, a veteran of many skirmishes in battles against the native ogres and hill giants of the Kron Hills, had received reports of increasingly larger warbands coming further and further north and west out of the Hills. Fearing what it portended, he hastily assembled a council of prominent local citizens of Guildren, including the resident priest of the Stone Shrine, Father Mindael. Seeing the wisdom of the gnome's persuasive argument, Father Mindael supported the action and a wooden palisade was constructed through the winter. It proved to be a fortuitous move, for in the spring of CY262, an assault party of giants made their way north out of the Kron Hills and began harassing and killing the gnome and elven travelers journeying to and from Guildren. Though the palisade served to protect the town, it did nothing for those out in the open. Bloody skirmishes persisted over the next three years, as human, elf, and gnome resisted the slow but relentless advance of the giants. The mortality count began to climb steadily higher for the defender and might have resulted in the loss of the town had help not come from an unexpected source.

During the summer of CY264, Father Mindael received a vision from Rao. In this vision he saw three images – the face of a serene old, a bolt of lightning, and a billet. These images constantly shifted and wavered, blending into and out of each other as they raced over the landscape of the southern hills, heading toward a heretofore unknown cave. When he awoke, the priest quickly jotted down the details of the vision and set about to decipher its meaning. He was not long in his search. The beginning of the week saw additional adventurers pour into the fort, anxious to make a name for themselves against the giants. Two in particular caught Mindael's attention – Quintin MacHaarl, a Cuthbertine priest, and Corminder Schwan, a priest in the service of the archpaladin, Heironeous. Drawn together by the strands of fate, the three priests conferred and quickly discovered that each had had the same vision. Quickly provisioning themselves, the three set out under cover of darkness to find this mysterious cave they had seen in their vision. They traveled for two weeks – through the plains immediately south of Guildren and across the rugged terrain of the Kron Hills. Discovering the trail of a giant warband, the three followed it to a cave where they discovered the warband, a group of four hill giants, taunting and jeering a fifth giant – this one looking weaker and less healthy than the others. Bleeding gashes lined his body and one of his eyes was blackened and swollen shut. Feeling a surprising sense of pity for the wounded giant, the three priests attacked the warband. Though they were overmatched, a divine grace lent strength and guidance to their strikes and they managed to slay the warband. In speaking with the wounded giant, they made a startling discovery. Unlike his kin, the giant, called Grobindar, did not agree with the war against the humans and gnomes. Weaker than others of his tribe, he had been constantly tormented and ridiculed. Turning away from his warlike nature, Grobindar had thought to flee and make a life for himself away from the others. But he also took plans and information on a siege the giants were planning. The hill giants had recruited assistance from deep in the Lortmils – a giant as tall and strong as a mountain and could easily breach the defenses of Guildren.

The three quickly came to the decision that Grobindar should be taken back to Guildren – both for his protection and questioning. Hurrying back to the town, they quickly discovered that the giant army was moving north out of the Kron Hills toward Guildren. Calling Joren's war council together, Father Mindael informed them what they had discovered. Dismayed at this news, some called for abandoning the town to its fate and leaving the area. Joren himself said nothing, but privately later told his lieutenant's that he saw further defense as futile. The plans gave the town a chance to leave, but otherwise they could not stand against the invader. It was Father Mindael and Quintin MacHaarl who came up with the plan that gave the town a chance. They had rescued Grobindar from his tribe, so there was a sense of gratitude and a debt to be repaid that the outcast giant felt toward the priests. If they could not defeat the giants by force of arms, what about some other means? Grobindar could provide insight into how the giants thought and acted – could not a means to

influence their actions be discovered? A long shot at best, but such a long shot sat better with Joren, who though resigned to defeat – still preferred to fight rather than flee.

A hastily assembled group of wizards – human, elven, and gnome – began working with Grobindar to learn about giant behavior and thoughts, in the hopes of discovering a spell or something that could deter the invaders. As the days wore on and the giants got closer, Joren came up with the strategy to gain some time. He would take his band of gnome fighters – seasoned giant slayers – and harry them on their approach toward the town. Though few in number, the gnomes could hopefully buy the time needed for the wizards to make their breakthrough.

The fight between the gnomes and the giants was bloody. Though the giants incurred heavy losses, still they came forward, bolstered by the mountain giant who assisted them. Finally, the giants were at the doorstep of Guildren. Joren and his group, forced out into the open by the immediate threat of the giants laying siege to the town, were being decimated by the ogres who accompanied the army. Joren himself faced off against the leader – a huge frost giant who wielded a wicked looking greatsword in his massive hands. The mountain giant, dwarfing everything in sight, loomed over the town like a massive statue and began hurling trees and boulders at the palisade walls and smashing them to flinders. As Joren was about to fall to the frost giant, the mountain giant suddenly stopped and stood still. His torn face looking up, Joren saw three figures standing on the ramparts of Guildren – wizards. Two wizards - a human and an elf - flanked a third wizard, a gnome, who held a book in his hand. Directing his hands in a strange fashion toward the giant, the mountain giant suddenly pivoted and hurled a great boulder at the frost giant leader, struck him in the head, and felled him instantly. The battle became a rout of the giants, who broke ranks and fled back south as soon as they saw their slain leader.

Returning to Guildren, Joren went directly to the Stone Shrine of Rao. Grobindar, who had been holed up there during the fight, looked apprehensive as the bloody gnome general walked up to him. Silent for a moment, Joren did something he never thought he would ever do – he extended his hand in friendship toward the hill giant who had risked his life so that peace might return to the town. From that day forward, the Stone Shrine was known as the Shrine of the Peacemaker, in honor of the peace won that day.

The next seventy years saw relative peace in the region as the giants, broken by their defeat on Joren's Field, as the south plains became known, returned to minor skirmishes in the lower Kron Hills and the Lortmils. Joren himself died some twenty years after the siege and was buried along with those of his kinsmen somewhere in the plains that now bore his name. Of Grobindar, no mention of his fate was recorded.

War again returned to the land in 349 with rumors of conflict from relatively distant Kingdom of Keoland. The rumors proved true with the invasion of 350 of Keoish forces into the land. Relations between the gnomes and humans had grown distant with the deaths of Father Mindael and Araun Joren. Retreating to their homes on the edge of the Gnarley Forest, the gnomes left the war to the humans and, in CY355, Guildren became occupied by Keoish forces and continued to be for eighty-three years. During this time, the Shrine of the Peacemaker was blocked shut, but surprisingly left otherwise unmolested. This state of affairs continued until the climax of the Short War in 438 when Canon Turgen V of Veluna sent priests back to the town. Conversations with the delegate sent by the Viscount of Verbobonc had left the Canon with the distinct impression that the tenor of the land had changed considerably during the occupation. The folk of the land held more reverence for the faith of St. Cuthbert than that of Rao. The chief priest of the group, Father Entharian, quickly assessed the situation and discerned the spiritual direction of the land. Corresponding directly with Canon Turgen, Father Entharian proposed a bold solution – concede spiritual authority for the whole region to the priests of St. Cuthbert, an acknowledgement in practice of what existed in fact.

The recommendation brought a swift recall of Entharian back to Veluna City as the College of Bishops sought to have the recommendation dismissed. Veluna herself was in the midst of planning secession from Furyondy and it was believed the concession would be seen as an act of weakness. The Canon, however, was a student of history and a shrewd judge of events. He was aware of the events of CY264 – Father Mindael had kept meticulous records – and quickly saw that such a concession would do much to improve the image of the Church in the region. Furthermore, both the Canon and Father Entharian knew that a break with Furyondy would require the support of the sizeable contingent of Cuthbertine priests. That support could be wooed and garnered with the promise of a greater land to oversee. Returning Father Entharian back to Guildren, he directed that the shrine be restored to a semblance of her former service and that preparations be made for the purposes that Entharian described. Following the Concordat of Eademer in 446 and the formal establishment of the Archclericy of Veluna, Entharian's preparations moved to the forefront and, in the spring of 448, a delegation of Cuthbertine priests traveled to Guildren. Providing a sense of

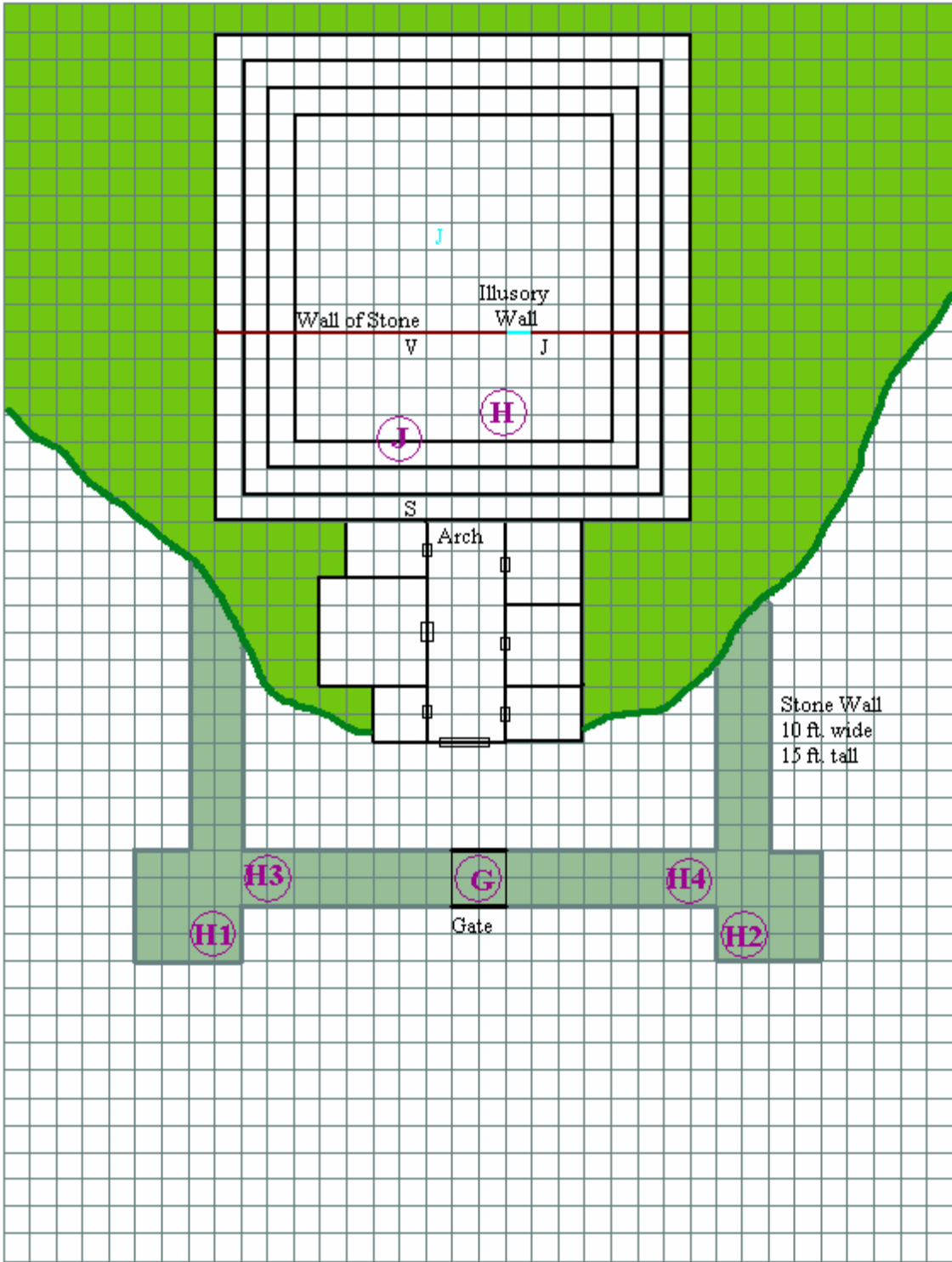
historical symmetry, Entharian had contact the local priest of Heironeous, Pacinder Swan – a descendant of the priest who had traveled to the town during the giant war of 180 years past – to oversee the proceedings. Though unaccustomed to negotiation and diplomacy, Pacinder acquitted himself surprisingly well during the talks. The talks, later known as the Guildren Accord, were historic for the growing Viscounty of Verbobonc, for they acknowledged the tenor of the land and helped preserve a sense of connection with Veluna. They lasted for several months, until Patchwall of that year – when the Canon himself came to the town to meet with the Cuthbertine delegation for the ceremony of transference. Even the gruff Cuthbert priest, Magnus Strom, found himself unexpectedly moved by the Canon's words during the ceremony. In the end, though the spiritual authority rested with the priests of St. Cuthbert – the daring idea proposed by Father Entharian resonated through the years as a supreme gesture of wisdom and grace and cemented relations between the priesthoods.

Over the next hundred years, Guildren lost its prominence as a historical site as the eye of the Viscounty turned south – where the Hateful Wars caused a great toll on humanoid and demihuman lives; and later north and east – when orc and bandit incursions forced the eyes of the Viscounty toward the Gnarley Forest and the towns of Hommlet and Nulb, where a temple of evil was constructed in the shadow of those two towns. By the time of the Battle of Emridy Meadows, Guildren's name had been all but forgotten as the town population dwindled down to about fifty to eighty people, mostly miners who worked in the salt mines discovered during the Keoish occupation. This continued until CY585 when representatives of Viscount Wilfrick traveled to the area, looking for locations to construct outposts for the Viscount's Mounted Borderers. Finding the town sparsely populated, they began putting money into the area. About this time, the Church of Rao assigned a new priest to the shrine, Father Cadifel.

Between 585 and 593, the town saw an increase in activity and, slowly but surely, Father Cadifel began to restore the shrine, which had fallen again into disrepair. The election of Father Owain Aneirin Llewelyn, a paladin of Rao, after the death of Lord Willow Swan, signaled a new focus for the shrine as the new mayor began to put personal resources into the refurbishment of the shrine. As a sign of personal favor and respect, the Bishop of Whitehale sent Father Owain a personal assistant to help with day to day affairs and, ostensibly, provide information on the restoration of the shrine.

The giant uprising of 593 Ready'reat has seen an influx of citizens into the town, and a corresponding increase in status for the Shrine of the Peacemaker, as penitent worshipers are attracted to the principles of peace and reason. For the first time since 448, the shrine is almost at its state of former glory.

Appendix 5 - Battle Map



Appendix 6 (Jakob's Spellbook)

Give this to players who purchase any of the spellbooks. Please mark off the ones in which the player did not purchase and sign it.

Jakob Tallasin's Spellbook I

1st—*burning hands, enlarge person, mage armor, magic missile, protection from good, shield, shocking grasp*, 2nd—*alter self, bear's endurance, fox's cunning, gust of wind, owl's wisdom, resist energy, scorching ray*, 3rd—*dispel magic, fireball, greater magic weapon, haste, keen edge, slow*. (390 gp)

Jakob Tallasin's Spellbook II

4th—*dimension door, greater invisibility, mass reduce person, mass resist energy, Otiluke's resilient sphere, stoneskin*, 5th—*cone of cold, overland flight, teleport*. (390 gp)

Jakob Tallasin's Spellbook III

5th—*baleful polymorph, Leomund's secret chest*, 6th—*chain lightning, disintegrate, mass bear's endurance*. (280 gp)

Jakob Tallasin's Spellbook IV

6th—*flesh to stone, move earth*, 7th—*Bigby's grasping hand, project image, reverse gravity*. (330 gp)

Jakob Tallasin's Spellbook V

7th—*control weather, forcecage*, 8th—*maze, temporal stasis*. (300 gp)

Player Handout #1a

A few days ago....

Your recent travels had brought you to Verbobonc City. While browsing the marketplace, you heard a brief scream, and a commotion nearby. A well-dressed woman was yelling "Thief!" Looking around, you saw a youth running in your direction. You barely had to move to grab the young cutpurse and recover the stolen item, an emerald necklace.

The noblewoman was quite relieved to have her necklace recovered. She identified herself as Lady Elise, a cousin of the Asbury family, and again thanked you profusely. She proved quite loquacious, and in the time it took for the Gentlemen of the Watch to finish dealing with the crime, she had told you a lot about this necklace. It was a gift from her husband for their wedding anniversary, and he almost didn't receive it in time. The supply of local emeralds had dwindled, with fewer gems coming from the Kron. Many of the stones had been imported from the Principality of Ulek, "at considerable expense," she mentioned.

Player Handout #1b

A few days ago....

Your recent travels had brought you to Verbobonc City. You were strolling down a crowded, noisy street, and when you stepped into the intersection, you saw a wagon barreling down the street quite quickly. You had to jump out of the way, almost landing in a horse trough. The wagon stopped, along with several behind it; it was a trade caravan. The caravan leader, a large human in robes with the holy symbol of Zilchus displayed prominently, approached you. The leader, one Jarrel Brightcoin, personally apologized to you. He mentioned that his caravan of foodstuffs had just returned from a profitable run to Kron, and that while he understood that his drivers were eager to get home, their dangerous driving was unacceptable. He then mentioned that his caravan run was at times "exciting," and he might be looking for skilled adventurers to assist in securing the caravan on its run next month.

Player Handout #1c

A few days ago....

Your recent travels had brought you to Verbobonc City. You were enjoying a drink at the Brass Rail. While there, you spent some time talking to Johann Steelblade, a member of the Mounted Borderers who was injured in the recent assault on Sheernobb. You and he talked about old war stories. He did mention something interesting. He had heard from active soldiers that the giant force that had captured Sheernobb had established a stronghold further west into the Kron Hills. Although it may have been the ale talking, he said he'd bring the fight to the giants, if only his arm would heal.

Player Handout #1d

A few days ago....

Your recent travels had brought you to Swan, the small town built around Fort Wilfrick in the southern part of Verbobonc, near the Kron Hills. Although largely populated by humans, with many adventurers among their numbers, it was the community of gnomes that attracted your attention. They were the gnome elders of the Kron, and there was a buzz of activity. You learned the gnomes were meeting with a gnome known as Prince Jimm (that name delivered with a wink by the gnomes you spoke to). You even spied this gnome as he and his entourage arrived. Word is he gets involved in gnomish matters of diplomacy.

Afterwards, you continued on to Verbobonc City.

Player Handout #2a

Dear _____

I hope this message finds you in good health. As your deeds are quite well known to the Viscounty, and knowing you are nearby, the Viscounty wishes to request your aid in a matter of great importance to the future. If you are amenable to this discussion, please arrive at Castle Grayfist, palace of the Viscount, at nine bells tomorrow morning. Present this letter to the guards at the gate, who will direct you further.

(The seal of the letter bears the symbol of the Viscounty.)

Player Handout #2b

Dear ____ and companion

I hope this message finds you in good health. As your deeds are quite well known to the Viscounty, and knowing you are nearby, the Viscounty wishes to request your aid in a matter of great importance to the future. If you are amenable to this discussion, please arrive at Castle Grayfist, palace of the Viscount, at nine bells tomorrow morning. Present this letter to the guards at the gate, who will direct you further.

(The seal of the letter bears the symbol of the Viscounty.)

Player Handout #3

This letter is written in a decidedly feminine hand.

Jakob-

I hope you are finding useful the fire giants I sent you. Although I have an inexhaustible—quite literally inexhaustible—supply of ogres and hill giants, I find fire giants often pack sufficient power to deter all but the most concerted attack. I don't have many; put them to good use. Perhaps Falkur would do as a long-range scout; his skill on that nightmare is legendary among his people.

The Hammer tells me that Viscount Langard is sending diplomats to woo the displaced Urthgan, to return the dirt-grubbing maggots to his jurisdiction. They entertain ideas of reunification! Lord Milinous, it seems, has not proven aggressive enough to keep our enemies sufficiently divided. If you have uncovered the Griffon sword from Tulvar, think how you might use it to sow discord between the men and the gnomes. Be absolutely sure to seek my approval before you use it in any clever scheme—there are other plans in motion, and I would be displeased if you were to inadvertently undermine them.

For now, remain in Tulvar and fortify your position. I am certain no force the Viscount can muster will be able to supplant you from your post, but be watchful. Baron Avgustin is a greater tactician than you or I, and his forces should be carefully monitored—we are fortunate that he has elected now (of all times!) to drag his aging carcass to Veluna for one last chance at glory. As always, be cautious of any bands of roving do-gooders or treasure-seekers. Adventurers are dangerous more due to their unpredictability than any skill they possess.

Ah—again, I'm dwelling on the details, not leaving you to your work. If you absolutely must contact me, send Maleface through the usual channels. I will contact you if I have any further instructions.

(The document is marked with a sigil that looks disturbingly like a fluttering cloak)

Player Handout #4

Show this illustration when the characters meet Urthgan, Eldest of Tulvar, and his entourage (Artwork by Anya Lyuksyutova):



Critical Events Summary

If you run this event before December 1, 2004, give the answers to the following questions to the Senior DM (Senior DMs, send all answers to poc@verbobonc.net):

- 1) Did the characters concede favorable trade agreements to the gnomes?
- 2) Did the characters concede joint military forces to the gnomes?
- 3) Did the characters concede lordship for a gnome?
- 4) What did the characters do with the Sword of the Black Griffon?