

VER1-05

Games Afoot

A Big Foot

A One-Round D&D LIVING GREYHAWK®

Verbobonc Regional Adventure

Version 1

Round 1

by Lon Lademann

The punitive raiding force of gnomes, sent out to punish the Hill giants for last month's raid, has never returned. Glenndarc fears the worst. He desperately needs to know what happened. Event 2 of the giant Series. An adventure for characters levels 1-6.

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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 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 seven 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 rule books 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.

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

| <u>4 players</u> | <u>5 players</u> | <u>6 players</u> | <u>7 players</u> | <u>Lvl Cap</u> |
|------------------|------------------|------------------|------------------|-----------------|
| T1: 4-12 | 5-13 | 6-14 | 7-15 | 4 th |
| T2: 13-22 | 14-24 | 15-26 | 16-28 | 6 th |
| T3: 23-32 | 25-35 | 27-38 | 29-41 | 8 th |

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

| Lifestyle | Cost | Skill Modifier |
|-----------|--------|----------------|
| Destitute | 14 sp | -2 |
| Poor | 43 sp | -1 |
| Common | 10 gp | 0 |
| High | 125 gp | +1 |
| Luxury | 250 gp | +2 |

Adventure Summary and Background

This is the sequel to *giants on the Move*. *Games Afoot* - A Big Foot is the second event that involves the thorp of Sheernobb. In *giants on the Move* the gnomes of Sheernobb received help from the heroes of Verbobonc by scouting for the home base of a raiding PCs consisting of ogres and giants. The raiding PCs attacked the warren of Sheernobb retreated toward the Gnarlley. The gnome rangers were gathering a retaliatory force to teach the raiders not to pick on gnomes but it would take 5 days to gather the strike force. The heroes were to find the base camp and report back without altering the enemy that they were there. The heroes were successful in finding the base camp but were detected by the raiders. The heroes returned with information on the location of the raiding PCs's base of operations. The heroes reported this information to the Glenndarc, the headgnome of Sheernobb, and Commander Keenbolt, the gnome ranger commander. Commander Keenbolt left with a force of 20 gnomes to perform a retaliatory strike.

It has been over a week and Commander Keenbolt and his force have not returned. Concerned for the safety of the gnome forces, Glenndarc has sent the warren's best to find the

heroes that had helped before, hoping they would do so again. Meldreeb has sent to find one or more of the heroes either on the road, in a tavern or in Verbobonc City.

It is 10 days past the full moon phase.

Encounter One - Crossing Paths

On the way back to Sheernobb, Meldreeb quickly motions them off the road into cover. Off in the distance they see an ogre and a wolf moving from west to east across the road. They appear to be very watchful. If they may be part of a larger group is hard to tell from this distance. The lone ogre and wolf are the tail guard for a larger war PCs of giant-kin. The PCs arrives in Sheernobb late the in the day.

Encounter Two - A New Mission

Once in the familiar gnome village, the PCs are escorted into the Moot Hall. Provided with food and drink before sitting in council with the headgnome Glenndarc. Amber, Glenndarc's familiar will visit with any rangers, druids or other gnomes that may be in the PCs. Glenndarc holds council with the PCs and shares the disturbing news. The punitive raiding force sent out to punish the Hill giants for the raid has never returned. The PCs are asked to attempt to discover the fate of the gnome commander and his forces. Glenndarc will answer any questions.

Encounter Three - The Trail Head

Meldreeb and one of the remaining gnome scouts awaken the PCs the next morning. Several villagers bring in small bags of provisions, which include goat cheese, maple cakes and water skins of fresh spring water. After a nervous morning walk in the wooded hills, the PCs comes across the first evidence that something huge is amiss. The PCs are approaching the location of the 'stake out' warning where a single gnome scout was impaled on a large stake to that pass.

Encounter Four - Stake Out II

As the PCs approach the "stake out" area, the stench of death and buzz of flies is worse than before. There are five dead gnomes staked out as warning and an ogre sentry. This is a combat encounter and an attempt to not allow the sentry to alert other possible giant-kin forces in the area. After the combat, the PCs can find the path of the giant-kin used to move to and from this area. Rangers will be able to note that there is constant movement between this post and somewhere to the southeast.

Encounter Five - Scene of Battle

Following the trail to the southeast, the PCs finds a large area cleared by battle. There are fallen gnomes, ogres, orcs, wolves and several hill giants. Broken weapons and other equipment are

found throughout the area. The PCs finds a finely crafted gnome axe with an ornate handle. The head of the handle has the etchings in gnomish that state 'fly true, strike hard'. It is embedded in the skull of a hill giant and covered by a fallen orc. The PCs finds a trail where gnome prisoners were led off deeper into the hills.

Encounter Six - On the Captives' Trail

The PCs may narrowly escape several encounters with ogre patrols. Found are several camp remains including fire pits, latrines, and other signs. The increased signs of giant-kin should make the PCs very jumpy.

Encounter Seven - Gnomes Escape

Following the captives trail leads to a campsite near which giant reinforcements joined the group from the battle. Not far from the campsite, A large group of giants, ogres and orcs split off in a southwesterly direction. The captives and their escort continued on in the direction of the giant lair. Pursuing the captives leads the PCs to a second battle scene in a small hollow. Evidence clearly shows that the captive gnomes somehow overpowered their escort and left in a hurry to the southwest leaving four of their dead comrades behind. If the PCs track the wounded Orc out of the hollow, they will find his body about 50 yards away in the woods. A search of his gear will turn up one spell component pouch.

Encounter Eight - In Pursuit of the Pursuit

The trail of gnomes leads to a dead body of an ambushed ogre. Before the PCs can fully investigate, an ogre patrol races them. The ogres in their haste to pursue the escaped gnomes did not expect the PCs. After taking care of the ogres, the PCs follow a trail of death for days. Dead ogres, orcs, giants and gnomes make it easy to follow along. After the battle it is late and the PCs will need to rest. It is easy to see that this is a running fight with hit and run tactics by gnomes against the giant-kin.

Encounter Nine - A Bloody Scene

The PCs encounter their old acquaintance, Rex the ogre ranger. He is attempting to set a severely wounded gnome's broken arm. If the PCs are not careful they may mistake Rex for meaning harm and lose a valuable source of information. Rex is tending to three severely wounded gnomes and an orc. Rex and Wulf will protect both the gnomes and orc equally. Rex is grateful for any help and Wulf will be friendly to the individual that saved his life in giants on the Move and indifferent to any other PCs. Rex will share what is happening.

Encounter Ten - Keenbolt's Last Stand

A couple of hours further travel brings to PCs to a small rocky wooded stream valley and a battle between the gnome survivors and a still potent force of Hill giants, ogres and orcs. It looks like Keenbolt is making a last stand in a well-chosen position at the top of the opposite ridge. The gnomes are outnumbered and exhausted but managed to circle in front of the giant-kin force and is making a last stand. Keenbolt has sent one scout onto the hamlet of Chiselwood Keenbolt's home. The battle must be one here or Chiselwood will fall.

Introduction

For new adventures to Verbobonc [only to be used if there are no characters at the table have played *Giants on the Move*], a gnome named Meldreeb, is a quick talking messenger from the village of Sheernobb in the Kron Hills. Meldreeb is seeking hearty adventures to aid his village.

For all others:

A visit from Meldreeb, the quick talking messenger from the gnome village of Sheernobb may be a welcome sight or a baneful sign. Meldreeb delivers a personal invitation from Glennddarc, the headgnome of Sheernobb.

The invitation was surprisingly short:

"Please, my friend, return to Sheernobb as quickly as possible. It appears we may have more urgent business to discuss. Meldreeb will make all arrangements. Respectfully, Glennddarc."

Sure enough, Meldreeb had mounts packed and ready for each of you. Only, this time Meldreeb himself left before you were assembled, but not without first leaving a small pouch for each of you containing 3 gp and a note to use the money to speed your travel. There was nothing left to do, but to make the trip to Sheernobb.

The players should now take time to introduce their characters. Encourage the group to provide full descriptions of their characters. The 3 gp may be used to purchase common items for their trip.

Encounter 1: Crossing Paths

The PCs has been traveling south along the familiar road, which leads into the Kron Hills. The further South the PCs travel, the less and less they encounter mounted Borderer patrols. By the 4th day of travel they have not seen a patrol all day and it is early afternoon with a welcome spring sun warming their travels.

Meldreeb steps out of cover from the right side of the road and motions for you all to be quiet and dismount. He approaches, "Quickly, lead your

mounts off to the right and tie them off, then quietly follow me." His speech is so quick and actually soft-spoken this time you hope you heard him correctly.

If any of the PCs attempt to ask questions, Meldreeb will quickly motion them to be quiet and to follow him. Following along, Meldreeb leads you to a well-concealed spot from which to observe the road ahead. The road continues down a gentle slope through an open meadow and begins to rise again as it enters more trees and underbrush nearly 150 yards ahead. There is a pleasant southwest breeze carrying the scent of wildflowers off the meadow.

Meldreeb directs your attention to the trees on the right side of the road across the meadow. At first you see trees and brush. A slight motion attracts your attention as an ogre with a wolf emerge from cover and quickly slip across the road into cover on the left side of the road.

If asked about what is going on or about attacking the lone ogre and wolf, Meldreeb will explain the following: The ogre and his companion are rear guard flankers to a larger force made up of more orcs, ogres and a couple of hill giants. At least, that is what he believes, as he did not attempt to make closer observations. They came from the west, traveling east. He believes them to be a raiding party. When it is safe to continue, the signs of their passing may be more closely examined.

Once Meldreeb says it is safe, about a half-hour later, the PCs can retrieve their mounts and cross the meadow. The ogre and wolf tracks are difficult to notice. (DC 20 for someone with the Track feat making a Wilderness Lore check.) Signs of the larger group mentioned by Meldreeb are located on the edge of the trees further to the south. Someone with the Track feat making a Wilderness Lore check at DC 15 will notice the signs of four or five ogres and wolves, two Hill giants, a number of orcs and two or three horses. The horses appear to have been burdened as if carrying riders or loads.

Meldreeb informs the PCs that things have not been going well lately. It is the first time these vandals have been spotted this far into the Kron and they best hurry. Glennddarc will want to inform you of recent events.

The remainder of your trip is uneventful. You pass the gnome Scouts watching the road in the same spot as your first trip into the Hills, only this time they simply wave you through. After a few more miles you turn on the track to the east and continue on into twilight as you enter Sheernobb.

Encounter 2: A New Mission

Your entry into the village brings actual greetings from some of the gnomes and by the time you reach the Moot Hall a crowd has gathered. You

overhear comments such as: “The Heroes are back”, “Now maybe we will know”, and “What possible use could they be.” Glenndarc can be seen within the crowd outside the Hall. He notices you approach, makes a quick look off to his right and several younger gnomes rush up to you offering to take your mounts.

Meldreeb dismounts, gives his pony over to a waiting gnome, and begins to clear a path toward Glenndarc.

Glenndarc greets the PCs “Earth and Stone! Thank you for coming so quickly. I have urgent business for you. Let us go inside where we can be more comfortable.”

You hear some of the other villagers crowded around Glenndarc demanding a Moot. He quiets them with soothing but firm ‘Soon, but not now.’ Turning to go inside the Hall, Meldreeb ushers you to follow and warns the PCs to not forget to duck going inside.

The last comments from the gnomes gathered about are slights like, “What good can they do, they are not enough”, “tall ones are big but the large ones are bigger”, and “hope they run fast enough when it is smart and fight hard enough when not fast enough”.

Following the elder gnome down the short hallway you enter the large chamber. The center of the chamber is below you surrounded by three tiers of wide steps, each having benches on which to sit. The ceiling height allows everyone to walk erect. The woodwork within the hall is impressive, from the intricately carved beams, supports and posts to the benches and floor. Glenndarc sits down and motions you to join him. His pet weasel jumps up on his shoulder from behind.

Meldreeb comes in shortly followed by two gnomes carrying platters with refreshments of spring water, fruit, bread and cheese.

Any attempts to question Glenndarc on why they are here will be met with Glenndarc's raised hand until he has taken a drink of water, settled himself in his seat and placed his Amber his friend weasel in his lap. He appears very tired. If there are any druids or rangers in the PCs Glenndarc will have trouble getting Amber to come back to him and will allow her the folly of playing with the PC.

“It is good to see you all again. I would like to say we are all here to renew our mutual good fortunes. But, I have grave news. Commander Keenbolt and his entire command have not been heard from in the past 10 days. All attempts to make contact with them have failed. In fact, none of the scouts sent out to make contact have returned. They should have completed the mission and returned days ago. I fear the worst. I truly cannot spare any gnome warriors now. We desperately need to know what has happened to the gnomish forces and Commander Keenbolt.

Also, we need to know if the giants are readying a counter-raid of their own. Finally, if there is any way to discover what is behind all this giant activity. It is just too organized, too aggressive even for them, and their greater numbers are a major concern.”

If the PCs accept this mission, must leave at first light tomorrow. As last time, it is best to avoid combat with the large ones. While speed is important, caution may give a better chance for success and I dare say, survival.

Glenndarc has sent out pleas for help to the Clan leaders in the Greenway Valley, and to nearly all the other gnomish settlements in the Eastern Kron Hills. To those settlements nearby, he has sent out warnings.

My village wishes me to call a Moot. There are those who feel that we should prepare a stout defense, and there are those who feel we must evacuate the village, seal the mine and seek refuge with our brethren in the Valley. The later opinion has gained in popularity.

Meldreeb and Glenndarc leave the Moot Hall to allow the PCs discuss this in private. They state that they will return shortly.

Glenndarc and Meldreeb return and await the decision of the PCs. After the PCs accepts the mission, (If they don't, they are invited to stay and listen in on the Moot at which time the idea of evacuation wins out.), Glenndarc brightens visibly.

“Garl be praised! Please make yourselves comfortable here for the night. First, thing in the morning I will have Meldreeb take you to the edge of the village. Oh! There will be no need for blindfolds this time. We will have a few items gathered to assist you with your provisions as well.”

With that, the old gnome departs. He answers any questions the PCs may have at this point, but appears exhausted, and excuses himself after a short time.

Encounter 3: The Trail Head

Meldreeb and one of the gnome Scouts awaken the PCs the next morning. Several villagers bring in small bags of provisions, which include goat cheese, maple cakes and water skins of fresh spring water. He asks the PCs to prepare themselves.

Once prepared, Meldreeb and the Scout lead you through the village to the east. You pass parts of the village you have not seen before. This time you see two warrens, which have seen some reconstruction lately. The warrens can be revealed as actual mining operations on a Spot check (DC 15).

Leading the PCs to the launching point from 'giants on the Move' Meldreeb comments on several of the defenses that the warren has prepared. The traps have been designed for the large ones and would do even more harm to the PCs. Then he will hand the PCs three of his special blend pouches for the sniffers that may try to chase them. Meldreeb's last warning is to use extra caution and avoid fighting if possible and run fast when not.

Meldreeb, "May you travel as the wind, see like the eagle, and return like the ... ahh, well, just return."

If anyone in the PCs wishes to get a word in edgewise, they may ask any questions they wish of Meldreeb. He may or may not have a good answer. But, he is never at a loss for words. Have the PCs set a marching order and declare any other precautions/preparations they intent to make before setting off on the trail.

Encounter 4: Stake Out II

Undergrowth lays thick at the forest's edge and thins out in the deep shade of the forest canopy. The trail offers much easier going, but moving off trail will slow the PCs down by half as long as the PCs takes some precautions, they can easily avoid the trap fifty feet down the trail. It appears as a deadfall hanging at an angle across the trail. Any attempt to remove it or move it releases the swinging log trap made up of two swinging logs each imbedded with sharpened stakes. One swings high and the other low across the trail in such a way as to sweep a wide area with the higher one swinging inside the supports of the lower one.

Nearing high sun the PCs' travel will place the PCs near the site of the staked out gnome from before. Traveling off trail will get them to the same location by the end of the day. If there is a PC with the Wilderness Lore skill (DC 15), they can travel off trail in a more direct route and reach the same spot by early afternoon.

Note: In the first adventure of this series the PCs encountered the body of a dead gnome scout impaled upon a stake in the center of the trail about half a days travel from Sheernobb. This was a warning placed there by the giants. The "Stake Out" is located on a small rise after the trail goes down a gentle slope. It cannot be seen on the decent as the trail makes a sharp right turn at the top of the small rise. The rise itself is heavily forested. The PCs should easily remember this location. However, the players at the table may not if they have not played the first adventure in this series. So, tell them about it ahead of time and that they REMEMBER the spot and what they saw the first time.

Traveling the trail, the PCs will view:

At the top of the rise just into the turn stand five posts, completely blocking the trail. Impaled on each post are the remains of a gnome scout. The dangling legs show signs of gnawing and there is a cloud of flies around each gnome's smashed skull.

Traveling off the trail, the PCs will view:

You hear the buzzing of flies, greater you think than the first time, near the spot of the "stake out" at the top of the rise. This time you notice not one, but five posts, each with an impaled gnome scout. Each scout's smashed skull covered by a cloud of flies.

Have any alert members make a spot check (DC 20) to notice an ogre attempting to remain hidden within the trees about sixty feet away while watching the PCs' approach.

Tier 1 (EL 2)

The hidden ogre will throw his spear if noticed and then flee to find a patrol. If not noticed, he will observe for a short time and then slip away and make contact with a patrol.

Ogre (1): hp 26; see *Monster Manual* page 144.
Possessions: huge greatclub, huge long spear, 15 sp.

Tier 2 (EL 3)

There are two ogres and one wolf on watch. The first ogre is to front of the PCs and the second ogre, with his wolf, completely hidden off on the left flank of the PCs. If the first ogre is noticed, he will throw his long spear and attract the attention of the PCs. The PCs are up wind of the ogres' position. After the PCs has had one round of action the second ogre and his wolf will charge in from the flank. If at any point the ogres sense pending defeat, (one or both below half hit points), they will flee in separate directions to make contact with a patrol.

Ogres (2): hp 26, 26; see *Monster Manual* page 144.
Possessions: huge greatclub, huge long spear, 15 sp.

Wolf (1): hp 13; see *Monster Manual* page 204.

Tier 3 (EL 4)

There are three ogres with two wolves on watch. The first ogre is to front of the PCs, the second ogre, with his wolf, completely hidden off on the left flank of the PCs and the third ogre, with his Wolf, completely hidden off on the right flank of the PCs. The PCs is up wind of the ogres' position. If the first ogre is noticed, he will throw his long

spear and attract the attention of the PCs. After the PCs has had one round of action the second ogre and his Wolf will charge in from the flank. If at any point the ogres sense pending defeat, (one or both below half hit points), they will flee in separate directions to make contact with a patrol.

Ogres (3): hp 26, 26, 26; see *Monster Manual* page 144. Possessions: huge greatclub, huge long spear, 15 sp.

Wolf (2): hp 13; see *Monster Manual* page 204.

Augmented Tier

Ogres (3): hp 32, 32, 32; see *Monster Manual* page 144. Possessions: huge greatclub, huge long spear, 15 sp.

Wolf (2): hp 20; see *Monster Manual* page 204.

After leaving the “stake out” you guess that at best you will get only to about half the distance between your present location and the first stream crossing before dark. You travel on without incident. Selecting a place to spend the night must be made with care.

Have a single PC perform a Wilderness Lore check (DC 15) to provide an adequate camp for the night. If none of the PCs possess Wilderness Lore than the location picked matches the first example below:

- Missed by 6 or more – Camp is not ideal. Any listen and spot checks during watch made at –5. There is poor visibility of the surrounding areas from two sides.
- Missed by 1 to 5 – Camp is almost ideal. The approach from the northwest is obscured. A –5 penalty to spot checks.
- Made check up to 5 over. Camp is in an ideal location. Party is +5 on listen checks.
- Made check by 8 or more. Camp is in nearly a perfect location. Party is +5 on both listen and spot checks for the night.

Darkness comes quickly in the forest. Nocturnal sounds surround the camp.

Have each person on watch detail how they intend to keep watch. Suspense is key here. The first watch notices nothing more than a couple of smaller forest creatures, a raccoon family, looking for possible leftovers. On the second watch the howling of wolves begins. They can be heard from three directions, behind to the west, to the northeast and to the far southeast. The howling stops before the third watch. The third watch notices the nocturnal noises calming down as dawn approaches.

Encounter 5: Scene of Battle

Mornings in the forest are so peaceful, especially when the night before does not conflict with the concept. The filtered morning light and sound of birds fill the air. Travel to the stream valley ahead should only take a few hours.

Have the PCs set marching order and their plan of travel to the valley ahead.

You reach the beginning of the gradual slope, which leads down to the stream below. Sounds of water rushing through its rocky course find its way up the slope. As you descend, the stream appears below you. And, the first part of your mission may just be in sight. The grizzly remains of combat are not hard to miss. From this distance you can make out the days old remains of giants, ogres, and gnomes on both sides of the stream.

Allow the PCs a chance to plan their approach and investigation of the sights below them. There are only a few gnome bodies on this side of the stream as well as two ogres and one hill giant. On the other side of the stream is a much more tragic sight. The bulk of the gnomish force appears to have fallen not far up the slope on the far side. A few gnomes can be found higher up, but the majority, nearly 60, fell in one area, which reflects a hasty defensive formation compressed from all sides. Five more giants lay among the dead on the slope with over eight ogres, 23 orcs, and several wolves.

The gnomes had scouted the stream crossing. The giants and their allies waited under cover until all but the rear guard had crossed and then sprung their ambush. First, the advanced gnome scouts were killed by ogres; then five separate parties of giants, ogres, and orcs closed in on the main gnomish force working their way up the steep rocky slope. Two groups attacked from the rear flanks, taking out the gnome's rear guard and charging across the stream. Two other groups attacked from the flanks on the slope and a fifth group straight down the slope into the front of the gnomes.

The gnome bodies have been stripped of all weapons and useful items. If the PCs search the giant, ogre and orc bodies they will come up with 65 sp, 30 gp, and one greataxe which appears to be in very good condition. The bodies have decayed and have been ravaged by scavengers. As a result, the PCs cannot be certain of Keenbolt's fate. One thing they know for sure, a force of nearly one hundred well armed gnomes was destroyed here as a fighting force. The PCs can find Commander Keenbolt's axe 'True Strike' on a Search check (DC15). The finely crafted gnome axe has an ornate handle and the head of the axe has the etchings in gnomish that state 'fly true, strike hard'. It is embedded in the skull of a hill giant and covered by a fallen orc.

There is an unmistakable trail leading away from this battle scene, (Spot check, DC 15). Evidence of a group of gnome captives being taken away is easily discovered. Commander Keenbolt and 22 survivors were indeed captured and lead away by the victorious giant/ogre force.

The PCs can find the following treasure:

- 65 sp
- 30 gp
- Masterwork greataxe (320 gp, 20lbs.): This greataxe is made from high quality steal with a keen edge, ornately carved shaft simulating twisted rope with a copper knob at the end.

Encounter 6: On the Captives' Trail

The trail of the victorious giants and their gnome captives is easily followed through the thickly wooded hills. At nearly mid-day you come to the second stream crossing. As before, the giant force used the stream to "cover" their tracks.

Note: In the first adventure in this series, the giant Raiding force used this second stream to cover their tracks. There is a trail on the opposite bank, but is not the main trail to the giants' lair. Instead they traveled downstream about one half mile before exiting on the opposite side to continue on their way. The same tactic was used this time. The PCs will find the giant force and their captives exit the stream one half mile downstream at the same location as before.

If the PCs are taking a cautious approach a Spot Check at DC 20 will notice a small group, likely a patrol of two ogres, one hill giant and a wolf, left the main PCs about half way down the stream. This smaller group left the stream heading west, in the opposite direction as the giants' lair and the main force. This patrol is too far away to the west to be a threat at this time.

Not far on the trail leading away from the stream are the remains of a night encampment by the main body of the giant force and their captives. Evidence around one of the fire pits suggests that a smaller group, possibly a single patrol used this same encampment only a few days ago.

A Wilderness Lore check DC 15 or a Spot check DC 20 reveals the smaller group entered the area from the east and left going north. The giants' Lair is to the east another good half-day march.

Following the trail of the main party out of the encampment to the east, you come to a steep slope on the left. Just as the trail begins to climb part of the slope as it angles eastward, you come across tracks of what appears to be a group of reinforcements joining the giant forces. These new tracks appear to be a group much larger than

the patrol, which split with the main body at the stream earlier.

Only about another 150 yards up the slope a large group of the giant forces descend on a side trail leading off to the southwest. The rest escorted the gnome captives on up the trail to the east toward the giants' lair.

Ask the PCs for any plans on how they wish to proceed, march order, staying on the trail or travel off trail. In other words, keep the tension level high.

Encounter 7: A Second Battle Site

The trail to the east continues up the gradual slope and down the other side. About an hour later it climbs a small hill and drops into a small hollow. The scene greeting you in the small hollow is a smaller version of the battle scene back at the first stream crossing. Only, this time most of the dead are not gnomes.

A Wilderness Lore check (DC 12) or a Spot check (DC 18) reveals the gnomes had somehow overpowered their captors leaving One giant, four ogres, and eight orcs are dead. Four gnome bodies are also left behind. If any player examines the gnome bodies and uses a Spellcraft check (DC15), they can determine that one of the dead was a spell caster due to the remains of spell components near his body. As before, all the gnome bodies have no gear on them. Another Wilderness Lore check (DC 15) or Spot check (DC 20) will show that the escaped gnomes left the hollow in a southwesterly direction traveling quickly. Also, they will discover the tracks of a sizable group of giants and ogres who did not stop here, but continued on toward the Lair. In addition is one set of orc tracks with blood leading away from the hollow toward the north.

The gnomes had been working on getting their hands free of their bindings since the encampment. When they met up with the reinforcements the next day, Commander Keenbolt overheard plans for a major raid against another gnome settlement, this one to the southwest. Nearly half of the giants and ogres left to go on this raid with the intent of causing as much destruction and death as possible.

Chiselwood, the targeted settlement, happens to be Keenbolt's home and home to several of the other captive gnomes. They know that this is an older settlement and currently is lightly defended due to past events further north near Sheernobb and their original mission. A major giant raid on his home settlement could be disastrous. Keenbolt organized the breakout with the help of the dead gnome Illusionist's last spells. Some of their weapons and equipment were being carried by the orcs, which they recovered. Three gnome scouts raced back to the

original battle site to retrieve as much gear as possible and meet up with Keenbolt and the others on rapid march in pursuit of the giant raiding party.

The Scouts' tracks will be too difficult to discover, but Keenbolt's group will not be difficult to follow as his PCs is traveling fast, not cautious. The PCs can find and follow his trail on a Spot check (DC 15).

The PCs can find the following treasure:

- 60 sp
- Sparkling Amethyst (100 gp)

Encounter 8a: The Wounded Orc

If the PCs track the wounded orc out of the hollow, they will find his body about 50 yards away in the woods. A search of his gear will turn up one spell component pouch.

Encounter 8b: In Pursuit of the Pursuit

Keenbolt's trail is not hard to follow and in a few hours you come across the first results or Keenbolt's pursuit, a dead ogre. It is nearing sunset by this time. The time of day when the forest begins to quiet down as day-time creatures begin to settle down and the nocturnal creatures have not yet awakened.

If the PCs make any attempt to stop and examine the dead ogre, allow them all a Listen check (DC 15). Anyone making it hears the sounds of a rapidly approaching ogre patrol coming up from behind. They have two rounds to prepare. If they do not attempt to check out the dead ogre, then give them the same Listen check (DC 15) and only one round to prepare. The ogres and their Wolf believe they are closing in on the PCs, but do not realize how close they really are. As you make Spot checks for this encounter, give the Wolf a normal check, but let the ogres be caught flatfooted.

Tier 1 (EL3)

Ogre (1): hp 26; see *Monster Manual* page 144. Possessions: huge greatclub and 5 sp.

Ogre, Rgr1 (1): Large giant; HD 4d8+12 + 1d10+3; hp 39; Init -1; Spd 30 ft.; AC 16 (Touch 8, Flat-footed 17); Atks +8 melee (2d6+7, greatclub); Face: 5 ft. x 5 ft./ 10 ft.; SA Favored Enemy (Elf); AL CN; SV Fort +8, Ref +0, Will +1; Str 21, Dex 10, Con 16, Int 6, Wis 11. Cha 7.

Skills and Feats: Climb +5, Listen +3, Spot +3, Wilderness Lore +5, Animal Empathy +2; Weapon Focus (greatclub), Track.

Possessions: greatclub, pouch with flint and steel.

Wolf (1): hp 13; see *Monster Manual* page 204.

Tier 2 (EL4)

Ogre (2): hp 26, 26; see *Monster Manual* page 144. Possessions: huge greatclub and 5 sp.

Ogre, Rgr1 (1): Large giant; HD 4d8+12 + 1d10+3; hp 39; Init -1; Spd 30 ft.; AC 16 (Touch 8, Flat-footed 17); Atks +8 melee (2d6+7, greatclub); Face: 5 ft. x 5 ft./ 10 ft.; SA Favored Enemy (Elf); AL CN; SV Fort +8, Ref +0, Will +1; Str 21, Dex 10, Con 16, Int 6, Wis 11. Cha 7.

Skills and Feats: Climb +5, Listen +3, Spot +3, Wilderness Lore +5, Animal Empathy +2; Weapon Focus (greatclub), Track.

Possessions: greatclub, pouch with flint and steel.

Wolf (1): hp 13; see *Monster Manual* page 204.

Tier 3 (EL5)

Ogre (3): hp 26, 26, 26; see *Monster Manual* page 144. Possessions: huge greatclub and 5 sp.

Ogre, Rgr1 (1): Large giant; HD 4d8+12 + 1d10+3; hp 39; Init -1; Spd 30 ft.; AC 16 (Touch 8, Flat-footed 17); Atks +8 melee (2d6+7, greatclub); Face: 5 ft. x 5 ft./ 10 ft.; SA Favored Enemy (Elf); AL CN; SV Fort +8, Ref +0, Will +1; Str 21, Dex 10, Con 16, Int 6, Wis 11. Cha 7.

Skills and Feats: Climb +5, Listen +3, Spot +3, Wilderness Lore +5, Animal Empathy +2; Weapon Focus (greatclub), Track.

Possessions: greatclub, pouch with flint and steel.

Wolf (2): hp 13, 13; see *Monster Manual* page 204.

Augmented Tier

Ogre (3): hp 32, 32, 32; see *Monster Manual* page 144. Possessions: huge greatclub and 5 sp.

Ogre, Rgr1 (1): Large giant; HD 4d8+12 + 1d10+3; hp 39; Init -1; Spd 30 ft.; AC 16 (Touch 8, Flat-footed 17); Atks +8 melee (2d6+7, greatclub); Face: 5 ft. x 5 ft./ 10 ft.; SA Favored Enemy (Elf); AL CN; SV Fort +8, Ref +0, Will +1; Str 21, Dex 10, Con 16, Int 6, Wis 11. Cha 7.

Skills and Feats: Climb +5, Listen +3, Spot +3, Wilderness Lore +5, Animal Empathy +2; Weapon Focus (greatclub), Track.

Possessions: greatclub, pouch with flint and steel.

Wolf (2): hp 18, 18; see *Monster Manual* page 204.

If the PCs examine the original dead ogre, they will find he died of multiple puncture wounds to the upper back, neck and head. However, only a couple of arrows are found still embedded in the

body. There is a longbow next to the ogre as well, but his quiver is empty.

It is nearly dark by the time you finish with the patrol. Finding a safe spot to rest for the night now becomes top priority.

Any location will make no difference at this point as long as they get away from the trail. Allow the PCs to find almost what they are looking for in a campsite, set watches, and try to rest. The sounds of wolves will be heard during the second watch from the northeast, north, southwest, and west.

The next day you find another ogre killed in the same manner as the one from yesterday. Following the tracks of the giants and pursuing gnomes leads you through more of the rugged hilly forests somewhere southeast of Sheernobb. For the next several days the pattern continues finding two more ogres killed in ambush, another killed by a deadly log trap, and then, you come across a severed giant's foot! A mangled and bloody pit trap nearby helps to explain the foot and a trail of blood eventually leads to a dead Hill giant, finished off by crossbow bolts and arrows. Not far away is a dead gnome-at-Arms.

Two more days of travel accounts for more gruesome traps and sites of apparent hit-and-run raids. All total, two more dead ogres, six dead orcs, and two more dead gnomes are discovered.

Any attempt on the PCs part to gain more understanding of the course of events by using a Wilderness Lore check or several Spot checks reveals a running battle between the two groups. The giant force, though whittled down, is still formidable and continuing on its march to the southwest. The smaller gnome force appears to be always on the move, circling around the giant force and setting traps, staging small ambushes on isolated individuals or small groups, and hit-and-run raids. But, the gnomes are now being less successful than at first. All this activity has slowed both combatants down considerably. The PCs are catching up with this running battle.

The PCs can find the following treasure:

- 25 sp

Encounter Nine: A Bloody Scene

It is mid-morning on the eighth day following Keenbolt's trail of blood and death. You know you have been gaining on them, but the messy trail confuses your abilities to gauge how much you have caught up.

It is now Listen check time. Have everyone make a d20 roll (DC 15). All those who make their roll hear what sounds like a Gnomish cry of pain from up ahead.

Ask the PCs what they intend to do. If they attempt to go forward quietly only allow the Wolf a Spot/Listen check. If they charge forward or move quickly allow the Wolf its Spot/Listen check and the ogre only a Listen check since he is engrossed in what he is doing.

As you move forward, gnomish moans of pain can clearly be heard through the thick forest ahead. You suddenly come upon a small clearing. Off to the left side of the clearing are three prone gnomes, a Wolf tied to a nearby tree and an ogre standing over one of the gnomes with a stout stick in its right hand. The gnome in front of the ogre is the one moaning in pain. The ogre has his back to you and has a bleeding wound on the back of his left leg.

All three gnomes are wounded. The ogre is Rex Wulff, the ogre Ranger from the first adventure in this series. And, the wolf is his pet. Rex has just set the gnome's broken arm and is now in the process of trying to splint it. He is doing the best he can, but it is not a very good job. The other two gnomes are badly wounded. The first one has been stabilized with Rex's aide, but the second one is still losing too much blood. If given a chance, Rex will recognize the PCs, and not offer resistance.

Note: The majority of PC tables in the first adventure encountered Rex and his dying pet on their return from scouting out the giants' Lair. They made a deal. If the PCs keep the wolf from dying, Rex would not sound the alarm and give them a half days head start before he returned to the lair. The deal was struck and the wolf was stabilized. Rex kept his end of the bargain.

Rex Wulff, male ogre Rgr2: Large giant; HD 4d8+12 + 2d10+6; hp 48 (currently 31 due to leg wound); Init -1 (Dex); Spd 30 ft. (currently 15 ft. due to leg wound); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (2d6+7, greatclub); Face: 5 ft. x 5 ft./10 ft.; SA Favored Enemy (Beast); AL CN; SV Fort +8, Ref +0, Will +1.

Str 21, Dex 10 Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Animal Empathy +2, Climb +5, Listen +3, Speak Language (giant & Common - Slurred), Spot +3, Wilderness Lore +5; Weapon Focus (greatclub), Track.

Wulff, male wolf: Medium animal (5 ft. long); HD 3d8+4; hp 21; Init +2 Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 Natural); Atks +3 melee (1d6+1 [crit x3], bite); SA Trip; SQ Sent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silent +4, Spot +4; Weapon Finesse (Bite).

SA: Trip - on a successful bite attack, the wolf may attempt to trip as a free action.

Providing the PCs do not kill Rex he will freely share the following: A small skirmish was fought

here very early this morning. The giants and ogres were ready for trouble and fought off the gnomes hit-and-run attack. Rex was wounded in the leg during the fighting. Due to his wound he was told to remain behind and finish off any wounded gnomes left behind. Later he could try to catch-up. He gathered the three wounded gnomes and instead of killing them, has been tending their wounds as best he can. He had to tie up "Wuff" to keep him under control. He is tired of the killing and taking orders from the giants and the hooded short one. All the raids have not helped his tribe nor defended his tribe's territory. He wants to gather the last of his "brothers" and go home.

The earlier cry of pain was from the gnome in front of him when he set his broken arm. The stick he intended to use on the uncooperative gnome's arm to immobilize the break. Setting the arm made him more cooperative when he passed out.

Rex knows the raid they are on targets a small gnome town to the southwest. The town is larger than Sheernobb and is located in rugged wooded hills not more than a half days march to the southwest. He does not know why the gnomes have been so tenacious in their pursuit. For days there has been a running battle consisting of quick hit-and-run raids, vicious traps, and small ambushes. The skirmish took place only a little while ago. The others can't be too far ahead. He claims that the leader of the gnomes is a very tough opponent, worthy of respect.

The badly bleeding gnome needs healing to stay alive. He has lost too much blood. Just being stabilized will not work. Rex offers to care for the three and help them to the nearest gnome settlement.

Encounter 10: Keenbolt's Last Stand

Following the trail left by the giant forces is not difficult. After not more than a couple of hours travel you hear the distant sounds of battle between the two foes. Directing your approach toward the sounds you come across a rocky wooded slope descending to a rocky stream below. The trail continues on the opposite slope, which is steeper. Several giants and at least a half dozen ogres are trying to work their way up the rocky wooded slope. At the top of the slope you can just make out a few gnomes occupying good defensive positions among the rocks. They must have circled around the giants and ogres to beat them to this spot. All the gnomes in sight appear tired and blood stained. Most of the giants, orcs and ogres appear to be not much better off.

The larger foes are having difficulty working their way up the slope. The crossbow fire by the gnomes is accurate and their height advantage offers challenging targets for the Hill giant's

rocks and bow fire from two ogres and four orcs. However, it does not look like this is a battle the gnomes can win. Opposing them are three Hill giants, six ogres and eight orcs. By your count there could only be at best thirteen gnomes left. Yet they look to be entrenched on the top of the slope for a last stand.

The PCs need to decide what they wish to do. They have several options:

1) They can watch, in which case the gnomes will continue to fight until Commander Keenbolt himself goes down. This will happen after the hill giants attempt a bull rush against the gnome position. All three will hurl rocks while the Orc and ogre archers fire arrows, then the giants rush up the hill in line. One will fall under concentrated crossbow bolt fire from six of the gnomes. The other two make it to the gnome position to be met by Keenbolt and three gnomes-at-Arms. They will critically wound one of the giants before being overwhelmed by the other giant and four ogres. The other gnomes continue crossbow fire, which takes out two more ogres, one Orc sergeant and three orcs before they too are engaged in melee by the surviving giant and four ogres. They will take down two more ogres before being overwhelmed.

2) They can attack the giant forces from the rear with whatever plan they think best. Their closest targets will be the four Orc archers and two ogre archers. Next targets would be the other four orcs, four ogres and last the three Hill giants. Keenbolt will take full advantage of this situation and have his fighters concentrate on the giants first and then the ogres.

3). They can pick one flank and hit the giant forces from the side.

4). Work their way around the combat and attempt to join the gnomes at their defensive position. They will reach the gnome lines just as the three Hill giants begin their bull rush.

General Combat Outline:

- First three rounds after PCs arrive the giant forces are generally unorganized and making slow progress up the slope with uncoordinated ranged fire.
- Second three rounds the giant force begins to organize its ranged fire better as the three Hill giants begin to form a line and hurl rocks together in preparation for their bull rush up the slope.
- Third three rounds the Hill giants begin their bull rush up slope hurling rocks on the first round and charging the last two.

Keep track of the rounds once the PCs arrive. If they engage right away, their first round of action takes place on round two of the first three round segment. If they hesitate at all, their first round of action takes place on round one of the second three round segment. If the PCs attempt to work their way around the combat to join the gnomes

in their defensive position, their first round of action takes place on the second round of the third three round segment, (see above).

Once the PCs are engaged from the rear or flank, the giant force will attempt to split into two groups to deal with the new threat. One orc sergeant, one orc archer, two orcs and two ogres will split off and take on the PCs. The rest will continue to focus on the gnomes.

If at any time all the Hill giants go down, the orcs will flee. If at any time over half the ogres go down, the orcs will flee. If at any time two of the Hill giants go down and half the ogres, the remaining orcs and ogres will flee unless they have a clear advantage.

If, and only if, the PCs have made a reasonable attempt to reinforce and support the gnomes, and it looks like a TPK (Total Party Kill) is in the making, you may introduce additional gnome reinforcements. 10 gnome scouts, 6 gnomes-at-arms and one cleric of Gaerdal Ironhand at full stats as those listed below. These scouts enter from the gnomes' position and are from Chiselwood. However, if the PCs make really poor, foolhardy, and cowardly choices, then by all means allow them a death by combat.

Giant Force

Hill giants (3): hp 72, 65, & 78 [due to previous wounds and fatigue]; see *Monster Manual* page 98.

Ogres (6): hp 18 each; see *Monster Manual* page 144.

Orcs (6): hp 3 each; see *Monster Manual* page 146.

Orc Sergeants War3 (2): Medium humanoid: HD 3d8; hp 18; Init +1; Spd 20 ft.; AC 15 of first sergeant (Touch 11, Flat-footed 14); Atks +6 melee (1d12+6 greataxe); +1 ranged (1d6+3 javelin); Face 5 ft.x 5 ft./5 ft.; SO darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +0.

Str 16, Dex 12, Con 11, Int 9, Wis 8, Cha 8

Skills and Feats: Listen +2, Spot +2, Climb +2, Intimidate +3; Alertness, Cleave.

Possessions: scale mail, greataxe, three javelins, pouch with 5 sp.

Gnome Force

Commander Keenbolt: hp 26 (due to multiple wounds – normally 76 hp); see Appendix A.

Jebedar, gnome Clr3: hp 10, (due to wounds – usually 25 hp); see Appendix A.

Gnome scouts (5): hp 10, (due to wounds – usually 30 hp); see Appendix A.

Gnome-at-arms (6): hp 10, (due to wounds – usually 30 hp); see Appendix A.

Searching the area will reward the PCs with the following treasure:

- 30 sp
- Shiny Onyx Stone (50 gp)
- 7 gp
- Masterwork Scale Mail (200 gp, 30lbs.): The finely worked scales on this armor resemble elm leaves.

Aftermath

With the giant forces defeated, Commander Keenbolt orders the last of his command to form up in line. After they form ranks facing you, Keenbolt exclaims, "We of the Clan Keeleene salute you and thank you."

The gnomes all offer salutes with right fist on chest. They then break rank and offer more personal thanks with smiles and handshakes. Keenbolt himself sits down in exhaustion and sighs. At that moment 10 gnome Scouts, 6 gnomes-at-Arms, a gnome sergeant, and a gnome Cleric of Gaerdal Ironhand rush over the ridge behind you. Keenbolt looks up at you, "My home and these good gnomes might all have been destroyed had you not arrived when you did."

The gnome sergeant approaches Keenbolt, "Commander, if it pleases you we shall cross the stream and take up positions at the top of the far ridge."

"That would be wise," nods Keenbolt. With hand motions from the gnome Sergeant the gnome reinforcements rush down the slope, cross the stream, race up the far slope and take up positions at the top. Keenbolt watches, shakes his head approvingly and says, "Well, we will tend our wounded, honor our dead, and then I may just have to show you tall-fellows how a gnome has a good time." An actual smile crosses Keenbolt's lips at that.

The PCs return to Sheernobb. Glenndarc has held off the moot until now. At the moot, various older gnomes voice their opinion on what the village should do. Some favor strengthening their defenses and saying put while others want to evacuate and move closer to the Greenway Valley. Glenndarc will ask one of the PCs (whoever volunteers) to report on their mission. At this time have one of the PCs do just that. You may wish to role-play a few questions from the opposing opinions in the moot. Otherwise, Glenndarc calls for a vote. The vote will depend on whether the gnome reinforcements in the final combat were necessary to secure victory. If the reinforcements were not needed, the moot votes to stay. If the reinforcements were needed, the moot votes to evacuate. Glenndarc will be pleased with a stay vote and saddened by an evacuation vote.

The PCs will be invited to a small dinner with Glenndarc, Keenbolt, and Meldreeb of reserved celebration, (if the vote is to stay), or good byes, (if the vote is to evacuate). Keenbolt will inform

Glennddarc and the PCs that the business with the giants is far from over. At the dinner the PCs will be given their rewards.

Meldreeb escorts the PCs out of the Kron Hills back into the Viscountry. He sees to it that any rented mounts are returned. Wishing the PCs well, he quickly but not so quietly leaves them to return to their normal lives.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

| | |
|---------------------------------------|------------|
| Accomplished mission | 200 xp |
| Detecting ogre(s) at "Stake Out" | 25 xp |
| Defeating the ogre(s) at "Stake Out" | 25 xp |
| Leaving the battle scenes undisturbed | 25 xp |
| Following Keenbolt's trail | 25 xp |
| Defeating the ogre patrol | 25 xp |
| Not attacking Rex | 25 xp |
| Helping defeat the giant force | 100 xp |
| Total experience for objectives | 450 xp |
| Discretionary roleplaying award | 0-50 xp |
| Total possible experience | 500 xp |

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Four

- Tier 1: 30 sp
- Tier 2: 15 gp and 30 sp

Encounter Five

- 65 sp
- 30 gp
- Masterwork Greataxe (320 gp, 20lbs.): This greataxe is made from high quality steel with a keen edge, ornately carved shaft simulating twisted rope with a copper knob at the end.

Encounter Seven

60 sp
Sparkling Amethyst (100 gp)

Encounter 8

25 sp

Encounter Ten

- 30 sp
- Shiny Onyx Stone (50 gp)
- 7 gp
- Masterwork Scale Mail (200 gp, 30lbs.): The finely worked scales on this armor resemble elm leaves.

Conclusion

- Arcane Scroll of Mirror Image (125 gp): This scroll is offered by Gledddarc to the PCs.
- Clan Keeleene Honor (5gp, -, silver, unusual, non-tradable) This small silver crossbow bolt the size of a gnomes finger, represents the respect of Commander Keenbolt for assisting in the saving of Sheernobb and Chiselwood. This is an influence point with the Kron Hill gnomes.

Appendix A – NPC Descriptions

Commander Keenbolt, male gnome Ftr9: Small Humanoid (3 ft. 3 in. tall); HD 9d10+18; hp 26, (due to multiple wounds – normally 76 hp); Init +7 (+4 Improved Initiative, +3 Dex); Spd 20 ft.; AC 24 (+1 size, +5 studded leather armor, +5 Dex, +3 Amulet of Natural Armor); Atks +8/+3 melee (1d6+2 [crit 17-20/x2] short sword, 1d6+2 [crit x3] hand axe), or +8/+3 ranged (1d6 [crit 19-20/x3] composite short bow); AL NG; SV Fort +8, Ref +8, Will +5.

Str 14, Dex 16(20), Con 14, Int 14, Wis 14, Cha 10

Skills: Appraise +3, Climb +5, Craft (Gemcutting) +12, Diplomacy +3, Escape Artist+6, Handle Animal +5, Hide +10, Jump +5, Ride +7, Listen +7, Search +3, Sense Motive +3, Speak Language(gnome, Common, Elven, Orc, Dwarven, giant, Draconic), Spot +5, Swim +3, Tumble +7, Use Rope +5. **Feats:** Alertness, Improved Initiative, Leadership, Combat Reflexes, Improved Unarmed Strike, Weapon Focus (short sword), Weapon Specialization (short sword), Improved Critical (short sword), Improved Critical (short composite bow)

Special Abilities: +4 Dodge versus giants; +1 Attack versus Kobolds and Goblinkind; +2 save versus Illusion; Speak with animal once per day for 1 minute; Cast dancing lights, ghost sound, prestidigitation each once per day as 1st Level caster.

Possessions: +2 studded leather armor, +4 gloves of Dexterity, +2 Amulet of Natural Armor, short sword, short composite bow, quiver with 10 arrows.

gnome Scouts (5), gnome Rng2/Rog2: Small Humanoid (3 ft. 0 in. to 3 ft. 6 in. tall); HD 2d10+4/2d6+4; hp 10, (due to wounds – usually 30 hp); Init +6 (+4 Improved Initiative, +2 Dex); Spd 20 ft.; AC 16 (+1 size, +2 leather armor, +3 Dex); Atks +4 melee (1d6 [crit 19-20/x2] short sword, 1d4 [crit 19-20/x2] dagger), or +6 ranged (1d8 [crit 19-20/x2] light crossbow); SA Rog Sneak Attack (+2d6 damage); SD Rog Evasion, Uncanny Dodge; AL NG; SV Fort +3, Ref +6, Will +1.

Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 10

Skills: Animal Empathy +1, Appraise +4, Climb +2, Disable Device +5, Escape Artist +4, Gather Information +3, Handle Animal +1, Hide +10, Intuit Direction +3, Jump +2, Knowledge (Nature) +3, Listen +7, Move Silently +5, Open Locks +4, Pick Pocket +3, Ride +3, Search +7, Speak Language(gnome, Common, Elven, Orc, giant, Draconic), Spot +7, Swim +2, Tumble +8, Use Rope +5, Wilderness Lore +5. **Feats:** Track, Improved Initiative, Weapon Focus (Short Bow)

Special Abilities: Uncanny Dodge (Dex Bonus to AC even flatfooted); Low Light Vision; +4 Dodge versus giants; +1 Attack versus Kobolds and Goblinkind; +2 save versus Illusion; Speak with animal once per day for 1 minute; Cast dancing lights, ghost sound, prestidigitation each once per day as 1st Level caster.

Possessions: leather armor, short sword, dagger, light crossbow, one case with 6 bolts, one case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel, pouch containing 25 gp.

gnome-at-Arms (6) Ftr3: Small Humanoid (3 ft. 0 in. to 3 ft. 6 in. tall); HD 3d10+6; hp 10, (due to wounds and exhaustion – normally) ; Init +5 (+4 Improved Initiative, +1 Dex); Spd 20 ft.; AC 16 (+1 size, +4 chain shirt, +1 Dex); Atks +6 melee (1d6+2 [crit 19-20/x2] short sword), or +4 ranged (1d8 [crit 19-20/x2] light crossbow); SD +4 dodge bonus vs. giants; AL NG; SV Fort +5, Ref +2, Will +1

Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Skills: Climb +4, Jump +4, Ride +3, Speak Languages (gnome, Common, Elven, Orc, giant), Swim +4. **Feats:** Weapon Focus (short sword), Dodge, Improved Initiative, Point Blank Shot.

Special Abilities: Low Light Vision; +4 Dodge versus giants; +1 Attack versus Kobolds and Goblinkind; +2 save versus Illusion; Speak with animal once per day for 1 minute; Cast dancing lights, ghost sound, prestidigitation each once per day as 1st Level caster.

Possessions: chain shirt, short sword, dagger, light crossbow, one case with 6 bolts, one case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel, pouch containing 25 gp.

Jebedar, gnome Clr3: Small Humanoid (3 ft. 0 in. to 3 ft. 6 in. tall); HD 3d8+6; hp 10, (due to wounds – usually 25 hp); Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 size, +4 chain shirt, +1 small shield, +1 Dex); Atks +4 melee (1d8+1 [crit x3] warhammer), or +3 ranged (1d8 [crit 19-20/x2] light crossbow); AL LG; SV Fort +5, Ref +2, Will 5.

Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills: Concentration +4, Craft +2, Heal +6, Knowledge (rel) +2, Speak Language (gnome, Common, Elven, Orc, giant), Spellcraft +1. **Feats:** Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer), Combat Casting. **Diety:** Gaerdal Ironhand, AoC Protection, Vigilance, Combat; AL LG; DM Good, Law, Protection, War; FW warhammer. **Spell Domains:** Good (cast good spells at +1 caster level), War (free Martial Weapon Prof [warhammer], free Weapon Focus [warhammer]).

Spells: 0 – 4, 1 – 3+1, 2 – 2+1 (During Last Combat only has 0 – 2, 1 – 1+1, 2 – 1+1)

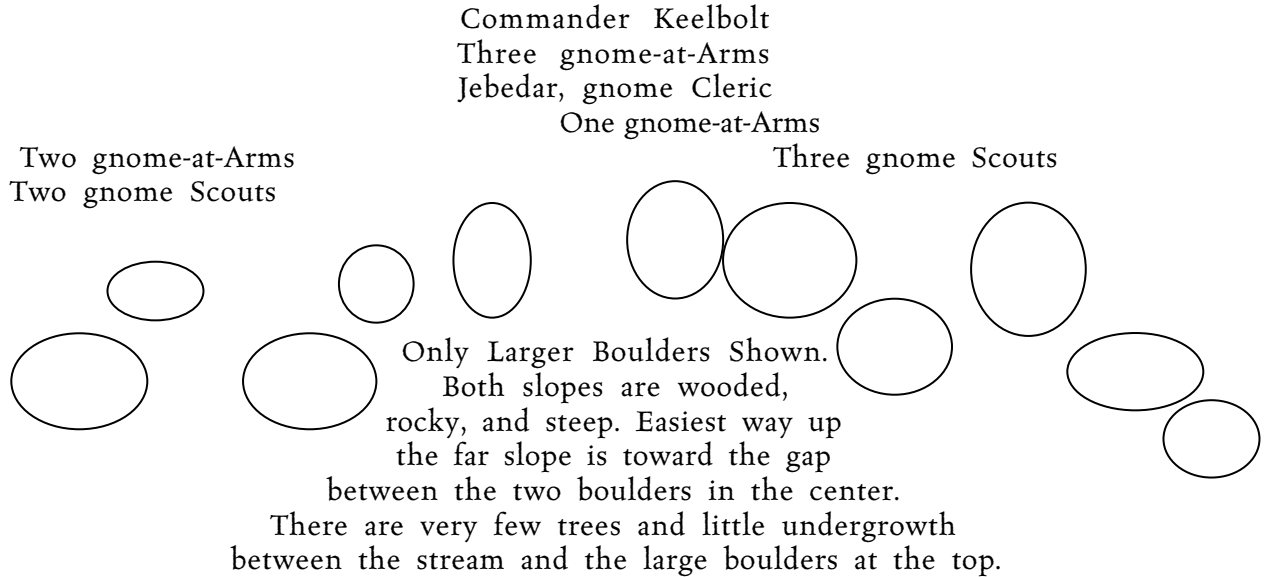
Special Abilities: Low Light Vision; +4 Dodge verses giants; +1 Attack verses Kobolds and Goblindkind; +2 save verses Illusion; Speak with animal once per day for 1 minute; Cast dancing lights, ghost sound, prestidigitation each once per day as 1st Level caster.

Possessions: chain shirt, warhammer, light crossbow, one case with 6 bolts, one case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel, pouch containing 25 gp.

DM Aid

Last Stand Layout

Top of the Far Slope with the gnomes behind Good Cover.



One ogre
Three orcs
1st Orc Sergeant

Three Hill giants
Four ogres

One ogre
Three orcs
2nd Orc Sergeant

ROCKY STREAM BED

Top of the Near Slope Looking Down (PCs Starting Point)