

NMR4-05

Baby Steps

A One-Round D&D LIVING GREYHAWK® Nyron and Her Environs Metaregional Adventure

Version 1.5

by Denise Head and Dean Head

The circus has come to town bringing with it the usual merriment, excitement, and wonder. But this season the sideshow has brought something that crosses the boundary between right and wrong. A long journey must be undertaken to save an exploited soul. A one-round Living Greyhawk Nyron and Her Environs Metaregional adventure for APLs 2-12.

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

Along with the other materials discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Nyrond and Her Environs Metaregion. Characters native to the County of Urnst, the Duchy of Urnst, the Theocracy of the Pale, or the Kingdom of Nyrond 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until

the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

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This scenario is dedicated to our own babies: Chiara Elizabeth and Everest Alexander.

Adventure Summary

Introduction – The Circus Comes to Town

The PCs hear an argument in the Hammensend market square and learn that a child is being abused at the circus. Further investigation reveals that the child is a baby storm giant, is suffering from an affliction no one knows how to cure, and is near death.

Encounter One – Rescuing Baby

The sideshow ringmaster does not wish to give up his money-maker and the PCs must use whatever attributes are at their disposal to force him to relinquish the baby into their custody. Once accomplished, they must then determine what to do with her. With the right questions asked, they learn of the herbalist Greta who is an expert in giant lore and lives near the town of Dosseldorf in the County of Urnst.

Encounter Two – What to Do with a Giant Baby

The party must obtain milk, feed the baby and keep her diaper clean on a regular basis while en route to find help for her illness.

Encounter Three – A Cry in the Night

The party is confronted with a colicky moment. They must figure out how to comfort baby and console her or else protect her from hungry animals drawn to her helpless squalling.

Encounter Four – Curing Baby

The PCs arrive at Greta's and she informs them that the baby's illness derives from a nutritional deficiency. She gives the PCs a supplement to add to baby's milk. She also tells them of a friendly giant named Snowflake who lives in the Rakers in the Pale. He can take the baby off their hands and deliver her to an appropriate environment for her upbringing.

Encounter Five – Baby Needs a Change

Once on the road again the PCs are met with the challenge of babysitting a 1,200 lb ball of energy. It seems that the nutritional supplement has perked baby right up. Suddenly diapering becomes a challenge for even the toughest warrior!

Encounter Six – Crawling Along

One morning during camp the party is forced to scramble out of the way of Baby's new-found skill—crawling. They must use their brains to slow her down or suffer her inadvertent trample attacks. Oh, and did I mention that she is teething?

Encounter Seven – Finding Snowflake

After days tracking Snowflake through the Rakers, he is finally located. PCs explain their situation and Snowflake willingly agrees to find baby a good home.

Encounter Eight – Breaking Up is Hard to Do

After weeks of trekking across the metaregion the PCs have formed a bond with baby. Can the PCs be parted from the oversized bundle of joy they have come to care about?

Conclusion

Where the baby ends up is resolved between Snowflake and the PCs and the party either says their good-byes or loads up the cart with their new adoptee. Months later a letter arrives thanking the PCs for rescuing the baby.

Introduction: The Circus Comes to Town

You are in the town of Hammensend in Nyronnd. It is early fall close to the Festival of Brewfest. The rains have not yet come, and a chilly breeze prevents the sun from heating the dry, static-filled air. It is a few hours past mid-day and you are in the market place. It is alive with the hustle and bustle of trade and festival preparations. Merchants peddle their wares and barkers advertise festival events, among them a circus that has come to town.

Here the players should discuss who their characters are and what they are doing. They may wish to peruse the market and purchase goods. Items appropriate to a city with a population of greater than 10,000 may be found here.

All over the town are colorful posters announcing the Sudrand Gallini Traveling Circus and Menagerie. Barkers pepper the streets trying to drum up business for the circus. They have brought with them jugglers, musicians, acrobats, and men-on-stilts to tease people with a brief glimpse of what's in store. The circus is actually set up at impromptu fairgrounds across the Franz River in the Duchy of Urnst.

The Sudrand Gallini Traveling Circus is a metaorganization in the Duchy of Urnst. A brief description from the metaorganization document follows:

- “The greatest circus in the Duchy, the Gallini Circus contains nearly everything to cater to a wide range of tastes. Everything from clowns and tumblers, acrobats and fortune tellers, musicians and animal acts; even exhibits of martial prowess in fantastic gladiatorial bouts, can be witnessed at a Gallini Circus. Sudrand Gallini has become so popular, that

he has even begun to send out several smaller troupes (all under the same name) to different parts of the Duchy at once. The intent is three-fold, to entertain more people, to bring in more cash, and to ensure that the next time you see a Gallini production many of the acts will seem fresh and new."

This appearance of the Gallini Circus near Hammensend is indeed one of the smaller troupes. The judge should allow members of the metaorganization special circumstance modifiers through the Introduction and Encounter One.

When sufficient time has passed the PCs may make a Listen or Spot check (DC 10) to notice that an argument has broken out in the market square. A female voice, clearly hysterical cries, *"Thy circus is an abomination! How dare ye promote such cruelty and abuse! Good people of Hammensend, if ye have any heart in ye, ye'll run these villains out of here and not give thy hard-earned coin to support these heartless scoundrels."*

A middle-aged woman has cornered one of the circus barkers to prevent him from being heard. The barker does his best to ignore her and drown her out by shouting louder, but eventually loses patience and asks the town guard to remove her. If the PCs decide to investigate the argument, they will arrive just as two young town guards are hauling her off kicking and screaming. The woman can be rescued easily as the guards are intimidated by the party. They relinquish her asking only that the PCs agree to remove her since she is disturbing the peace.

 **Hester:** Female human Com1.

The woman, named Hester, is extremely upset, crying and shouting. It takes considerable time to calm her down. She tells the PCs that the circus has a sideshow with an abused child in it and that the child looks close to death. Hester is so outraged and upset that it is difficult to get a clearer description of the situation. She gladly agrees to lead the PCs to see the child and begs them to do something.

The circus grounds are dusty and the air is thick as circus animals, their keepers and workers mill about doing chores and preparing for the festival. At the far end of the grounds the sideshow tents have been raised where, for a few coppers, you can see the freak shows. Among them are the bearded lady (human, not dwarf), the amazing two-headed elf, and the world's largest gnome (a full 5 feet).

Approaching a large, bright red tent a loud voice barks, "Come as you are, come as you will, but don't come if you are not willing to be AMAZED! For here, folks, only here at the Sudrand Gallini Traveling Circus and Menagerie can you see this wondrous, incredulous and stupendous sight! It is unprecedented and undeniably the most shocking

thing you will ever see! And YES, for only two coppers you can witness it too. Tell your friends, tell your family! It is unbelievable, untenable but totally undeniable. . . . It is the world's largest BABY!"

The voice belongs to a man standing on a box who continues on without seeming to take a breath. As you approach he gestures towards the flap of the tent without missing a beat of his liturgy. There a boy holding a clay cup takes the two coppers required for entry. A short line of people drop their coins and disappear into the tent's dark interior.

Hester will not enter the tent, but implores the PCs to help the baby. She then sets about the business of discouraging people from entering in the same theatrical manner described above.

PCs that enter the tent experience the following:

The interior of the tent is dark after being in the sunny afternoon and it smells unclean. There is a crowd gathered behind a length of rope. They are murmuring and most walk away shaking their heads—though some make cruel remarks and laugh. As your turn in line comes up you see a wagon, flanked by two guards, set beyond reach behind the rope. Upon the wagon's bed, quiet though not asleep, is a baby—an enormous baby. It is at least 8 feet in length, but it is thin . . . very thin. Stick-like arms and legs that should be lively and fat lay limp on the table; the legs poking out of a loose and stinking diaper. Deep-sunk eyes stare dully out of a pale green, drawn face and what was once a full head of dark green curls appears to be falling out in patches. There are sores on its face, head and body, and its legs and belly are red with a rash. Although the baby is alive, it seems to have lost its will to even cry. It appears to be waiting for death.

There are no restraints on the baby, it is simply too weak to move. There are no obvious signs of any physical abuse. A Knowledge (nature) check (DC 15) reveals the baby is a storm giant.

The PCs are hurried out of the tent after a short time. A small crowd will begin to form behind them if they linger. The guards move to usher the PCs out if they try to stay too long. They can pay the fee and return as many times as they desire, but the scene remains the same.

Encounter One: Rescuing Baby

The party is now in the grip of decision. If they do not decide to intervene on the baby's behalf the module ends here. If they do decide to act, there are a variety of ways to take custody of the baby: fighting for her, negotiation, or stealth are the most likely.

The NPCs from which they can gather Information are: the baby's bodyguards, Vilneus the Boss (barker at front of tent), Jep (boy at tent flap taking money), and

general circus hands. PCs belonging to the Sudrand Gallini Circus metaorganization gain a +4 circumstance bonus to any rolls involving social interactions while at the circus. PCs belonging to similar types of metaorganizations (theater groups, minstrels, comedy troops, acrobatic clubs—DM discretion) gain a +2 circumstance bonus to the same.

Speaking with the Bodyguards

♣ **Bintur and Chez, The Bodyguards:** Male human; see *Appendix One*.

During the day the bodyguards stand in the back of the tent guarding the baby. At night, one will be standing guard at the flap in front of the tent while one sleeps inside with the baby. Any open move towards the baby during the day or toward the tent at night prompts a bodyguard to yell a warning, “*Step away from the baby/tent!*”. (For stealthy approaches to the tent see **Stealing the Baby**.) The PCs can either fight the bodyguards (see **Fighting for the Baby**) or they can talk to them. If they succeed at a Diplomacy check (DC = 8 + APL), the PCs can gather the following information from the bodyguards:

- The men are the baby’s bodyguards. They have witnessed that people have violent emotional reactions to seeing the baby—either they want to kill it or save it. This has necessitated the boss hiring somebody to protect his investment.
- The baby is a big money-maker—the biggest one the boss ever had, especially before it got sick. People can’t resist seeing it even if they know it will make them upset.
- The baby used to cry a lot, but now it’s just quiet. The bodyguards say that when it cried all the time they wished it would shut up. Now they find its silence even more distressing for they are sure it is dying. They will allow a PC to approach the baby to do a Heal check. A Heal check (DC15) determines that the baby is starving and dying of malnutrition. The PCs can determine [Knowledge (nature) DC = 22] that the sores are due to a malaise that only giants are susceptible to. PCs with favored enemy (giant) can add a +4 competence bonus to this roll.
- No, they don’t change the diaper; the boss hired a woman to do that. She did all the taking care of the baby. She’s gone now, though. Took off two days ago and no one’s been brave enough to try changing that hulk of a diaper. They don’t know anything about how the baby’s cared for but they say the house boy Jep has been put in charge (during the day he’s at the tent flap, at night he’s behind the tent sleeping on the hay for the animals).

- Mostly they relay to the PCs that they are very worried that there is something wrong with the baby. They tell the PCs that the man they want to speak to is Vilneus (the boss) if they want to know more. If the party does this, see **Going to See the Boss**.

The bodyguards are very busy during the day and the continual flow of people prevents them from talking for very long. If all the PCs want to talk, they either have to make return trips or find some other way to talk to them. Each guard, however, permits one PC to talk to him inside the tent while he’s “on duty”. Even then they only let them talk for a few minutes—they are worried the boss will find out.

Going to See the Boss

♣ **Vilneus the Boss:** Male human, see *Appendix One*.

During the day, Vilneus can be found on his soapbox in front of the tent. At night he is in a covered wagon behind the tent. To interrupt his daytime barking, the party must succeed at a Diplomacy (DC = 10 + ½APL) or Intimidate (DC = 5 + ½APL) check. If they are not successful and continue to loiter, Vilneus calls for the guards to intervene.

Under whatever circumstance it is that the PCs meet Vilneus, he is clearly annoyed that he has been bothered from either working or sleeping. If he feels the party is trying to intervene on the baby’s behalf he is hostile and uncooperative—clearly not wanting to lose his source of income. Vilneus will soften up if the party:

- Beats him on an opposed Diplomacy roll (APL2: +6; APL4: +7; APL6: +9; APL8: +11; APL10: +14; APL: +16). Making him feel guilty by saying something about the baby’s bad condition confers a -5 circumstance penalty to his Diplomacy roll.
- Succeeds at an Intimidate check (DC=12+APL).
- Offers to pay him for the baby. Initially, Vilneus is not interested if they offer anything less than 50gp times APL. If the PCs make a Diplomacy check (DC 15), he will reduce the price by half.

If PCs succeed, see **Surrender**. If they fail this encounter erodes into a fight with Vilneus and the bodyguards. See **Fighting for the Baby**.

Fighting for the Baby

If a scuffle is started with the bodyguards before meeting Vilneus, he comes in to assist (after one round during the day; or after three rounds during the night). Vilneus surrenders and calls off the bodyguards when his hit points fall below half (see **Surrender**).

APL 2 (EL 2)

👤 **Vilneus the Boss (1):** male human Rog1; hp 7; See Appendix One.

👤 **Bodyguards (2):** male human War1; hp 10; See Appendix One.

APL 4 (EL 4)

👤 **Vilneus the Boss (1):** male human Rog2; hp 12; See Appendix One.

👤 **Bodyguards (2):** male human Ftr1; hp 12; See Appendix One.

APL 6 (EL 6)

👤 **Vilneus the Boss (1):** male human Rog4; hp 22; See Appendix One.

👤 **Bodyguards (2):** male human Ftr2; hp 20; See Appendix One.

APL 8 (EL 8)

👤 **Vilneus the Boss (1):** male human Rog6; hp 32; See Appendix One.

👤 **Bodyguards (2):** male human Ftr4; hp 39; See Appendix One.

APL 10 (EL 10)

👤 **Vilneus the Boss (1):** male human Rog8; hp 42; See Appendix One.

👤 **Bodyguards (2):** male human Ftr6; hp 55; See Appendix One.

APL 12 (EL 12)

👤 **Vilneus the Boss (1):** male human Rog10; hp 52; See Appendix One.

👤 **Bodyguards (2):** male human Ftr8; hp 71; See Appendix One.

Tactics (All APLs): Vilneus prefers to take his opponents when they are off their guard. He uses his Bluff skill and Sleight of Hand skill to make his opponents believe he is unarmed then moves to flank and throws his daggers into their backs. He actually does this for as many rounds as he can get away with it. When all but one dagger remain, he engages in melee. Bintur and Chez jump feet first into battle and work with the Boss to flank opponents.

Surrender

If Vilneus has been persuaded to give up the baby or if combat with the PCs has brought his hit points below half he surrenders and calls off his bodyguards. He realizes that his hide is more valuable to him than profits and he relinquishes guardianship of the baby to the party. Vilneus over-dramatizes that *“the baby has become too much work now that Seba has left”* and he doesn't

believe it will live much longer anyway. Vilneus uses his high Bluff skill to sob and repent about how terrible of a man he is, how difficult his life has been, and how much he hates himself. He then gets a bloody nose for no apparent reason that doesn't stop. He eventually calms down and willingly answers any questions the PCs put to him. This is what he knows:

- Baby's name: Doesn't have one. We just call her “Baby”.
- Gender: Girl
- Where did he get the baby?: Some rangers found her far to the north and brought her back with them not knowing what else to do with her. She was found on a cradle board on the back of her dead mother in a new snow that made tracking impossible. Vilneus heard they had her and purchased her from them for 100gp. That was in the village of Woodsedge near the southern Raker Mountains in the Theocracy of the Pale. He doesn't know anything else about her origins, not even the names of the rangers.
- How old is the baby?: He doesn't know but he's had her for 6 months. She was just a wee infant, only 5 feet long, when he purchased her. He doesn't know anything else about her development except that she is some type of giant, but he isn't sure which.
- How much does the baby weigh?: maybe half a ton
- What's wrong with her?: He doesn't know, but her health began to decline about two months ago. She's been getting worse and worse. The baby doesn't even cry anymore, and barely eats.
- Who's Seba?: He had hired a woman named Seba to take care of the baby. Seba claimed to know something about giants and to have studied with a renowned expert in giant culture and lore. Seba disappeared with all her luggage two days ago and he has no idea where she went.
- Who is this expert on giants?: He believes her name is Greta and that she's some kind of loremaster. (She is not a Loremaster, but he does not know that.) She lives near the town of Dosseldorf in the County of Urnst. She will know how to cure the baby, and possibly take the baby off the PCs hands.

If the PCs do not offer to take the baby the scenario ends here.

If they accept the baby, Vilneus tells them that they may need some supplies. He “generously” offers to sell them to the party. This is in addition to any money they

may have paid for the baby itself. Vilneus will not give the supplies away—he has to recoup his costs. The PCs can dicker and argue with him on the cost of items but he won't take less than 50gp for all:

- The “bottle” - 3gp
- Diapers (5) - 2gp (the one the baby wears is a freebie and has two large pins fastened to it).
- Six milking goats - 2gp each
- Cradle wagon - 20gp (nothing more than a covered cart with tall sides so the baby can't roll out. It somewhat protects her from the elements). Weighs 250lbs
- One mule to pull the wagon - 8gp
- A very large blanket (it is Fall and getting cold) - 2gp
- Two pullover buntings - 1gp each
- A large bib - 5sp
- Two large buckets - 1gp
- A large towel - 1sp
- Two salves made by Seba - 1gp (one to ease the pain of the baby's sores, the other for the diaper rash) there is enough for three applications of each.

At the very bottom of the chest full of baby supplies is a note. Give the players **Player's Handout #1**.

It is possible that some PCs will recognize that the purchase of a giant baby may violate some of the Palish laws and want to return Vilneus to the Pale for trial. If this happens, Vilneus will be attempting to escape at every opportunity and, if able, continuously observing that the baby is getting worse. If the PCs succeed in returning Vilneus to the Pale for trial, he will be fined 100 gold glories and sentenced to a two-week term in a New Dawn Camp. Be sure to keep track of the baby's condition during the time spent to transport Vilneus to the Pale.

If the party opts to steal the supplies instead see **Stealing the Supplies**. If they ask, Vilneus knows nothing about caring for the baby but he sends for his house boy Jep (he was the boy taking money at the flap) who was put in charge of caring for the baby after Seba's departure.

Talking to Jep the House Boy

👤 **Jep, the House Boy:** Male human Com2.

Unless Jep is summoned by the boss, he only talks if intimidated (Intimidate DC5). He knows everything Vilneus and the bodyguards know plus the following:

- **Feeding the baby:** Seba started making him feed the baby about two months ago. He feeds her goat milk every four hours by filling a large skin bag with a make-shift nipple made of pigskin on the end of it. He has to milk a goat prior to each feeding because the baby drains each goat of its daily production each time she feeds (Jep complains about that).
- **Baby's health:** If pressed, the boy admits that sometimes he is too tired to milk the goats so they haven't been producing as much. He also admits that he sometimes forgets to feed the baby (he's just got too much to do!), hence the baby's malnourishment. He doesn't know why the baby is developing sores all over its body. Those began to appear about a month ago. Seba tried some things, like a salve that seemed to ease the pain of the sores but didn't cure them (included in the baby's supplies).
- **Who is Seba? Where is she?:** He thinks Seba left because she didn't know how to cure the baby and couldn't stay and watch the baby die. Seba tried to convince the boss to take the baby to Greta in Dossselford, but the boss refused and ordered Seba to take care of it (if the boy is talking in front of the Boss, he smacks the boy on the back of the head for saying this). He doesn't know where she has gone. He knows nothing of Seba's note in the bottom of the baby's supply chest. It wouldn't matter much anyway, Jep can't read.
- **Changing the diaper:** He says he's not sure how in Pelor's name Seba changed that diaper (it is up to the PCs to figure this one out for themselves), but included in the baby's supplies is a salve that Seba made for the rash (see Curing the Baby in Encounter Two).
- **Baby's supplies:** The boss stores all the baby's supplies in a trunk behind the exhibition tent.

Talking with the Circus Hands

PCs can Gather Information among the circus employees to learn:

- (DC 8) Seba was the baby's caretaker but no one knows where she has gone.
- (DC 11) Jep may know how to care of the baby. He can be found taking money at the tent flap.
- (DC 13) Vilneus is the guy who owns the baby exhibit. He's out in front of the tent luring people in. It's been a real money-maker for him.
- (DC 15) Seba's returning home to her family near Dossselford in the County of Urnst.

Stealing the Baby

If the PCs attempt to steal the baby, they must be stealthy. At night, one guard is sitting at the front, one is resting on a cot inside the rear flap. The tent can be approached within battlemat range with a Move Silently DC = 10+APL. Once a PC gets this close have her make a Spot check.

- DC = 10+APL reveals that the baby is sleeping on a wagon that can be rolled out with sufficient strength or an animal to move it.
- DC = 5+APL reveals the state of the guards.

Roll 1d4 to determine the following:

1. Both guards are sleeping. Guards are granted no Spot checks and are -4 to Listen checks. A PC may enter the tent undetected if both guards fail their Listen checks. Otherwise initiative begins (guards are surprised during round one).
2. Guard in front, Bintur, is flirting with towny (-2 Listen, -2 Spot). Guard in rear, Chez, is sleeping (-4 Listen, no Spot). A PC may enter the tent undetected if both guards fail both Spot and Listen checks. Otherwise initiative begins (Chez is surprised during round one).
3. Bintur is awake and alert (full Spot and Listen), Chez is sleeping (-4 to Listen; no Spot check). A PC may enter the tent undetected if both guards fail both Spot and Listen checks. Otherwise initiative begins (Chez is surprised during round one).
4. Bintur is awake and alert (full Spot and Listen), Chez just woke up from a dream about dirty diapers (full Spot and Listen). A PC may enter the tent undetected if both guards fail both Spot and Listen checks. Otherwise initiative begins (no guards are surprised).

As a PC approaches within 20 feet of the tent, make opposed Hide/Spot and Move Silently/Listen rolls. Using the modifiers above, determine whether they enter undetected. The bodyguards Spot at Listen are listed here for convenience:

- **APL2:** Spot +5, Listen +5.
- **APL4:** Spot +5, Listen +5.
- **APL6:** Spot +5, Listen +5.
- **APL8:** Spot +11, Listen +6.
- **APL10:** Spot +12, Listen +7.
- **APL12:** Spot +13, Listen +8

Once inside, the baby must still be moved without discovery. The above bonuses still apply. If PCs attempt to move the wagon without an animal, each must succeed at an opposed Move Silently check against the guards

Listen checks. A combined Strength of 17 is needed to pull the wagon.

If they want to use an animal, the mule and its harness are outside. Another option is to use an animal of their own (must be mule, horse, donkey or similar). A Handle Animal check (DC = 10 + ½ APL) is required to keep the animal quiet while entering the tent and during harnessing.

Once the PCs begin to move the baby, roll a 1d4 to determine the following (above modifiers still apply):

1. Animal nickers or PC inadvertently grunts loudly when pulling: -5 Move Silently
2. God of DM's choosing blesses PCs: +5 Move Silently
3. Baby starts crying: -10 Move Silently
4. All goes well: no modifiers

If discovered, see **Fighting for Baby**. A successful stealthy rescue of the baby results in not gaining benefits granted to them by talking to the boss, although gathering information around the circus can point them in Jep's direction.

Stealing the Supplies

The supplies for the baby are located behind the exhibit tent in a large trunk. They can also be stolen. The trunk weighs 50lbs.

- If stolen after obtaining the baby the PCs must make two Move Silently checks (one to approach, one to lift and get away) opposed by the bodyguards Listen. The second Move Silently check is at -2 because the chest is so heavy. If caught, see Fighting for Baby.
- If the supplies are stolen at the same time as the baby or before, they can be taken as long as they succeed at a single Move Silently check at -2 (chest is heavy) opposed by the bodyguards Listen.

Encounter Two: What To Do With a Giant Baby

If the party decides to pursue Seba or if they journey to Woodsedge, they find nothing. Both are dead ends. (Seba was killed by a wild animal while traveling.)

Now that you have the baby in your custody her life is in your hands. She seems so frail for such a large and imposing creature, so unresponsive that she doesn't even seem aware of her surroundings. It is imperative that you find help for her. Can you keep her alive until then?

At this point the PCs should be taking Baby to Greta near Dosseldorf in the County of Urnst. The overland

route is about 200 miles. The cart can move 16 miles per day, reaching Dossselford in just over 12 days. The water route up the Franz river, although the same distance, takes 3 days longer due to the current. Alternate transportation (e.g., teleportation) is certainly possible however Baby's weight (1000 lbs currently, size Large), the cart, the milking animals, and all associated equipment must be considered. Baby is also not considered willing to accept spells and makes a saving throw anytime a spell permits one (*teleport* specifically won't work while Baby is conscious because Baby is considered unwilling).

Should alternate transportation be used (e.g., *wind walk*) the party still must spend five days on the road. This means that if they teleport directly to Dossselford, it takes them five days wandering around in the woods to find Greta (see Encounter 4). Since parties like this are of advanced skill, assume they start at Day 7 on the Milking and Feeding chart (DM Aid #1).

Travel with Baby is considerably hampered, also, due to the need to change diapers, milk animals, feed Baby, etc. Whatever the case is, Baby is now in the care of the PCs, they must do all that is necessary to keep this very ill baby from dying (otherwise the scenario ends and xp is only awarded to that point).

Each day that the PCs are on the road with Baby they must make six feeding checks (one every four hours, day and night) to see whether they are able to successfully keep her alive.

She starts at 50% nourished. 100% represents full health. Every successful feeding alleviates her malnutrition by +10%, every failed feeding worsens it by -10%. If baby reaches 0% malnutrition she dies, regardless of how many hit points she has.

She is also dying from nutrient deficiency and each day on the road results in a progressive worsening of her malnutrition (-10% on day 1, -15% on day 2, etc.). Use DM Aid #1 to help track Baby's malnutrition until the party arrives at Greta's. Keep in mind that parties who use teleportation magic to get to Dossselford must start at Day 7 on the table.

Examining the Baby

At any point when a PC has an opportunity, she may examine the health of Baby. A Heal check (DC15) reveals:

- Baby is starving and dying of malnutrition.
- Magical healing, remove disease, and other spells will not cure the malnutrition. The malnutrition is not a disease. [Note: Baby will not tolerate eating for a full hour, so *heroes feast* will not affect her.]

- Daily long term care will provide +5% per day to her malnutrition (most of this is through the careful treatment of her sores).
- Baby's current nourishment percentage (as tracked in DM Aid #1). Tell the PC who made the Heal check the current value $\pm 5\%$.

The PCs can also determine [Knowledge (nature) DC = 22] that the sores are due to a malaise that only giants are susceptible to. PCs with favored enemy (giant) can add a +4 competence bonus to this roll.

Curing the Baby

The sores are not actually due to a disease. They are caused by a deficiency of a particular nutrient that giants need. Curative magic will not ultimately prevent baby from dying. Applying the brown salve to the sores, however, seems to help them and puts Baby at ease. The white salve is for the diaper rash and with regular diaper changing the rash goes away in a day. The lethargy caused by the malnutrition can be partially remedied if the PCs follow the feeding regimen described in **Feeding the Baby**. The PCs will also notice the physical effects rectifying themselves after a week and Baby will gain weight and become stronger and more active, although the sores do not go away and Baby is obviously still sick. Baby cannot be cured until brought to Greta who will be able to supply the PCs with the nutritional supplement Baby needs.

Feeding the Baby

Baby must be fed one gallon of milk every four hours to keep her alive and reduce the affects of the malnutrition. Milking an animal is described in **Milking** below. Once the milk is obtained, it must be administered to Baby. If the PCs have the milking skin, then they have no trouble feeding Baby as she holds the bottle herself. If they have not obtained the skin then they must rely on their creativity and the DM's discretion.

Milk can be obtained from any milk-producing, large animal such as a goat, cow, horse or donkey. The animal must be lactating at the time obtained or it does not produce enough milk for Baby (no, the paladin's mount doesn't qualify!). Some animals produce more milk than others, and some are more willing to be milked than others (See "Ease of Milking" in **Milking**). If the PCs do not obtain the goats provided by Vilneus (the boss), use the list below to help them locate another animal:

Roll a d20 to locate a lactating animal:

1-10) One cow. Ease of milking: easy (one animal produces 6 gal/day). Cost: 15 gp.

11-16) Six goats. Ease of milking: easy (one animal produces 1 gal/day). Cost: 5gp each.

17-19) Four horses. Ease of milking: difficult (one animal produces 1.5 gal/day). Cost: 75 gp each.

20) Twelve donkeys. Ease of milking: difficult (one animal produces .5 gal/day). Cost: 8gp each.

These animals can be purchased for the listed prices. Stealing them from farmers should be very difficult (DM discretion). Keep in mind that these animals must also be fed and cared for. Feed costs 5cp per day per animal. The PCs will be able to purchase enough feed along the way, but make sure they consider it before departing.

Milk and animal feed may also be produced by a *create food and water* or similar spell.

Milking

Milking the animal may be done with a Knowledge (nature), Survival, Handle Animal skill check (DC 10) or a Wisdom Check (DC 10). Either roll may be done with assistance. It takes 10 minutes to fully milk each animal (see above for how much milk is produced). PCs may eventually “take 10” on the skill checks, but only after they have successfully performed 3 milkings in a row without failure.

Ease of milking

Easy: The animal is accustomed to being milked and allows the PC to milk it with a successful milking check (see above). If the check is failed the animal becomes difficult (see below)

Difficult: The animal is not accustomed to being milked and resists. Wild Empathy (DC = 6+APL), Handle Animal (DC = 12 + APL), or *calm animal* spell reduces the difficulty to easy. Otherwise, with a successful milking check (see above), the PC can milk the animal but must make a Reflex Save (DC = 15 + ½APL) every 1d4 minutes to avoid being kicked or take 1d6 non-lethal damage. If the milk check is failed, it can be retried once. If failed again, the animal becomes impossible to milk. The PCs must wait 4 hours before attempting again.

Diapering Baby

Baby needs a clean diaper every time she wets which is after every feeding. She also needs a diaper change after bowel movements which happen once a day at the DM's discretion. Any cloth will do provided it is big enough for her (size) and is fastened in some fashion. PC ingenuity and DM discretion determines the PCs' success. The following actions must be performed for success:

1. Dirty diaper is unfastened.
2. Baby's hips are adequately lifted (One PC per leg. Each must succeed at a Str DC = 13+ ½APL) and dirty diaper removed.
3. Baby's bum is wiped, cleaned and diaper rash ointment applied.

4. Clean diaper is placed under baby's hips, folded and re-fastened.

Diapers can be cleaned with a *prestidigitation* spell, or any other means DM deems appropriate.

For the purposes of the scenario it is assumed that once the PCs have figured it out, they can continue to do this with ease while she is ill and weak. The DM should take note of the procedure that PCs use because it affects Encounter Five.

Encounter Three: A Cry in the Night

This encounter occurs just after the party gets accustomed to the feeding/milking/diapering process and it has become routine. If the party is traveling on foot, it occurs before they reach Dosseldorf. If the party uses teleportation magic to get to Dosseldorf, this encounter occurs sometime during the five day trek in the woods to find Greta.

The moon is high and the breeze is very cold this fall night. Baby is restless in her wagon, not sleeping and fussing. She keeps kicking off her blanket despite the cold and her wagon creaks and rocks as she wriggles about. Suddenly, a wail pierces the frosty air, a wail that could freeze the heart of the hardest warrior, a wail surpassing the cry of the most fearsome hell-born beast. It is a wail of horror to every parent who has heard it, and it is coming from that creaking wagon—the very wagon in your party's midst.

Baby is crying and making a tremendous racket. Initiative should start here. Allow the PCs to make a Listen check (DC 5) to wake up. When a PC awakes, she must then make a Will or Fortitude save (player choice) DC = (10 + APL) or be affected as if stunned for one round because of Baby's wailing.

Development: After one round the party is attacked. This is a surprise round for all stunned or still sleeping PCs. Waking PCs must still make a Will or Fortitude save or be stunned. For every round that baby is crying, one more opponent arrives at the far edge of camp and joins the combat. If they have not figured it out for themselves after two rounds, allow the PCs an Intelligence check (DC 10) to identify that Baby's crying is bringing more animals.

On the third round baby sits up in her wagon and holds her arms out in an appeal for comfort from the biggest, meanest PC in the party. Who she chooses is left to DM discretion but the following may be used as a guide:

- PCs with the most levels of barbarian.
- PCs with the most levels of fighter.

- Half-orcs or dwarves.
- PCs in the heaviest armor and/or with the biggest weapon.
- PCs with the highest combined Str and Con attributes.

If the chosen PC allows himself to be grappled and held, Baby stops crying and the wild animals stop coming. She cries again if he breaks out of her grapple resulting in more opponents arriving per round. For each round she is quiet, one of the extra wild animals disengages from combat.

For the remainder of this adventure, Baby cannot sleep without the chosen PC cuddled into her arms.

Baby can also be calmed using a *calm emotions* spell, a bard song directed at calming her, a successful Perform check (music or singing) DC = (10 + APL), or something similar.

APL 2 (EL 2)

🐾 **Wolves (3):** hp 19, 14, 8; see *Monster Manual* page 283. Additional wolves arrive with 13 hp (each round baby continues crying).

APL 4 (EL 4)

🐾 **Wolves (6):** hp 19, 15, 14, 14, 10, 8; see *Monster Manual* page 283. Additional wolves arrive with 13 hp (each round baby continues crying).

APL 6 (EL 6)

🐾 **Dire Wolves (3):** hp 48, 48, 36; see *Monster Manual* page 65. Additional dire wolves arrive with 45 hp (each round baby continues crying).

APL 8 (EL 6)

🐾 **Dire Wolves (3):** hp 48, 48, 36; see *Monster Manual* page 65. Additional dire wolves arrive with 45 hp (each round baby continues crying).

APL 10 (EL 8)

🐾 **Dire Lions (3):** hp 70, 62, 52; see *Monster Manual* page 63. Additional dire lions arrive with 60 hp (each round baby continues crying).

APL 12 (EL 10)

🐾 **Dire Lions (6):** hp 70, 66, 62, 62, 52, 47; see *Monster Manual* page 63. Additional dire lions arrive with 60 hp (each round baby continues crying).

Encounter Four: Curing Baby

Once they arrive in the town of Dosseldorf, the party can Gather Information at the local establishments. Townsfolk have not seen or heard from Seba in months (she never made it back home). Many townsfolk have not heard of Greta at all. Those that do know her have no

idea exactly where she lives. A successful Gather Information check (DC = 5 + APL) reveals that her mute servant, a boy of about twelve years, is in town selling some of her herbal remedies. His name is Gerard.

🐾 **Gerard:** Male human Com4.

The party can find him rather easily in the market. He is difficult to communicate with since he is mute. He hears everything clearly and is rather bright, but he cannot give an accurate representation of where Greta lives to aid in a teleportation attempt. His knowledge of where she lives is very general “over the river and through the woods” type information. He will gladly serve as a guide and lead the party to her residence.

If the party journeyed here via the slow (walking) route, Greta’s home is only one day away. If the party teleported or used some other quick means of transportation, Greta’s home is a five day trek outside of Dosseldorf. This is the fastest route the boy knows.

Greta’s simple thatched hut sits on the edge of a quick running stream that has been partially dammed to form a small pond. A few ducks that have yet to fly south paddle on the cold water, and pigs huddle in the yard to keep warm. An elderly woman flanked by a big black dog hoes in a patch of brown earth with two young women. She looks in your direction as her dog begins to bark and she sees you approach with her servant. She opens the gate releasing the dog and the two women depart into the hut. The dog rushes you barking, but the mute boy calms him with a gesture. The boy waves at the woman and then uses his hands to sign a reassurance. She looks somewhat relieved and hugs him and then greets you, clearly curious but wary. “How may I help ye today? ‘Tis not my custom to receive visitors unannounced.”

🐾 **Greta:** Female human Exp7.

🐾 **Nan:** Female human Exp2.

🐾 **Perna:** Female human Exp1.

Greta immediately softens up when she learns of the PC’s errand. After examining Baby, she invites the party to stay the night. She introduces them to her mute servant Gerard (who happens to be her son), and the two young women, Nan and Perna, who are her apprentices in alchemy and herbal studies. She acts quickly to diagnosis Baby’s condition and goes to work on a remedy. She hosts dinner for the party where she instructs them to take Baby to Snowflake. This is what she shares with the party:

- Baby is suffering from a necessary mineral that is present in the milk of giants. She makes a powdered supplement that may be added to the milk. There is enough powder to last for two months. A small pinch must be added to each feeding. If the PCs ask what the supplement is

made from, Greta tells them they would rather not know. If they insist, she reveals the essential ingredient is an extract from a month-old humanoid corpse. It is mixed with other herbs and earth minerals.

- Snowflake is a ranger who will be able to find Baby's family. He can periodically be found in the town of Rakervale (in the Pale). If he is not in town then he can be found in the surrounding Rakers and is not usually too hard to locate. *"Oh, did I forget to mention, Snowflake is a frost giant."*

She does not recommend that the PCs attempt to rear Baby themselves. Reasons:

- As baby gets well she will become very strong and difficult to control.
- Storm giants have many innate abilities that baby may begin experimenting with and not necessarily controlling. Greta can share with the party the typical storm giant traits: rock catching, electricity immunity, water breathing, *call lightning*, *chain lightning*, and *control weather*. She is not aware of any of Baby's unique abilities (trample, grappling, charm, etc.).
- Giants who are not socialized with giants are ostracized by their own people. She will never truly fit in with humanoids. Her only chance of being accepted by giantkin is to be raised among them.

Greta is grateful that the PCs have done this for Baby and gives them a jar of Keoghtom's Ointment that she had been given by an elven traveler from the Celadon Forest.

All APLs: Magic – Keoghtom's Ointment- (333 gp each).

Encounter Five: Baby Needs a Change

The party should now be on the road to Rakervale to find Snowflake. The distance from Greta's to Rakervale is 400 miles. It takes the party 3 weeks if they are walking. If the party walks to Rakervale, Encounters 5 and 6 occur while they are on the road.

If they teleport to Rakervale, it takes a week to track down Snowflake and Encounters 5 and 6 happen before they find him.

If the party is walking, about a week has passed since leaving Greta's. If they have teleported, 2 days have passed in their search for Snowflake.

Baby is feeling stronger. The nutritional supplement that Greta supplied has nearly eradicated her illness. Her limbs are stronger now with regular feedings and good

health is making it apparent why giant babies need giants for parents.

The trees that line the road you now travel are shrouded in red and orange and the rattling leaves are a discourse on the approaching winter. Baby is sitting up in her wagon. Her emerald eyes glitter with life and happiness, and the sores that once covered her body have nearly disappeared. Her green curls, those that didn't fall out, bounce as the wagon jolts and sways. She is curious and giggles as a pair of swallows swoop over the wagon. She points and coos, "bood," and then grabs her toes in pure glee. She is getting well. You've saved her life. For Baby this cold fall day feels like spring.

The party is suddenly aware of a horrible smell. Allow them a Fortitude Save DC = (10 + APL) or be sickened by a potentially dirty diaper (-2 to all attacks, damage, saves, skill and ability checks). Sickened PCs remain so until the diaper is changed and cleaned.

Have the party roll initiative when the decision is made to change the diaper. The previous diapering procedure is modified by Baby's increased strength and squiggle-factor as follows:

1. Dirty diaper is unfastened. Requires a Dexterity check DC = (8 + ½ APL). A judge may substitute a Sleight of Hand check. Failure results in Baby being pricked by the pin. She reacts by flailing her legs wildly and crying out. All PCs within earshot must succeed at their choice of a Will or Fortitude save DC = (10 + APL) each round that she cries or be shaken for one round. If she has been pricked, her flailing legs lash out toward the source of her pain and deal damage as a slam attack (see stat block).
2. For Baby's hips to be lifted each leg must first be successfully grappled. This requires at least one PC per leg. Use Baby's leg grapple check (see stats). Once grappled, each leg must be lifted with a Str check DC = (13 + ½ APL) while the dirty diaper is removed. Baby actively resists being diapered and each round kicks its free legs at any PC within reach. This counts as a slam attack (see stat block).
3. Baby's bum is wiped, cleaned and diaper rash ointment applied. This takes two rounds. The legs try to break free each round. PCs holding the legs must maintain the grapple. This step is considered successful as long as one of the legs is grappled each round. Failure occurs if both legs slip out of the grapple, in which case, repeat Step 2. If a leg slips free, it gets a slam attack as a free action on the PC who failed the grapple check.
4. Clean diaper is placed under Baby's hips, folded and re-fastened. This takes three rounds and requires a Dex check DC = (8 + ½ APL) each round. This time both legs must be maintained in the grapple, otherwise the PCs must keep trying. Remember

each time a leg slips free, it gets one slam attack as a free action.

APL 2 (EL 2)

👶 **4-HD Baby (1):** Female infant storm giant; hp 30;
See Appendix One.

APL 4 (EL 3)

👶 **7-HD Baby (1):** Female infant storm giant; hp 59;
See Appendix One.

APL 6 (EL 3)

👶 **10-HD Baby (1):** Female infant storm giant; hp 85;
See Appendix One.

APL 8 (EL 5)

👶 **13-HD Baby (1):** Female infant storm giant; hp 123;
See Appendix One.

APL 10 (EL 6)

👶 **16-HD Baby (1):** Female infant storm giant; hp 152;
See Appendix One.

APL 12 (EL 7)

👶 **19-HD Baby (1):** Female infant storm giant; hp 199;
See Appendix One.

Tactics:

APL 6 and below:

Baby resists her legs being grappled with her Escape Artist ability. Roll separately for each leg. (To avoid violating the precise grapple rules, treat each leg as a separate “creature”).

APL 8:

Baby uses her innate *freedom of movement* ability to resist her legs being grappled. She does this for two rounds before becoming tired and switching to her Escape Artist skill. Roll separately for each leg.

APL 10:

Baby uses her innate *freedom of movement* ability to resist her legs being grappled. She does this for three rounds before becoming tired and switching to her Escape Artist skill. Roll separately for each leg.

APL 12:

Baby uses her innate *freedom of movement* ability to resist her legs being grappled. She does this for four rounds before becoming tired and switching to her Escape Artist skill. Roll separately for each leg.

All APLs:

After fifteen rounds baby figures out that the party is actually trying to help her by changing her diaper and becomes cooperative.

Encounter ends when the dirty diaper has been removed and cleaned, and the new one properly put in place.

Encounter Six: Crawling Along

If the party is walking, one week has passed since the last encounter (two weeks since leaving Greta's). If they have teleported, 2 days have passed (4 days since leaving Greta's).

Please read or paraphrase the following, taking into account any nonstandard modes of travel.

After leaving Greta's, you entered the Theocracy of the Pale. The border guard was slightly overwhelmed by your cargo, but finally directed you to the local official in Hawkburgh. The pleasant but perplexed official poured over sheaves and stacks of proclamations and statute books before finally issuing you a written permit and sending you on your way.

Now it is late in the day and all are weary, except Baby, of course, who seems to have an endless supply of energy. It seems that she is making up for the time she lost during her ordeal in the circus for the change in her is pronounced. She is cheerful, generous with her three-toothed smiles and sloppy, not-quite kisses, and eager to give you all back-crunching cuddles. She is clearly attached to all of you and calls you by cute corruptions of your names. She laughs at the least provocation, like when (insert a PC's name) tripped and fell off her cart. She always wants you near. When you leave she cries, arms held out, and when you return she greets you openly, lovingly, trustingly. You have become her savior, her protector, her provider and most of all, her hero. In her eyes, you can do nothing wrong. In her world, you shine like the sun.

DM should set up this encounter by having the party settle down to camp. Baby, of course, cannot sleep without the PC she chose as a cuddle buddy in Encounter 3. The night passes uneventfully, but in the morning PCs standing watch notice that baby wakes, sits up, seems to take notice of something across camp, rocks forward onto her hands and knees and suddenly takes off at crawl. At this point initiative should be rolled. All sleeping PCs are surprised the first round that they wake up.

Baby is exuberant in her new-found ability and tramples all over camp and all over any PC that may be underfoot. She giggles and squeals as the PCs attempt to dodge out of her way, thinking that they are playing a game with her, not realizing that she is hurting them.

Development: The campsite is a roughly circular clearing, with a 40ft radius. During the night, the camp is encircled by grigs (see *Monster Manual* pg. 235) who set up a prank to have a little fun. Each round one of them makes a sound to lure Baby toward him. Sounds include

noises like bells, rattles, a pennywhistle, and other humorous noises (think cartoon sounds). Baby responds by heading in a direct line to the source of the noise, trampling anyone in her path. The grigs find it hilarious that a giant baby is trampling all over a party of fierce adventurers. Every time a PC is trampled there are peals of laughter from all around the camp.

A successful Listen check DC = (6 + APL) allows the PCs to hear the sound coming from the surrounding woods. This check assumes the PC is 40ft from the source of the noise. Adjust the DC for distance as necessary (+1 per 10 feet further away, -1 per 10 feet closer).

The grigs may be spotted (opposed by Hide +16) but only once a PC enters the brush around the camp. The brush does not hamper Baby's trample but is tall enough to provide concealment from the campsite for the grigs.

If the area is silenced or Baby is otherwise distracted by the party, the DM may opt to have the grigs emerge from the brush to lure Baby back into trampling. She just can't resist the cute animated dolls making faces at her!

APL 2 (EL 4)

👧 **4-HD Baby (1):** Female infant storm giant; hp 30; See *Appendix One*.

🐼 **Grigs (3):** hp 2 each; See *Monster Manual* page 235.

APL 4 (EL 5)

👧 **7-HD Baby (1):** Female infant storm giant; hp 59; See *Appendix One*.

🐼 **Grigs (4):** hp 2 each; See *Monster Manual* page 235.

APL 6 (EL 8)

👧 **10-HD Baby (1):** Female infant storm giant; hp 85; See *Appendix One*.

🐼 **Grigs (5):** hp 2 each; See *Monster Manual* page 235.

APL 8 (EL 10)

👧 **13-HD Baby (1):** Female infant storm giant; hp 123; See *Appendix One*.

🐼 **Grigs (6):** hp 2 each; See *Monster Manual* page 235.

APL 10 (EL 11)

👧 **16-HD Baby (1):** Female infant storm giant; hp 152; See *Appendix One*.

🐼 **Grigs (7):** hp 2 each; See *Monster Manual* page 235.

APL 12 (EL 12)

👧 **19-HD Baby (1):** Female infant storm giant; hp 199; See *Appendix One*.

🐼 **Grigs (8):** hp 2 each; See *Monster Manual* page 235.

Tactics (All APLs): The grigs always go immediately

ahead of Baby, even if they need to Delay to do so, hence it is difficult for PCs to clear a path for Baby. The grigs attempt to maximize the number of PCs trampled each round by selecting a straight line that includes the maximum number of PCs. The grigs move around only as necessary to capture more PCs in the trample.

This game of cat-and-mouse continues until the party chases all the grigs away. The party's goal during this encounter is to chase the grigs away (as they are the only thing causing Baby to trample the party). The grigs are not interested in fighting the party and any attempts to engage them will frighten the grig away. When a PC gets within 10 feet of a particular grig, it goes invisible and runs away at its next opportunity. Other means can be used to scare them off, e.g. intimidation, warning shots of missile weapons, etc. There are a different number of grigs at each APL, somewhat evenly spaced in the brush around the camp. Once a grig has fled, it will not return.

If and only if the party damages a grig, then the PCs receive the "Enmity of All Grigkind" on the Adventure Record. Otherwise, this disfavor should be crossed off the Adventure Record before it is distributed to the players.

Once the grigs are chased off Baby stops trampling and changes her mood. With a large grin, and spittle of drool coursing down her chin, she attempts to grapple the smallest PC in the party. If she is successful, she sticks the PC head-first into her mouth and uses him as a chew toy, dealing slam damage each round she maintains the grapple.

The party should be able to defeat the encounter without causing harm to Baby. Only half xp is awarded if anyone uses lethal damage against her at any time during the combat.

Encounter Seven: Finding Snowflake

If the party is walking, one week has passed since the last encounter (three weeks since leaving Greta's). If they have teleported, 3 days have passed (1 week since leaving Greta's).

Once in Rakervale the party can Gather Information in the local businesses to learn that Snowflake was in town about a week ago, but left for the Rakers on the North Road. The party can pick up his trail with a Survival Check DC = (10 + ½ APL) or a Search Check DC = (15 + APL). If the party fails to acquire his trail, they can hire a guide in town for 50gp times APL per day.

If the party walked to Rakervale, they catch up to Snowflake in one day. If the party teleported, it takes a full week to find Snowflake and Encounters 5 and 6 occur while they are tracking him.

Please read or paraphrase the following (making adjustments as necessary if the PCs approach stealthily):

A light dusting of snow is a canvas for fresh footprints left by feet twice as big as yours. They lead you over the crest of a narrow trail that is only just wide enough to accommodate baby and her cart. In the dell below a massive yet crude lodge has been made which provides shelter from the prevailing wind. Outside, a fire burns briskly and the smell of cooking carries up the trail. A large, friendly face peers up at you from fireside. His hand is buried into the scruff of a large wolf who looks somewhat less friendly. "Hello!" the giant bellows. "I heard you coming from a ways off! I thought ya might enjoy something to eat and a fire to warm ya up."

❧ **Snowflake:** Male frost giant RgrI/BbnI; See Appendix Two.

After introductions (if necessary), allow the PCs to role play this encounter. Snowflake is easily convinced to take Baby, whom he immediately feels attached to. Baby, also, takes a curious interest in Snowflake. He is able to amuse her with silly faces, theatrics, and bouncing on his knee. He also recites verses and sings what must be nursery songs in Giant. She seems to respond most of all, however, to being cradled in his arms. He also seems adept at handling her and easily keeps her under control.

Snowflake believes it is in Baby's interest that the PCs spend the night. That way she can get better adjusted to her new caretaker. She begins to smile at the PCs, laugh a lot more, and can even say a few words in Common. She also seems to have picked up the names of most of the PCs. She does not say them perfectly, but her mispronunciations are cute.

Encounter Eight: Breaking Up Is Hard to Do

This is your last night before saying goodbye. Snowflake has offered to let you stay the night before you begin your journey home.

Your bedtime routine with Baby goes as usual. She smiles and plays, kicking her strong, fat legs, while you show Snowflake how to feed her, change her and get her ready to sleep. All these chores that were so difficult at first are second nature now. As baby settles into her wagon for sleeping, she insists that you give her bottle, crying because it's Snowflake instead. She won't settle down to sleep until (insert name of her cuddle buddy) is tucked in with her, and every person in the party has kissed her good-night. She is so attached to you all. How will you ever say good-bye?

Snowflake prepares a surprisingly wonderful dinner considering the austere conditions: venison, elk, and mead, among other things. The post-dinner conversation

is almost entirely about Baby. Snowflake wants to know how to best take care of her, what makes her laugh, what her name is, etc. He tells you that he plans to find her family or to at least place her with a Storm Giant family. He believes it is important that she be brought up with her own kind. He especially wants to know as much as the PCs can tell him about where they found her and how on Oerth they got her here. Let the PCs indulge in a little narcissism, Snowflake listens attentively with great admiration. He occasionally pokes fun at the PCs about how little they eat, "*how do you expect to grow big and strong like me?*".

The DM should draw the lodge (single room, about 70 ft x 50 ft) and ask the PCs what their plan is for the evening. Most players, sensing the finale of the scenario will prepare watches, defensive measures, etc. The real threat in this encounter, however, is from within.

Baby instinctively senses the upcoming separation. She reaches out to the PCs with her innate charm abilities and attempts to charm the party. Use Baby's charm spell appropriate to the APL and modify each PC's Will save based on the following.

- Female PCs: -2 circumstance penalty.
- The PC whom baby selected as a cuddle buddy: -4 circumstance penalty.
- Any PC who developed a special bond with Baby (singing her to sleep, naming her, etc.): -2 circumstance penalty.
- PC who got grappled and used as a chew toy: +4 circumstance bonus.
- Any PC who has children or a spouse: -2 circumstance penalty.

The save DCs for each APL are list below:

- APL 2 – charm person (or some type of similar effect), cast as Sor10.
- APL 4 – charm person (or some type of similar effect), cast as Sor10.
- APL 6 – charm person (or some type of similar effect), cast as Sor10.
- APL 8 – charm person (or some type of similar effect), cast as Sor15.
- APL 10 – charm person (or some type of similar effect), cast as Sor15.
- APL 12 – mass charm person (or some type of similar effect), cast as Sor15.

After each PC has rolled, have them report their results. Take note of which above modifiers apply and calculate them privately. Try not to be too obvious about what the modifiers are or players will be suspicious. Give

Player Handout #2 to the two PCs who rolled the worst modified Will save. Regardless of how poorly or exceptionally the players rolled, you should always select two PCs.

The effect that the PCs are under is similar to *charm person*, but is not exactly like that spell. This is in part because Baby is not able to communicate her desires and those desires are fleeting. Although the PCs should act as if they have been charmed and instructed to flee the scene with Baby, Baby herself may not cooperate.

Nothing about the charm effect is going to cause the affected PCs to behave inconsistently with the fact that the other PCs are, at least, traveling companions of a month. The affected PCs should not instigate any type of violent or threatening behavior. If the unaffected PCs provoke violence (which should only be of the nonlethal variety in any event), the affected PCs may respond with nonlethal tactics. You may wish to review the Charm and Compulsion section on page 291 of the DMG for assistance in running this encounter.

Note: Special exception can be made in some cases. If one of the PCs failing the modified Will save is of a character level well above the APL, then only one PC need be chosen. Another exception is for parties of only 4 PCs where the selection of two PCs would make the encounter unreasonably difficult. One PC may be selected instead.

This is a good time for the DM to take a scripted bathroom break. This way the table can disperse and the DM can take the two PCs aside to help them scheme without arousing too much suspicion.

Party members who are not charmed may make a Sense Motive check (DC 25) before bedtime to recognize that one of their comrades has been enchanted.

Development: The door is 15ft high x 10ft wide. Snowflake insists that Baby stay indoors tonight because the wind is picking up. She rests in her cradle/cart and sleeps soundly. The rest of the development is up to the two PCs who have been charmed.

The door of the lodge has an effect equivalent to an *alarm* spell on it. Whenever something crosses the threshold this evening (in or out), a shrieking noise goes off. This wakes everyone in the lodge and starts initiative.

If the charmed PCs have *silenced* the area, the *alarm* effect triggers in Snowflake's mind and wakes him up. He immediately bellows to wake the rest of the party.

In no case does Snowflake enter the altercation. He feels this is a matter amongst the PCs. He will, however, contribute his very strong opinion that Baby belongs among giants, not humanoids. With a Diplomacy of DC = 20+APL, he can be persuaded to hold Baby and keep her from crawling off.

In the case of a high level party with teleportation magic, Baby wakes suddenly from a nightmare two rounds before they cast the spell. She screams so loud the rest of the party wakes up. This starts initiative.

Baby can be woken and persuaded to crawl after the enchanted PCs with a Diplomacy (DC 10). She continues to follow them unless another party member makes a Diplomacy (DC 15). If a baby tug-of-war begins, she crawls at half her move toward the PC with the highest Diplomacy each round. Baby's cuddle buddy gets a +4 circumstance bonus to this check. (Recall that Diplomacy in combat is a full-round action.)

If the party is able to prevent Baby from leaving, all PCs receive full xp.

If the charmed PCs are successful in stealing Baby back and eluding the rest of the party they are awarded full xp. The rest of the party only gets half xp. The charm effect eventually wears off and affected PCs come to their senses. It costs them an additional TU to return Baby to Snowflake where she belongs.

Conclusion

The following text is directed at the whole party if they successfully deter the charmed PCs from taking Baby. It is directed at the charmed PCs once they have returned Baby to Snowflake, although all party members receive the note.

You have packed your gear and dressed for travel. Baby is sitting on the floor watching with curiosity. As you sling your pack she points to the wagon. "Go?" she says. She begins crawling toward it. "Go," She says again, and pulls herself up on the wagon's side. Snowflake intervenes gently, "No, Baby, you're going to stay here, with me. I'm going to find your family." You say your good-byes. Baby looks at you, confusion and tears in her eyes. "Go," She says again, holding out her arms, beginning to cry.

And as you step out the door, her crying becomes a wail and she calls you by name. You must convince yourself with every step that you have done the right thing.

Several months later you receive this note.

Give the party **Player Handout #3**.

APL 2: Loot – 0 gp, Coin – six emerald rings (10 gp each), Magic – wand of Enlarge Person (62 gp each), elixir of swimming (21 gp each).

APL 4: Loot – 0 gp, Coin – six emerald rings (75 gp each), Magic – javelin of lightning (125 gp each), potion of water breathing (62 gp each), potion of barkskin (+2) (25 gp each).

APL 6: Loot – 0 gp, Coin – six emerald rings (100 gp each), Magic – javelin of lightning (125 gp each), stone of alarm (225 gp each), potion of barkskin (+3) (50 gp each).

APL 8: Loot – 0 gp, Coin – six emerald rings (125 gp each), Magic – *wand of bull's strength* (375 gp each), *wand of bull's strength* (375 gp each), *potion of barkskin* (+4) (75 gp each).

APL 10: Loot – 0 gp, Coin – six emerald rings (150 gp each), Magic – *bottle of air* (604 gp each), *ring of energy resistance (minor)* (1000 gp each), *potion of barkskin* (+5) (100 gp each).

APL 12: Loot – 0 gp, Coin – six emerald rings (10 gp each), Magic – *belt of giant's strength* (1333 gp each), *gloves of swimming and climbing* (521 gp), *ring of energy resistance (minor)* (1000 gp each).

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 Three: A Cry in the Night

Defeating the woodland creatures attracted by baby's crying.

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	180 XP
APL10	240 XP
APL12	300 XP

Encounter Five: Baby Needs a Change

Successfully diapering baby amidst flailing limbs.

APL2	60 XP
APL4	90 XP
APL6	90 XP
APL8	150 XP
APL10	180 XP
APL12	210 XP

Encounter Six: Crawling Along

Subduing or stopping Baby during her trample without causing her ANY lethal damage.

APL2	120 XP
APL4	150 XP
APL6	240 XP
APL8	300 XP
APL10	330 XP
APL12	360 XP

OR

Award only half XP if anyone deals lethal damage to Baby.

Encounter Eight: Breaking Up is Hard to Do

Uncharmed party members prevent baby from leaving Snowflake's home. Award to all PCs.

APL2	120 XP
APL4	180 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

Award charmed PCs full xp for successfully removing baby from Snowflake's home.

Award only half XP to uncharmed PCs if baby is removed from Snowflake's home.

Story and Roleplaying award

Encounter One: Rescuing Baby

Removing Baby from circus captivity, either through diplomacy, stealth, or combat.

APL2	30 XP
APL4	60 XP
APL6	90 XP
APL8	105 XP
APL10	120 XP
APL12	150 XP

Encounter Two: What to Do With a Giant Baby

Feeding, diapering, and caring for Baby without her condition deteriorating (falling below 50% nourishment when the PCs reach Greta's).

APL2	60 XP
APL4	75 XP
APL6	90 XP
APL8	120 XP
APL10	150 XP
APL12	165 XP

Total possible experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP
APL12	1,575 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 not a Regional scenario, characters may not spend additional Time Units to practice professions after the adventure.

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

Encounter Four: Rescuing Baby

All APLs: L: 0 gp; C: 0 gp; Magic: *Keoghtom's Ointment* (333 gp each).

Conclusion:

APL 2: Loot – 0 gp, Coin – six emerald rings (10 gp each), Magic – *wand of Enlarge Person* (62 gp each), *elixir of swimming* (21 gp each).

APL 4: Loot – 0 gp, Coin – six emerald rings (75 gp each), Magic – *javelin of lightning* (125 gp each), *potion of water breathing* (62 gp each), *potion of Barkskin* (+2) (25 gp each).

APL 6: Loot – 0 gp, Coin – six emerald rings (100 gp each), Magic – *javelin of lightning* (125 gp each), *stone of alarm* (225 gp each), *potion of Barkskin* (+3) (50 gp each).

APL 8: Loot – 0 gp, Coin – six emerald rings (125 gp each), Magic – *wand of Bull's Strength* (375 gp each), *wand of bull's strength* (375 gp each), *potion of barkskin* (+4) (75 gp each).

APL 10: Loot – 0 gp, Coin – six emerald rings (150 gp each), Magic – *bottle of air* (604 gp each), *ring of energy resistance (electricity, minor)* (1000 gp each), *potion of barkskin* (+5) (100 gp each).

APL 12: Loot – 0 gp, Coin – six emerald rings (10 gp each), Magic – *belt of giant's strength* (1333 gp each), *gloves of swimming and climbing* (521 gp), *ring of energy resistance (electricity, minor)* (1000 gp each).

Total Possible Treasure

APL 2: L: 0 gp; C: 10 gp; M: 416 gp - Total: 426 gp

APL 4: L: 0 gp; C: 75 gp; M: 545 gp - Total: 620 gp

APL 6: L: 0 gp; C: 100 gp; M: 733 gp - Total: 833 gp

APL 8: L: 0 gp; C: 125 gp; M: 1158 gp - Total: 1283 gp

APL 10: L: 0 gp; C: 150 gp; M: 2037 gp - Total: 2187 gp

APL 12: L: 0 gp; C: 10 gp; M: 3187 gp - Total: 3197 gp

Special

☛ **Favor of the Fjofthorm:** In gratitude for returning Heldia to her clan you have earned the favor of her father, Frecknéð, seneschal of the Fjofthorm. Frecknéð has given you a locket with some of Heldia's hair as a memento. A PC who displays this locket has influence with the Fjofthorm clan of storm giants. Frecknéð has offered to help the PC locate any of the items listed on the Adventure Record at any time in the future. This favor does not expire unless and until it is revoked in a future scenario.

☛ **Favor of the Fjofthornm Blacksmiths:** For assisting in returning Heldia to her father, the blacksmiths of the Fjofthorm clan are willing to make any large-sized weapon for the PC. Weapons made by redeeming this favor cost twice as much as their medium-sized counterparts. The blacksmiths are only willing to craft normal weapons by redeeming this favor, and they will politely decline to craft masterwork weapons or weapons made of any special materials. This favor does not expire unless and until it is revoked in a future scenario.

☛ **Favor of the Fjofthornm Sage:** For assisting in returning Heldia to her father, the Sage of the Fjofthorm clan is willing to add the Throwing or Thundering

Enchantment to any magical weapon or to add the Electricity Resistance enchantment to any magical shield or set of armor. This favor only counts as access and the PC must pay the difference in value for upgrading the item. A PC who has the Craft Magic Arms and Armor feat may also redeem this favor to allow him to use his own abilities to upgrade his or her own weapon, armor or shield. This favor may only be redeemed for one of the foregoing enchantments and this favor should be marked "Used" and struck through when it is redeemed.

☛ **Enmity of All Grigkind:** You have responded to the antics of a grig by resorting to violence and harming the grig. You automatically receive a -5 Circumstance penalty when interacting with any grig, nixie, or pixie. News travels in spritely circles.

Items for the Adventure Record

Item Access

APL 2:

- Keohtom's Ointment (Metaregional; 4,000 gp; DMG)
- Elixir of Swimming (Metaregional; 250 gp; DMG)
- A Grig's Fiddle (Adventure; 0 gp; See Above)

APL 4 (all of APL2 plus the following)

- Javelin of Lightning (Metaregional; 1,500 gp; DMG)
- Druid's Vestment (Metaregional; 10,000 gp; DMG)

APL 6 (all of APLs 2-4 plus the following)

- Wand of Bear's Endurance (Metaregional; 3rd level caster; 4,500 gp; DMG)
- Wand of Bull's Strength (Metaregional; 3rd level caster; 4,500 gp; DMG)

APL 8 (all of APLs 2-6 plus the following)

- Bottle of Air (Metaregional; 7,250 gp; DMG)
- Potion of Barkskin (+4) (Metaregional; 900 gp; DMG)
- Wand of Call Lightning (Metaregional; 5th level caster; 11,250 gp; DMG)
- Ring of Energy Resistance (electricity), Minor (Metaregional; 12,000 gp; DMG)

APL 10 (all of APLs 2-8 plus the following)

- Belt of Giant Strength, +4 (Metaregional; 16,000 gp; DMG)
- Helm of Underwater Action (Metaregional; 57,000 gp; DMG)

APL 12 (all of APLs 2-10 plus the following)

- Ring of Freedom of Movement (Metaregional; 40,000 gp; DMG)
- Rod of Thunder and Lightning (Metaregional; 33,000 gp; DMG)
- Staff of Size Alteration (Metaregional; 29,000 gp; DMG)

Appendix One – Encounters

Encounter 1

APL 2 (EL 2)

Vilneus, the Boss (1): male human Rog1: CR 1: Medium-sized humanoid; HD 1d6+1; hp 7; Init +2; Spd 30ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 MW studded leather); Base Atk/Grp: +0/+0; Atk +1 melee (1d4 [19-20/x2], MW dagger); Atk +3 ranged (1d4 [19-20/x2], MW daggers [range 10ft]); SA Sneak Attack +1d6; SQ Trapfinding; AL CN; SV Fort +1, Ref +4, Will -1; Str 10, Dex 15, Con 12, Int 14, Wis 8, Cha 15.

Skills and Feats: Appraise +6, Bluff +6, Diplomacy +6, Disguise +4, Escape Artist +4, Intimidate +6, Listen +3, Move Silently +6, Sense Motive +3, Sleight of Hand +6, Spot +3, Tumble +6; Point Blank Shot, Precise Shot.

Possessions: MW studded leather armor, MW daggers (10).

Appearance: Vilneus is short, about 5'4" and swarthy, yet surprisingly agile. He has a black mustache that he waxes and curls around the corners of his thick, pink, protuberant lips. His black, curly hair is close-cropped and greased back, and his head is usually topped by a colorful hat that is stuck by a peacock feather. He has a penchant for brightly colored clothing and often wears make-up. He always wears an overcoat into which he hides his daggers.

Personality: Vilneus is the archetype for the cowardly bully. He is aggressive and hostile to his subordinates while being sycophantic to his superiors and groveling to any that he deems threatening. His own interests are all he values and above all he values his hide. He is prone to both bragging and sniveling depending on the situation, and is known to get spontaneous bloody noses when he's nervous or afraid.

Bodyguards (2): male human War1; CR 1/2: Medium-sized humanoid; HD 1d8+2; hp 10; Init +1; Spd 30ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +4 chain shirt, +1 light wooden shield); Base Atk/Grp: +1/+3; Atk +3 melee (1d8+2 [19-20/x2], longsword); Atk +2 ranged (1d6 [x3], shortbow); Space/Reach: 5ft/5ft; AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +5, Spot +5. Alertness.

Possessions: chain shirt, light wooden shield, longsword, shortbow, beer tankards.

Appearance: Bintur and Chez are average-looking dudes. They are of medium height and don't look like hygiene is an important part of their daily routine. They both have dirty long hair and scraggly

beards. Bintur is relatively better looking than Chez, mostly because he has a few more teeth. Both wear adventurers clothing over their armor and both have beer tankards hanging from their belts.

Personality: Wannabe adventurers, Bintur and Chez pick up work where they can find it. When they aren't working they can most often be found in the local pub or passed out just outside it. They aren't bad guys but they don't look too closely at the world. They often fall short of doing what is right, especially if there's money involved. They are good employees because they do their job without asking too many questions.

APL 4 (EL 4)

Vilneus, the Boss (1): male human Rog2: CR : Medium-sized humanoid; HD 2d6+2; hp 12; Init +2; Spd 30ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 MW studded leather); Base Atk/Grp: +1/+1; Atk +2 melee (1d4 [19-20/x2], MW dagger); Atk +4 ranged (1d4 [19-20/x2], MW daggers [range 10 ft]); SA Sneak Attack +1d6; SQ Evasion, Trapfinding; AL CN; SV Fort +1, Ref +5, Will -1; Str 10, Dex 15, Con 12, Int 14, Wis 8, Cha 15.

Skills and Feats: Appraise +7, Bluff +7, Diplomacy +7, Disguise +4, Escape Artist +4, Intimidate +7, Listen +4, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7; Point Blank Shot, Precise Shot.

Possessions: MW studded leather armor, MW daggers (10).

Appearance: see above.

Personality: see above.

Bodyguards, Bintur and Chez (2): male human Ftr1; CR 1: Medium-sized humanoid; HD 1d10+2; hp 12; Init +1; Spd 20ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 banded mail, +2 heavy wooden shield); Base Atk/Grp: +1/+3; Atk +5 melee (1d8+2 [19-20/x2], MW longsword); Atk +2 ranged (1d6 [x3], shortbow); Space/Reach: 5ft/5ft; AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +5, Spot +5. Alertness, Combat Reflexes, Weapon Focus (longsword).

Possessions: Banded mail, heavy wooden shield, MW longsword, shortbow, beer tankards.

Appearance: see above.

Personality: see above.

APL 6 (EL 6)

Vilneus, the Boss (1): male human Rog4; CR 4: Medium-sized humanoid; HD 4d6+4; hp 22; Init +3; Spd 30ft.; AC 17, touch 13, flat-footed 17 (+3 Dex, +3 MW studded leather, +1 MW buckler); Base Atk/Grp: +3/+3; Atk +4 melee (1d4 [19-20/x2], MW dagger); Atk +7 ranged (1d4 [19-20/x2], MW daggers [range 10 ft]); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trap Sense, Uncanny Dodge (Flat-footed); AL CN; SV Fort +2, Ref +7, Will +0; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 15.

Skills and Feats: Appraise +9, Bluff +11, Diplomacy +9, Disguise +4, Escape Artist +5, Intimidate +11, Listen +6, Move Silently +10, Sense Motive +6, Sleight of Hand +10, Spot +6, Tumble +10; Point Blank Shot, Precise Shot, Persuasive.

Possessions: MW studded leather armor, MW buckler, MW daggers (10).

Appearance: see above.

Personality: see above.

Bodyguards, Bintur and Chez (2): male human Ftr2; CR 2: Medium-sized humanoid; HD 2d10+4; hp 20; Init +1; Spd 20ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 banded mail, +2 heavy wooden shield); Base Atk/Grp: +2/+4; Atk +6 melee (1d8+2 [19-20/x2], MW longsword); Atk +3 ranged (1d8 [x3], longbow); Space/Reach: 5ft/5ft; AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Listen +5, Spot +5. Alertness, Combat Reflexes, Weapon Focus (longsword), Power Attack.

Possessions: banded mail, heavy wooden shield, MW longsword, longbow, beer tankards.

Appearance: see above.

Personality: see above.

APL 8 (EL 8)

Vilneus, the Boss (1): male human Rog6; CR 6: Medium-sized humanoid; HD 6d6+6; hp 32; Init +3; Spd 30ft.; AC 17, touch 13, flat-footed 17 (+3 Dex, +3 MW studded leather, +1 MW buckler); Base Atk/Grp: +4/+4; Atk +5 melee (1d4 [19-20/x2], MW dagger); Atk +8 ranged (1d4 [19-20/x2], MW daggers [range 20 ft]); SA Sneak Attack +3d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge (Flat-footed); AL CN; SV Fort +3, Ref +8, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 15.

Skills and Feats: Appraise +11, Bluff +13, Diplomacy +11, Disguise +4, Escape Artist +5, Intimidate +13, Listen +8, Move Silently +12, Sense Motive +8, Sleight of Hand +12, Spot +8, Tumble +12; Point Blank Shot, Precise Shot, Persuasive, Far Shot.

Possessions: MW studded leather armor, MW buckler, MW daggers (10).

Appearance: see above.

Personality: see above.

Bodyguards, Bintur and Chez (2): male human Ftr4; CR 4: Medium-sized humanoid; HD 4d10+8; hp 39; Init +1; Spd 20ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 banded mail +1, +2 heavy wooden shield); Base Atk/Grp: +4/+7; Atk +9 melee (1d8+5 [19-20/x2], MW longsword); Atk +5 ranged (1d8+2 [x3], composite longbow (+2)); Space/Reach: 5ft/5ft; AL N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Listen +6, Spot +11. Alertness, Combat Reflexes, Weapon Focus (longsword), Power Attack, Toughness, Weapon Specialization (longsword).

Possessions: +1 Banded mail, heavy wooden shield, MW longsword, composite longbow (+2), beer tankards, Eyes of the Eagle.

Appearance: see above.

Personality: see above.

APL 10 (EL 10)

Vilneus, the Boss (1): male human Rog8; CR 8: Medium-sized humanoid; HD 8d6+8; hp 42; Init +4; Spd 30ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +4 magic studded leather, +2 magic buckler); Base Atk/Grp: +6/+6; Atk +7 melee (1d4 [19-20/x2], MW dagger), Atk +11 ranged (1d4 [19-20/x2], Full Atk +7/+2 melee (1d4 [19-20/x2], MW dagger); Full Atk +11/+6 ranged (1d4 [19-20/x2], MW daggers [range 20 ft]); SA Sneak Attack +4d6; SQ Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge (Flat-footed), Improved Uncanny Dodge (Cannot Be Flanked); AL CN; SV Fort +3, Ref +10, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 8, Cha 16.

Skills and Feats: Appraise +13, Bluff +16, Diplomacy +14, Disguise +5, Escape Artist +6, Intimidate +16, Listen +10, Move Silently +15, Sense Motive +10, Sleight of Hand +15, Spot +10, Tumble +15; Point Blank Shot, Precise Shot, Persuasive, Far Shot.

Possessions: +1 studded leather armor, +1 buckler, Gloves of Dexterity +2, MW daggers (10).

Appearance: see above.

Personality: see above.

Bodyguards, Bintur and Chez (2): male human Ftr6; CR 6: Medium-sized humanoid; HD 6d10+12; hp 55; Init +5; Spd 20ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +7 banded mail +1, +3 heavy wooden shield +1); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6 [19-20/x2], +1 longsword); Full Atk +11/+6 melee (1d8+6 [19-

20/x2], +1 longsword); Atk +7 ranged (1d8+2 [x3], composite longbow (+2)); Full Atk +7/+2 ranged (1d8+2 [x3], composite longbow (+2)); Space/Reach: 5ft/5ft; AL N; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +8, Listen +7, Spot +12. Alertness, Combat Reflexes, Weapon Focus (longsword), Power Attack, Toughness, Weapon Specialization (longsword), Improved Initiative, Cleave.

Possessions: +1 Banded mail, +1 heavy wooden shield, +1 longsword, composite longbow +2, beer tankards, *Eyes of the Eagle*.

Appearance: see above.

Personality: see above.

APL 12 (EL 12)

Vilneus, the Boss (1): male human Rog10: CR 10: Medium-sized humanoid; HD 10d6+10; hp 52; Init +4; Spd 30ft.; AC 21, touch 15, flat-footed 21 (+4 Dex, +4 magic studded leather, +2 magic buckler, Ring of Protection +1); Base Atk/Grp: +7/+7; Atk +8 melee (1d4+1 [19-20/x2], +1 dagger); Atk +12/+8 ranged (1d4+1 [19-20/x2], +1 daggers [range 20 ft]); Full Atk +8/+3 melee (1d4+1 [19-20/x2], +1 dagger); Full Atk +12/+7 ranged (1d4+1 [19-20/x2], +1 daggers [range 20 ft]); SA Sneak Attack +5d6, Opportunist; SQ Evasion, Trapfinding, Trap Sense +3, Uncanny Dodge (Flat-footed), Improved Uncanny Dodge (Cannot Be Flanked); AL CN; SV Fort +4, Ref +11, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 16.

Skills and Feats: Appraise +15, Bluff +18, Diplomacy +16, Disguise +5, Escape Artist +6, Intimidate +18, Listen +12, Move Silently +17, Sense Motive +12, Sleight of Hand +17, Spot +12, Tumble +17; Point Blank Shot, Precise Shot, Persuasive, Far Shot, Quick Draw.

Possessions: +1 studded leather armor, +1 buckler, Gloves of Dexterity +2, Ring of Protection +1, +1 daggers (10).

Appearance: see above.

Personality: see above.

Bodyguards, Bintur and Chez (2): male human Ftr8; CR 8: Medium-sized humanoid; HD 8d10+16; hp 71; Init +5; Spd 20ft.; AC 22, touch 10, flat-footed 21 (+1 Dex, +8 banded mail +2, +3 heavy wooden shield +1); Base Atk/Grp: +8/+11; Atk +14 melee (1d8+6 [19-20/x2], +1 longsword); Full Atk +15/+10 melee (1d8+6 [19-20/x2], +1 longsword); Atk +9 ranged (1d8+2 [x3], composite longbow (+2)); Full Atk +9/+4 ranged (1d8+2 [x3], composite longbow (+2)); Space/Reach: 5ft/5ft; AL N; SV Fort +8, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +10, Listen +8, Spot +13. Alertness, Combat Reflexes, Weapon Focus (longsword), Power Attack, Toughness, Weapon Specialization (longsword), Improved Initiative, Cleave, Greater Weapon Focus (longsword).

Possessions: +2 Banded mail, +1 heavy wooden shield, +1 longsword, composite longbow +2, beer tankards, *Eyes of the Eagle*.

Appearance: see above.

Personality: see above.

Encounters 5 & 6:

"The baby is a storm giant infant about 6 years old (comparable to 1yr old human infant). She looks like an oversized human baby except that her skin is a pale green color. Her hair is a deep green, almost an oily black. Her eyes are a bright green that twinkle with excitement when she is happy."

APL 2 (EL 4)

4-HD Baby (1): CR 4; Large Giant (Storm) (8 ft long); HD 4d8+12; hp 30; Init +3 (Dex); Spd 30 ft. (crawl), Swim 20 ft; AC 14, touch 12, flat-footed 11 [-1 size, +2 natural, +3 Dex]; BAB/Grp: +3/+10, Grapple (leg) +6; Atk: +6 melee (1d4+3, slam); Full Atk: +6 melee (1d4+3, slam); Face/Reach 10ft. x 10ft./ 5ft.; SA Trample [1d4+4 damage, Ref DC15 (half)]; Spell-like abilities; SQ low-light vision, immunity to electricity; AL CG; SV Fort +7, Ref +4, Will +4; Str 16, Dex 17, Con 17, Int 12, Wis 17, Cha 20.

Skills: Climb +4, Concentration +4, Escape Artist +6, Listen +5, Sense Motive +5, Spot +5, Swim +4; *Feats:* Improved Unarmed Strike.

Trample (Ex) – As a full-round action can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (see above). Trampled opponents can make attacks of opportunity, but take these at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (see above). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Water Breathing (Ex) – Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Spell-like abilities (Sp) (base DC = 15 + spell level): 5/day— *charm person*. This ability is just like the spell

as cast by a 10th level sorcerer. The save DCs are Charisma based.

Possessions: none.

Physical Description: 8 ft long, 1200 lbs (when healthy).

APL 4 (EL 5)

7-HD Baby (1): CR 5; Large Giant (Storm) (8 ft long); HD 7d8+28; hp 59; Init +3 (Dex); Spd 30 ft. (crawl), Swim 20 ft; AC 16, touch 12, flat-footed 13 [-1 size, +4 natural, +3 Dex]; BAB/Grp: +5/+14, Grapple (leg) +10; Atk: +10 melee (1d4+5, slam); Full Atk: +10 melee (1d4+5, slam); Face/Reach 10ft. x 10ft./ 5ft.; SA Trample [1d4+7 damage, Ref DC17 (half)]; Spell-like abilities; SQ low-light vision, immunity to electricity; AL CG; SV Fort +9, Ref +5, Will +6; Str 20, Dex 16, Con 18, Int 13, Wis 18, Cha 19.

Skills: Climb +7, Concentration +6, Escape Artist +9, Jump +6, Listen +7, Sense Motive +6, Spot +7, Swim +7; *Feats:* Improved Unarmed Strike.

Trample (Ex) – As a full-round action can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (see above). Trampled opponents can make attacks of opportunity, but take these at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (see above). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Water Breathing (Ex) – Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Spell-like abilities (Sp) (base DC = 14 + spell level): 5/day— *charm person*. This ability is just like the spell as cast by a 10th level sorcerer. The save DCs are Charisma based.

Possessions: none.

Physical Description: 8 ft long, 1200 lbs (when healthy).

APL 6 (EL 8)

10-HD Baby (1): CR 8; Large Giant (Storm) (8 ft long); HD 10d8+40; hp 85; Init +3 (Dex); Spd 40 ft. (crawl), Swim 30 ft; AC 18, touch 12, flat-footed 15 [-1 size, +6 natural, +3 Dex]; BAB/Grp: +7/+18, Grapple (leg) +14; Atk: +14 melee (1d6+7, slam); Full Atk: +14/+9 melee (1d6+7, 2 slams); Face/Reach 10ft. x 10ft./ 5ft.; SA

Trample [1d6+10 damage, Ref DC19 (half)]; Spell-like abilities; SQ low-light vision, immunity to electricity; AL CG; SV Fort +11, Ref +6, Will +7; Str 24, Dex 16, Con 19, Int 14, Wis 18, Cha 18.

Skills: Climb +12, Concentration +8, Escape Artist +12, Jump +8, Listen +9, Sense Motive +9, Spot +10, Swim +12; *Feats:* Improved Unarmed Strike.

Trample (Ex) – As a full-round action can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (see above). Trampled opponents can make attacks of opportunity, but take these at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (see above). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Water Breathing (Ex) – Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Spell-like abilities (Sp) (base DC = 14 + spell level): 5/day— *charm person*. This ability is just like the spell as cast by a 10th level sorcerer. The save DCs are Charisma based.

Possessions: none.

Physical Description: 8 ft long, 1200 lbs (when healthy).

APL 8 (EL 10)

13-HD Baby (1): CR 10; Large Giant (Storm) (8 ft long); HD 13d8+65; hp 123; Init +2 (Dex); Spd 40 ft. (crawl), Swim 30 ft; AC 19, touch 11, flat-footed 17 [-1 size, +8 natural, +2 Dex]; BAB/Grp: +9/+22, Grapple (leg) +18; Atk: +18 melee (1d6+9, slam); Full Atk: +18/+13 melee (1d6+9, 2 slams); Face/Reach 10ft. x 10ft./ 5ft.; SA Trample [1d6+13 damage, Ref DC21 (half)]; Spell-like abilities; SQ freedom of movement, low-light vision, immunity to electricity; AL CG; SV Fort +13, Ref +6, Will +8; Str 28, Dex 15, Con 20, Int 14, Wis 19, Cha 18.

Skills: Climb +15, Concentration +10, Escape Artist +14, Jump +12, Listen +10, Sense Motive +10, Spot +11, Swim +16; *Feats:* Combat Reflexes, Improved Unarmed Strike.

Trample (Ex) – As a full-round action can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the

trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (see above). Trampled opponents can make attacks of opportunity, but take these at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (see above). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Water Breathing (Ex) – Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Freedom of Movement (Su) – Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Spell-like abilities (Sp) (base DC = 14 + spell level): 5/day— *charm monster*. This ability is just like the spell as cast by a 15th level sorcerer. The save DCs are Charisma based.

Possessions: none.

Physical Description: 8 ft long, 1200 lbs (when healthy).

APL 10 (EL 11)

16-HD Baby (1): CR 11; Large Giant (Storm) (8 ft long); HD 16d8+80; hp 152; Init +2 (Dex); Spd 40 ft. (crawl), Swim 30 ft; AC 21, touch 11, flat-footed 19 [-1 size, +10 natural, +2 Dex]; BAB/Grp: +12/+27, Grapple (leg) +23; Atk: +23 melee (1d6+11, slam); Full Atk: +23/+18 melee (1d6+11, 2 slams); Face/Reach 10ft. x 10ft./ 5ft.; SA Trample [1d6+16 damage, Ref DC23 (half)]; Spell-like abilities; SQ freedom of movement, low-light vision, immunity to electricity; AL CG; SV Fort +15, Ref +7, Will +10; Str 32, Dex 15, Con 21, Int 15, Wis 20, Cha 18.

Skills: Climb +19, Concentration +12, Escape Artist +16, Jump +14, Listen +13, Sense Motive +12, Spot +13, Swim +20; *Feats:* Combat Reflexes, Improved Bull Rush, Improved Unarmed Strike.

Trample (Ex) – As a full-round action can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (see above). Trampled opponents can make attacks of opportunity, but take these at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (see above). A trampling creature can only deal trampling damage to each target once per round, no matter how

many times its movement takes it over a target creature.

Water Breathing (Ex) – Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Freedom of Movement (Su) – Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Spell-like abilities (Sp) (base DC = 14 + spell level): 5/day— *charm monster*. This ability is just like the spell as cast by a 15th level sorcerer. The save DCs are Charisma based.

Possessions: none.

Physical Description: 8 ft long, 1200 lbs (when healthy).

APL 12 (EL 12)

19-HD Baby (1): CR 12; Large Giant (Storm) (8 ft long); HD 19d8+114; hp 199; Init +2 (Dex); Spd 40 ft. (crawl), Swim 30 ft; AC 23, touch 11, flat-footed 21 [-1 size, +12 natural, +2 Dex]; BAB/Grp: +14/+31, Grapple (leg) +27; Atk: +27 melee (1d6+13, slam); Full Atk: +27/+22 melee (1d6+13, 2 slams); Face/Reach 10ft. x 10ft./ 5ft.; SA Trample [1d6+19 damage, Ref DC25 (half)]; Spell-like abilities; SQ freedom of movement, low-light vision, immunity to electricity; AL CG; SV Fort +17, Ref +8, Will +13; Str 36, Dex 14, Con 22, Int 16, Wis 20, Cha 18.

Skills: Climb +25, Concentration +17, Escape Artist +19, Jump +20, Listen +17, Sense Motive +16, Spot +17, Swim +26; *Feats:* Combat Reflexes, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Iron Will.

Trample (Ex) – As a full-round action can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (see above). Trampled opponents can make attacks of opportunity, but take these at a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage (see above). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Water Breathing (Ex) – Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Freedom of Movement (Su) – Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Spell-like abilities (Sp) (base DC = 14 + spell level): 2/day— *mass charm monster*. This ability is just like the spell as cast by a 15th level sorcerer. The save DCs are Charisma based.

Possessions: none.

Physical Description: 8 ft long, 1200 lbs (when healthy).

Appendix Two – NPCs

Encounter 6: Finding Snowflake

Snowflake: Male frost giant Rgr2/Bbn1; CR 12; Large Giant (Cold); HD 14d8+1d12+2d8+102; hp 192; Init +1 (Dex); Spd 50 ft.; AC 25 (touch 10, flat-footed 24) [-1 size, +1 Dex, +9 natural, +4 chain shirt, +2 heavy shield]; Base Atk/Grap +13/+27; Atk +23 melee (2d6+10/x3, masterwork battleaxe) or +22 melee (1d4+10, slam) or +14 ranged (2d6+10, thrown rock); Full Atk +23/18/13 melee (2d6+10/x3, masterwork battleaxe) or +22/+22 melee (1d4+10, 2 slams) or +14 ranged (2d6+10, thrown rock); SA rock throwing; SQ immunity to cold, low-light vision, rock catching, vulnerability to fire, wild empathy +2, favored enemy (goblinoids +2), combat style (two-weapon combat), rage 1/day; AL N; SV Fort +20, Ref +10, Will +7; Str 31, Dex 13, Con 23, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +14 (+12 with armor check penalty), Craft (trapmaking) +6, Intimidate +6, Jump +18 (+12 with armor check penalty), Knowledge (nature) +3, Spot +15, Survival +16; Cleave, Great Cleave, Improved Sunder, Lightning Reflexes, Power Attack, Skill Focus (Survival), Track (B), Two-Weapon Fighting (B).

Languages: Giant, Common.

Appearance: From a distance, Snowflake looks like a well-built man. Up close, his boyish face with a scraggly, sparse beard reveals that he is merely a young giant. He stands 13ft. 5in. tall and has medium blond hair.

Personality: Snowflake is a very inquisitive individual, who has grown to develop a modest sense of trust with the people of the Pale. He has taken it upon himself to patrol the Raker Mountains near Rakervale, accompanied by his best friend, a wolf named Stalker.

He was born into a tribe of frost giants that lived near Xianshee's lair and served the dragon before her death. One by one, the entire tribe died a year ago, and Snowflake believes a ghost killed them all. Deadly afraid of the ghost, he refuses to approach Xianshee's lair.

DM Aid #1 – Milking and Feeding

Day #	Successful Feedings (add 10% for each successful feeding)	Failed Feedings (subtract 10% for each failed feeding)	Nutrient Deficiency	Successful Daily Long Term Care (Heal DC15) = +5% per day	Baby's Nourishment
0	-	-	-		50%
1			-10%		
2			-15%		
3			-20%		
4			-25%		
5			-30%		
6			-35%		
7 (for high APL alternate transportation start here)			-40%		
8			-45%		
9			-50%		
10			-55%		
11			-60%		
12			-65%		

Notes:

- Baby requires six feedings per day. Each feeding must be a full gallon of milk. Depending on the animals being milked, this could mean multiple animals must contribute to the total.
- Each successful milking increases her malnutrition percentage by 10% (100% represents complete health). Each failed milking
- If Baby's Malnutrition percentage drops to 0% or below, she dies.
- PCs may "take 10" on feeding checks only after they have successfully milked an animal 5 times in a row without failure.
- Every day, her nutrient deficiency worsens. Subtract the amount in the column everyday until they reach Greta's.
- At high APLs, the party may use teleportation magic to arrive in Dosseldorf quickly. They must still spend five days wandering around in the woods to find Greta. Start them at Day 7 on the chart.

DM Aid #2 – Maps

For Duchy of Urnst:

<http://games.groups.yahoo.com/group/duchyofurnst/files/Maps/>

For County of Urnst

[>> Files >> Maps](http://www.countyofurnst.org/)

For Theocracy of the Pale

http://www.theocracyofthepale.com/downloads/map_pale.jpg

For Nyronde

<http://www.nyronde.org/turbine/page/players/downloads.html>

Player Handout #1 – Note in the Baby Supplies

In the very bottom of the chest full of baby supplies is a handwritten note.

Jep-

I hope you can forgive me for leaving. The baby is dying and nothing I do seems to help her. I just can't bear it any longer. I'm going back to my parents in Dosseldorf. There is a woman near there who I studied under years ago. If she's still there, she might know what to do. She is the baby's only hope. I hope this baby can hang on until then but if I can't find help for her, she'll be dead within the month. In the meantime, don't forget:

- Feed her six times a day. EVERY four hours. 1 gallon of milk each feeding. Use her bottle.
- Change her diaper whenever she soils it.
- Apply the salve to her sores once a day.

I'll try to catch up with the circus if I can.

Seba

Player Handout #2: The Dream

[Please read this note to yourself]

Your prolonged exposure and intimate dealings with this little bundle of joy have left you enamored with her. You just don't feel it is right for a stranger like Snowflake to have her and raise her. Besides, most frost giants are evil by nature! You would be a much more suitable parent. What does this outcast ranger know about raising kids? You're the one who nursed her to health, got her here safe and sound, and witnessed her first words!

In game terms, it is as if you have failed your saving throw against the baby's charm ability and have been asked not to let the baby be left with Snowflake. You will do almost anything in your power to sneak her out of here tonight while the rest of your party is sleeping. Once you're on the road, you know you can find her a better home.

You should role-play this charm-like effect. You will not cause any type of harm to your comrades, treat them in an unfriendly manner, nor instigate any conduct that might lead to violence. If you are attacked, you will do everything in your power to avoid causing lethal damage when defending yourself. Other than harming your friends, you will do anything in your power to ensure your safe escape with the baby.

Someone else in the party seems to share your affection for the baby. You should definitely plan something out with him/her.

=====

Player Handout #2: The Dream

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Someone else in the party seems to share your affection for the baby. You should definitely plan something out with him/her.

Player Handout #3 – A Giant Thank You

Many months later an oversized letter finds its way to you. The letters are incredibly large compared to normal notes. You can tell the hand that wrote it has a very difficult time writing this small.

It reads:

It is my deepest hope this letter finds you in good health. Because of you, my precious daughter has been returned to me. Snowflake told us of your daring rescue and long ordeal to deliver her to him. Such a feat will not be forgotten among us.

Snowflake found us in the place known to you as the Raker Mountains. We lost little Heldia and her mother nine months ago. After much anguish and many failed searches, we had assumed they were both dead. We were overjoyed to know Heldia is alive! Although saddened to learn of her mother's fate, it is some comfort to know with certainty what became of her.

You may be amused to know that Heldia is still speaking some words in your common tongue. Among them are many of your names. She won't part with the bottle that you used to feed her, or the old blanket Snowflake delivered her in. She also has a strange doll that looks like a humanoid fighter. We can't quite understand the name she calls him, but she can't sleep without him. Snowflake said he made it for her. He intends to stay with us to help raise her.

She is adjusting to life with us and she is a joy to us every day. It wouldn't be so without you and for that we will ever be in your debt. You will always be a friend among us, and considered welcome in our home.

Please accept these gifts as a small thank you for what you have done.

With our deepest gratitude,

Frecknéd, Glasveig auk Fjofthorm

Frecknéd, Seneschal of the Lightning Clan

Heldia's father