

YEO2-07



GIANTS IN THE EARTH

A One-Round D&D[®] LIVING GREYHAWK[®]
Yeomanry Regional Adventure

Version 1

by Ernest Mueller

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In the wake of the Landstraad, the great earthquake that has the Yeomanry in shambles, the giants of the Jotens and their humanoid armies are taking advantage of the chaos to march on the Yeomanry's capital city of Loftwick! The Yeoman Army sallies forth to meet them, but a ragged dwarf stumbles into town, warning of a more insidious threat. An Aftershock adventure for characters level 1-8.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Yeomanry. All characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50gp, and Luxury Upkeep costs 100 gp.

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

IS THIS A "MILITARY SCENARIO?"

As Yeoman officials consider the events of this scenario important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this scenario towards any annual TU commitment required by their enlistment.

IS THIS ADVENTURE "PROMOTION WORTHY?"

Heroic deeds in the name of the Yeoman military are possible in this module, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all PCs that are members of any branch of the Yeomanry military present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides the PC up for advancement. Only one PC can be nominated for advancement per scenario.
2. The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Email this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether a promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military PC must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

IS THIS A "DUSTDIGGER MODULE?"

The Academy of Lore and University of Loftwick would be very interested in learning about what the PCs uncover in their underground adventures. As such, any member of the Academy or University may count the TUs spent on this scenario towards any TU commitment required by the schools. See individual certs for more details.

"THE QUAKE"

Year Two of Yeomanry Living Greyhawk adventures (CY 592) centers around a large earthquake that takes place at the beginning of the year. While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. Soothsayers and self-proclaimed prophets espouse that the earthquake, called the "Landstraad" by locals, was an ill omen of things to come in the Yeomanry. While the damage was great and hundreds of lives were lost due to the tremor and its aftershocks, other activities in and around the Yeomanry have been far more alarming. In the weeks following the quake, heavy humanoid, ogre, and giant activity has been detected throughout the mountains. Reports of strange sounds, disappearing townsfolk, and screams in the night have been heard in Dark Gate, causing people to fear that something has emerged from Slerotin's Tunnel. There is a feeling of dread that is slowly spreading throughout the land. People are afraid that the soothsayers might speak the truth....

ADVENTURE SUMMARY AND BACKGROUND

Early this year, the Yeomanry was shaken by a massive event that is known as the "Landstraad," or "Land Terror"—an earthquake of great magnitude. Entire towns were swallowed up. In the wake of this earthquake, the Yeomanry has been thrown into chaos. Banditry is prevalent, disease and famine have struck the populace, religious splinter groups have arisen to fan the flames of fanaticism—in general, the country is a mess. The army and militia are spread thin taking care of internal disturbances.

The giants of the Jotens have decided to take advantage of the disorder in the Yeomanry to strike. The Sakhut, the group of cloud giant leaders of the giants in the Crystalmists and Hellfurnaces, has ordered that no action be taken, as they are currently suffering heavy losses in Geoff and need reinforcements for that war. The local fire giant king in the area, however, is entirely too tempted by the prospect of an easy conquest, and has set his troops on the march!

King Snardurg Snurreson is the son of the great fire giant king Snurre "Iron Belly" and his queen Frupy. King Snurre is of advancing age and has handed the reins of leadership over to his son. Snardurg is not content to serve the Sakhut and gain lands in the north for other giants—he wants the southlands for the fire giants, and intends to take them regardless of the wishes of the Sakhut. He has traveled north from his father's hall into the Jotens and rallied many of the local giants to his cause. He has declared war upon the Yeomanry, as those lands were the home to the fire giant people long ago, before the Flan, elves, and others drove them from the Flanaess.

Currently, an army of goblinoids, orcs, ogres, and hill giants is approaching Loftwick from the north. The Yeoman Border Guard has provided advance notice of this attack, and an entire battle has been dispatched to meet the threat. It looks like it will be quite a fight.

Snardurg, however, is cleverer than most giants. His people know of many passages through the Underdark from their dealings with the drow and other fell races. The Landstraad has generated a huge windfall for the attackers that the giants' allies have discovered. The earthquake opened up a great cavern complex. This complex provides passages that cut dozens of miles through the mountains, passing near Loftwick itself. With great care taken to maintain secrecy, a force of sappers led by a stone giant elder has moved into the caverns and is working to excavate and shore up a passage sufficient to allow a sneak attack to erupt from underneath Loftwick itself, ideally breaching its great walls and causing the collapse of part of the mountaintop city! With the bulk of the army troops in the region deployed to the north to halt the advancing giant force, a small group of invaders could wreak significant harm upon Loftwick if successful.

The sapper team is working with a group of jermlaine that inhabit the caverns—small, foul creatures that love to torment larger folk. They are able to move through the smallest cracks to scout out where the sapper team should dig next. The team is making a great amount of progress toward Loftwick, and has been undetected, until now. A dwarven prospector seeking a rich find in the post-Landstraad landscape was in a side tunnel when the sapper team went by. Realizing the horrible danger this presented, the dwarf fled to Loftwick as quickly as his stubby legs could carry him.

Unfortunately, Bofur the dwarf did not see the jermlaine infesting the caves, but they saw him, and have warned the sapper team that someone has discovered them. Most are continuing their work, but one stone giant and a group of hobgoblins have returned to set an ambush for any snoopers.

The characters are all in Loftwick on their own errands, and aren't able to leave, as the city's walls have been shut up tight. It is here that adventure finds them, as the dwarf reaches the city and convinces the guards to let him in and speak with someone in charge. Not able to spare any troops for what might be just a drunken dwarf's tale, the commander calls for volunteers to check out the story.

ENCOUNTER SUMMARY:

Introduction: The characters are in Loftwick and are unable to leave because of the current state of emergency. Bofur, the dwarven prospector, arrives at the gate and makes a scene until he is admitted. The Army captain in charge of the city's defense takes volunteers from the townsfolk to check out the tale (ideally, the characters).

Encounter One: The party travels overland to the cave that the dwarf was investigating, only a couple miles outside of Loftwick. Along the way, they get a mountaintop view of

the hosts of the Yeoman Army preparing for the giants' assault. They enter the cave and move to where the dwarf said he saw the hobgoblins—only to have the ground literally fall out from under them, as they fall into the clutches of the sapper team's ambush. When it looks bad for our heroes, however, luck intervenes (albeit ambiguously) in the form of an aftershock—a small earth tremor, a common occurrence in the wake of the Landstraad. The entire cavern comes crashing down around party and foe alike.

Encounter Two: The characters and Ulfar the stone giant are all that are left alive in the caved-in space. The stone giant stands like Atlas, holding up a massive support beam with his great strength. The party determines that they are trapped and that in the confined space, their air will not last forever. The giant is using a lot of air, but if he dies hundreds of tons of rock will crush the heroes into jelly. The party might have some tense negotiation to do at this point.

Encounter Three: Unfortunately for the party, the jermlaine can still access the chamber. They decide that it is their duty to harm the "big'uns" as much as they can. They attack at first with waves of rats and poisoned darts. They are very hard to detect, and most means of killing them in their holes (fire, gas, etc.) pose more of a threat to the party than to the jermlaine in the close quarters of the cave.

Encounter Four: The jermlaine change their tactics. A jermlaine shaman has a fragment of an evil stone artifact, the Blightstone, linked to elemental earth. They use this to summon an earth element creature or two to beset the characters. Meanwhile, the giant begins to weaken from holding up the roof.

Encounter Five: As air begins to get low, the sounds of digging are heard. It is a rescue team, but unfortunately, it's a rescue team from the bad guys' side. Depending on the characters' interactions with the trapped stone giant, they may have to fight their way out, or not.

Conclusion: The aftershock has collapsed most of the sappers' tunnel, effectively ending that threat. The characters have ideally survived their ordeal in the cave and gained some insight into the mindset of the giants, the Yeomanry's foes.

INTRODUCTION

The sun shines down on the high walls of Loftwick, the capital of the Yeomanry League. The imposing city sits high upon a mountain plateau on the far southern end of a spur of the mighty Jotens, and the top of the walls afford a breathtaking view of the Yeoman Valley spreading out to the south.

Those walls are currently off limits, with troops wearing the red tabards of the Yeoman Militia lining the battlements. The

gates are closed as well, multiple layers of portcullis and massive door keeping you inside and the foe outside.

Loftwick, on its mountainous throne, was one of the cities least affected by the Landstraad, or "Land Terror," that shook the majority of the Yeomanry some months ago. Some small towns were completely destroyed; famine and plague followed in the Landstraad's footsteps. Banditry, rioting, and other lawlessness cover the land these days, but here in Loftwick you found things comfortably normal and well run.

This state persisted until less than two weeks ago, when the Border Guard's mountaineers reported the shocking news that the giants were gathering their humanoid troops to march on the Yeomanry! And their objective appeared to be none other than the capital city itself!

The Army immediately mustered all the troops within a week's march. Free Captain of Battles Osrik Cranston, called "Redlegs" because of his penchant for coming back from war with his legs caked in the blood of his enemies, has marched north at the head of three thousand men to fortify Fort Crag, the mighty fortress that guards the only mountainous route to Loftwick. Scouts report that the opposing force consists of twice as many goblinkin, with a hundred ogres and a dozen hill giants strengthening their number.

All the militiamen within the city have been mustered. Preparations fill the streets—inns are being closed and converted into field hospitals, arms caches are placed strategically near the battlements, and strange engines of war are assembled atop the walls. People who just yesterday were shopkeepers, tradesmen, priests, chimney sweeps, housewives, and members of every other way of life in the city now stand in rank and file, wearing red tabards and carrying spears or crossbows.

The characters can decide at this point what brought them to the city, how they know each other (if they do yet), and so on. They have been turned out of their inns, the University of Loftwick is closed due to the crisis, and in general all shops, government services, etc. are shut down. No one is allowed to leave the city for any reason. Any Yeoman characters that are militia or army members have been activated and charged with the defense of Loftwick; this is a good opportunity to ask other Yeoman characters if they would like to join the Yeoman Militia. As should be obvious, this scenario counts as a Yeomanry military scenario for characters that are in any branch of the Yeoman military.

In any event, don't let the characters dither too much—as soon as they are done with the preliminaries, they become aware of a disturbance over at the main city gate.

There is a brief commotion as several of the militiamen over by the city's massive main gate snatch up their weapons and array themselves around a smaller door set in the gate's base. You hear a desperate-sounding dwarvish voice crying "Let me in! Let me in! Giants! Help!"

The Yeoman on duty at the gate throws open a small viewing port in the door, peers out for a long moment, and turns and growls to a subordinate, "Go get the captain." He then throws the several iron bolts securing the door back and swings it open to admit a grimy, out-of-breath dwarf, who dashes inside

and grasps at the Yeoman's legs. He stammers "Giants! They're coming! Giants are coming!"

The gate guards relax and shut the door. "Late breaking news from the dwarven scouts," says one guard close to you; this generates laughter from the rest of the militiamen. Other curious onlookers begin to turn away and go about their business. The Yeoman, standing up straight and looking as dignified as he can with a dwarf wrapped around his lower quarters, patiently explains, "We know, we know. The Army's on the way. Everything's under control." But the dwarf says, "No! You don't understand! There's giants in the earth!"

The Yeoman continues trying to soothe the dwarf while waiting for the captain in charge of the defense of Loftwick to arrive. Any military characters are welcome to ask the dwarf, Yeoman, or other militiamen questions. Non-military characters are generally politely but firmly asked to "move along. Militia business."

The following facts can be discovered:

- The dwarf is extremely agitated, and is also fairly intoxicated and smells of alcohol. Once gently pried off the Yeoman, he continues to go on about "giants in the earth!" alternating hysteria with weepiness.
- The Yeoman isn't quite sure what's going on, and plans to defer to the captain when he arrives.
- The rest of the soldiers are of the opinion that the dwarf is drunk, an idiot, or a maniac, possibly all three.

Keep this part short to avoid the characters getting too impatient and starting to cause property damage.

The militiaman dispatched by the Yeoman comes hustling down the street, accompanied by a tall man in full plate armor and several aides. All the militiamen near the gate straighten up and look smart.

As they approach, the Yeoman bangs the haft of his spear on the cobblestones and says, "Sir?" "What's the situation here, Yeoman?" demands the armored man. You can see that his face bears a long scar down the length of its left side. "Um, well, sir, this dwarf," he indicates the ragged figure by the wall, "says he's seen some giants."

The captain turns his baleful gaze upon the dwarf. "What's going on here, boy?" The dwarf visibly collects himself and says, "Bofur! I'm Bofur, sir. Giants! I seen 'em!" The captain squints at the dwarf and says, less brusquely, "Where's your claim, son? You saw them around there?" The dwarf, growing more lucid, says, "Yes sir! Yes! My claim's over by Aethel's Bald. They were there!" The captain frowns. "That's behind our lines, only a mile or two away." The Yeoman speaks up and says, "Sir, that's impossible. We have patrols going through there regularly. Heck, my sentries can see the Bald from here! There's no giants there, sir."

The dwarf interjects, "No! They're there in my claim! In the earth!" The captain frowns and the dwarf quails. "Giant what, son? Giant worms maybe?" "Giants! Giants, giants, giants!!! The giant kind!" He waves his arms wildly in what is

apparently the universal symbol for “giant.” “Have you been drinking, son?” asks the captain solemnly. “Just needed some fuel for the trip. Runnin’s thirsty work, sir.” The dwarf looks abashed but continues to stick to this story as the questioning continues for a while.

The captain pauses and thinks, his mouth working like he’s chewing on something unpleasant. A long minute passes, the militiamen and dwarf standing there expectantly. “All right. Yeoman!” “Sir!” “Take volunteers for a scouting force. No one from the walls.” The Yeoman steps forward to address the crowd of curious people watching this exchange and bellows, “Volunteers for a scouting mission to Aethel’s Bald to check out the dwarf’s story! Step forward!”

This is the characters’ cue to get involved. If any are reluctant, have the Yeoman point at them and say “You there! How about you! You look good with that weapon/wily/sharp!” Characters in the Yeomanry military will be assigned to the mission if they balk at volunteering.

There is no pay for this mission; inquiries along those lines are answered with something like “Yeah, you get to not be cooked on a spit after the giants break through the walls!” Any characters that are overly reluctant to volunteer are effectively out of the scenario—if they’re not heroic enough to help defend the city without extensive cajoling, it’s their loss.

The captain, Captain Radborne, is a long time veteran of the Yeoman Army. He stays around to watch the mission get underway. If asked, he gives the following thoughts:

“This is probably nothing, but something about it makes me feel like it needs to be checked out. Dwarves don’t leave their mines for nothing, tend to be able to identify giants accurately, and spend enough of their time drinking that it doesn’t usually drive them totally crazy to the point of seeing things. Except for the really bad cases. <Thoughtful look over at Bofur>.”

The Yeoman, Twayne by name, musters the group quickly. If any characters need to go do something, he’ll say, “As long as you’re ready to go in five minutes.” All the shops are closed, so there’s not too many options for pre-mission messing around. Once the group is assembled and ready to go he briefs them.

“Okay, listen up. The dwarf will take you back over to his claim to take a look around. The army’s already passed through there; the area should be secure. If you see anything, report back. Don’t take any unnecessary risks. If a giant’s somehow gotten through and is hiding out nearby, we’ll send out a force sufficient to take care of it. Questions?”

Yeoman Twayne answers any questions to the best of his knowledge and patience—he’s not so sure about the value of this mission and has other things to do to prepare for the defense of the city. No additional equipment is available; the terrain is mountainous so horses can’t be taken, and everything else is needed for the defense of Loftwick. If the characters try to interrogate the dwarf

too much at this point, the Yeoman tells them they can “ask him questions on the way—now get going!”

ENCOUNTER 1: HEIGH HO, HEIGH HO

Your group, dwarf in tow, moves quickly away from Loftwick on the track that leads north into the mountains. Even the untrained eye can clearly see that an army marched this way recently. The earth is torn up by the passage of thousands of feet; wagon ruts and bits of refuse mar the ground. Soon, however, you move off the trail and start picking your way across the mountainous terrain toward the northeast, the bare dome of Aethel’s Bald occasionally visible in the distance.

☛ **Bofur:** Male dwarf Com2; see Appendix I.

At this point, the characters probably want to grill their dwarven comrade. Bofur is fairly young for a dwarf, and as a result his beard is fairly short and lacking in adornment. He is extremely grimy in the way that only mining can make someone. He’s calmed down some and is also sobering up. He can tell the characters the following:

“I was out prospectin’ for new strikes. The Landstraad has opened up a bunch o’ new rifts and whatnot and it’s a great time to look fer new veins. So then, I’m on the other side of Aethel’s Bald and there’s an old mine there, so I figure why not go down in it and see if anythin’ new’s opened up down there. I go down and sure enough, there’s a new bit opened up at the bottom, looks out into a whole new cavern. These mountains’re full o’ caves and stuff, makes fer good minin’. Anyway, I’m takin’ a look and then I hear somethin’—I hide, I mean, you never know what you’re gonna find in the earth, and what do I see but a goblin-lovin’ giant! Down there! He’s walkin’ by as easy as you please, with a bunch of hobniz wit’ him carryin’ stuff, tools and stuff, you know. They was talkin’, somethin’ about “makin’ progress.” As soon as they passed, I got the heck out of there! Run to Loftwick as quick as I could.”

Bofur’s not sure what kind of giant he saw; just that it was “big.” And that it was underground—he’s quite adamant about this point—not in the mine but in a new cavern the mine has broken into the roof of. He doesn’t have a lot more to offer, although he can go on at some length about mining, the kinds of precious metals to be found in the Jotens, and the wonderful new wealth of opportunities the Landstraad has opened up. If pressed about any other details from the giant’s appearance, he can say he heard some “rats squeakin’ down there.” If interrogated about his drinking, he’ll say “A growin’ dwarf needs his liquor, especially when doin’ thirsty work like travelin’! Speakin’ of…” He then pulls the stopper from a wineskin at his belt and squeezes a shot of clear alcohol into his mouth. Bofur is resistant to any attempts to stop him from drinking on the trip. Since no amount of liquor can cause a dwarf to forget the location of a mining claim, it does not

harm to let him fortify himself in this manner along the way.

The area the characters are in is well inside the domain of Loftwick and has been cleared of all major monstrous threats. There are no encounters along the way. Let the characters decide how quickly they are going to move. The claim is about two hours away through mountainous terrain if hustling, four if walking (see the overland movement rules in Chapter 9 of the *Player's Handbook*).

It's a steep hike up from the trail to Aethel's Bald. As you move around the mountain, Loftwick is obscured from view. The slope of the Bald provides a great vantage point, and as you look out to the north you see, far away, a red ribbon passing over the foot of another peak. Occasional glints off spearheads and bits of armor make the host of the Yeoman Army sparkle in the distance.

Soon you approach the old mine that Bofur had been exploring. It had been boarded up; a "Keep Out" sign lies atop a heap of pried-out boards. A dark tunnel leads straight into the earth.

Let the characters arrange for light and make other preparations for mine delving. Bofur says that it's still a ways from here to the new cavern; it's in the bottom of the mine and this is a good-size excavation. The mine used to generate a lot of silver before it was played out. A successful profession (miner) checks (DC 5) indicates nothing out of the ordinary for a spent silver mine. There's nothing valuable to be found. Every once in a while there's some new chunks taken out of the walls; this is from Bofur exploring the mine (he'll explain this if asked).

It takes another half hour of moving downward through the mine to get to where Bofur claims he saw the giant. You walk stooped over down long passages and descend shafts on rusty iron rungs set into the rock. Finally, you come to a short passage at the bottom of a shaft. "They musta stopped diggin' about ten feet before they hit the cavern," says Bofur. "Their bad luck. The cavern's under us right now. That passage goes out about thirty feet and down five feet; at the end the Landstraad musta just knocked a chunk outa the cavern ceiling 'cause you can see down into it from there. Need ropes to get in, most likely, floor's about twenty feet down. Step careful, it's not too stable in there. Should hold fine as long's you don't start jumpin' up and down or nothin'." He walks carefully down the tunnel scanning the floor for the promised hole.

Here's where it gets hairy. The jermlaine working with the sappers saw Bofur when he found the cavern originally. They warned the giants, and one giant and a squad of hobgoblins have been assigned to set an ambush at this point in case anyone comes looking.

The tunnel does lie right above the ceiling of the cavern. The floor of the tunnel and ceiling of the cavern are a weakened area. Characters succeeding at a Knowledge (architecture and engineering) or Craft (stonemasonry) check (DC 20) or a Profession (miner) check (DC 15) clearly sees this. They'll know that it

should be okay and not collapse unless it receives a major impact or concussion (see Chapter 4 of the *DUNGEON MASTER's Guide*, for the rules about cave-ins and collapses for more details).

There's a jermlaine hidden in a crevice ten feet inside the thirty-foot long side tunnel. The area is honeycombed with little cracks and fissures, and it's run a line down into the cavern to a small bell to alert the waiting humanoids. The jermlaine has a Hide of +21 and three-quarters cover in his hole. He waits for all the characters to pass him and then he pulls the string—a successful Listen check (DC 20) allows a character to hear a jingling sound in the distance. If any character notices the creature, he ducks down in the hole and pulls the string at that point (give each character the Spot check as they pass by that point in the tunnel; the jermlaine is inside a hole and impossible to spot from further away).

Once the bell rings, or something else (like characters rappelling into the cavern) happens to trigger the ambush, the waiting giant brings his club up with a mighty crash into the weakened ceiling of the cavern. This causes the entire length of the thirty-foot passage to collapse into the cavern, probably taking most of the characters with it.

In the event that the characters send a small scouting party ahead, and the scouts see the waiting ambushers, the jermlaine evaluates the situation—if the party starts to flee, he rings for the collapse immediately to try to prevent their escape; if they decide to charge to the battle he waits to ring until they can all be caught in the tunnel collapse.

ALL APLS (EL 1)

✦**Collapsing Floor Hazard:** CR 1; no attack roll necessary (1d6 fall + 1d6 rockslide); Reflex save (DC 20) avoids fall, Reflex save (DC 15) avoids rockslide damage; characters failing second save are pinned. Search see above; Disable Device none. Note: See "Cave-Ins and Collapses," p.114 of the DMG.

Characters succeeding at the first DC 20 Reflex save can grab hold of the rocks up in the tunnel and avoid falling as the floor of the tunnel crashes down into the cavern; such characters are in a very difficult position as there is no way (short of several Climb checks) to get back to the shaft.

Characters failing the first save take 1d6 points of falling damage and must succeed at a second Reflex save (DC 15) to avoid taking 1d6 points of crushing damage from the rockslide they find themselves in. Characters failing this save are also pinned, taking 1d6 points of subdual damage a minute. Pinned characters may attempt a single Strength check at DC 25 to free themselves. Otherwise they must be dug out per the cave-in rules in the *DUNGEON MASTER's Guide* (assume each character is trapped in a single 5 cubic foot area of rock). The DM should make these rolls for Bofur—he's right there with the characters.

The fun isn't over, Now the ambushers attack! Note that though the stone giant is present, he is not part of the EL—the goal is not for him to fight the characters here. The hobgoblins and ogres rush to the attack. The giant waits to act as backup, but never gets to fight because an earthquake interrupts the melee! Run the combat until the attackers are sufficiently whittled down (about 50% casualties) and then move ahead to the aftershock. Bofur avoids combat, only attacking if he must to defend himself. He's a miner, not a fighter (he'll say as much if asked).

As the rocks and dust start to settle, you can see a large cavern, some twenty feet in diameter, which stretches off in two directions. The sprawling piles of stone that used to be the floor of the tunnel above fill about twenty feet of the cavern's length to a depth of five feet. Past this, you see shapes moving toward you and behind them—a single huge figure...

Creatures:

APL 2 (EL 1)

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

APL 4 (EL 2)

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

APL 6 (EL 4)

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

👉Ogres (2): hp 32, 32; see *Monster Manual*.

APL 8 (EL 6)

👉Hobgoblins (12): hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉Ogres (6): hp 32, 32, 32, 32, 32, 32; see *Monster Manual*.

👉Ulfar, Male Stone Giant; hp 136; AL N; see *Monster Manual*. See Appendix I for more on Ulfar.

The ELs for these encounters are reduced by 2 because halfway through the combat the cavern collapses and kills the rest of the attackers.

Tactics: The hobgoblins and ogres rush the party *en masse* and lay about. Hobgoblins are in the front rank; the ogres are behind them using their Huge longspear's reach to attack through. They try to stay in close order. Their orders are to kill everyone, and *not* to let anyone escape. Any characters trying to climb out of the cavern become priority targets. Movement on the fallen rock is severely hampered; movement is only ¼ normal in this area. The giant waits, letting the lesser beings expend themselves before getting involved. He has cover from most missile fire because of the ogres in front of him. Players in lower APLs may be tempted to metagame here and say “surely

we don't have to fight a giant at APL2, ignore it”—feel free and have the giant toss a rock but narrowly miss a character or the like, try to give the impression that Ulfar is indeed involved in the encounter.

Treasure: Each hobgoblin has 20 gp in cash and maybe another 20 gp in lootable equipment; each ogre has 100 gp in cash and no equipment worth taking. Note, however, that at the end of this encounter many of the bodies may be buried in rubble that will take time (and valuable air) to uncover.

APL 2—loot (80 gp), coin (80 gp).

APL 4—loot (180 gp), coin (180 gp).

APL 6—loot (180 gp), coin (380 gp).

APL 8—loot (240 gp), coin (840 gp).

Development: You should trigger the earthquake when one of several things happens:

- 1) The characters have overcome most of the opponents and are beginning to fight the giant, or
- 2) Any characters are about to escape up the shaft.

When one of these happens (probably about two or three rounds into the combat), read the following:

A low rumbling sound grows increasingly louder. Pebbles start to jump and skip, and then larger stones in the huge pile of rubble begin to shift. As friend and foe alike pause to take stock of the situation, bits of stone begin to tumble from the walls and ceiling. The entire cavern begins to shake, hard—everyone staggers to keep from being thrown to the ground. The cavern heaves, and then the rocks come crashing down to swallow you up.

At APLs 2-6, the characters are caught in the slide zone of the cave-in; at APL 8 half of the characters are caught in the bury zone instead. Placing the bury zone/slide zone borders is up to the DM; in general try to catch the remaining hobgoblins and ogres in the bury zone to finish them off.

APL 2 (EL 1)

👉**Aftershock Cave-In Hazard:** CR 1; no attack roll necessary (1d6 rockslide); Reflex save (DC 15) avoids; characters failing save are pinned. Search none; Disable Device none. Note: See “Cave-Ins and Collapses,” p.114 of the DMG.

APLS 4-6 (EL 2)

👉**Aftershock Cave-In Hazard:** CR 2; no attack roll necessary (3d6 rockslide); Reflex save (DC 15) avoids; characters failing save are pinned. Search none; Disable Device none. Note: See “Cave-Ins and Collapses,” p.114 of the DMG.

APL 8 (EL 4)

✦ **Aftershock Cave-In Hazard:** CR 4; no attack roll necessary (8d6 [bury zone] or 3d6 [slide zone]); Reflex save (DC 15) for half damage [bury zone] or to avoid [slide zone]; characters in bury zone or failing save in slide zone are pinned. Search none; Disable Device none. Note: See “Cave-Ins and Collapses,” p.114 of the DMG.

Make the rolls for Bofur, although he may not survive this encounter. Either roll for the enemies or just declare that all those remaining are all crushed to death under the tumbling boulders.

Except for the stone giant, of course. The reason that the entire cavern has not collapsed and become one big bury zone is that he is holding up a critical section of the rock ceiling. He still takes 8d6 points of damage from the crush; however, he uses his massive strength to hold up the remainder of the cavern’s roof.

The tunnel collapses for a great distance in both directions, and the mine above is also totally compressed. It is impossible to access the mineshaft; even in gaseous form there is no easy egress. Any characters that did not venture into the tunnel and are instead still huddled at the bottom of the mineshaft will need to flee out into the cavern as the shaft collapses—possibly falling 20 feet to the floor (and still subject to the damage and pin from the cave-in).

ENCOUNTER 2: PARTY IN A BOTTLE

The dust clears for a second time. The cavern is unrecognizable; the tunnel that used to stretch out of sight in either direction seems to be totally collapsed. Broken limbs protrude from the jumbled rockfall around you. As you look about, you realize why the part that you are in hasn’t collapsed as well. The stone giant stands immobile like a statue of Kord, a huge slab of stone pressing down on his back. As he grunts with his exertion, a small shower of sand and pebbles pours down from the crevices in the roof.

Characters from the Yeomanry recognize the shaking as being what happened during the Landstraad; they may (Knowledge [local] check DC 5) have heard of or experienced these smaller tremors in its wake. Their cause is unknown but there’s plenty of speculation about it along the lines of “the gods are angry,” “it’s evil magic at work,” “must be a giantish trick,” and there’s even a popular joke that “it’s all the Keeweels in Keoland jumping up and down at the same time.”

Escape?

The characters are now trapped in the cavern. They are more than a thousand feet underground and will likely not have any magical means of escape, especially means that will take the entire party out. The goal is to keep the characters in the cavern; if they escape and report back to Loftwick the scenario is effectively over. If the characters

start to implement any plan using their magic items or other means that is going to get them all out of there, move directly to the jermaine attack in Encounter Three and use your wiles to try to thwart their escape (remember the jermaine are pretty good at stealing small items, feel free and target parts of the characters’ getaway plan). If only some of the characters are able to escape, they can report back to Loftwick but there’s no way for the city to organize a rescue in time, with a giant attack impending and no idea how to get to the characters trapped under a thousand feet of mountain. Unless they can return to their comrades, characters departing are effectively done with the scenario.

If any of the party has access to ethereal travel or teleportation/astral travel spells, there is another issue that comes into play. There’s a lot more going on with this aftershock than meets the eye. In the event that the characters use any ethereal travel spells or effects, or any astral travel spells or effects (including *dimension door* and *teleport*), the spell fails due to the incredible magical and physical energy release in the area—but not before the character(s) experience the following:

Your spell takes hold and everything seems normal for a moment—but then something goes horribly wrong. You are suddenly suspended in a gray, unfamiliar place between dimensions. A confusing swirl of elemental energies parts before you. You can barely make out spectral forms dancing at the periphery of your vision, around what you see before you - a pulsing node of intensely unsettling energy. Behind it, seeming to push it along, you see a hint of a dark, ropy mass of reaching, groping tentacles. You can feel the pulsing, blowing energy licking out to corrupt everything around it—and then, horribly, it seems to sense your presence, and it turns to regard you...

The character(s) find themselves in the cavern again with their spell discharged. The shock of the experience and the horror of the vision require the affected character(s) to immediately make a Will save DC 20 or take 1d4 points of temporary Wisdom damage.

Trapped.

Remember that some of the characters may be trapped under fallen rock at this point and will need their comrades to help dig them out.

From the time that the characters are trapped in the cavern, the greatest long-term threat to them is the possibility of suffocation. You should review DM Aid 1: Suffocation Rules thoroughly. Use DM Aid 2: Air Tracking Chart to start tracking the depletion of the air in the cavern. Begin to describe to the characters that the air is beginning to smell foul, that torches and other flames are beginning to burn lower, and in general make it very clear to the characters that the air might run out on them.

Dwarves or characters with Profession (miner) should be able to estimate how long the air will last—“about six hours, if we don’t exert ourselves.” If at any point the characters are in danger of all dying from lack of air, skip forward to Encounter 5.

At this point, there may be some interaction with the giant, Ulfar. This is an interesting opportunity to get some insight into the giants' motivation—why do they attack the nations of the Sheldomar with such unrelenting vigor? What's behind this current attack? Are the giants behind the Landstraad?

Note that the giant is unable to take any action other than to hold up the ceiling. If this tempts the characters into attacking him, describe how the rock ceiling groans as he is wounded further—if the giant dies, falls unconscious, or is reduced to under 26 Strength, the entire cavern collapses on the characters, leading to their inevitable death (even if they survive the initial 8d6 damage from the rockfall, there is no one to dig them out before they die from the crush). The giant is in a very precarious position—there's no way for any character that somehow musters a 26+ Strength to take over the job before it collapses. And there is no material in the cavern to use to attempt to shore up the ceiling. The characters are stuck with the giant, at least for the time being, if they want to live.

Ulfar speaks Giant and Common. He has a deep, gravelly voice. He, like most giants, considers humans and non-human allies to be vicious pests, much like an infestation of venomous insects that have driven the giants from the promised lands of rolling grasslands and copious food in the form of crops, herd animals, etc. into the barren wastes of the Jotens and Crystalmists. The entire war on the Sheldomar is billed by its leaders as a crusade to reclaim what was originally the giants' land. Ulfar is not evil, unlike most of the other types of giants, but he is cooperating willingly in the war effort.

Ulfar is initially reluctant to speak to the characters because of his sense of doom about the situation and because he sees the characters as not-quite-sentient life forms—they are annoying and need domestication. If they pester him just a little bit, however, he will open up some.

"So, little ones. We are all trapped here under the ground. The gods have been fickle today. Our mission has failed, but at least we will all die together."

If questioned, here are some things that Ulfar will divulge to the characters:

- He expects them all to die down here. But of course he's going to hold the ceiling up as long as he can. Doing otherwise would be ridiculous. There is a difference between being doomed and causing your own death.
- He and the others were left here to watch for intruders. The eileifir (Giantish for jermlaine; he doesn't know what humans call them) saw the dwarf and reported his presence to the giants.
- He doesn't know what causes the earth to heave and the rock to break. There have been many skriitha (landslides) in the mountains of late, many more than is normal.
- His mission was to assist a team digging under the walls of the human city on the mountain (Loftwick). They found out that the Landstraad had opened up a large cave system under this spur of the Jotens, and that with the help of the hobniz and eileifir they have been pathfinding and opening it wide enough for a substantial force to pass through. They've been working on this for more than a month. He's sure the entire complex has collapsed, and since everyone is going to die here he sees no problem with telling the characters this much freely.
- The eileifir are working with the sappers of their own accord; they are led by a powerful shaman who approached the giants' initial scouts to offer their help. He's not sure what their motivation is other than hating humans.
- The giants are coming to reclaim what is theirs. No longer will the humans keep the good lands and force the giants into the places where food does not grow and animals do not roam. It is the giants' land by ancient right.
- The giants' agents have seen that the Yeomanry is in a complete shambles following the Landstraad, and so it was an opportune time to attack. He is sure that the puny humans will not be able to stand against it.

Ulfar also knows that this mission and this attack was the idea of the new King of the Fire Mountain, Snardurg Snurreson. He does not reveal this freely to the characters, nor does he discuss force strengths or dispositions or other sensitive information.

Two hours pass. Let the characters try to open up new air pockets by digging, or rest and try to conserve air, or talk with the giant. Bofur, if he's survived, goes along with characters' suggestions but will try to avoid combat in later encounters.

Treasure: The giant does have some treasure, and is in no position to prevent the characters from taking it off him. His bag contains 1d4+6 mundane items (see the Giants' Bags table in that monster's section of the *Monster Manual*—none of it is worth money if looted) and cash varying by APL. Stealing the giant's money does not endear the characters to him. The giant's bag also includes some healing potions, type varying by APL.

APL 2—coin (400 gp), Potion of Cure Light Wounds x3 (150 gp).

APL 4—coin (800 gp), Potion of Cure Light Wounds x3 (150 gp), Potion of Cure Moderate Wounds (300 gp).

APL 6—coin (950 gp), Potion of Cure Moderate Wounds x2 (600 gp).

APL 8—coin (1200 gp), Potion of Cure Moderate Wounds x2 (600 gp), Potion of Cure Serious Wounds (750 gp).

ENCOUNTER 3: THE LITTLE PEOPLE

As the first two hours pass, the jermlaine are digging through the little cracks in the earth to get to the cavern. The horrid little creatures suffered a lot of fatalities when the caves collapsed, but there are still plenty of them about. Give each character a single Listen check at DC 21—those successful hear something that sounds like rats squeaking (it's really the speech of the jermlaine). Any digging or rock movement by the jermlaine is masked by the continued shifting of the huge pile of scree in the cavern and the bits of ceiling that shower down and regular intervals.

At the two-hour mark, they reach the cavern, and decide that the characters need a good attacking. Don't forget to mark off squares on the Air Tracking Chart for the intervening hours, doubling characters' air use if they've been active.

Creatures:

APL 2 (EL 3)

➤ **Gundiok**, Male jermlaine Rog1: hp 6; see Appendix I.

➤ **Jermlaine (9)**: hp 1, 1, 1, 1, 1, 1, 1, 1, 1; see Appendix II.

APL 4 (EL 5)

➤ **Gundiok**: Male jermlaine Rog2; hp 10; See Appendix I.

➤ **Jermlaine (12)**: hp 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1; see Appendix II.

➤ **Rats (12)**: hp 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1; see *Monster Manual*.

APL 6 (EL 7)

➤ **Gundiok**: Male jermlaine Rog3; hp 14; See Appendix I.

➤ **Jermlaine (24)**: hp 1, 1; see Appendix II.

➤ **Rats (12)**: hp 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1; see *Monster Manual*.

APL 8 (EL 9)

➤ **Gundiok**: Male jermlaine Rog4; hp 18; See Appendix I.

➤ **Tanca and Saphrax**: Male jermlaine Rog2; hp 10 each; See Appendix I.

➤ **Jermlaine (24)**: hp 1, 1; see Appendix II.

➤ **Rats (12)**: hp 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1; see *Monster Manual*.

Tactics: The jermlaine scurry throughout the piled rock until they are spread out around the perimeter of the cavern. Then they attack with their darts; they stay hidden as deep in their cracks and crevices as possible and as a result have one-half cover while firing. Each jermlaine has two of the 12 darts they carry coated with greenblood oil instead of their usual diseased filth; they

use one of these in their first salvo and save the second for use on any character who's being especially effective in killing the little beasts. Jermlaine darts have a 10 ft. range increment. They only leave their holes if they see a helpless character that could be looted of small items. If any jermlaine think they could get to a fallen character, steal something, and get away without being attacked, they'll give it a try.

At higher APLs they have a group of rats along with them; the jermlaine leader, Gundiok, orders them to attack whichever character first demonstrates any magic-using capability en masse. Because of their size all dozen rats can easily attack one character. The rats swarm over the character and try to keep them distracted.

The jermlaine leaders use their sneak attack ability with their darts in the initial attack on whichever characters look the most threatening (to the jermlaine, that's pretty much whoever's the largest). They then look for opportunities to flank opponents and sneak attack them without being caught too far out in the open.

Bofur, if he's still alive, tries to avoid combat but attacks any nearby jermlaine—he fights defensively most of the time.

Treasure: The jermlaine don't have any treasure with the exception of the greenblood oil treated darts, most of which are probably used by the end of the combat. Characters can take these and use them, but the oil will dry out and be ineffectual at the end of the scenario. Other than that, all a jermlaine has on him is miniature and frequently disgusting personal items.

Development: The jermlaine retreat once they've taken over 50% casualties. Don't forget to take into account the characters' actions in the combat on the Air Tracking Chart. The jermlaine aren't around for long enough to use a noticeable amount of air from the cavern themselves.

The stone giant remains impassive throughout the combat; if asked later about the jermlaine he'll say "Ah yes, the eileifir. Very annoying, fighting with such small and worthless opponents, yes?" Ulfar doesn't speak Goblin (he relied on the hobgoblins to interpret) so he can neither understand nor command the jermlaine. Their presence does make him suspect that perhaps all is not lost and that someone might be looking for him. If the characters have not thought of trying to dig into neighboring air pockets to increase the cave's air supply, Ulfar will suggest it at this time. He will also open up some and attempt to initiate conversation (see Encounter 2) if the characters haven't already. He takes ironic amusement at the characters' situation, besieged by much smaller opponents, and will occasionally share this with the characters—for example, "Little people, sneaking around, attacking you when your back is turned, stealing your things.... Terrible, isn't it?"

ENCOUNTER 4: SIX-LEGGED FREAKS

While all this has been going in, the sapper team has been at work. Some of the team were slain in the aftershock, but the giant in charge and many of his minions survived. They've decided that their mission is a lost cause; too much of the cave system has been collapsed to make an underground approach to Loftwick feasible. They found themselves trapped in the end of the cave toward Loftwick, so they backtracked as far as they could and set one of their workers, an umber hulk they have working with them, to digging an escape tunnel. The umber hulk can make a hole wide enough for them all to slip out to the surface and from there to make their way back to the giantish forces. Their escape tunnel passes close enough to the characters' cavern that the jermlaine become aware of it. They tell the sappers that the giant Ulfar is trapped in a pocket with some humans. The sappers' leader doesn't care enough about Ulfar to himself stay underground any longer, but he does order some of the remaining workers to try to reach him by digging sideways from the escape tunnel through an area that consists more of loose rockfall than solid stone. Characters won't be able to detect this via nonmagical means (like Listen) at this time.

The jermlaine then regrouped and consulted with an old evil shaman of their race that is the leader of their nearby warren. This shaman has in his possession some prized "holy stones"—small shards from the evil artifact the Blightstone (see the Yeomanry regional adventure *Blighted Winds* for more on the Blightstone). Their hatred for the characters' races are intense, and so the shaman takes these stones, which are a perversion of elemental earth, and through his dark craft fuses them to some cave scorpions. This process generates large, vicious creatures able to phase through the rock at will—and the shaman charges them with the destruction of the oversized interlopers!

The Jermlaine Return

Any jermlaine from Encounter 3 that were not destroyed head back after two hours (four hours total since the party was trapped) to try to mess with the characters. They avoid combat if at all possible, but will try to cause a distraction on one side of the cave in order to conduct some guerilla naughtiness on another. They steal small items and ruin equipment. If there are any characters sleeping or unconscious they will try to secretly tie them up with cords. You should keep track of where the characters and their light sources are in the cavern. The floor and ends of the cavern are basically a huge jumble of stones and there are plenty of shadows. They conduct as much mischief as they can without exposing themselves to extreme risk. Once they have done their worst, they leave before the Blightspawn arrive. If they are in combat with the party, they will mock them in the rat-squeaky Jermlaine dialect of Goblin—telling the characters that, "Our magic man has the bad rock! He will use the bad

rock to send the bad bugs for you! Ha ha, you not so big then!" Captured Jermlaine will deliver the same kind of message, while spitting, biting, mooning, etc. their captors. The awful little creatures seem to have no fear of the characters. Don't forget to mark off air use on the Air Tracking Sheet—any character involved in combat doubles their air use that hour.

Then, after another hour (five hours total since the aftershock) the Blightstone-mutated scorpions attack! Randomly determine which character is the first victim. Unless the characters have tremorsense, the scorpions gain surprise—they just melt out of the stone walls without warning.

The air in the cavern is stale and heavy. The oppressive weight of tons of rock hangs above your heads. The tension of keeping an eye out for more incursions from the accursed little gremlins and the close proximity of a giant make the passing hours seem like days. The diminishing air gives you a light-headed feeling. You almost think you feel a slight breeze—but a foul-smelling one. In the next moment, you aren't sure whether or not you're seeing things as a pair of large, rocky pincers slide right out of the rock towards <selected character>!

Creatures:

APL 2 (EL 2)

☛ **Blightspawns** (3): Medium-size earth element scorpions; hp 13, 13, 13; see Appendix I.

APL 4 (EL 6)

☛ **Blightspawns** (3): Large earth element scorpions; hp 26, 26, 26; see Appendix I.

APL 6 (EL 8)

☛ **Blightspawn** (1): Huge earth element scorpion: hp 104, 104, 104; see Appendix I.

APL 8 (EL 10)

☛ **Blightspawn** (2): Huge earth element scorpion: hp 104, 104, 104; see Appendix I.

Tactics: The scorpions try to kill everyone in the cavern, including the giant. They attack the closest target with claws and sting. If a scorpion hits and gets a hold it will keep squeezing and stinging its target until the hapless victim goes limp (unconscious, dead, or feigning it). Then, it moves on to the next target. Luckily, they do not coordinate their attacks, so only one scorpion gets surprise; the others burrow in and attack on their initiative during the first combat round.

Keep in mind the scorpions can phase through rock. Size Large and larger scorpions phase the back part of their body into the rock when in melee so as to expose only a couple squares of their length to attack from within the cavern. They cannot phase a living, held victim through rock, however. If a scorpion is having trouble getting hold of a victim and is being fought vigorously by

strong party members, it phases into the rock and move around, trying to pop out and attack at a weak point. The scorpions will attack the giant; in fact, since the giant is helpless while holding up the roof, they can use their sting attack on him without first getting a hold. The giant cannot fight back while engaged in holding up the roof.

The scorpions attack until slain. When killed, the scorpions revert to their normal size (about 6 inches long) and a small, green shard of stone separates from their carapace and shatters into little slivers (which weakly detect as magic and evil, but are harmless now).

Additionally, because the scorpions are spawn of the Blightstone, they slowly poison air they come into contact with. The scorpions don't breathe, but a foul wind seems to come blowing off their bodies while they are in the cavern. Each round that the scorpions are within the cavern they deplete an additional air unit on the Air Tracking Chart by fouling it. Make sure the characters get the hint that this is happening—describe the foul air rolling off their rocky skin at every opportunity. Characters that played in *Blighted Winds* should be allowed a Wisdom check (DC 10) to recognize the smell of air poisoned by the Blightstone.

Development: If the characters survive this, the jermlaine leave them alone; they've expended enough resources on these pesky foes.

It is possible for the giant to suffer Str damage sufficient to take him below 26 Str from the scorpion poison (or even suffocation). If he is reduced to under 26 Str, or is rendered unconscious from subdual damage or other reasons, the characters are in a lot of trouble. Make sure to make it clear to the characters when the giant is in trouble. When he's getting low on hit points or close to going under the Strength limit, he will begin to groan, the roof will buckle, et cetera. The characters can heal the giant to save the cavern. If there is no such magic available, for example an APL 2 party without access to lesser restoration, the characters may have to be more innovative. Let each character that tries to wedge themselves in a manner to help hold up the roof effectively raise the giant's Strength by 1 (the usual +2 synergy bonus is halved because the positioning makes it difficult to help). The cavern ceiling is still some 10 feet up, but they can use the giant's discarded club to help prop up the ceiling, pile up rocks so they can stand and help hold the roof, etc. Of course, this counts as strenuous activity for any character so occupied. Ulfar will be grudgingly grateful for any healing or assistance from the characters.

If asked about the scorpions, Ulfar does not know exactly what their source is but he knows that the jermlaine shaman leader probably sent them. He is reputed to have some kind of evil power he found deep in the earth. Ulfar is happy to share this and is annoyed that the jermlaine clearly don't care about keeping him alive either.

ENCOUNTER 5: A HOSTILE RESCUE

Another hour passes, meaning that the characters have been in the cavern a total of six hours. At this point the rescue team from the sappers arrives.

If the air runs out early:

It is possible that the characters have run out of air before this time, if they haven't managed their air use well. If their situation gets really desperate (most of the characters are unconscious and about to die from suffocation), you can choose to move up the timeframe of the rescue. Use your discretion—if the characters were irresponsible and deserve to die, let them. If they were not, then the rescue team arrives early. They subdue any remaining conscious characters. Any characters that were at all cordial to Ulfar will simply be stripped of all their possessions and money and left alive out in the mountains north of Loftwick. Characters especially friendly to Ulfar, and who healed him or assisted him, will only be looted of their cash but their equipment will be left intact. Any characters that were hateful toward Ulfar ("If we get out of this, we're going to kill you, giant scum!"), and especially any that took the opportunity of his immobility to harm or humiliate him, will be slain (possibly with some torture involved if they were really nasty). If certain specific characters caused the party to be in such dire straits (like a mage that kept using fire spells despite his party members' admonitions)—cut them less slack.

It's very likely that the characters are taking some subdual damage from suffocation at this point, that's okay, and a desired part of the scenario. Only move up the end if the whole group is going to die first.

The air in the cavern is now foul and thick. Your breathing is labored in this space, which seems increasingly likely to become a rocky grave for you all. As you wait uncomfortably, you begin to hear some noise. It becomes louder and unmistakable as it resonates through the boulders—the clanks and scraping sounds of digging. You can hear the rocks moving and shifting as the noise grows slowly closer.

Let the characters act at this point—prepare for combat, try to dig towards the noise, whatever. It takes another half hour (or half that if the characters are digging) for the team to actually reach the cavern. Any yelling from either side can be heard only dimly—not enough to communicate or even discern race or language.

The digging sound has been unmistakable for some time, and now you see the rocks on the end of the cavern begin to shift! With a final shove, the stones bulge outward and collapse to reveal a hastily constructed tunnel beyond! Air, not very fresh but welcome nonetheless, flows into the enclosed space. Unfortunately, the dirt-covered rescuers are clearly not human. They stand there for a moment, surveying the scene in the cavern.

Creatures:

APL 2 (EL 2)

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

APL 4 (EL 4)

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

👉 **Ogre:** hp 32; see *Monster Manual*.

APL 6 (EL 8)

👉 **Hobgoblins (12):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Ogres (4):** hp 32, 32, 32, 32; see *Monster Manual*.

APL 8 (EL 10)

👉 **Hobgoblins (12):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

👉 **Ogres (4):** hp 32, 32, 32, 32; see *Monster Manual*.

👉 **Trolls (2):** hp 63, 63; see *Monster Manual*.

Tactics: Assuming the characters are still going strong when the rescue team arrives, things can turn out one of two ways. The rescuers are more than willing to fight the characters, as they are their enemy. Ulfar is a bit nervous about a full-scale melee in the cavern. Now that it's clear his side is trying to rescue him he'd like to get out of this alive. If the characters have interacted in a friendly manner with the giant (healing him, talking with him at length, trying to cooperate with him to keep everyone alive) the giant will call out to the rescuers in Common, saying "Stop! Let them go, and get me out of here. The battle is over for today." If the characters treated the giant badly, he will give helpful suggestions to the rescuers so that they can best slay the characters. For example, "Look out for the one in blue, he's a wizard!" If the giant doesn't intervene, or if the characters decide they'd rather fight the rescuers anyway, they attack without quarter. Other gambits like "I'll bring this cavern down on us all if you don't let us go!" might work, if the character involved makes an Intimidate or Diplomacy check against the rescue team leader.

If there's a fight, the rescuers send in the trolls first (at APL 10) and the hobgoblins move forward; the ogres back them up and prevent anyone from escaping.

As soon as the rescue team breaks through, the characters stop suffering additional suffocation damage, but must heal the subdual damage and/or temporary ability damage as normal. Fatigue goes away when all subdual damage is healed.

Treasure: Each regular hobgoblin has 20 gp in cash and maybe another 20 gp in lootable equipment; each ogre has 100 gp in cash and no equipment worth taking. Trolls have nothing.

APL 2—loot (80 gp), coin (80 gp).

APL 4—loot (180 gp), coin (180 gp).

APL 6—loot (240 gp), coin (640 gp).

APL 8—loot (240 gp), coin (640 gp).

Development: If the characters leave without a fight, move on to the conclusion, they can make their way up the rescue tunnel to the main escape tunnel the sappers used, which then leads to the surface. The rest of the sappers are long gone. The way back to Loftwick is clear. If they try something sneaky, like exiting the cavern but trying to collapse the tunnel behind them, let them try, but the diggers are wary and upon hearing or seeing anything suspicious will come pouring out to deal with the characters. The rescuers eventually shore up the ceiling enough for Ulfar to escape with them. This takes about four hours. Loftwick will send out a patrol in this direction if the characters get back and tell them what's going on, but they'll get away first.

If the characters kill all the rescuers, then they have a decision to make. They can leave the giant there, or try to kill him by means such as shooting arrows from outside the cavern. If the giant thinks that they are going to try to kill him, he will collapse the cavern to take them with him—and this will collapse the rescuers' tunnel as well (it's about 60 feet long; the sappers' escape tunnel won't collapse from this). If the giant is left there alone he'll eventually try to dive for the exit—he'll take 8d6 points of damage from the collapse and start taking subdual damage per the cave-in rules in the *DUNGEON MASTER's Guide*. If he can make a DC 25 Strength check to get unpinned and then dig his own way out through the rubble-filled tunnel before suffocating (takes six more hours), then he might escape. It's not likely, though. If this does happen and the characters are still around then he gets out, break out the *Monster Manual* for the stone giant's stats and have Ulfar try to smite them mightily.

Note that you should check alignments on characters trying to kill the giant in less-than-honorable ways—they won't get in any legal trouble with the Yeomen for doing so, however. "The only good giant is a dead giant," say the Yeomen.

CONCLUSION

If the characters survive and return to Loftwick, they are warmly welcomed. Yeoman Twayne gets Captain Radborne, who listens to the characters' story with interest. He asks a variety of questions about what the characters learned about the sappers, the giant, et cetera. He finishes by commending them, telling them they have helped to protect the city of Loftwick, and that they have performed a great service to the Yeomanry. As a result, all surviving characters get an Influence Point with the Yeoman Army. He asks the group which single Yeoman military character showed the greatest amount of leadership and individual initiative—he recommends that character to their unit for promotion. This does not guarantee promotion but such a commendation will carry a lot of weight with the character's unit. Nominees must follow the rules for promotion at <http://yeomanry.oerth.com/> and contact the regional Triad to petition for their promotion.

The captain commends the characters to the Mayor of Loftwick, a man named Lyman Howell. If the characters had their possessions taken from them by the hobgoblins, he arranges for the replacement of the characters' signature items. He also arranges for the characters to stay in one of Loftwick's most vaunted inns, the Twelve Peaks, at the city's expense. As a result the characters may take the Luxury level of Upkeep at no cost in the next scenario they play.

If Bofur survived the scenario, he is very grateful to the characters for keeping him alive. He will give whichever character was nicest to him (or saved his bacon the most down in that cavern) a dagger inscribed with his family's rune. Showing this dagger will allow the character a +2 circumstance bonus to rolls to determine NPC attitude whenever interacting with dwarves from the Yeomanry.

If any characters contracted the filth fever disease from the jermlaines' darts, make sure and note the details (filth fever: DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con) on their Adventure Certificate. They get to make a single saving throw at the end of the scenario to shake the disease's effects; if unsuccessful the disease carries over into their next scenario.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeating half of the ambushers and surviving the cave-in.

APL2 90 xp;
APL4 150 xp;
APL6 210 xp;
APL8 330 xp;

Encounter 3

Defeating the jermlaine attack.

APL2 90 xp;
APL4 150 xp;
APL6 210 xp;
APL8 270 xp;

Encounter 4

Defeating the Blightstone-spawned earth elemental scorpions.

APL2 60 xp;
APL4 180 xp;
APL6 240 xp;
APL8 300 xp;

Encounter 5

Defeating the rescue party looking for the giant.

APL2 60 xp;
APL4 120 xp;
APL6 240 xp;
APL8 300 xp;

Story Award

Avoiding combat with the rescue party in Encounter Five (half the defeat XP).

APL2 30 xp;
APL4 60 xp;
APL6 120 xp;
APL8 150 xp;

Total possible experience:

APL2 300 xp;
APL4 600 xp;
APL6 900 xp;
APL8 1200 xp;

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

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

Encounter 1

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 2: L: 80 gp; C: 80 gp; M: 0 gp

APL 4: L: 180 gp; C: 180 gp; M: 0 gp

APL 6: L: 180 gp; C: 380 gp; M: 0 gp

APL 8: L: 240 gp; C: 840 gp; M: 0 gp

Encounter 2

APL 2: L: 0 gp; C: 400 gp; M: 150 gp

APL 4: L: 0 gp; C: 800 gp; M: 450 gp

APL 6: L: 0 gp; C: 950 gp; M: 600 gp

APL 8: L: 0 gp; C: 1200 gp; M: 1350 gp

Encounter 5

APL 2: L: 80 gp; C: 80 gp; M: 0 gp

APL 4: L: 180 gp; C: 180 gp; M: 0 gp

APL 6: L: 240 gp; C: 640 gp; M: 0 gp

APL 8: L: 240 gp; C: 640 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 160 gp; C: 560 gp; M: 150 gp

APL 4: L: 360 gp; C: 1160 gp; M: 450 gp

APL 6: L: 420 gp; C: 1970 gp; M: 600 gp

APL 8: L: 480 gp; C: 2680 gp; M: 1350 gp

Special

Free Luxury Upkeep for all characters in the next scenario played, courtesy of the Mayor of Loftwick

An Influence Point for all characters with the Yeoman Army, courtesy of Captain Radborne of Loftwick.

(one character only)

A dagger inscribed with a dwarven family rune, which allows a character to have a +2 circumstance bonus on rolls to determine NPC attitudes when attempted with dwarven inhabitants of the Yeomanry, courtesy of Bofur the dwarf.

APPENDIX I: NPCS

ENCOUNTER 1

☛ **Bofur**: Male dwarf Com2; HD 2d4+4; hp 10; Init +0; Spd 20 ft.; AC; Atk +1 melee (1d4/x4, light pick); SQ Darkvision, stonecunning, +2 on saves vs. poison and spells; SV Fort +2, Ref +0, Will +0; Str 10, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +3; Craft (stonework) +4, Profession (miner) +6; Martial Weapon Proficiency (light pick).

Background: Bofur is a young dwarf, only 50 years old. He is a miner at heart, and has been following that path since he was a child. He is extremely enthusiastic about mining of all sorts, and his fondest dream is of finding mithril somewhere in those hills. He's not terribly educated and has only shown enough interest in fighting to learn how to use his pick to defend himself against cave critters and claim jumpers. Bofur looks like a typical dwarf, with chestnut hair and a short beard. He is almost always grimy with the dust that comes with being in a mine for extended periods of time.

Bofur's a loyal Yeoman, even though he does not intend to serve in the militia to gain citizenship. He wants money, not land, and sees no reason to serve (militia service is less common in most of the non-human races than in the humans of the Yeomanry, so this is not extremely atypical for a local dwarf). He likes strong drink. He doesn't have a terribly personally well-developed hatred for goblinoids and giants, just what he's picked up from dwarvish culture. Up until now his hostility towards those races has pretty much only been in the form of racist jokes. As a result he's not likely to flip out and attack the various goblinoids and giants fanatically in this scenario (as some character dwarves might tend to).

ENCOUNTER 2

☛ **Ulfar**, Male Stone Giant; hp 136; AL N; see *Monster Manual*.

Background: Ulfar's home is in the Jotens mountain range separating Sterich from the Yeomanry. He has been recruited by King Snardurg's army specifically for this sapper team. He has the deep-sunken black eyes, bald head, and smooth, muscled, gray skin typical of his race. He also has some ritualistic tattoos on his upper arms and wears a thick, gray leather jerkin.

Ulfar is generally on board with the plan of reconquering the Sheldomar for the giants to live a life of luxury. He has a strong fatalistic streak, however, and in his heart doesn't think that it'll work out that way. But a giant never turned away from a doomed battle, and thus he is working towards that lofty goal. Not a giant of many words, Ulfar has an overdeveloped sense of irony. Other than that, he is pragmatic and will do what is required to live, up to a point.

ENCOUNTER 3

APL 2

☛ **Gundiok**: Male jermlaine Rog1; CR 1; Diminutive Fey; HD 1d6; hp 6; Init +9; Spd 15 ft; AC 19 (touch 19, flat-footed 14) [+5 Dex, +4 size]; Atk +9 missile (1-5 + special, dart), -1 melee (1d2-5, club); SA Disease, Poison, Sneak Attack +1d6; SQ Darkvision; AL NE; SV Fort +0, Ref +9, Will +1; Str 1, Dex 21, Con 11, Int 8, Wis 8, Chr 6. Height ½ ft.

Skills and Feats: Climb +1, Hide +22, Jump +1, Move Silently +13, Pick Pocket +7, Tumble +7, Use Rope +9; Improved Initiative.

Disease (Ex): Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

Poison (Ex): These jermlaine have been provided with some greenblood oil poison (Injury DC 13, initial damage 1 Con, secondary 1d2 Con) by their hobgoblin allies. They only have enough for each jermlaine to have two darts specially treated with this poison. Poison darts do not also cause disease.

Speak with Animals (Sp): Once per day a kermlaine can use *Speak with animals* as a 1st-level druid to communicate with rats only.

APL 4

☛ **Gundiok**: Male jermlaine Rog2; CR 2; Diminutive Fey; HD 2d6; hp 10; Init +9; Spd 15 ft; AC 19 (touch 19, flat-footed 14) Atk +10 missile (1-5 + special, dart), +0 melee (1d2-5, club); SA Disease, Poison, Sneak Attack +1d6; SQ Darkvision, Evasion; AL NE; SV Fort +0, Ref +10, Will +1; Str 1, Dex 21, Con 11, Int 8, Wis 8, Chr 6. Height ½ ft.

Skills and Feats: Climb +1, Disable Device +1, Hide +23, Jump +1, Move Silently +14, Pick Pocket +8, Tumble +9, Use Rope +9; Improved Initiative.

Disease (Ex): Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

Poison (Ex): These jermlaine have been provided with some greenblood oil poison (Injury DC 13, initial damage 1 Con, secondary 1d2 Con) by their hobgoblin allies. They only have enough for each jermlaine to have two darts specially treated with this poison. Poison darts do not also cause disease.

Speak with Animals (Sp): Once per day a jermlaine can use *Speak with animals* as a 1st-level druid to communicate with rats only.

APL 6

☛**Gundiok:** Male jermlaine Rog3; CR 3; Diminutive Fey; HD 3d6; hp 14; Init +9; Spd 15 ft; AC 19 (touch 19, flat-footed 19); Atk +11 missile (1-5 + special, dart), +1 melee (1d2-5, club); SA Disease, Poison, Sneak Attack +2d6; SQ Darkvision, Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +10, Will +2; Str 1, Dex 21, Con 11, Int 8, Wis 8, Chr 6. Height ½ ft.

Skills and Feats: Climb +1, Disable Device +5, Hide +23, Jump +1, Move Silently +14, Pick Pocket +10, Tumble +10, Use Rope +9; Improved Initiative, Point Blank Shot.

Disease (Ex): Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

Poison (Ex): These jermlaine have been provided with some greenblood oil poison (Injury DC 13, initial damage 1 Con, secondary 1d2 Con) by their hobgoblin allies. They only have enough for each jermlaine to have two darts specially treated with this poison. Poison darts do not also cause disease.

Speak with Animals (Sp): Once per day a jermlaine can use *Speak with Animals* as a 1st-level druid to communicate with rats only.

APL 8

☛**Gundiok:** Male jermlaine Rog4; CR 4; Diminutive Fey; HD 4d6; hp 18; Init +9; Spd 15 ft; AC 20 (touch 20, flat-footed 20); Atk +13 missile (1-5 + special, dart), +2 melee (1d2-5, club); SA Disease, Poison, Sneak Attack +2d6; SQ Darkvision, Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +12, Will +2; Str 1, Dex 22, Con 11, Int 8, Wis 8, Chr 6. Height ½ ft.

Skills and Feats: Climb +2, Disable Device +6, Hide +25, Jump +2, Move Silently +15, Pick Pocket +10, Tumble +10, Use Rope +10; Improved Initiative, Point Blank Shot.

Disease (Ex): Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

Poison (Ex): These jermlaine have been provided with some greenblood oil poison (Injury DC 13, initial damage 1 Con, secondary 1d2 Con) by their hobgoblin allies. They only have enough for each jermlaine to have two darts specially treated with this poison. Poison darts do not also cause disease.

Speak with Animals (Sp): Once per day a jermlaine can use *Speak with Animals* as a 1st-level druid to communicate with rats only.

☛**Tanca and Saphrax:** Male jermlaine Rog2; CR 2; Diminutive Fey; HD 2d6; hp 10; Init +9; Spd 15 ft; AC 19 (touch 19, flat-footed 14); Atk +10 missile (1-5 +

special, dart), +0 melee (1d2-5, club); SA Disease, Poison, Sneak Attack +1d6; SQ Darkvision, Evasion; AL NE; SV Fort +0, Ref +10, Will +1; Str 1, Dex 21, Con 11, Int 8, Wis 8, Chr 6. Height ½ ft.

Skills and Feats: Climb +1, Disable Device +1, Hide +23, Jump +1, Move Silently +14, Pick Pocket +8, Tumble +9, Use Rope +9; Improved Initiative.

Disease (Ex): Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

Poison (Ex): These jermlaine have been provided with some greenblood oil poison (Injury DC 13, initial damage 1 Con, secondary 1d2 Con) by their hobgoblin allies. They only have enough for each jermlaine to have two darts specially treated with this poison. Poison darts do not also cause disease.

Speak with Animals (Sp): Once per day a Jermlaine can use *Speak with Animals* as a 1st-level druid to communicate with rats only.

ENCOUNTER 4

The Blightspawn are formed by an evil spellcaster using a shard of the Blightstone to mutate local vermin into evil earth creatures. These blighted scorpions are just standard scorpions with the “earth element” template from the *Manual of the Planes* applied and a neutral evil alignment from the influence of the Blightstone. Note that at APLs 6 and 8 the scorpions have damage reduction 5/+1 in addition to the abilities of the smaller scorpions (this is from the earth element template).

APL 2 (EL 2)

☛**Blightspawn (3):** Medium earth element scorpions; CR 1; Medium elemental (earth); HD 2d8+4; hp 13 each; Init +0; Spd 40 ft., burrow 20 ft.; AC 17 (touch 17, flat-footed 17); Atk +3 melee (1d4+2, 2 claws), -2 melee (1d4+1 + poison, sting); Face/Reach 5 ft. by 5 ft./5 ft.; SA Improved grab, squeeze, poison, earth mastery, burrow; SQ Vermin, elemental, darkvision 60 ft., tremorsense; AL NE; SV Fort +5, Ref -1, Will +0; Str 15, Dex 8, Con 14, Int -, Wis 10, Cha 2. 6 ft. long, 3 ft. wide, 6 in. high. **Skills:** Climb +9, Hide +7, Spot +7.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it hits, it attempts to start a grapple as a free action that does not provoke an attack of opportunity. If it gets a hold, it hangs on, automatically dealing claw damage each round, and stings the held opponent.

Squeeze (Ex): A monstrous scorpion that get a hold on an opponent of its size or smaller automatically deals damage with both claws and stings at its full attack value (+3 melee).

Poison (Ex): DC 15, 1d4 Str initial and secondary damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus an attack and damage rolls if both it

and its foe touch the ground. If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls.

Burrow (Ex): An earth element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's (leaving no tunnel behind).

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Vermin Qualities: Immune to mind-influencing effects.

Elemental Qualities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 4 (EL 6)

➤ **Blightspawn:** Large earth element scorpions; CR 3; Medium elemental (earth); HD 4d8+8; hp 26 each; Init +0; Spd 50 ft., burrow 20 ft.; AC 17 (touch 17, flat-footed 17); Atk +6 melee (1d6+4, 2 claws), +1 melee (1d6+2 + poison, sting); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, squeeze, poison, earth mastery, burrow; SQ Vermin, elemental, darkvision 60 ft., tremorsense; AL NE; SV Fort +6, Ref +0, Will +1; Str 19, Dex 8, Con 14, Int -, Wis 10, Cha 2. 10 ft. long, 5 ft. wide, 1 ½ ft high. *Skills:* Climb +12, Hide +2, Spot +7.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it hits, it attempts to start a grapple as a free action that does not provoke an attack of opportunity. If it gets a hold, it hangs on, automatically dealing claw damage each round, and stings the held opponent.

Squeeze (Ex): A monstrous scorpion that get a hold on an opponent of its size or smaller automatically deals damage with both claws and stings at its full attack value (+6 melee).

Poison (Ex): DC 18, 1d6 Str initial and secondary damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus an attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls.

Burrow (Ex): An earth element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's (leaving no tunnel behind).

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Vermin Qualities: Immune to mind-influencing effects.

Elemental Qualities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 6 (EL 8)

➤ **Blightspawn:** Huge earth element scorpion; CR 8; Medium elemental (earth); HD 16d8+32; hp 104; Init +0; Spd 50 ft., burrow 20 ft.; AC 19 (touch 19, flat-footed

19); Atk +16 melee (1d8+6, 2 claws), +11 melee (2d4+3 + poison, sting); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, squeeze, poison, earth mastery, burrow; SQ Vermin, elemental, darkvision 60 ft., damage reduction (5/+1), tremorsense; AL NE; SV Fort +12, Ref +4, Will +5; Str 23, Dex 8, Con 14, Int -, Wis 10, Cha 2. 20 ft. long, 10 ft. wide, 2 ½ ft high. *Skills:* Climb +13, Hide -1, Spot +7.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it hits, it attempts to start a grapple as a free action that does not provoke an attack of opportunity. If it gets a hold, it hangs on, automatically dealing claw damage each round, and stings the held opponent.

Squeeze (Ex): A monstrous scorpion that get a hold on an opponent of its size or smaller automatically deals damage with both claws and stings at its full attack value (+16 melee).

Poison (Ex): DC 26, 1d8 Str initial and secondary damage.

Earth Mastery (Ex): An earth element creature gains a +1 bonus an attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls.

Burrow (Ex): An earth element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's (leaving no tunnel behind).

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Vermin Qualities: Immune to mind-influencing effects.

Elemental Qualities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 8 (EL 10)

➤ **Blightspawn (2):** Huge earth element scorpions; CR 8; Medium elemental (earth); HD 16d8+32; hp 104 each; Init +0; Spd 50 ft., burrow 20 ft.; AC 19 (touch 19, flat-footed 19); Atk +16 melee (1d8+6, 2 claws), +11 melee (2d4+3 + poison, sting); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab, squeeze, poison, earth mastery, burrow; SQ Vermin, elemental, darkvision 60', damage reduction (5/+1), tremorsense; AL NE; SV Fort +12, Ref +4, Will +5; Str 23, Dex 8, Con 14, Int -, Wis 10, Cha 2. 20 ft. long, 10 ft. wide, 2 ½ ft high. *Skills:* Climb +13, Hide -1, Spot +7.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it hits, it attempts to start a grapple as a free action that does not provoke an attack of opportunity. If it gets a hold, it hangs on, automatically dealing claw damage each round, and stings the held opponent.

Squeeze (Ex): A monstrous scorpion that get a hold on an opponent of its size or smaller automatically deals damage with both claws and stings at its full attack value (+16 melee).

Poison (Ex): DC 26, 1d8 Str initial and secondary damage.

Damage Reduction (5/+1)

Earth Mastery (Ex): An earth element creature gains a +1 bonus an attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborne, the earth element creature suffers a –4 penalty on attack and damage rolls.

Burrow (Ex): An earth element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's (leaving no tunnel behind).

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Vermin Qualities: Immune to mind-influencing effects.

Elemental Qualities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APPENDIX II: NEW RULES

JERMLAINE

Diminutive Fey

Hit Dice: 1/4 d6 (1 hp)

Initiative: +9 (Dex, Improved Initiative)

Speed: 15 ft.

AC: 19 (+5 Dex, +4 size)

Attacks: darts +9 missile; or club -1 melee

Damage: diminutive dart 1-5 (1 point); or diminutive club 1d2-5 (also 1 point)

Face/Reach: 1ft. x 1ft./0 ft.

Special Attacks: Disease

Special Qualities: Darkvision 60 ft., skills

Saves: Fort +0, Ref +7, Will +1

Abilities: Str 1, Dex 21, Con 11, Int 8, Wis 8, Chr 6

Skills: Climb +1, Hide +21, Jump +1, Move Silently +11, Use Rope +9.

Feats: Improved Initiative

Climate/Terrain: Any underground

Organization: Gang (13-24) or Clan (26-48 plus 100% noncombatants plus 1 2nd-level boss per 10 adults, 1 overboss of 3rd - 4th level and herd of 11-30 rats).

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

These gremlins are opportunistic brigands that ambush animals and people for food and shiny bits. Always traveling en masse, they love cunning ambushes but they avoid toe-to-toe battle.

At first glance these nuisances look like little men in baggy shirts and leather caps. Closer examination shows that their attire is actually their loose, baggy, tan skin that hangs on their half-a-foot tall bodies like clothing. Jermlaine are known to keep rats and bats as pets, and rare clans ride on dire rats when hunting.

Jermlaine speak a squeaky and high-pitched version of the goblin language, which some have confused with the chatter of rats.

The Jermlaine's favored class is rogue.

Combat

Jermlaine ambush their opponents in a swarm, usually picking those opponents they consider the weakest for the brunt of their attack. Their favorite tactic involves lobbing darts and waiting for their prey to weaken from disease, as these pests can be patient hunters. If they have the advantage they swarm their prey with clubs, bludgeoning them into submission. They will readily retreat if it is obvious they are losing a fight, fleeing into small the small holes and warrens that typically serve as their living space.

Disease (Ex): Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

Speak with Animals (Sp): Once per day a Jermlaine can use speak with animals as a 1st-level druid to communicate with rats only.

Skills: Jermlaine are extremely quiet and nimble. They gain a +2 racial bonus on Move Silently checks.

Giants in the Earth Scenario Specific:

Poison (Ex): These jermlaine have been provided with some greenblood oil poison (Injury DC 13, initial damage 1 Con, secondary 1d2 Con) by their hobgoblin allies. They only have enough for each jermlaine to have two darts specially treated with this poison.

DM AID 1: SUFFOCATION RULES

Much of the tension in this scenario is based on the situation the party finds themselves in—trapped in a cave, running out of air. It is therefore extremely important that the DM understand the rules dealing with lack of air and suffocation.

Review pp.88-89 of the DMG, both the “Lack of Air” section and the “Suffocation” sidebar. In short, each Medium-sized creature (or torch) can last six hours per 10'x10'x10' cube of air they have. The stone giant, being size Large, uses twice as much air. Any Small creatures the characters might have along use half as much as a Medium creature.

To determine how long the air in the cavern will last the characters, multiply the size of the cave, which happens to be equivalent to 10 10'x 10'x10' cubes, times 6 hours (=60 air units), divided by the total number of equivalent Medium sized creatures in the cavern—1 for each Medium character, plus 2 for the giant, plus 1 for any other Medium or ½ for any other Small character or creature, plus 1 for each torch and ½ for each lantern. For example, if there are 5 characters, the giant (using double air, 4 units, due to his exertion), one torch, and no other creatures (5+4+1 = 10), then the air will last for a total of 60/10, or 6 hours, before subdual damage begins.

You may want to review the subdual damage rules in the PHB, pp.134-135. After all air units are depleted, creatures in the area start to take subdual damage, at the rate of 1d6 points per 15 minutes. Upon taking any subdual damage from lack of air, a creature is fatigued (see DMG p.84; -2 penalty to STR and DEX, cannot run or charge). Furthermore, for each 6 hours the characters spend in the cave (including the period before the air runs out completely), they must make a Fortitude saving throw DC 15, +1 per previous check, to avoid taking 1 point of temporary damage to all ability scores. Once subdual damage equals total hit points (take CON reductions into account), characters are unconscious—at this point (this is a new rule) the suffocation deals 1d6 points of real damage per 15 minutes, until death results. (According to the DMG rules, you never quite die from suffocation!)

Here are some additions to the suffocation rules designed to simulate ways in which the characters might try to increase their air supply (or foolish things they may do to reduce it).

- Each hour in which a character is engaged in strenuous physical activity—fighting, digging, or using any STR or CON based skill—they use double their normal amount of air. This is the case all the time for the giant while he's holding up the cavern roof—so he uses 4 air units per hour.
- Any fire-based spell uses up a tremendous amount of air. Small fire-based effects (up to and including Flaming Sphere, Fire Orb, and Flame Arrow) use up one air unit per round they burn. Area effect fire spells burn all the air in their area of effect—so, for example, a fireball bursting in the center of the cavern could use up 14 10'x10' cubes or more (84 air units!) of breathable air immediately, depending on where exactly it is targeted (which determines how many squares the fire reaches into). Geometry hint: there are 8 5'x5'x5' cubes in one 10'x10'x10' cube.
- Any air-based spell can refresh the breathable air in its area of effect. For whatever reason, they did not include Air as a spell descriptor in the PHB, so DM discretion is required. Many spells in the Air domain will work. Generally, these spells will refresh an amount of air in 10x10 cubes equal to their spell level. Thus Obscuring Mist (L1) will refresh 6 air units, Wind Wall (L3) will refresh 18, and Whirlwind (L8) will refresh 48.
- characters with mining or other stonecraft skills can attempt to dig their way into other nearby air pockets to increase the total air supply. This requires a Profession: Miner or Craft: Stonemasonry skill check at DC 15—for these purposes, the check may be attempted untrained. Dwarves get a +2 on these checks from their stonecunning ability. Other characters may assist. Each attempt takes 1 hour of digging and counts as strenuous activity for all involved; if successful it opens up another 10'x10' area (6 air units). If the characters don't think of this, the giant may suggest it around Enc. 4.

DM AID 2: AIR TRACKING CHART

The best way to track remaining air is by using the following set of 60 boxes (6 groups of 10). Each hour, cross off one box per Medium person -equivalent in the cave (See DM Aid 1: Suffocation Rules). Cross off additional boxes or uncross boxes as characters take actions to reduce or increase their air supply. Remember the giant uses up 4 boxes an hour because of his size and exertion.

AIR UNITS

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DM AID 3: NPCs

Bofur: Male dwarf Com2; HD 2d4+4; hp 10; Init +0; Spd 20 ft.; AC 10 [AC 14 vs. giants]; Atk +1 melee [+2 vs. goblinoids] (1d4 [crit x4], light pick); SQ Darkvision, stonecunning, +2 on saves vs. poison and spells; SV Fort +2, Ref +0, Will +0; Str 10, Dex 10, Con 14, Int 10, Wis 10, Cha 10; Appraise +3; Craft (stonework) +4, Profession (miner) +6. Martial weapon proficiency (light pick).

Bofur is a young dwarf, only 50 years old. He is a miner at heart, and has been following that path since he was a child. He is extremely enthusiastic about mining of all sorts, and his fondest dream is of finding mithril somewhere in those hills. He's not terribly educated and has only shown enough interest in fighting to learn how to use his pick to defend himself against cave critters and claim jumpers. Bofur looks like a typical dwarf, with chestnut hair and a short beard. He is almost always grimy with the dust that comes with being in a mine for extended periods of time.

Bofur's a loyal Yeoman, even though he does not intend to serve in the militia to gain citizenship. He wants money, not land, and sees no reason to serve (militia service is less common in most of the non-human races than in the humans of the Yeomanry, so this is not extremely atypical for a local dwarf). He likes strong drink. He doesn't have a terribly personally well-developed hatred for goblinoids and giants, just what he's picked up from dwarvish culture—up until now his hostility towards those races has pretty much only been in the form of racist jokes. As a result he's not likely to flip out and attack the various goblinoids and giants fanatically in this scenario (as some character dwarves might tend to).

Ulfar, Male Stone Giant; hp 136; AL N; see Monster Manual, p.144.

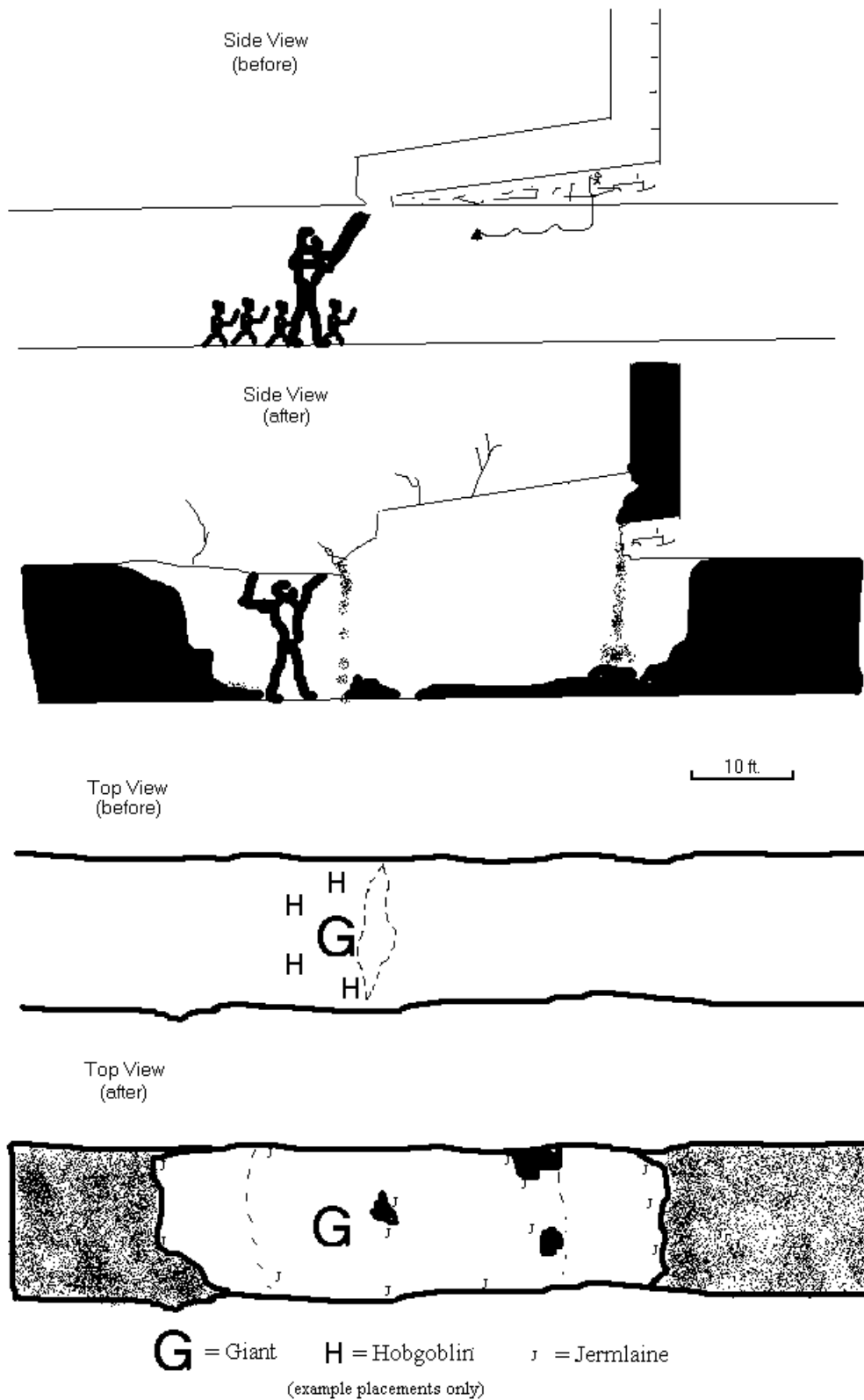
Ulfar's home is in the Jotens mountain range separating Sterich from the Yeomanry. He has been recruited by King Snardurg's army specifically for this sapper team. He has the deep-sunken black eyes, bald head, and smooth, muscled, grey skin typical of his race. He also has some ritualistic tattoos on his upper arms and wears a thick, grey leather jerkin. Ulfar is generally on board with the plan of reconquering the Sheldomar for the giants to live a life of luxury. He has a strong fatalistic streak, however, and in his heart doesn't think that it'll work out that way. But a giant never turned away from a doomed battle, and thus he is working towards that lofty goal. Not a giant of many words, Ulfar has an overdeveloped sense of irony. Other than that, he is pragmatic and will do what is required to live, up to a point.

DM AID 4: TIMELINE

Since time is such a critical part of this scenario, here is a brief outline of the timing of the scenario's events after the characters are trapped in the cavern.

- 0:00** Encounter 2: characters are trapped with Ulfar the giant in an aftershock-induced cave-in.
- 0:15** Jermlaine begin to burrow back in to the cavern.
- 0:15** Sapper team recovers and starts burrowing back to the surface using their umber hulk.
- 2:00** Encounter 3: Jermlaine reach the cavern and attack the characters.
- 2:15** Jermlaine make contact with escaping sappers.
- 2:30** Rescue team starts digging towards cavern.
- 4:00** Encounter 4: Remaining jermlaine from Encounter 3 return to harass characters.
- 4:30** Jermlaine shaman creates the Blightspawn from cave scorpions using Blightstone fragments.
- 4:30** Sapper team escapes back toward the giant forces.
- 5:00** Encounter 5: Blightspawn attack characters.
- 6:00** Rescue team close enough to cavern that the characters can hear them digging.
- 6:15** (If characters help dig) Rescue team reaches cavern.
- 6:30** (If unaided) Rescue team reaches cavern.

DM AID 5: CAVERN MAPS



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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