

YEO3-06

The Rhythm of Drums

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

Version 1.1

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The sound of drums is never uncommon this close to the Hellfurnaces, but a recent border patrol brings ominous news. Can the PCs silence the drums before they themselves are silenced? A Yeomanry regional adventure for APLs 4-10.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

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

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

Adventure Background

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, these spokesmen in turn elect Grosspokesmen 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. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

As the defense of the homeland is imperative, at least to some extent, in this module, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is this adventure "promotion worthy?"

Heroic deeds in the name of the Yeoman Militia 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:

The GM and all Yeomanry militia members 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.

The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.

The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoogroups.com.

The Triad will then discuss your promotion and determine whether 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 militia member 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 militiaman.

Is this a "Dustdigger Module?"

As this adventure does not significantly involve archeological matters, students in the Academy of Lore may not count this adventure towards their Academy TU requirement.

Shalehal

Shalehal (SHAL a hale) has the notoriety of being the only town in the Yeomanry with an elven majority. It lies in a wooded area in the far southwest of the Yeomanry. Not surprisingly, the town's major export is lumber and products derived there from. The elves here take great pride in the preservation of the surrounding woods, and are very selective in determining what trees should be harvested. Malethane Trianius is a renowned woodcarver who lives in Shalehal and commands great prices for his work. Some say that magic augments his artistic talents.

Shalehal (pop. 800) does have a Grosspokesman, Hianian Tirel, who is 'as old as the trees, as wise as the greatest sage, and as stern as a judge,' according to the townsfolk. The town has made a pact with the treants who reside in the forest. The treants protect the town, and in exchange they have a say in what trees can be used by the elves.

Adventure Background

Captain Dinalle's concerns are well founded and his information is, for the most part correct. In the mountains south of Shalehal, a hill giant bard named

Boom'Tah has established himself and formed quite a tribe around him. His charisma is incredible and is the only thing that kept him alive in his younger years, as he is weaker than many of his brethren. Boom'Tah had left his tribe at a young age and traveled deep into the mountains where he met, and eventually served with, a clan of fire giants. Here, he learned more of the drum and horn signals and here he left with new powers and treasures that would serve him well closer to his birthplace.

Returning to his old tribe with support from his new fire giant friends, it did not take Boom'Tah long to take and firmly hold command. This occurred some two winters past.

Since that time, Boom'Tah has absorbed as many of the giant and humanoid tribes into his own as he can. Held together more by his charisma than by force of arms, the variety of creatures serving him are loyal to him if not to the greater tribe he has formed. As such, internal squabbles are constant and, without Boom'Tah's presence, would tear this camp apart.

Also, the fire giants, who supported Boom'Tah's initial bid for power as it served their plans to have allies closer to the Yeomanry border, have become suspicious of the hill giant. He seems to be taking his tribe on his own course, rather than following the orders they occasionally send by way of the pair of fire giants stationed there. The current fire giants have been told to be wary of this, and their suspicions may become obvious when they are seen. The fire giants here have no idea what greater plans their leaders have, but see that Boom'Tah may not be fully on board. In about a week's time, these fire giants will take Boom'Tah back with them to their base, where he will answer to those above him, and making him absent from any later assault the Yeomanry launches, leaving him as a continued threat.

Boom'Tah is, however, following the fire giants' directive to spread the drum-talk throughout the lower mountains, teaching it to the humanoids. This serves both groups' purposes and is clearly not in the interests of the Yeomanry.

Eliminating Boom'Tah, either by capturing him or killing him, will be a critical blow to this giant camp. Without Boom'Tah's personal touch, the camp will quickly and violently split into smaller, more reasonable groups. The lack of food in the valley will set orc against hobgoblin, and ogres against all. The hill giants will clear the area of all the lesser races and the other giants will simply leave, heading deeper into the mountains. As such, striking this blow now is essential.

Adventure Summary

The characters are gathered by Captain Dinalle, an officer of the Border Guard, and asked to undertake a covert mission for the good of the country. They are to seek out and either capture or kill a giant that has been passing along a new series of drum codes. He wants this done off the record for now, as he has not yet received authorization to go in from Loftwick. Fearing that the giant may escape before they can get to him, he is asking the adventurers to go after him now.

The characters set off into the wilderness, traipsing through the wooded mountains. PCs with ranks in Survival and Knowledge (nature) get a chance to shine, warned of and avoiding some possible dangers.

A chance encounter with a band of orcs provides characters with an opportunity to capture one of these humanoid bards. If successful, they can gain some of the information they need for the final encounter.

Following the directions given by the Captain, the characters proceed up a steep path along the side of a mountain. If skilled in the ways of the wilds, the characters may note the potential of the danger before reaching it. Otherwise, the party might hear and recognize it, getting out of the way at the last second. If not, they are engulfed in a landslide, caused by a group of creatures further up the cliff. If the characters are unlucky, the creature or creatures, agitated by the ride down, are now amongst them.

A few days later, PCs find the trails leading towards the inhuman encampment. PCs might notice that the area is heavily traveled by lots of big critters. They discover a small scamper-hole cave nearby, a common border scout stop.

The party approaches and recons the giant encampment and should realize they are dealing with overwhelming odds. They are encouraged to pull back and plan appropriately.

In regrouping, the party spots a few ogres heading off on water detail. These ogres are readily overcome and can provide the information on where the drummer is—in the caves beyond the camp.

The party makes their attempt to get to the drummer, heading into the caves and encountering what resistance lies within, all the time worried about the noise and the danger of alerting the others in the camp. There, they find the bard and his bodyguards.

The party tries to escape, possibly with the giant bard alive and in tow. They flee, pursued by ogres and their ilk.

Arriving back in town the party possibly needs to get the giant into town, not a small feat with the guards on duty. The party meets with borderguard, receiving proper accolades and rewards.

Introduction

The PCs are hired to do a job that cannot be done legally until orders are received.

Meeting in the back dining room of the Pinesbreath Inn in Shalehal, you see others have received the same tip as you have and are here to see what pans out as well. A Yeomanry militiaman whom you had met before told you of a job opportunity if you weren't afraid of heading into the wilds to the south. Now, here to presumably meet with the Militiaman again, you find the room crowded with other adventurers like yourself.

Allow PCs who do not yet know each other to introduce themselves and get familiar.

After but a few moments' wait, the door opens and the room, small to begin with, grows even more crowded. Three militiamen, one of whom you know, and a half-elven Captain of the Border Guard strut in.

The militiaman you know nods in your direction as the Captain looks you over. "Good job, boys," the dark-haired half-elf says as he rubs his chin, examining the lot of you. "I think they may work." With a subtle shift of his stance, the man announces, "Dismissed." The militiamen snap to attention, raising their arms as if raising the spear, and march out of the room.

The Captain waits until the door closes and the latch clicks before he continues. "All right then. I'm Captain Wolcen Dinalle. What yer about to hear is secret information. Word has been sent already to Loftwick about this, but I suspect that their answer will come too late. Either this gets done now, or it won't get done at all."

The captain goes on to explain the following:

About a week ago, runners brought word of drums in the mountains to the south. This is not unheard of, but apparently they were more than wardrums—they were communications drums. The Yeomanry has used these for decades, but the fragmented humanoid mountain tribes, be they orcs, goblins, or whatever, have never so organized or talkative. A group of Yeoman border scouts "caught" an orcish drummer and learned from him that giants were in the process of gathering the humanoid tribes and teaching some of the smartest amongst them

the giants' drum signals. The guards even got the location of the giant camp, they believe, before the orc "succumbed to its wounds."

The problem rests in the report and what the captain wants to do versus what the captain thinks Loftwick will order. Captain Dinalle sees in this an opportunity to capture a giant of some importance. If the giants are teaching other mountain races drum signals, it creates fear that the tribes are organizing. Not only does capturing the bard put a crimp in the giants' plans, but also it may allow Yeoman to learn what the signals mean. However, the Captain fears Loftwick will consider the risk of life too great to attempt a capture and will order a straight out attack to wipe out the encampment. In such an attack, that same giant might escape or call in reinforcements from the other tribes, drawing the issue into a prolonged conflict.

And this is why the Captain has approached the party.

"This mission, therefore, is not authorized by the Yeomanry government officially. Yer on your own out there. My guys will know your out there, but I can't do anything to help ya til you get done, one way or the other. If ya can get that giant, and get it alive and bring it back, then we can talk. If you can't, and the giant dies before we strike, better for lots of Yeomanry families. And if you don't return, well, lets just hope for the best, shall we?" The captain smiles sincerely, obviously hoping you'll accept the mission.

Treasure: For those players who insist on being paid at the conclusion of the mission, they are rewarded with 100 gp, split 6 ways. These characters do **not** receive the favor or the option of training at the end of the module, nor can they count the round as a military round.

Development: There are a number of questions the characters may have, and Captain Dinalle will try to answer them as best he can. He is a taciturn, driven half-elf whose race has served him well here. He is concerned with business and has no time for silliness, though he recognizes its place, especially in groups of adventurers like this. Here are some answers he has to some more common questions the players may have. Answer other questions as you see fit from the information in the module or else simply confess that this is something the Captain does not know.

What's in it for us?

The Captain frowns. "I thought y'all were adventurers. If it's mercenaries you are, then I'll pay you a bounty on him—one hundred gold coins, for the giant alive or proof of his death. How's that sound?"

The captain will not go any higher than this, and thought the militiamen had recommended heroes. “The beast is sure to have loot in its cave with it—look there for your reward if the name of giantcatcher is not enough.”

Once this issue comes up, make sure the characters state clearly whether they intend to be paid for this service. If so, those who state that they will accept payment get their 17 additional gold pieces, but do not receive the favor or optional training nor can they count this round as a military round.

You’re kidding right—a giant bard?

The Captain cracks a smile. “I wish I was. Word has it the giant’s been up there for a while, collecting what instruments he could. Who knows the callings of the gods, but my scouts are sure the creature is using drums to excite his village and to communicate with others deeper in the mountains. We need that information. At the very least, we need that communication network taken out.”

What do you know of where the giant is?

The Captain provides the party with a sheepskin map indicating a road heading due south into the mountains, crossed by various game trails and mountain trails, with a variety of other features. “This ain’t to scale, mind ya, but its pretty accurate. I had one of my best fellows mark it out. The giants have quite the camp up here,” he indicates a spot on the map with houses, “at least a dozen or so at the last counting our men brought back, with lots of ogres, more than normal, and some goblins and orcs in the mix.” He stresses that attacking this base is not the objective. Orders are likely to come from Loftwick to go ahead and attack the camp, and then the Captain will, but for now, he just wants as much information as the bard might provide.

Can you give us any help?

(At APL 4, he volunteers this; otherwise don’t even hint at it unless the characters ask for help directly.)

The captain scratches his sleek black hair, pushing a stray lock back behind his partially pointed ear. “Well, actually,” he digs into his pouch and pulls out a scroll tube. “This here’s an arcane scroll from that Dwarven fellow, Hurst Goldkettle, over in Tarris. It’s a spell, that *charm monster* spell, that should work on the giant if you can get close enough and get him to let his guard down.” As he goes to set the scroll down, he pulls it back for a moment, “I get this back if you don’t use it, yes?” He looks to the more trustworthy present to secure such a promise.

(Captain Dinalle will provide the party with a scroll of *charm monster* scribed at 7th level caster—the DC against it is 17 and, if successfully used, it will last 7 days as long as the characters do not push the loyalty issue too much on Boom’Tah.)

How do we get in touch with you?

“Just send a man someone to the borderpost here in town. I’ll either be there or someone there can find me within the hour.”

Is this unlawful/illegal?

(Some players may be confused that, since this is not an officially sanctioned mission, it is in some way illegal.)

“Not at all. If I sent my men in, it would be—I don’t have orders to do this and I’m not sure the orders I want will come. But you independent types can take the matter into your own hands and do it for the good of the country, with or without orders. You have no standing orders to the contrary, do you? I didn’t think so. I have to follow chain of command, and, as borderguard, I have to wait on matters like this. The time I wait could cause serious problems to any effort we might later launch, and so I ask you, for the good of the Yeomanry, to do it now.”

Encounter One: Into the Wilderness

PCs set off into wilderness, learn some wilderness lore, and prepare for the paths ahead into the mountains.

As your party sets out into the mountains, following the roughly drawn map the captain has provided, you realize that getting there, while close on the map, may take longer than you expected. A day in, you can still see the lights from Shalehal.

Travel in the mountainous woods is difficult, often taking hours to move only a few hundred yards. Occasional valleys open up, granting good spots to rest and relax before beginning the arduous climbing again. The heavy woods on either side of the path make travel even more difficult.

Allow each character to make a single Knowledge (nature) check as they head out into the wilderness, assuming they have the skill. *Make note of any who achieve the DC of 15 + the APL.* Any who are successful, or any druid or ranger with Yeomanry as their home region (they don’t have to roll), will be aware of certain dangers they may face along the way well before they happen, and will consider and possibly inform others as they set off. As they head deeper into the forested mountains that hold their goal, characters could

encounter rockslides, sinkholes (even here, oddly), and possibly carnivorous plants, not to mention a wide assortment of monsters that call the mountains home.

Development: The purpose of this quick check is to give players some ideas (listed above) of the things they may encounter and to give players the possibility of advanced warning of what they face in **Encounter Three**. Feel free to list as many hazards and dangers as you can conceive of, as long as you're sure to include the one they actually end up facing.

Also, in **Encounter Three**, those characters that did succeed here will know the quickest way out of the bury zone, as indicated there.

Encounter Two: Unexpected Guests

PCs have chance encounter with orcs who, surprise, surprise, have a drummer with them.

Several hours outside of town, you find the game trail that Captain Dinalle told you about. Little more than a break in the trees at first, it becomes clear that this is a game run, with a thin, softly trodden path leading deeper into the wooded foothills at the base of the Hellfurnaces.

At this point, have the players establish their marching order. They will have to travel no more than two abreast, as the game trail provides a little less than a little less than a 10-foot wide corridor through the woods and underbrush. Others may “flank” as they choose, but moving through the underbrush, without class or magical means to counteract it, counts as double movement for difficult terrain.

The trail is slightly difficult to follow as other game trails cross it and zag off it, often crossing again a short distance ahead. The sheepskin map that the Captain provided does not show all the crosspaths and the best you can do is follow his directions and the main path as best you can.

Early on the second day of your journey, a break in the trees indicates one of the purposes of this trail—a stream, some five to ten feet wide at its widest and naught but two or three feet deep at the deepest, runs down out of the mountains.

Allow the characters to approach this difficulty as they see fit. Crossing is not difficult and the characters can simply walk across. Paranoid players, seeing it played out on a battlemat, may ready for the expected attack. It never comes. After they cross the stream, allow each

character a single Listen check (DC 20 + the APL). For those that succeed, tell them the following.

Having crossed the stream, you can hear your heart pounding away. At first, you think it might be something more, some other sound, but as you quiet the others to listen, the winds shift and the only sound is the gurgling of the passing the stream and the buzz and chirp of nearby insects.

A little further on, allow them to make a second Listen check (DC 15 + the APL).

A short distance on the other side of the stream, you find yourself and the others matching cadence. At first, you smile at your group's natural affinity for one another, but then you hear it—a low thump beating out cadence.

At this point, characters can stop and all listen. In the quiet, the DC drops to 12 + the APL. Any who succeed will hear the same thing—a slow regular thump beating out cadence. Anyone who succeeds at this third check by 5 or more, or who made both of the previous checks, realizes that the sound seems to be growing stronger, as if it's coming this way.

Cautious characters may choose to set up an ambush while others may head towards the drumming. Adjudicate this as you will. Characters might choose to retreat to the stream as an ambush site, or use a crossing trail for the same purpose. They may choose to send a fleet scout forward, or head forward stealthily. However they prepare themselves, they are about to meet a war party of orcs. The orcs approach from the trail, presuming the route safe. Borderguard often hide rather than confronting such groups, shadowing them to find the larger tribes and reporting back. As such, the orcs in no way anticipate the presence of the party. Unless the party stands in the middle of the road or one or more of them is spotted by the frontrunners, the party should be able to obtain surprise.

Along the path from the direction you are heading, a column of orcs appears. They march in cadence, surprising for orcs except for the fact that they have a drummer with them. Somewhere towards the rear of the group, the constant thumping of some form of drum keeps the orcs' feet plodding along, almost in step.

Creatures: Most of the squad are regular orcs, but a few of the members are exceptional—a cleric and his aide (bard) who have just returned from the giant camp.

APL 4 (EL 6)

- 🔥 **Orcs (4):** hp 7 each; see *Monster Manual*.
- 🔥 **Half-orc Brd2:** hp 11; see Appendix.
- 🔥 **Orc Clr4 of Gruumsh:** hp 30; see Appendix.

APL 6 (EL 8)

- 🔥 **Orcs (6):** hp 7 each; see *Monster Manual*.
- 🔥 **Orcs Bbn1 (2):** hp 10 each; see Appendix.
- 🔥 **Half-orc Brd4:** hp 21; see Appendix.
- 🔥 **Orc Clr6 of Gruumsh:** hp 45; see Appendix.

APL 8 (EL 10)

- 🔥 **Orcs (10):** hp 7 each; see *Monster Manual*.
- 🔥 **Orcs Bbn4 (2):** hp 39 each; see Appendix.
- 🔥 **Half-orc Brd4:** hp 21; see Appendix.
- 🔥 **Orc Clr7 of Gruumsh:** hp 53; see Appendix.

APL 10 (EL 12)

- 🔥 **Orcs (12):** hp 7 each; see *Monster Manual*.
- 🔥 **Orcs Bbn4 (3):** hp 39 each; see Appendix.
- 🔥 **Half-orc Brd7:** hp 37; see Appendix.
- 🔥 **Orc Clr8/WrPrst2 of Gruumsh:** hp 75; see Appendix.

Tactics: It will be fairly simple for the characters to affect an ambush at this point. The orcs are running two scouts – regular orcs with Spot +1 – about 30 to 40 feet in front of the main pack. Give these two Spot checks against the hidden opponent with the lowest hide roll. If neither of these two spot the party, then it is likely that none will, and the ambush will happen where the party intends it to happen.

Once attacked, the half-orc bard begins to sing, using his Inspire Courage ability, which takes effect in round two, giving his allies (the orcs) +1 to attacks, damage, and saves against charm and fear effects.

The cleric commands the orcs to head into the underbrush, providing concealment (20% miss chance) against ranged attacks as the orcs spread out and hunt for their attackers.

If more than half of the orcs fall, or if the cleric or bard fall, the rest are effectively shaken (-2 to attacks, saves, ability checks, etc.) and will attempt to flee out into the wilds in every direction, eventually circling back to the

trail the characters were following and heading back to the ogre village.

Treasure: There is other stuff here, but nothing of immediate or significant value, and any characters who wish to start stripping bodies need to do a weight allowance check to see how many suits of nasty orc armor and sets of weapons they could actually carry. The masterwork shortspear the cleric had is the only true item of value amongst them as they were not at their camp but on the road back to it.

Development: This combat can play out many ways, but in all likelihood the characters will effectively ambush and eliminate the orcs.

It is possible that the characters could capture one or more of their opponents. If so, it is important to note whom they capture. If it is one of the regular or barbarian orcs, then, though the orc can be intimidated, it knows little that would be useful, other than to confirm that this is indeed the path to the giant camp.

Successfully capturing the cleric or the bard, though, can lead to some useful information. Both know of the giant drummer, the bard having actually studied with him. Both also know the way and the general make-up of the ogre village beyond the giant's cave. Neither will volunteer any more information than necessary and both are smart enough to realize they are already likely dead and to appeal to the knightly-looking types, trying to barter what they know for their release.

They can provide the characters with a safer route to the ogre village (that by-passes **Encounter Three**). They also can warrant a guess of about 30 ogres, a score of hill giants, and "other stuff" (like orcs and hobgoblins and sometimes stone giants) at the camp ahead. They can tell the characters that the giant drummer stays in the topmost cave in the wall the village abuts. Beyond that, they know little else of specific value.

If the players do negotiate for this information, or obtain it some other way that ends with the orc or orcs being released, the orc(s) will move as quickly and as far from the party as possible before circling back to the ogre village.

Encounter Three: Bombs Away

PCs suffer effects of mountainous terrain—landslide!! And possibly a critter that caused it pissed off by the ride down.

The map leads you to a path that runs a hard slope up the mountain. The path is rough, barely five feet wide at points, and littered with debris and stepped

shelves. Ascending and spiraling around the crags provides a beautiful view into the heart of the Yeomanry. As far as you can see, the lands spreads outward and slopes ever away, dotted here and yonder with fields and orchards and freestanding copses of trees. Little villages, smaller now than a coin upheld, are visible by the small wisps of smoke they give off.

It is both a breathtaking sight and a disturbing one—you realize how fragile the land below is and how easily it could fall prey to the worst of the beasts and savages that dwell here. It is not surprising so many 'raise the spear' and join to protect this land the only way possible: with the sheer numbers of people who will fight for their homes. You continue on, turning around another spur and lose sight of the land below.

Allow each character to make a Spot check at a DC 20. If any succeed, they see the rocks coming at 1500 feet away:

Looking casually above you, you balk at what you see. What first looked only like a heat shimmer mirage is clearly something else—a wall of rocks rolling down towards you! Avalanche!

If none make this spot check, two rounds later, they can all make listen checks at DC 15. If any succeed, they will begin to hear (and feel) the low rumbling when the avalanche is 1000 feet away:

The tumbling of loose rocks along the trail seems muffled and the birds and insects fall silent as you hear what they do. A long, low rumbling sound seems to be coming from above you.

At this point, any who look up will see the avalanche coming. Otherwise, the PCs automatically spot the avalanche at 750 feet away. This avalanche is 500 feet wide, creating a 250-foot bury zone with 125-foot slide zones on either side. The party is (1d6 x 20 feet) upslope from the center of the bury zone. Avalanches of rock move at 250 feet per round.

Any who successfully made their Knowledge (nature) rolls at the beginning of their trek (**Encounter One**) or any who make successful Survival checks at this point (DC 15 + the APL) can quickly and effectively discern that the safest course is to continue up the path out of its way.

NOTE: At APL 4, characters are actually lucky—they are far enough forward that they are instead (1d4 x 10 feet) from the edge of the bury zone. If they continue down slope, they will enter the bury zone, but any character who was successful earlier or at the current check will realize that they can more likely escape upslope.

Each character has three to six rounds to react, and there are numerous ideas the characters may attempt. They can flee upslope to escape the effects or try something else, but need to be aware that the hard slope they travel on this treacherous mountain path is considered difficult terrain, thus each square moved counts as two squares and running is impossible (see *PH*, page 148). The best they can manage is a double move.

Any characters that do not move beyond the effects of the avalanche are caught in it. Characters caught in the bury zone (the center 250 feet) take 8d6 damage, half if they make a DC 15 Reflex save. ALL characters in that area are buried.

Any character that does not move beyond the slide zone (125 feet on either side of the bury zone) take 3d6 damage, or none if they succeed at a DC 15 Reflex save. Those who fail their saves are also buried.

Buried characters receive one chance to free themselves with a DC 25 Strength check. If the character cannot free herself, she begins taking damage for each minute she is buried. Buried characters take 1d6 nonlethal damage per minute (10 rounds). If they fall unconscious, they must make a DC 15 Constitution check or begin taking 1d6 lethal damage every minute thereafter.

Characters who aren't buried can help to dig out their associates. Characters using just their hands can clear away rocks and debris equal to five times their heavy load limit. The amount of loose stone that fills a 5-foot by 5-foot area is 2000 pounds (one ton, as per DMG, p 67). Characters with appropriate tools (picks, shovels, etc) can clear twice as much stone. (A Str 10 takes 4 minutes to clear a 5' x 5' square; a Str 20 can clear the same amount in 1 minute).

As the dust and small rocks fill the air and continue to clatter around you, you pick yourself up as best you can and take stock of your situation.

At APLs 10 and 12, add the following:

Having survived the worst of the avalanche, you begin scanning for your companions. Nearby (hopefully) some of your party seems to be in about the same condition as you are—but back into the avalanche's detritus, where any missing party members would be, you see movement. At first concerned that it is a trapped party member, the dust parts to reveal a bulbous critter with three arms and three legs, a blinking eye between each pair.

Creatures/Avalanche: At APLs 10 and 12 the party gets to discover the cause of the avalanche—a party of careless, ravenous xorn that ate their way through the edge of a ferrous vein supporting a rock shelf. They were

aware of the vibrations in the shelf, but were too busy eating to notice as the subtle vibrations added to its own by the party passing along the rock path below caused the shelf to split and fall. Now, well aware of what disturbed the meal, the xorn is rather eager to vent its anger on the party.

APL 4 (EL 3)

↗ **Avalanche:** slide zone only; 3d6 damage and buried; Ref DC 15 avoids both; see *DMG*, page 90.

APL 6 (EL 7)

↗ **Avalanche:** bury zone for 8d6 damage and buried; Ref DC 15 half (still buried); slide zone for 3d6 damage and buried; Ref DC 15 avoids both; see *DMG*, page 90.

APL 8 (EL 9)

↗ **Avalanche:** bury zone for 8d6 damage and buried; Ref DC 15 half (still buried); slide zone for 3d6 damage and buried; Ref DC 15 avoids both; see *DMG*, page 90.

☛ **Xorn, average:** hp 45; see *Monster Manual*.

APL 10 (EL 10)

↗ **Avalanche:** bury zone for 8d6 damage and buried; Ref DC 15 half (still buried); slide zone for 3d6 damage and buried; Ref DC 15 avoids both; see *DMG*, page 90.

☛ **Xorns, average (3):** hp 45 each; see *Monster Manual*.

Tactics: The xorn have no interest in dying and will abandon the battle with the party if they take more than 3/4ths of their hit points in damage, simply blending back into the mountain to escape. They are not interested in parleying with the party whether anyone can communicate or not, and are likely to attack those who try to speak to them.

Development: Regardless of APL, parties with skilled outdoorsmen should fare significantly better than parties without such members, as they receive a clear direction to head for safety. Without this, characters are on their own to decide whether to run upslope or down slope, without any way to know which direction will be safer.

At APL 4, the characters are given an even greater chance by being fortunate enough to move into the slide zone, as the damage from the avalanche alone is enough to destroy an APL 4 party.

Encounter Four: Finding the Paths

Not far past where the avalanche occurred, the rock path slopes back downwards, descending into a valley filled with evergreens. You can make out a small stream further ahead on the mountain wall that drops into the valley as a waterfall.

The sheepskin map you were given indicates that you are to enter this valley, but skirt its edge inside rather than heading deeper in, as the giant camp appears to be directly opposite the slope you just descended. It shows the symbol of three lines intersecting at their bases, indicating a hole that Captain Dinalle said would “show ya what yer up against.” Apparently it must be a small tunnel of some sort. However, you see nothing of that sort here at the base of the path.

The three vertical lines are a symbol used in the Yeomanry for military placements. Anyone who is a member of the Yeomanry military, or who succeeds at a Knowledge (local – Sheldomar Valley Meta-region) check (DC 20) will realize that what they are looking for is some representation of this—the Yeomanry shield design—in the wild, whether placed or natural.

As the characters start looking for the tunnel, allow each to make a Spot check (DC 20 + the APL) to notice the concealed entrance. Elves and Half-elves gain their racial bonuses to this check, and anyone who knows the meaning of the symbol (as noted above, whether they knew it themselves or were told) gains an additional +4 circumstance bonus to this check.

Searching for the tunnel entrance that will show you the opposition, you head off around the valley wall heading north. The map, as you well know by now, is nowhere near scale and the bolthole could be a hundred yards or a dozen miles away. You eventually come to the stream where the waterfall you saw drops in. In spring, with the snow thawing, it is clear that this becomes a much more mighty river than its current trickle indicates. Looking to where it winds through the trees heading north towards the heart of the Yeomanry, you see more game trails, indicating that some creatures indeed move through this valley.

After a few more hours of skirting the valley wall as you search, (insert first successful spotter here) notes an interesting stand of three pine trees, rooted together and melded into one at their base. These trees seem to be a little higher than the others around them, as if set upon a small hillock.

Behind this tree, on the hillock, is a small tunnel, covered with brush. Having found the entrance to the tunnel, it is simply a matter of who will go first. The tunnel is only two feet in diameter, requiring characters to crawl. Those with packs and heavy armor will find it impossible without stripping down. No weapon larger than one-handed can be used in the tunnel effectively. Fortunately, there is no threat in the tunnel.

The tunnel runs some forty feet or so before opening up enough for a man to crawl on his knees. It has turned back southwest, into the mountain, and it is clear that some of the tunnel has been worked and shorn up with timbers and supports. Any dwarf would be proud, save for the cramped spacing. But this is no mining tunnel—it is a secret bolthole of the Borderguard, and as the lead person reaches the end of the tunnel, it is clear why.

At the end of the crawl space, after several hundred feet, a wooden ceiling lifts to reveal a sizable natural cavern. Along the Northeast wall, three barrels rest and the floor has been smoothed by thousands of boots. That same northeast wall holds a sliver of light, a crack no wider than a man's fist, running horizontally. Standing on any of the barrels provides a clear view of much of the valley as well as of the encampment on the other side.

The barrels hold water; blankets, tack, and shovels; and rocks, used to seal up the break if necessary. In a corner near the barrels is a satchel of leather holding a wooden box marked with the emblem of the Yeomanry league and indicating it as militia property. Within is a spyglass. Without the spyglass, the encampment is visible, but indistinct. With the spyglass, the situation becomes much clearer.

Across the valley and against the far wall, the giant camp is plainly visible. A score and then some of crude stone and wood huts easily fifteen feet high form a semi-circle about an open space that backs the valley wall. Three distinct cave entrances are visible, and another lies up a slope some fifty feet above the valley floor. The slope that leads to this higher cave continues on up the mountain, circling around and out of sight.

An army of giants moves about, bringing in game as they likely hunt this valley and several of the others nearby empty. This explains the lack of birds in the valley, something that you hadn't noticed until now. At various points throughout the day, the party spots at least a score of ogres, a dozen hill giants, some other giants that are clearly different, one at least with red hair and beard, and at least one blue, horned

ogre that disappeared after speaking with one of the giants.

Underfoot of these are at least as many orcs and hobgoblins, these two races fighting each other regularly for the amusement of their larger allies. The giants only seem to stop the goblin and orcs from brawling once it looks like they will kill each other. This uneasy peace is also visible amongst the ogres, who can be seen swatting each other and squabbling over food scraps.

Clear numbers are difficult, but the entire camp is surely over two hundred strong in numbers with at least a quarter of that being giantkin. There is no wall or barrier, only a space of about 100 feet cleared back from the huts, more by the stomping of feet and swinging of giant arms than by any set plan or reason. The camp itself has a radius of several hundred feet, about three- to four-hundred feet from outside huts to the center of the back wall.

Depending on whether the characters learned the location of the giant bard from the orcs or not, they are now in the planning stage. Let them devise whatever plans they wish to attempt to either find out where the giant bard is or get into the caves. Emphasize the sheer numbers of giantkin gathered below and make it clear that a frontal assault will surely result in miserable results. Distractions, stealth, and misdirection are likely the keys to success. Allow the characters to consider their options for some time before having the opportunity of more information present itself.

Treasure: There is no treasure in the bolthole beyond the Yeomanry goods left for those who stay here. The spyglass can be taken but Captain Dinalle will eventually discover that it was taken while the party was there and the entire party will fall suspect for its removal, sacrificing the Favor of the Yeomanry Military-Border Guard and the optional training at the end of the module.

Encounter Five: An Opportunity Knocks

The encampment below is no small tribal gathering. The sheer numbers of giants are overwhelming. As you consider your options, your lookout spots something of interest—a small group of ogres has set off down the main path, buckets and waterskins aplenty amongst them. It seems they are headed out on a water detail. As these great oafs move down the path, they jostle and harangue each other.

Creatures: The squad of ogres sent for water gathering is little more than the whipping boys of the giants, gaining

some of the worst, and most degrading work. They are angry at the giants and each other, but primarily at their own weakness. They will see any approach by the party as a chance to curry favor with their leaders by taking heads and meat. As each ogre takes damage though, its innate cowardice will take over. One will play dead long before it takes mortal wounds. Another, the last one standing, will surrender in giant, the only language it knows.

APL 4 (EL 5)

🔪 **Ogres (2):** hp 33 each; see *Monster Manual*.

APL 6 (EL 7)

🔪 **Ogres (4):** hp 33 each; see *Monster Manual*.

APL 8 (EL 9)

🔪 **Ogres Bbn4 (2):** hp 87 each; see Appendix.

APL 10 (EL 11)

🔪 **Ogres Bbn4 (4):** hp 87 each; see Appendix.

Tactics: These ogres have little to lose in the battle and commit wholeheartedly initially before realizing that they don't want to die. They realize the party will have no chance against the entire camp, but have no intention of alerting the camp unless the party leaves the one playing dead and heads back to rest up or some such. If so, that ogre will also be present when the characters enter the final cave (**Encounter Six-A**) and confront Boom'Tah. This ogre, still wounded from the battle with the players, will behave the same as it did before—playing dead as soon as it is wounded. If the ogre is there and does this, one of the hill giants will smash him for his cowardice.

Development: The ogres, if any are taken alive, know the layout of the camp and can easily be intimidated into sharing what they know. They will also tell everything if they are let go, promising to leave the valley and never return.

The ogres know that the giant bard is in the upper cave in the rear of the camp and that he has guards with him. They also know what those guards are, racially, though they can say little other than that. They can share that there is no guard schedule except at night and then only for some of the ogres and hobgoblins who simply roam around, but mostly they play dice and drink.

The ogres know little more than this, other than that Boom'Tah (they can provide his name) is a great leader and he will lead them to victories against the men of the flatlands.

Treasure: The possessions of the ogres is the only treasure here.

Encounter Six - A: The Encampment

The majority of the details of the camp are given above. They are repeated here in slightly greater detail.

The encampment is a rough semi-circle of huts around an open space at the hub of that semi-circle, clearly a cooking pit/ community fire/ common area of some sort. The back wall, where this open area is, also holds three caves large enough to admit giants at ground level with a third cave located some fifty feet above and accessed via a slope that starts further into the camp back along the valley, about half way to the edge of the camp.

The camp itself is some eight-hundred feet across at the base of the valley wall, reaching about four-hundred feet into the valley with another hundred feet of cleared space beyond that. This area holds large, crude huts of dirt, rock, wood, and thatch, a hodgepodge of oddly shaped structures scattered all around with the largest such structures, the only ones likely to have more than a single room, clustered around the central open area. If counted, a total of 27 such shanties exist, many with water buckets on one side of their doorway and waste piles on the opposite side. The dwellings seem to belong predominantly to the hill giants, but it is clear that some of the outer buildings are currently lived in by bands of ogres.

A total of 30 “regular” hill giants (as well as their dependents, non-combatant females and young numbering 12 more hill giants) are supported by a disproportionately large number of ogres (about 30 total), orcs (about 60 total) and hobgoblins (about 70 total). Perhaps this is because of the powers of persuasion of the hill giant bard that leads this camp or perhaps it is the camp's other giants that keep so large a group of chaotic humanoids in check—the camp also houses two fire giants, three stone giants, and two ogre mages. The racial tensions in the camp are high, held in place only by the uncharacteristically charismatic hill giant, the currently unwavering support of his fire giant “guards” from deeper in the mountain, and the occasional brawl between packs of humanoids that keeps the ogres entertained.

🔪 **Hill Giants (30):** hp 108 each; see *Monster Manual*.

🔪 **Ogres (30):** hp 33 each; see *Monster Manual*.

🔪 **Orcs (60):** hp 7 each; see *Monster Manual*.

🔪 **Hobgoblins (70):** hp 8 each; see *Monster Manual*.

🔥 **Fire Giants (2):** hp 147 each; see *Monster Manual*.

🔥 **Stone Giants (3):** hp 126 each; see *Monster Manual*.

🔥 **Ogre Mages (2):** hp 42 each; see *Monster Manual*.

The one thing the party might expect that is missing is the presence of worgs. It seems that the population explosion that this encampment saw before the last winter forced the tribe to use the worgs they did have as food. They are planning to breed a new pack soon.

As the ogres that were gathering water will attest, there is no structured guard activity. So many ogres and giants are moving about the village during the day, that it seems they need no guards. At night, it is another matter, as the groups assigned to walk around as guards often pause or stop completely in no discernable pattern. It is clear that most nights these groups link up and spend a good portion of the evening near the central fire rather than walking the perimeter, making sneaking up the slope at night fairly simple.

The characters, however, may decide to do it their own way. Let them do as they will, but keep in mind that any seriously botched rolls (such as Hide or Move Silently) could result in a wandering ogre casually spotting the character in question.

Development: If the characters are dumb enough to attack the encampment head on, kill them. They will have chances to run, but it will become a race to get out of the valley alive.

The encampment, though full of dumb humanoids, is as big as are the humanoids are. Each round, the encampment will fortify and reinforce, trying to simply bring down any enemy foolish enough to attack them with sheer numbers.

In the round following the attack on the encampment, a half-dozen orcs, three ogres, and a hill giant will enter the fray from various points around the camp. Each round thereafter, three more orcs and two more ogres will enter, looking to charge any unchallenged characters in melee. Every fourth round, another hill giant will enter the fray. Starting in the third round, and every five rounds after that, an ogre mage, stone giant, or fire giant, at the DMs option, will enter the fray. At whatever point the DM feels appropriate after the fifth round, the giant bard and his personal guards can arrive and help as well in whatever order the DM feels appropriate, though the bard himself should stay fairly well protected.

Once the characters run, only two rounds worth of creatures will pursue. The rest in the encampment will continue to head to the direction the attack came from,

but will hold at the village edge as the flight of the enemy indicates victory to them.

Encounter Six - B: The Caves

There are actually four caves along the back wall. If parties are inventive, daring, or just dumb in their scouting or if they don't gain information that the bard is above from either the orcs or the ogres, then it may become necessary for them to enter these caves. Though not detailed extensively, the contents of these caves, and of the bard's cave above, are given below. All of the caves have ceilings twenty- to twenty-five feet in height and most passages/doorways are ten-feet wide at least.

Tunnel A

This tunnel, farthest to the left from the party's bolthole vantage point, is currently inhabited by the two fire giants. As such there are fires burning all through out its passage and it gives off black smoke that stains the valley wall black above it.

Consisting of a large antechamber and two alcoves, partitioned with hanging chains that are hot to the touch driven into the rock ceilings, the room holds little else but some large tree sections that serve as chairs and tables. Many of these show scorch marks as well.

The two fire giants seem the least happy of the village and take delight in smashing orcs and hobgoblins that stray too close to them. Occasionally, they can be seen speaking very close together and glancing up the wall at the bard's tunnel.

Tunnel B

This tunnel is the deepest and, likely, most dangerous in some ways. Heading deep into the mountain, this area has been worked crudely to significantly expand its size. In the deepest parts, it is clear that such work still continues and during the day. Ogres, orcs, and hobgoblins labor here in shifts under the watch of one or more of the stone giants.

Several side rooms sit off the central passage to either side. These house the ogre mages, some of the hill giants, and many of the lesser races, stuffed into rooms to sleep as tightly as possible.

A final few rooms, those furthest back, hold an odd assortment of supplies and booty, stashed hodgepodge around where the stonework continues. Mostly mildewed cloth and clothing, there are also barrels of grain and water, large piles of wood, salted wild game (that looks often picked out of), and other things the tribe has acquired over time.

Tunnel C

The final ground level tunnel, furthest to the right from the bolthole perspective, is perhaps the best worked of the tunnels. Inhabited by the three stone giants in the camp, it has no less than six distinct rooms with furniture hewn from the very rock itself. While more grand than the central chambers, it is smaller, each room little more than some specific area—antechamber, dining area, storage room, and three bed areas.

The Bard's Tunnel

With any luck, this is the only cave the characters enter.

The slope of the rocky face is uneven, but wider than many of the trails you took into this valley. The cave at the top is visible by the light that pours out from within. Below, four orcs and an ogre pass a bottle that the ogre summarily keeps as they toss bones for coins around the common fire.

At the mouth of the cave, an antechamber is visible, heading deeper in, its edges curving around.

The antechamber is roughly circular and some thirty feet in diameter. A short, five-foot long and ten-foot wide corridor leads into this room. Characters will have to move into this corridor before seeing the room itself in full.

A large circular room holds torches driven into sconces fixed in the walls, which illuminate a strange collection of artworks and instruments. A mismatch of tapestries, some little more than painted linens, are hung next to crude cave paintings. Logs, boxes, stumps, and tables hold drums, flutes, pipes, and even dented brass-horns. Amongst these are the hands of what might have been these instruments' players, some little more than skeletal remains, some still rotting, and the freshest at least a week old.

Treasure: Hidden amongst the other instruments are pipes of sounding (at all APLs) and a horn of fog (at APL 10 only). Characters will only find these if they search amongst the instruments or use *detect magic* (or similar means) in this room.

Any characters who enter the room visible will need to make Spot checks immediately (DC 20 + the APL) to spot the orc female noncombatant hiding in the corner. She is doing everything she can to make herself unnoticeable, as the attentions of the giant are not ones she enjoys. If she is left alone, she will respond accordingly, letting the characters be about their fate. They may fail to notice her at all—each character can make the check as they enter. If characters use some form of magical or other means to scout or enter the caves, the female is slightly more

active, peaking about the instruments. If she is approached in any way, or spoken to after she indicates no intention of speaking, she will scream, calling out a warning to those she clearly fears much more than the party. She makes no attempt to fight, only screaming. (Consider her a regular orc with only 3 hit points).

If they do spot her, use the following description.

Cowering in the crevice created by a box not set flush with the circular wall is an orc female. She seems terrified and hides her eyes as if she can make you not be there by not seeing you. As you watch she curls up as tightly as possible, shrink from your gaze.

Beyond this first room is Boom'Tah's meeting room.

A thick carpet hangs at the back of the cave, covering a space almost directly opposite the entrance tunnel and muffling the voices within. Beyond, another room almost identical to the first in shape but slightly smaller in size holds a seven-foot high table and large tree stumps which serve as stools.

If the players do not set off the orc in the first room, Boom'Tah will be here. If it is APL 4, the voices were Boom'Tah talking to himself, trying out the sounds of his words, something he often does.

If orcs escaped the PCs in **Encounter Two**, the players who listen at the carpet and who understand giant will here Boom'tah discussing the orcs' report—something he will listen to and think as many thoughts out loud as he can on before settling on a course of action. If one of the ogres escaped in **Encounter Five**, that ogre will be here, having filed its report as well. (This ogre is not added to the encounter list as it will play dead as soon as injured and will likely be dispatched by one of the giants.)

If no orcs escaped the initial encounter, the discussion is more heated as the guards, more trusted advisors, point out that the fire giants expect answers to their concerns and that Boom'tah seems inclined of his own mind. Boom'Tah will confess his desire to take his tribe on his own without the fire giants, but little more can be heard as they conspire against the fire giants in whispers.

A final room, off to the side of this one, is little more than a box cut straight back. It houses Boom'Tah's bedding and personal belongings, as well as his human-skin drum, the first thing he will go after once the fighting starts.

Creatures: With any luck, the only creatures the party will encounter in combat will be those in the Bard's Tunnel.

APL 4 (EL 8)

🔥 **Boom'Tah, Hill Giant Brd1:** hp 106; see Appendix.

APL 6 (EL 9)

🔥 **Boom'Tah, Hill Giant Brd2:** hp 113; see Appendix.

🔥 **Ogres (2):** hp 33 each; see *Monster Manual*.

APL 8 (EL 12)

🔥 **Boom'Tah, Hill Giant Brd4:** hp 126; see Appendix.

🔥 **Hill Giants (2):** hp 108 each; see *Monster Manual*.

APL 10 (EL 14)

🔥 **Boom'Tah, Hill Giant Brd5:** hp 133; see Appendix.

🔥 **Hill Giant Rog3:** hp 131; see Appendix.

🔥 **Hill Giant Wiz3:** hp 115; see Appendix.

Tactics: The characters likely encounter a very difficult battle here, made more so by the fact that they are trying to take Boom'Tah alive. In that regard, his guards are more concerned with protecting him, meaning that they may pass obvious attack options to move to defend Boom'Tah, taking attacks of opportunity from the party if necessary and feeling their strength and durability superior to that of any such puny creatures. Those who go after Boom'Tah directly become the primary targets for his guards.

Any guards present will immediately commit their lives to protecting Boom'Tah, fighting to the death rather than let Boom'Tah fall. If they gain any indication that the party intends to try to take Boom'Tah alive, they will redouble their efforts to take the party down or die trying.

Though the battle in the cave may rage fiercely, none below will come to help. As it is night, most of the camp is sleeping. Those on watch will fear that either it is a coup they are not part of yet or the wrath of Boom'Tah brought down on someone dragged in that they did hear of yet.

Boom'Tah himself will begin chanting as soon as he can, grabbing his drum if possible and casting spells as able, or simply drawing his weapon and slashing away at any "little vermin" that come near him.

Treasure: The possessions of the creatures here is the only treasure.

Development: If the characters cannot take Boom'Tah alive, they can always simply kill him. As soon as he is dead, they can retreat if necessary and have completed at

least the bare minimum of their objective. They will still have to flee back the way they came, but the run will be much less harrowing without the extra burden of the hill giant and the ending less rewarding. Let them resolve the situation as they see fit, based on their own needs and expectations.

If the characters succeed in taking Boom'Tah alive by whatever means they contrive, the issue of moving him then comes into play. Unless he is *charmed* or some other way forced into walking co-operatively, it is clear that he will have to be carried. He will struggle if conscious and bound, trying to break free and realizing that, since they have already bound him up, they don't plan to kill him. If allowed to walk, even under sword point, he will attempt to drag whomever is holding the rope, forcing a strength contest to control his movements. Boom'Tah will even try to walk right off the edge of the cliff, hoping to pull anyone holding the rope with him.

The best way to move him would be to have him charmed. The next best way will be unconscious, but good luck moving an 1,100 pound hill giant. Have the players actually figure out how to pull this off. Have them check their own gear weight issues as well. It is possible for an incredibly strong character (Str 18) to pull the hill giant by herself though her gear might present a problem, but don't tell them this. Dragging also adds the problem of creating a readily followable trail unless some other measures are taken. There are numerous creative solutions, but the initial run from the cave should create a concern and a sense of immediacy the situation deserves as the party addresses this very real problem.

Unless the party lets Boom'Tah go over the edge, however, there is little chance of the tribe discovering the situation until morning. If he does, those around the fire, as listed above, will join the fight and the camp can be considered alerted as outlined in **Encounter Six-A**.

Characters may take a different track all together, splitting up so that some distract the camp while others try a grab at the giant bard. Let them devise their own plan, but once the camp is alerted it will send out groups of units as detailed above until the threat retreats. Anything that already sees that threat will continue pursuing it, perhaps forcing the party to run separately back on their way to civilization.

Encounter Seven: Full Reverse

As the party flees into the night, make their situation clear to them—they are moving rapidly back the way they came, but now with a giant, however co-operative, in tow. Their tracks are going to be much more difficult

to cover and the giant is much easier to spot from just about anywhere. It is early the next morning when the sounds come. If they have slain or unsuccessfully faced the hill giant bard, adjust the descriptions accordingly.

Fleeing with the hill giant into the night, the sounds begin just before the sun comes through the peaks. Horns first, and then drums and other strange sounds join a cacophony of misery and anger. The message may not be discernable, but its intent is clear—rage. And just then, then sun rises over a break in the peaks about you, the bright light almost pointing you out.

The party will need to face the unsteady footing of the avalanche site and the stream in the woods at the foot of the mountain again. As time permits, replay these in reverse order, perhaps throwing a group of orcs or ogres at the PCs if they are still strong enough to take it in order to demonstrate that they are indeed being chased. If the party is hurting, have the party see the orcs coming up the paths behind them, and allow them to visit the avalanche they met upon the orcs. Play up the chase as much as time permits, keeping them focused on getting back out of the forested hills into the lands of the Yeomanry.

Encounter Eight: Not in Here!

Just when they thought it was over...

As the trees change back to open plains and the sight of Yeoman fields appear in the distance, you are glad to see civilization again, one way or the other.

If the characters have successfully captured Boom'Tah, allow each of the players to make a single DC15 Intelligence check at this point. Point out to any who succeed that, though they have Boom'Tah secured, they might have a difficult time getting him into town. Inventive characters may devise ways to conceal the hill giant, but unless these methods are put into effect hours before they reach the city, this means marching a giant through Yeomanry territory—the results are as can be expected without extraordinary methods.

If they don't realize this before they get there or if they don't do anything about it, word will spread. The first farmer to pass them on the road who sees they have a giant will head to the nearest farm and start rousting the militia. By the time the party gets closer to Shalehal, they will start to see young men and women dressed in leathers and carrying spears running through the fields towards town.

As you head back, it seems word has preceded you. About a half-mile from town you spot the first one,

speeding away as fast as legs can carry—a young man dressed in leather armor and carrying a spear running through the fields. As you head on, you spot others, running along both sides of the road, but all at least a few hundred feet off into the fields. They do not pause, barely glancing at the party as they race on ahead.

These are militiamen using the run option to move past the party as quickly as possible. The will maintain this movement rate of 120 feet per round until all the way at the entrance to the village.

As you reach the outskirts of Shalehal, maybe some three hundred yards from the first buildings you see why. A large contingency of militia, maybe three score strong, are blocking the road with a matching number of armed shopkeepers and other citizens that have formed up in units to support this force backing them up.

A single man, clearly a militia sergeant but not one you recognize, strides purposefully forward, sword drawn. "Hold on now. I'm Sergeant Zeke Millard. Who are y'all? And what's the meanin' of this here? Ya can't be bringing no giant-like things up in here! The only good giant's a dead one!"

At this, the assembled mob lets out a roar of agreement.

Allow the players to negotiate this as they see fit. If they bring up the name of Captain Dinalle, he will quickly be sent for and can resolve this peacefully by having the militia take over command of Boom'Tah under the Captain's orders. Characters who think of this can do it themselves, simply handing him over. Otherwise, the sergeant feels fairly justified in denying the party access to the town until the matter is resolved, and he will give the party as hard a time as he can, accusing them of being giant-sympathizers and such until provided with reasonable explanation. Even so, this is likely this sergeant's best chance to be a part of a giant killing without risking his own life, and he's somewhat eager for the claim.

Development: No statistics are provided for this encounter. The party simply needs to negotiate some kind of deal with the sergeant, either by bringing Cpt. Dinalle into it or by handing the giant over to the militia. Either solution is workable, the first being the best. Captain Dinalle will arrive and quickly back the party, acknowledging their bravery and, with a wink, chastising them for their recklessness. If the party hand the giant over to the sergeant, Captain Dinalle finds the party back at the Inn later, calling them with a note. He has gotten Boom'Tah back from the militia in "not so good health,"

but the medics are tending to him now. If the party killed Boom'Tah, then they must seek out Captain Dinalle.

Conclusion

Meeting again with Captain Dinalle, the half-elf seems sincerely pleased to see you again. "Well, let's get to the debriefin' then, shall we," he asks, looking about for who will tell him your story.

If the party successfully captured Boom'Tah alive:

This is the best option and the Captain is visibly pleased from the moment he sees the party, regardless of how the giant was handed over.

"I'm mighty proud of the lot of y'all. Orders still ain't come yet, but I expect that the attack order on the camp's a coming. Without this Boom'tah fellow to back them up, their own bitterness will break them up for easy pickings."

The Captain also grants them a Point of Influence with the Yeomanry Military—Borderguard (see the Treasure Summary) and makes them an offer.

"Ifn any of you want, I can have you trained as a signaler, teach you some of this drum stuff we use and that we're getting from the giant."

For one additional TU, characters who so desire can train in the Borderguard station in Shalehal in signaling (see the Treasure Summary).

If the party successfully killed Boom'Tah:

The Captain is pained by this response as the capture of the giant was what he had truly hoped the adventurers would accomplish. However, he is still glad the giant is gone.

"Well, I'd a liked to ask that giant some questions for sure but I'm still proud of the lot of y'all. Orders still ain't come yet, but I expect that the attack order on the camp's a coming. Without this Boom'tah fellow to back them up, their own bitterness will break them up for easy pickings."

The Captain also grants them a Point of Influence with the Yeomanry Military—Borderguard (see the Treasure Summary), but not the additional training.

If Boom'Tah gets away or wasn't defeated:

The Captain will be severely displeased and make it clear.

"So, you didn't kill him and now ya done stirred up the anthill and run back here?" The Captain looks severely perturbed. You are glad for the half-elven

blood that seems to hold his anger in some check. "Well, I thank you for your time. I guess that's all there is left to say." With that, the dark haired half-elf exits without looking back.

The PCs receive neither the Influence Point nor the additional training.

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 Two

Defeat the orcs

APL 4 – 180 xp;

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp.

Encounter Three

Survive the avalanche (and the xorns)

APL 4 – 90 xp;

APL 6 – 210 xp;

APL 8 – 270 xp;

APL 10 – 300 xp.

Encounter Five

Defeat the ogres

APL 4 – 150 xp;

APL 6 – 210 xp;

APL 8 – 270 xp;

APL 10 – 330 xp.

Encounter Six-B

Capture or defeat the hill giant bard

APL 4 – 240 xp;

APL 6 – 270 xp;

APL 8 – 360 xp;

APL 10 – 420 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 4 – 67 xp;

APL 6 – 90 xp;

APL 8 – 112 xp;

APL 10 – 135 xp.

Total Possible Experience (Max. XP Allowed)

APL 4 – 727 xp (675 xp);
APL 6 – 1,020 xp (900 xp);
APL 8 – 1,312 xp (1,125 xp);
APL 10 – 1,545 xp (1,350 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 (sell value)

Introduction:

All APLs: L: 0 gp; C: 17 gp; M: 0 gp.

Encounter Two:

APL 4: L: 68 gp; C: 0 gp; M: 0 gp.
APL 6: L: 98 gp; C: 0 gp; M: 0 gp.
APL 8: L: 130 gp; C: 0 gp; M: 0 gp.
APL 10: L: 154 gp; C: 0 gp; M: 0 gp.

Encounter Five:

APL 4: L: 8 gp; C: 0 gp; M: 0 gp.
APL 6: L: 16 gp; C: 0 gp; M: 0 gp.
APL 8: L: 8 gp; C: 0 gp; M: 0 gp.
APL 10: L: 16 gp; C: 0 gp; M: 0 gp.

Encounter Six-B:

APL 4: L: 36 gp; C: 0 gp; M: *circlet of persuasion* (375 gp), *pipes of sounding* (150 gp).

APL 6: L: 11 gp; C: 0 gp; M: *circlet of persuasion* (375 gp), *pipes of sounding* (150 gp), +1 *large greatsword* (200 gp), *potion of eagle's splendor* (25 gp).

APL 8: L: 75 gp; C: 0 gp; M: *circlet of persuasion* (375 gp), *pipes of sounding* (150 gp), +1 *large greatsword* (200 gp), *potion of eagle's splendor* (25 gp), *cloak of charisma +2* (333 gp), *potion of cure serious wounds* (63 gp), *elixir of fire breath* (92 gp).

APL 10: L: 36 gp; C: 0 gp; M: *circlet of persuasion* (375 gp), *pipes of sounding* (150 gp), +1 *large greatsword* (200 gp), *potion of eagle's splendor* (25 gp), *cloak of charisma +2* (333 gp), *potion of cure serious wounds* (63 gp), *elixir of fire breath* (92 gp), *horn of fog* (167 gp), *bead of force* (250 gp), *ring of protection +1* (167 gp), +1 *large longsword* (194 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 112 gp; C: 17 gp; M: 525 gp - Total: 654 gp (600 gp).

APL 6: L: 125 gp; C: 17 gp; M: 750 gp - Total: 892 gp (800 gp).

APL 8: L: 213 gp; C: 17 gp; M: 1,238 gp - Total: 1,468 gp (1,250 gp).

APL 10: L: 206 gp; C: 17 gp; M: 2,016 gp - Total: 2,239 gp (2,100 gp).

Special

☛ *Influence Point with the Yeomanry Military: Borderguard*

Captain Dinalle of the Shalehal Borderguard post will speak favorably on behalf of this character, one time. Characters can use this Influence Point for a variety of effects, as outlined in *The Player's Guide to the Yeomanry*, available from the Yeomanry website.

☛ *Optional Training: Signaler*

For one additional TU spent, PCs, who so desire, can train in the Borderguard station in Shalehal, gaining an effective rank of 0 in Profession (signaler). This gives those who are trained the ability to understand basic signaling, both using drums and flags. Those with ranks in Profession (signaler) gain a +2 competence bonus to that skill. This effect lasts for one year from the date on this AR, after which time it can be renewed for an additional year (each year) by spending an additional one TU to return for re-training.

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Pipes of Sounding (Adventure, DMG)*
- ❖ *Circlet of Persuasion (Adventure, DMG)*

APL 6 (APL 4 Items plus):

- ❖ *+1 Large Greatsword (Adventure, DMG)*

APL 8 (APL 4, 6 Items plus):

- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Cloak of Charisma +2 (Adventure, DMG)*
- ❖ *Elixir of Fire Breath (Adventure, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *Bead of Force (Adventure, DMG)*
- ❖ *Horn of Fog (Adventure, DMG)*
- ❖ *+1 Large Longsword (Adventure, DMG)*

Appendix: NPCs

APL 4

Encounter Two

Orc, male Bard 2: Medium Humanoid (orc); HD 2d6+2; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grap +3; Atk Falchion +3 melee (2d4+4/18-20) or Javelin +1 ranged (d6+3); Full attack Falchion +3 melee (2d4+4/18-20) or Javelin +1 ranged (d6+3); SQ Darkvision 60 ft., light sensitivity, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1; AL CE; SV Fort +1, Ref +3, Will +1; Str 14, Dex 10, Con 12, Int 8, Wis 6, Cha 11.

Skills: Perform +5, Bluff +5, Diplomacy +3, Hide+4, Move Silent +4, Tumble +4, Listen +1, Spot +1.

Feats: Alertness;

Languages: Orc, Goblin, Giant.

Equipment: Studded Leather Armor, Falchion, Javelin.; Spells: (known-5/0*) per day-3/0

Spells Known 5/0* (3/0*; base DC = 10 + spell level): 0—[*Daze*, *Lullaby*, *Read Magic*, *Resistance*, *Summon Instrument*]

Orc, male Cleric of Gruumsh 4: Medium Humanoid (orc); HD 4d8+8; hp 30; Init +0; Spd 30 ft.; AC 15 (+3 studded leather armor, +2 large wood shield), touch 10, flat-footed 15; Base Atk +3; Grap +7; Atk Masterwork Shortsword +6 melee (1d6+1) or Shortsword +3 ranged (1d6+1); Full attack Masterwork Shortsword +6 melee (1d6+1) or Shortsword +3 ranged (1d6+1); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +0, Will +6; Str 12, Dex 9, Con 14, Int 10, Wis 14, Cha 6.

Languages: Orc, Goblin, Giant

Skills: Concentration +10, Sense Motive (cc) +6, Knowledge(religion) +1, Heal +3, Diplomacy +2, Listen +5, Spot +1

Feats: Alertness, Combat Casting, Weapon Focus (spear)

Equipment: Studded Leather Armor, Hvy Wooden Shield, Shortsword, Masterwork Shortsword

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—[*cure minor wounds*, *create water*, *guidance*, *purify food and drink*, *resistance*]; 1st—[*protection from law**, *bane*, *command*, *death watch*, *shield of faith*] 2nd—[*shatter**, *hold person*, *inflict moderate wound*, *sound burst*].

*Domain spell. *Domains*: [Chaos (cast chaos spells at +1 caster level), War (free martial weapon proficiency and weapon focus feat with deity's favored weapon)].

Encounter Six

Boom'Tah, male hill giant bard 1: Large giant; HD 12d8+36+1d6+3; hp 106; Init +0; Spd 40 ft., 30 ft in hide armor; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20; Base Atk +9; Grap +18; Atk Masterwork Large Greatsword +15 melee (3d6+7) or Slam +13 melee (1d4+5) or rock +8 ranged (2d6+5); Full attack Masterwork Large Greatsword +15/+10 melee (3d6+7) or 2 Slams +13 melee (1d4+5) or rock +8 ranged (2d6+5); SQ 10 ft reach, low-light vision, rock throwing, rock catching, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1; AL CE; SV Fort +11, Ref +5, Will +6; Str 20, Dex 8, Con 17, Int 11, Wis 10, Cha 13.

Skills: Bluff+8, Diplomacy+8, Hide+3, Move Silent +3, Perform+8, Tumble+3, Climb +5, Jump +5, Listen +3, Spot +6

Feats: Cleave, Imp. Bull Rush, Power Attack, Imp. Sunder, Weapon Focus (Large Greatsword)

Languages: Orc, Giant;

Equipment: *Circlet of Persuasion*, Lg Hide Armor, Masterwork Large Greatsword.

Spells Known 4/0* (2/0*; base DC = 11 + spell level): 0—[*Flare*, *Lullaby*, *Light*, *Resistance*]

APL 6

Encounter Two

Orc, male Barbarian 1 (2): Medium Humanoid (orc); HD 1d12+1; hp 10; Init +0; Spd 40 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grap +4; Atk Falchion +4 melee (2d4+4/18-20) or Javelin +1 ranged (d6+3); Full attack Falchion +4 melee (2d4+4/18-20) or Javelin +1 ranged (d6+3); SQ Darkvision 60 ft., light sensitivity, Rage 1time/ day, Fast Movement; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Climb +7, Intimidate +1, Jump+7, Listen +2, Spot +1

Feats: Alertness

Languages: Orc, Goblin, Giant.

Equipment: Studded Leather Armor, Falchion, Javelin.;

Orc, male Bard 4: Medium Humanoid (orc); HD 4d6+4; hp 21; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +3; Grap +5; Atk Falchion +5 melee (2d4+4/18-20) or Javelin +3 ranged (d6+3); Full attack Falchion +5 melee (2d4+4/18-20) or Javelin +3 ranged (d6+3); SQ Darkvision 60 ft., light sensitivity, Bardic music, Bardic Knowledge,

Countersong, Fascinate, Inspire Courage +1; AL CE; SV Fort +2, Ref +4, Will +2; Str 14, Dex 10, Con 12, Int 8, Wis 6, Cha 12.

Skills: Perform +10, Bluff +7, Diplomacy +5, Hide+5, Move Silent +5, Sense Motive +1, Tumble +5, Listen +1, Spot +1

Feats: Alertness, Skill Focus (Perform)

Languages: Orc, Goblin, Giant.

Equipment: Studded Leather Armor, Falchion, Javelin.

Spells Known 6/3/0* (3/3/0*; base DC = 11 + spell level): 0—[Daze, Flare, Lullaby, Read Magic, Resistance, Summon Instrument]; 1st—[Charm Person, Cure Light Wounds, Expeditious Retreat]

Orc, male Cleric of Gruumsh 6: Medium Humanoid (orc); HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +4; Grap +8; Atk Masterwork Shortsword +7 melee (1d6+1) or Shortsword +4 ranged (1d6+1); Full attack Masterwork Shortsword +7 melee (1d6+1) or Shortsword +4 ranged (1d6+1); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +0, Will +6; Str 12, Dex 9, Con 14, Int 8, Wis 14, Cha 6.

Languages: Orc, Goblin, Giant

Skills Concentration +10, Sense Motive (cc) +7, Knowledge(religion) +2, Heal +4, Diplomacy +2, Listen +5, Spot +1

Feats: Alertness, Weapon Focus (spear), Combat Casting, Leadership

Equipment: Studded Leather Armor, Hvy Wooden Shield, Shortsword, Masterwork Shortsword

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—[cure minor wounds, create water, guidance, purify food and drink, resistance]; 1st—[protection from law*, bane, command, death watch, shield of faith] 2nd—[shatter*, hold person, inflict moderate wound, owl's wisdom, sound burst] 3rd—[magic vestment*, bestow curse, invisibility purge].

*Domain spell. *Domains*: [Chaos (cast chaos spells at +1 caster level), War (free martial weapon proficiency and weapon focus feat with deity's favored weapon)].

Encounter Six

Boom'Tah, male hill giant bard 2: Large giant; HD 12d8+36+2d6+6; hp 113; Init +0; Spd 40 ft., 30 ft in hide armor; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20; Base Atk +10; Grap +19; Atk +1 Large Greatsword +16 melee (3d6+8) or Slam +14 melee (1d4+5) or rock +9 ranged (2d6+5); Full attack +1 Large Greatsword +16/+11 melee (3d6+8) or 2 Slams +14 melee (1d4+5) or rock +9 ranged (2d6+5); SQ 10 ft reach, low-light vision, rock throwing, rock catching, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire

Courage +1; AL CE; SV Fort +11, Ref +6, Will +7; Str 20, Dex 8, Con 17, Int 11, Wis 10, Cha 13.

Skills: Bluff+9, Diplomacy+9, Hide+4, Move Silent +4, Perform+9, Tumble+4, Climb +5, Jump +5, Listen +3, Spot +6

Feats: Cleave, Imp. Bull Rush, Power Attack, Imp. Sunder, Weapon Focus (Large Greatsword);

Languages: Orc, Giant

Equipment: *Circlet of Persuasion*, *Potion of Eagle's Splendor*, Lg Hide Armor, +1 Large Greatsword.

Spells Known 5/2 (3/1; base DC = 11 + spell level): 0—[Flare, Lullaby, Light, Read Magic, Resistance] 1st—[Tasha's hideous laughter, comprehend languages]

APL 8

Encounter Two

Orc, male Barbarian 4 (2): Medium Humanoid (orc); HD 4d12+4; hp 39; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +4; Grap +8; Atk Falchion +8 melee (2d4+6/18-20) or Javelin +4 ranged (d6+4); Full attack Falchion +8 melee (2d4+6/18-20) or Javelin +4 ranged (d6+4); SQ Darkvision 60 ft., light sensitivity, Rage 2time/ day, Fast Movement, Trap Sense +1, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6;

Skills: Climb +10, Intimidate +4, Jump+10, Swim +6, Listen +2, Spot +1

Feats: Alertness, Power Attack

Languages: Orc, Goblin, Giant

Equipment: Studded Leather Armor, Falchion, Javelin.

Orc, male Bard 4: Medium Humanoid (orc); HD 4d6+4; hp 21; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +3; Grap +5; Atk Falchion +5 melee (2d4+4/18-20) or Javelin +3 ranged (d6+3); Full attack Falchion +5 melee (2d4+4/18-20) or Javelin +3 ranged (d6+3); SQ Darkvision 60 ft., light sensitivity, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1, Inspire Competence; AL CE; SV Fort +2, Ref +4, Will +2; Str 14, Dex 10, Con 12, Int 8, Wis 6, Cha 12.

Skills: Perform +10, Bluff +7, Diplomacy +5, Hide+5, Move Silent +5, Sense Motive +1, Tumble +5, Listen +1, Spot +1

Feats: Alertness, Skill Focus (Perform)

Languages: Orc, Goblin, Giant.

Equipment: Studded Leather Armor, Falchion, Javelin.

Spells: (known-6/3/0*) per day-3/3/0

Orc, male Cleric of Gruumsh 7: Medium Humanoid (orc); HD 7d8+14; hp 53; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +5; Grap +9; Masterwork Shortsppear +8 melee (1d6+1) or Shortsppear +5 ranged (1d6+1); Full attack Masterwork Shortsppear +8 melee (1d6+1) or Shortsppear +5 ranged (1d6+1); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +0, Will +6; Str 12, Dex 9, Con 14, Int 8, Wis 14, Cha 6.

Languages: Orc, Goblin, Giant.

Skills: Concentration +11, Sense Motive (cc) +7, Knowledge(religion) +2, Heal +4, Diplomacy +3, Listen +5, Spot +1

Feats: Alertness, Weapon Focus (spear), Combat Casting, Leadership

Equipment: Studded Leather Armor, Hvy Wooden Shield, Shortsppear, Masterwork Shortsppear

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0—[*cure minor wounds* (2), *create water, guidance, purify food and drink, resistance*]; 1st—[*protection from law**, *bane, command, death watch, entropic shield, shield of faith*] 2nd—[*shatter**, *hold person, inflict moderate wound, owl's wisdom, sound burst*] 3rd—[*magic vestment**, *bestow curse, invisibility purge*] 4th—[*divine power**, *inflict critical wounds*].

*Domain spell. *Domains*: [Chaos (cast chaos spells at +1 caster level), War (free martial weapon proficiency and weapon focus feat with deity's favored weapon)].

Encounter Five

Ogre Barbarian 4 (2): Large giant; HD 4d8+19+4d12+16; hp 87; Init +0; Spd 50 ft., 40 ft in hide armor; AC 17 (-1 size, +5 natural, +3 hide armor), touch 10, flat-footed 17; Base Atk +7/+2; Grap +19; Atk Greatclub +15 melee (2d8+12); Full attack Greatclub +15/+10 melee (2d8+12); SQ Rage 2time/ day, Fast Movement, Trap Sense +1, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills: Appraise +2, Bluff+9, Diplomacy+9, Hide+6, Climb +13, Jump +17, Listen +6, Spot +2

Feats: Power Attack, Toughness, Weapon Focus (greatclub)

Languages: Ogre, Giant

Equipment: Lg Hide Armor, Lg Greatclub.

Encounter Six

Boom'Tah, male hill giant bard 4: Large giant; HD 12d8+36+4d6+12; hp 126; Init +0; Spd 40 ft., 30 ft in hide armor; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20; Base Atk +12; Grap +21; Atk +1 *Large Greatsword* +18 melee (3d6+8) or Slam +16 melee (1d4+5) or rock +11 ranged (2d6+5); Full attack +1 *Large*

Greatsword +18/+13/+8 melee (3d6+8) or 2 Slams +16 melee (1d4+5) or rock +11 ranged (2d6+5); SQ 10 ft reach, low-light vision, rock throwing, rock catching, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1, Inspire Competence; AL CE; SV Fort +12, Ref +7, Will +8; Str 20, Dex 8, Con 17, Int 11, Wis 10, Cha 14(16).

Skills: Appraise +2, Bluff+13, Diplomacy+13, Hide+5, Move Silent +5, Perform+15, Tumble+6, Climb +5, Jump +5, Listen +3, Spot +6

Feats: Cleave, Imp. Bull Rush, Power Attack, Imp. Sunder, Weapon Focus (large greatsword), Skill focus (perform)

Languages: Orc, Giant

Equipment: *Circlet of Persuasion, Potion of Eagle's Splendor, Cloak of Charisma* +2, Lg Hide Armor, +1 *Large Greatsword, Elixir of Fire Breath, Potion of Cure Serious Wounds*;

Spells Known 6/3/2 (3/3/1; base DC = 13 + spell level): 0—[*Flare, Lullaby, Light, Read Magic, Resistance, Summon Instrument*] 1st—[*grease, Tasha's hideous laughter, comprehend languages*] 2nd—[*blur, heroism*]

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Encounter Two

Orc, male Barbarian 4 (3): Medium Humanoid (orc); HD 4d12+4; hp 39; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +4; Grap +8; Atk Falchion +8 melee (2d4+6/18-20) or Javelin +4 ranged (d6+4); Full attack Falchion +8 melee (2d4+6/18-20) or Javelin +4 ranged (d6+4); SQ Darkvision 60 ft., light sensitivity, Rage 2time/ day, Fast Movement, Trap Sense +1, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6;

Skills: Climb +10, Intimidate +4, Jump+10, Swim +6, Listen +2, Spot +1

Feats: Alertness, Power Attack

Languages: Orc, Goblin, Giant

Equipment: Studded Leather Armor, Falchion, Javelin.

Orc, male Bard 7: Medium Humanoid (orc); HD 7d6+7; hp 37; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +5; Grap +7; Atk Falchion +7 melee (2d4+4/18-20) or Javelin +5 ranged (d6+3); Full attack Falchion +7 melee (2d4+4/18-20) or Javelin +5 ranged (d6+3); SQ Darkvision 60 ft., light sensitivity, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1, Inspire Competence, Suggestion; AL CE; SV Fort +3, Ref +5, Will +3; Str 14, Dex 10, Con 12, Int 8, Wis 6, Cha 12.

Skills: Perform +13, Bluff +9, Diplomacy +8, Hide+7, Move Silent +7, Sense Motive +1, Tumble +8, Listen +1, Spot +1

Feats: Alertness, Skill Focus (Perform), Combat Expertise;

Languages: Orc, Goblin, Giant.

Equipment: Studded Leather Armor, Falchion, Javelin.

Spells Known 6/4/4/0* (3/3/2/0*; base DC = 11 + spell level): 0—[*Daze, Flare, Lullaby, Read Magic, Resistance, Summon Instrument*]; 1st—[*Charm Person, Cure Light Wounds, Expeditious Retreat, Tasha's Hideous Laughter*]; 2nd—[*Blindness/Deafness, Blur, Calm Emotions, Eagle's Splendor*]

Orc, male Cleric of Gruumsh 8/ Warpriest 2: Medium Humanoid (orc); HD 10d8+20; hp 75; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +8/+3; Grap +12; Masterwork Shortsword +11/+5 melee (1d6+1) or Shortsword +8 ranged (1d6+1); Full attack Masterwork Shortsword +11/+5 melee (1d6+1) or Shortsword +8 ranged (1d6+1); SQ Darkvision 60 ft., light sensitivity, Rally, Inflame; AL CE; SV Fort +10, Ref +0, Will +7; Str 12, Dex 9, Con 14, Int 8, Wis 15, Cha 6;

Languages: Orc, Goblin, Giant.

Skills: Concentration +12, Sense Motive (cc) +8, Knowledge (religion) +3, Knowledge (war) +1, Heal +5, Diplomacy +4, Listen +5, Spot +1

Feats: Alertness, Weapon Focus (spear), Combat Casting, Leadership, Power Attack

Equipment: Studded Leather Armor, Hvy Wooden Shield, Shortsword, Masterwork Shortsword

Spells Prepared (6/5+1/5+1/3+1/2+1X/1+1X; base DC = 12(14 for enchantments + spell level): 0—[*cure minor wounds (2), create water, guidance, purify food and drink, resistance*]; 1st—[*protection from law*, bane, command, death watch, entropic shield, shield of faith*]; 2nd—[*bear's endurance, shatter*, hold person, inflict moderate wound, owl's wisdom, sound burst*]; 3rd—[*magic vestment*, bestow curse, blindness/deafness, invisibility purge*]; 4th—[*dominate person*, divine power, inflict critical wounds*]; 5th—[*Greater Command*, Righteous Might*].

*Domain spell. *Domains*: [Chaos (cast chaos spells at +1 caster level), War (free martial weapon proficiency and weapon focus feat with deity's favored weapon), Domination (gain the spell focus (enchantment) feat)].

Encounter Five

Ogre Barbarian 4 (2): Large giant; HD 4d8+19+4d12+16; hp 87; Init +0; Spd 50 ft., 40 ft in hide armor; AC 17 (-1 size, +5 natural, +3 hide armor), touch 10, flat-footed 17; Base Atk +7/+2; Grap +19; Atk Greatclub +15 melee (2d8+12); Full attack Greatclub +15/+10 melee (2d8+12);

SQ Rage 2time/ day, Fast Movement, Trap Sense +1, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills: Appraise +2, Bluff+9, Diplomacy+9, Hide+6, Climb +13, Jump +17, Listen +6, Spot +2

Feats: Power Attack, Toughness, Weapon Focus (greatclub)

Languages: Ogre, Giant

Equipment: Lg Hide Armor, Lg Greatclub.

Encounter Six

Boom'Tah, male hill giant bard 5: Large giant; HD 12d8+36+5d6+15; hp 133; Init +0; Spd 40 ft., 30 ft in hide armor; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20; Base Atk +12; Grap +21; Atk +1 *Large Greatsword* +18 melee (3d6+8) or Slam +16 melee (1d4+5) or rock +11 ranged (2d6+5); Full attack +1 *Large Greatsword* +18/+13/+8 melee (3d6+8) or 2 Slams +16 melee (1d4+5) or rock +11 ranged (2d6+5); SQ 10 ft reach, low-light vision, rock throwing, rock catching, Bardic music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1, Inspire Competence; AL CE; SV Fort +12, Ref +7, Will +8; Str 20, Dex 8, Con 17, Int 11, Wis 10, Cha 14.

Skills: Appraise +4, Bluff+11, Diplomacy+11, Hide+6, Move Silent +6, Perform+13, Tumble+8, Climb +5, Jump +5, Listen +3, Spot +6;

Feats: Cleave, Imp. Bull Rush, Power Attack, Imp. Sunder, Weapon Focus (large greatsword), Skill Focus (perform)

Languages: Orc, Giant

Equipment: *Circlet of Persuasion, Potion of Eagle's Splendor, Cloak of Charisma* +2, Lg Hide Armor, +1 *Large Greatsword, Elixir of Fire Breath, Potion of Cure Serious Wounds*;

Spells Known 6/4/3 (3/4/2; base DC = 13 + spell level): 0—[*Flare, Lullaby, Light, Read Magic, Resistance, Summon Instrument*]; 1st—[*cure light wounds, grease, Tasha's hideous laughter, comprehend languages*]; 2nd—[*blur, heroism, invisibility*]

Male hill giant wizard 3: Large giant; HD 12d8+3d4+45; hp 115; Init +0; Spd 40 ft.; AC 18 (-1 size, -1 Dex, +9 natural, +1 Ring), touch 9, flat-footed 18; Base Atk +10; Grap +18; Atk Greatclub +14 melee (2d8+6) or Slam +13 melee (1d4+4) or rock +9 ranged (2d6+6); Full attack Greatclub +14/+9 melee (2d8+6) or 2 Slams +13 melee (1d4+4) or rock +9 ranged (2d6+6); SQ 10 ft reach, low-light vision, rock throwing, rock catching; AL CE; SV Fort +12, Ref +4, Will +7; Str 19, Dex 8, Con 17, Int 14, Wis 10, Cha 7.

Skills: Concentration +13, Decipher Script+6, Spellcraft+8, Knowledge (arcane)+7, Knowledge (geography)+5, Climb +7, Jump +7, Listen +3, Spot +6

Feats: Scribe Scroll, Cleave, Imp. Bull Rush, Power Attack, Imp. Sunder, Weapon Focus (greatclub), Combat Casting

Languages: Orc, Giant

Equipment: Lg Greatclub, Toad familiar, *Ring of Protection* +1, *Bead of Force*.

Spells Prepared (4/3/2; base DC = 12 + spell level):
0—[*resistance*, *flare*, *acid splash*, *touch of fatigue*]; 1st—
[*shield*, *ray of enfeeblement*, *mage armor*] 2nd—
[*glitterdust*, *touch of idiocy*].

Male hill giant rogue 3: Large giant; HD 12d8+3d6+60; hp 131; Init +2; Spd 40 ft.; AC 23 (-1 size, +2 Dex, +9 natural, +3 studded leather), touch 11, flat-footed 21; Base Atk +11; Grap +20; Atk +1 *Longsword* +17 melee (1d8+5) or Slam +16 melee (1d4+5) or rock +13 ranged (2d6+7); Full attack +1 *Longsword* +17/+12/+7 and Masterwork Longsword +16 melee (1d8+6 and 1d8+5) or 2 Slams +16 melee (1d4+5) or rock +8 ranged (2d6+7); SQ 10 ft reach, low-light vision, rock throwing, rock catching, Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1; AL CE; SV Fort +13, Ref +6, Will +5; Str 20, Dex 15, Con 18, Int 6, Wis 10, Cha 7.

Skills: Appraise +1, Balance +5, Bluff +2, Intimidate +2, Hide +5, Move Silent +5, Search +2, Sense Motive +4, Tumble +7, Climb +8, Jump +8, Listen +4, Spot +6

Feats: Cleave, Imp. Bull Rush, Power Attack, Imp. Sunder, Weapon Focus (longsword), Two-Weapon Fighting

Languages: Orc, Giant

Equipment: Lg Studded Leather Armor, +1 *Lg Longsword*, Masterwork Lg Longsword.