

INFILTRATING JORGENFIST

This adventure uses the Infiltration rules from the Gamemastery Guide (p. 160), and the Rise of the Runelords Anniversary Edition (p. 198).

The goal of the PCs is to infiltrate Jorgenfist. First, decide on the overall method they will use. Possibilities are: infiltrate by land, by air, or from underground, or maybe even something else. The first part of this document assumes the PCs will infiltrate by air using Fly spells or similar spells and abilities.

OBJECTIVE

The PCs reach their objective once they are within Jorgenfist's walls. After that, regular play resumes with exploration and encounter mode. You could extend the infiltration to make reaching Mokmurian the objective. In this case, getting within the walls is still the first objective. You could also add objectives before, such as finding Jorgenfist. In this document, getting within the walls is the only objective.

PACING

This flying infiltration is very fast-paced. Overcoming obstacles takes only 3-30 seconds per obstacle, as determined by the GM. Infiltration on or below the ground might have a different pace.

OBSTACLES

Obstacles use the standard infiltration rules:

- **Critical Success** The PC gains 2 Infiltration Points.
- **Success** The PC gains 1 Infiltration Point.
- **Failure** The PCs accrue 1 Awareness Point.
- **Critical Failure** The PCs accrue 2 Awareness Points

Using the Sihedron medallion gives +4 to Diplomacy checks. Diplomacy requires roleplay or some ability. While flying, using Stealth requires some form of concealment (such as Invisibility). On the ground it does not, as characters can hide behind objects, but the DC is increased by 2.

Deception requires roleplay or some effect that distracts the creatures in the obstacle.

LAY-OUT

The obstacles are laid out in layers around Jorgenfist. Layer 4 is the outer layer, layer 1 is close or even within Jorgenfist's walls. PCs start with the obstacles at layer 4 and work their way within Jorgenfist.

Every layer has 7 obstacles in a circle, chosen randomly from a list. For Layer 3, these are the 7 different giant tribes. PCs only need to overcome one obstacle in every layer, after which they advance to the next layer. Instead of trying to overcome an obstacle, they can choose to move to an adjacent obstacle in the same layer if they don't like the current obstacle. This also moves other party members who are at that obstacle with them.

The obstacles in the layers are described below.

AWARENESS POINTS

The party accrues 1 AP when all players had their turn.

Use the following AP thresholds:

- **5 AP:** The giants notice something moving in the air. Increase the DCs for obstacles by 1. A whole tribe of giants throws rocks at the PCs! Everyone has to make a basic Reflex save DC 35 to avoid 6d8+35 bludgeoning damage.
- **10 AP:** Some giants send messengers to warn Mokmurian. Increase the DCs for obstacles by 1 more.
- **15 AP:** The whole fort is on alert. Switch to exploration or encounter mode.

Furthermore, critical failures will possibly start combat, raising more awareness points every round.

LAYER 4

This is the outermost layer, outside the camps of the giants. It contains seven obstacles in a circle around the camps.

WYVERNS**OBSTACLE 9**

Infiltration points: 2 (group)

Overcome: Stealth DC 31 to avoid being detected, Arcana DC 26 to recall useful information (1 IP max)

Wyverns fly out of their caves to hunt, alerting the camps if they catch something.

GM notes A successful Arcana check reveals that Wyverns have a good sense of smell, and gives a new way to overcome the obstacle: Survival DC 26 to cover the smell of the party (Negate Aroma helps).

TROLLS AND ETTIN**OBSTACLE 10**

Infiltration points: 1 (group)

Overcome: Stealth DC 27 to avoid being detected, Deception DC 29 to trick them, Intimidation DC 32 to scare them away (accrue 1 AP on a success).

A few Trolls wander about, scavenging for food. An Ettin guards them.

GM notes These trolls are afraid of fire. Using a powerful fire spell or illusion reduces the Intimidation DC.

The following two obstacles may appear multiple times out of the seven obstacles in this layer.

GOBLIN TRIBE (X3)**OBSTACLE 9**

Infiltration points: 2 (group)

Overcome: Stealth DC 28 to avoid being detected, Deception DC 26 to distract them further, Diplomacy DC 28 to convince them you have right of passage, Intimidation DC 26 to scare them (accrue 1 AP on a success).

A whole tribe of over two dozen goblins and some bugbears is busy gathering food, quarreling, and being otherwise distracted.

HUNTING PARTY (X2)**OBSTACLE 11**

Infiltration points: 1 (group)

Overcome: Stealth DC 28 to avoid them, Nature DC 30 to distract the bears and their leaders.

A group of stone giants and dire bears is hunting for food.

LAYER 3

This layer consists of the seven giant tribes as described in the adventure.

BLACK FIST TRIBE**OBSTACLE 15**

Infiltration points: 2 (group)

Overcome: Intimidation DC 32 to show you are stronger (accrue 1 AP on a success), Stealth DC 34 to sneak past them, Deception DC 33 to draw their anger towards a stone giant tribe.

A large tribe of hill giants is arguing who is the strongest.

RED SHIELD AND NIGHTSHADE**OBSTACLE 15**

Infiltration points: 2 (group)

Overcome: Deception DC 32 to pull a trick on them, Stealth DC 34 to sneak past them, Society DC 32 to use everything learned about ogres to know when they would not pay attention.

Two ogre tribes are bickering and fighting.

MAIDENS OF MINDERHAL**OBSTACLE 15**

Infiltration points: 1 (group)

Overcome: Stealth DC 34 to sneak past them, Deception DC 39 to trick their leader

Several female giants rebuff some male stone giants.

JORMUNSIR TRIBE**OBSTACLE 15**

Infiltration points: 2 (group)

Overcome: Stealth DC 35 to sneak past an alert giant and his tribe, Diplomacy DC 34 (can be reduced by spending gold) to bribe the greedy giants.

Several giants dream of the gold promised to them by their leader.

VALISSGANDER TRIBE**OBSTACLE 16**

Infiltration points: 1 (group)

Overcome: Stealth DC 35 to sneak past the tribe, Society DC 33 or Perception DC 39 to recognize the strife within this tribe and capitalize on it.

A group of stone giants is separated into smaller groups, who are scheming.

CRANNOCH TRIBE

OBSTACLE 15

Infiltration points: 2 (group)

Overcome: Stealth DC 35 to sneak past, Nature DC 32 to cause chaos by confusing the dire bears

A large tribe of stone giants and their dire bears are busy preparing meat.

KAVARVATTI TRIBE

OBSTACLE 16

Infiltration points: 1 (group)

Overcome: Stealth DC 35 to sneak past, Society 33 to recall useful information

A hulking brute gives orders to several stone giants.

GM notes: Succeeding on the Society check reveals that this tribe is the tribe of Barl Breakbones, allowing the obstacle to be overcome with DC31 Deception or Intimidation checks if the PCs find a way to make use of this information.

LAYER 2

The party is getting closer to the walls of Jorgenfist, but they should not just worry about what happens on the ground.

VULTURES AND CROWS (X2)

OBSTACLE 9

Infiltration points: 1 (group)

Overcome: Acrobatics DC 26 to avoid their path completely, Nature DC 28 to study their flight patterns, Stealth DC 26 to avoid being detected

A large group of vultures and crows circles above to find a chance to eat dead goblins or other waste, alerting everyone if they would suddenly fly away.

HARPY MONKS (X3)

OBSTACLE 10

Infiltration points: 2 (group)

Overcome: Will DC 29 to avoid being affected by their enchantment, Society DC 31 to recall useful information (1 IP max)

Harpy Monks softly sing their captivating song and guard the gate.

GM notes: A successful Society check reveals how their captivating song works, after which a Perception DC 31 can be used to overcome the obstacle.

ROCS (X2)

OBSTACLE 9

Infiltration points: 2 (group)

Overcome: Stealth DC 28 to avoid being detected, Deception DC 26 to draw their attention elsewhere, Nature DC 31 to know when the Roc's attention is lowered.

Two enormous birds stay at the top of the spire, overlooking the area.

LAYER 1

The party has reached the walls, but needs to avoid being detected by those within the walls.

ROCS (X2)

OBSTACLE 9

see above

GARGOYLES

OBSTACLE 10

Infiltration points: 1 (group)

Overcome: Craft DC 27 or Religion DC 29 to recall useful information

Gargoyles cover the outside of a black tower.

GM notes: Both checks reveal on a success that the Gargoyles are just made of stone, are not real demons, and won't come alive.

HARPY MONKS

OBSTACLE 10

see above

MAMMOTHS (X3)

OBSTACLE 12

Infiltration points: 1 (group)

Overcome: Nature DC30 to use the wind patterns to avoid being smelled, Stealth DC30 to avoid being detected, Acrobatics DC31 to navigate the buildings in flight and find a different landing spot.

Several Mammoths are inside a huge stable, and one Mammoth is currently outside the stable being tamed by a giant. Their trumpeting at intruders would alert the whole fort.

Use the last obstacle to determine where in Jorgenfist the party ends up.

ON THE GROUND

If the PCs decide to sneak past the camps on the ground, use the system above but change any flying obstacles to one of the following:

BLOCKED PATH OBSTACLE 9

Infiltration points: 2 (group)

Overcome: Acrobatics DC 25 to squeeze through, Perception DC 29 to find a way around.

Lots of rubble, boxes and barrels of food block the way, while encampments surround this dead end.

CHASM OBSTACLE 8

Infiltration points: 2 (group)

Overcome: Athletics DC 24 to leap across, Perception DC 28 to find a way around.

A chasm blocks your path. It is easy for a giant to leap across, but not for smaller creatures.

MAGIC WARD OBSTACLE 8

Infiltration points: 2 (group)

Overcome: Arcana or Occultism DC 24 to recognize the magic alarm in time and counter it, Thievery DC28 to disable it.

A spell has been cast here to detect humans and other infiltrators.

GM note: This trap functions like the Alarm spell. If anyone gets a critical failure, the spell goes off, alerting nearby creatures.

SECRET TUNNELS

For going underground through the secret tunnels, the infiltration points might not make much sense as the fort probably does not get alerted. However, there might still be a sense of urgency, for example if there are rumours that the PCs are near, or if NPCs have been captured. After the PCs find the secret tunnel, use 6 of the obstacles below, chosen randomly. These use the chase mechanic. Every round the goal moves 1 further, if the goal reaches 6 then something happens (the fort is on alert, an NPC is sacrificed, etc). Failure does not accrue Awareness Points, but instead failure

removes 1 Infiltration point and critical failure removes 2 Infiltration points, as in the Chase subsystem.

LARGE GAP OBSTACLE 12

Infiltration points: 4 (group)

Overcome: DC30 Athletics to Long Jump across, DC34 Perception to find another path.

A 30ft wide chasm with a very steep drop blocks the path.

CAVE-IN OBSTACLE 13

Infiltration points: 3 (group)

Overcome: DC 33 Athletics to clear the rubble, DC 35 Acrobatics to squeeze through.

The ceiling has collapsed, blocking the path with rubble.

CRAMPED PASSAGE OBSTACLE 12

Infiltration points: 4 (group)

Overcome: DC30 Acrobatics to squeeze through, DC 34 Perception to find another path.

The tunnel becomes tighter and tighter here.

TUNNEL MAZE OBSTACLE 11

Infiltration points: 5 (group)

Overcome: Will DC31 to not get mad from the magically shifting tunnels, Survival DC25 to navigate the maze.

These magically shifting tunnels form a maze that is especially difficult to navigate.

LIVING STONE CREATURES OBSTACLE 12

Infiltration points: 4 (group)

Overcome: Arcana/Nature DC32 to know how to get passed them, Stealth DC30 to sneak past unseen.

Strange armadillo-like creatures seemingly made of stone guard this tunnel.

GM notes: There are four Granite Glyptodonts blocking the path. With a critical failure, they attack the PCs.

TRIBE OF REDCAPS**OBSTACLE 13**

Infiltration points: 3 (group)

Overcome: Diplomacy DC 31 to negotiate a free passage, Nature DC 33 to know what these creatures want, Intimidate DC34 to scare them away.

These small fey creatures have been living in these tunnels for a long time. Their tribe does not allow strangers on their territory.

HAUNTED GRAVE**OBSTACLE 12**

Infiltration points: 4 (group)

Overcome: Will DC 32 to resist the negative energy from the spirits, Religion/Occultism DC 30 to calm them down.

Distorted, angry and confused spirits haunt this area.

POISONOUS MUSHROOMS**OBSTACLE 11**

Infiltration points: 5 (group)

Overcome: Fortitude DC 31 to resist the poison, Survival DC29 to find a clear path.

These mushrooms are known for their poisonous spores.