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FORTRESS OF THE STONE GIANTS

BY WOLFGANG BAUR





CHAPTER BACKGROUND	184
PART ONE Stones Over Sandpoint	186
PART TWO Journey to Jorgenfist	195
PART THREE Into the Valley of the Black Tower	198
PART FOUR Under Jorgenfist	210
PART FIVE The Ancient Library	222
MAP ONE Raid on Sandpoint	188
MAP TWO Jorgenfist Fortress	200
MAP THREE River Caves	202
MAP FOUR Jorgenfist	205
MAP FIVE The Pit and Caverns	211
MAP SIX Jorgenfist Library	223



CHAPTER BACKGROUND

THE STONE GIANTS OF THE STORVAL PLATEAU HAVE TRADITIONALLY BEEN A STABILIZING ELEMENT AMONG THEIR KIND, A VOICE OF MODERATION AND TEMPERANCE AMONG BRUTISH THUGS LIKE HILL GIANTS, OGRES, AND ETTINS. WHERE THESE LESSER RACES MIGHT GO TO WAR FOR THE SLIGHTEST OF REASONS, THE STONE GIANTS PREACH CAUTION AND PATIENCE. YET NOW, ONE OF THEIR OWN HAS FALLEN FROM THE PATH OF TRADITION. LORD MOKMURIAN HAS BECOME THE PAWN OF RUNELORD KARZOUG, AND NOW THAT ONE STONE GIANT HAS SWAYED HIS PEOPLE TO WAR, VARISIA MIGHT NEVER BE THE SAME.



In stone giant society, those born with an innate magical ability are often marked. Although these markings border on deformities, the stone giant gifted with sorcerous power can expect a role of honor and might in his tribe. The disadvantage of unsightly crystalline growths on the skin or a diminished physical stature are outweighed by the increase in social status and respect.

When the stone giant Mokmurian was born, his parents were thus pleased with his diminutive stature. Mokmurian grew slowly, and as he became a young adult he stood barely more than 10 feet tall. His parents and kin waited anxiously for him to develop the magical powers his deformity promised, yet Mokmurian had a secret he dared not reveal. He knew he had no burgeoning inborn magical ability. He knew he was nothing more than an unsightly runt. And he knew that if he reached full adulthood without developing the gifts of the elders or sorcerous talent he would be shamed and likely exiled.

So Mokmurian fell to study, secretly poring over the texts of spellbooks taken from adventurers or taboo magical writings preserved in stone from the days of Thassilon. It took him years, but eventually the self-taught wizard mastered the art of magic. Casting spells as a wizard but hiding his need to study, he successfully posed as a sorcerer to his tribe for nearly 3 decades. It wasn't until he took a wife that his charade collapsed, for when she discovered his hidden spellbooks, she confronted Mokmurian in rage and shame. In desperation, he killed her with his magic, but before he could conceal his crime, his tribe's elders found out. They burnt his books, censured him as a traitor, and exiled him into the wild to fend for himself.

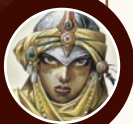
Humiliated, enraged, and alone, Mokmurian wandered the Storval Plateau. Forced to conserve his prepared spells for emergencies and harried constantly by stone giant hunters and scouts, Mokmurian sought solace in one of his people's taboo lands—the Vale of the Black Tower.

This Thassilonian ruin held ancient memories of his people's slavery, and the giants avoided it as a result. Mokmurian found the place to be strangely soothing, and when he discovered not only a network of caves below the site, but also an ancient library of Thassilonian lore as well, he knew he had finally found home.

Mokmurian spent several years more studying the magic of the library, organizing its holdings, and translating the ancient texts. All the while, as he grew more powerful, the seething seed of humiliation festered. His need to return to his tribe and show them just how powerful he had become entangled with a growing sense of entitlement to all of Varisia. He had learned that most, if not all, of the land's mighty monuments had been built by his enslaved ancestors, yet now, much of the land was infested with humanity—insects who cared little for the land's history and who treated his ancestors' stony triumphs as curiosities at best or foundations for their cities at worst.

In his studies, Mokmurian also learned of the runelords and their mighty cities. Most of these cities were gone, sunk under the sea or destroyed by the catastrophe that laid low Thassilon so long ago. Yet rumors persisted that one of these ancient cities had survived through the ages—Xin-Shalast, the city of greed. Mokmurian grew obsessed with it. If he'd found such power and secrets in this one remote Thassilonian ruin, how much treasure and lore might await him in a lost city? Mokmurian devoted the next 10 years of his life to the search for Xin-Shalast, and when he finally discovered the site of the ancient city, he was not disappointed.

Yet Xin-Shalast was not abandoned. Where once dwelt the armies and artisans of Runelord Karzoug now lived monsters—cruel and bickering factions of lamias, flights of dragons, degenerate tribes of skulking humanoids, pockets of immortal devils bound to ancient ruins, and even bands of bitter giants. Relying on his now-considerable wizardly power, Mokmurian undertook the dangerous journey to the spires of Xin-Shalast, high on the face of the mountain called Mhar





Massif. Following upon fragments and legends he'd gleaned from his studies, he made his way to Runelord Karzoug's tomb. Hoping to find the greatest treasures and magic of Xin-Shalast, Mokmurian opened the ancient tomb, and in so doing, sealed his own fate.

Karzoug was unable to fully awaken simply because of one ambitious giant's tinkering—the runelord's release from hibernation required much more elaborate and complex magical rituals. Originally, these rituals were to be performed by Karzoug's surviving apprentices and minions, yet the fall of Thassilon left none to undertake these tasks. In Mokmurian, Karzoug had his first window to reality in 10,000 years, and the slumbering wizard struck with fierce and desperate power. Mokmurian felt Karzoug enter his mind and soul, and his fate from that point on was no longer his own—his one driving goal became Karzoug's revival.

Mokmurian found himself in command of even more power as the lamias of Xin-Shalast joined him. Mokmurian returned to the Vale of the Black Tower. He and his lamias claimed the tunnels below as their lair, fortified the land above, and called it Jorgenfist. Over the course of several years, Mokmurian united the stone giants of the plateau under his banner. His rallying call of taking back the lands of the ancestors and claiming the stolen treasures of Thassilon found fertile soil in the minds of these tribes' young soldiers, and those elders who opposed Mokmurian's near-heretical call were too slow and mired in tradition to react quickly enough to stem his recruitment. Before they realized the scope of what he was doing, their tribes had abandoned their traditions for the siren call of glory and riches.

Today, Mokmurian has gathered hundreds of giants to his side in Jorgenfist—giants ready and eager to take back the treasures of Thassilon for themselves, yet unknowingly little more than components for Karzoug's return. For all of these new recruits have been branded with the Sihedron Rune, and even if they fall in combat in the coming war, their souls will be put to the runelord's use.

CHAPTER SUMMARY

The chapter begins with the party turning aside a giant raid on Sandpoint. After the PCs repulse the giants, they must undertake an arduous journey into the wilderness to reach Jorgenfist-controlled lands on the Storval Plateau. Once there, they discover that the giants are readying the tribes for a massive attack on the human-dominated lands to the south. Only by defeating Mokmurian, the eldritch leader of these giants, can they disrupt these plans.

ADVANCEMENT TRACK

11TH LEVEL: The PCs should reach 11th level during (or just after) the attack on Sandpoint.

12TH LEVEL: The PCs should reach 12th level by the time they're infiltrating the interior of Jorgenfist.

13TH LEVEL: The PCs should be 13th level as they finish exploring the pit and caverns below Jorgenfist.

CONCLUDING THE ADVENTURE: The PCs should be close to (but not quite) 14th level at the conclusion of this chapter.



FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY



PART ONE: STONES OVER SANDPOINT

AS THIS ADVENTURE BEGINS, RUMORS OF INCREASED GIANT ACTIVITY IN THE LOWLANDS OF VARISIA ARE ON EVERYONE'S TONGUE. THE GROWING NUMBER OF SIGHTINGS AT THE FRINGES OF CIVILIZATION ARE ENOUGH TO CAUSE MAGNIMAR'S STANDING ARMY TO TAKE NOTICE. SIGNS OF GIANTS ARE EVERYWHERE—IMMENSE FOOTPRINTS, HOUSES CRUSHED TO SPLINTERS, AND SECONDHAND TALES OF SIGHTINGS BY HERMITS AND HUNTERS. SO FAR, THE GIANTS HAVE NOT ENGAGED IN A FULL-ON ATTACK—BUT IT SEEMS LIKE THAT RESPITE MAY SOON BE AT AN END.



The giants have avoided large confrontations for a purpose—they're on preliminary scouting missions in Varisia to gauge the lay of the land, not to take prisoners and raze towns. In all, there are fewer than a dozen scouting parties of giants active in western Varisia, spread from the Chavali River to the north and along the Malgorian Mountains to the east. Charged with determining the basic defensive capacities of Varisia's settlements as well as with seeking out allies among the lowland ogres and goblinoids, the scouting parties purposefully avoid encounters with patrols. Perhaps the most successful scouting parties are those composed primarily of stone giants—their skill at hiding among rocky terrain allows them to use the Malgorian Mountains and the Fogscar Mountains as blinds to move deeply into Varisia without being seen. Lord Mokmurian hopes to gather much intelligence about the region before he marches his armies down from the Storval Plateau and into Varisia, and he has expressly forbidden most of the scouting parties from interacting in any major way with the natives in hopes of minimizing chances that the people of Varisia catch wind of what's in store for them. Yet one scouting party in particular is poised to break that silence.

Sandpoint has a special place in Karzoug's (and thus Mokmurian's) plans, for thousands of years ago, one of Karzoug's greatest spies was stationed there at a structure known as a Hellstorm Flume—a double agent in Runelord Alaznist's army. This spy was a man named Xaliasa, and in life was one of Karzoug's closest confidants. Yet as Thassilon's rule waned, the pressure of Xaliasa's mission drove him mad and, in the end, this madness betrayed Karzoug. The runelord did not divulge to Mokmurian details beyond hints that Xaliasa had something to do with a place called "Runeforge." Karzoug did make clear, however, that Mokmurian should reduce the site to nothing more than dust and ashes.

Yet first, Mokmurian needed to determine which of the numerous Hellstorm Flume ruins along the Lost Coast was the right one. After much research, Mokmurian narrowed the possibilities down to four different sites.

He ordered the leader of one of the raiding parties, a giant named Teraktinus, to gather stones from the hearts of these four ruins, one of which happens to be the Old Light of Sandpoint. Once these four stones are secured, Mokmurian hopes to have a stone giant elder named Conna use *stone tell* on them, and in so doing determine which ruin marks Xaliasa's grave so that, when his army marches, he can take special care in destroying this particular site for his master.

Of course, Teraktinus doesn't intend to simply rob Sandpoint of one simple stone block—he's already whipped his giants into a frenzy of greed with promises of wealth awaiting plunder.

RETURN TO SANDPOINT

At the end of the previous chapter, the PCs are in the shadow of Hook Mountain, well over 200 miles away from Sandpoint, when they learn of the impending raid on the town. Whether they learn of the giants stealthily approaching Sandpoint by interrogating Barl Breakbones or simply reading the message in his lair, the news should come as a shock. Fortunately, the giants aren't quite ready to launch their assault yet, and if the PCs make haste back home to warn their friends, they can arrive in Sandpoint in time to aid in the city's defense.

If the PCs seem eager to press on to Jorgenfist, or are otherwise distracted, you can do one of two things—you can simply delay the assault on Sandpoint to occur at the end of this adventure instead of at the beginning (in this case, Teraktinus's raid is as much one of revenge for Mokmurian's death as anything else), or you can run the raid without the PCs being present at all. In this case, allow the PCs to take the roles of some of Sandpoint's higher-level locals, like Ameiko, or Sheriff Hemlock. If they fail to repel the giants, these NPCs can then be captured, and the PCs may need to rescue them before Teraktinus can return to Jorgenfist to offer them up to his master for sacrifice or worse!

Alternatively, the PCs could try to recruit additional aid in defending Sandpoint from the coming raid, perhaps by appealing to Magnimar's government. After the services





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

the PCs have provided the city in reclaiming Fort Rannick, Magnimar's government certainly agrees to send forces north to Sandpoint to aid in the town's defense—they'll also increase the presence of patrols in the region as well. Unfortunately, as eager as Magnimar might be to help Sandpoint, the logistics of organizing even a small army are such that these reinforcements are unlikely to arrive at Sandpoint in time to provide much help. This adventure assumes that the defense of Sandpoint falls primarily to the PCs—but if you want to expand the raid to include additional forces from Magnimar or elsewhere, you can do so if you wish. Exact details on such an expansion, though, are beyond the scope of this adventure.

SANDPOINT TODAY

Before you begin the raid itself, give the PCs some time to visit Sandpoint if they've been away for a while. This is a great moment to let the PCs feel like heroes—while the citizens of Sandpoint have gone on with their lives, the PCs have broken up cults of murderers, defeated a clan of deadly ogres, explored Thassilonian ruins, and tangled with legendary monsters from the deep. They've become legends to the folk of Sandpoint—but that doesn't mean that everyone in town is friendly to them. Feel free to have old rivalries and feuds with locals like Ven Vinder or the Scarnettis flare up during this visit.

Of course, if the PCs know the giants are about to launch a raid, they likely wish to prepare the town for an assault. How much time you want to give the PCs depends on your preference—this adventure assumes the PCs have less than a day. Time enough, perhaps, to erect some magical defenses or organize the town militia, but not enough to orchestrate an evacuation of the town.

MARCH OF THE GIANTS

The stone giant Teraktinus and his allies spend their days hiding in the plentiful tors and rock outcroppings that dot the Lost Coast, slowly moving farther south night. When the patrol finally nears Sandpoint, Teraktinus prepares to raid the town. The giants arrogantly plan to launch their assault on Sandpoint at dawn, so the humans can behold their fury and glory in perfect clarity.

Mokmurian has remained in contact with Teraktinus via *sending* spells, and when he learns the giants have neared Sandpoint, he sends his red dragon ally Longtooth out to aid Teraktinus. Longtooth reaches Teraktinus's camp the night before the raid on Sandpoint is scheduled to begin.

On the morning of the raid, any PC who is out and about at sunrise can make a DC 30 Perception check—success indicates that she spots several humanoid silhouettes standing atop the nearest tors of Ravenroost, lit by the rising sun. The size of these shapes should leave little doubt to any PCs who spot them—the giants are here!

Once the sun rises, the giants move quickly down from Ravenroost and approach Sandpoint, using the woods and the cliffs along the Turandarok River to mask their approach.

If the PCs don't spot the giants on the tors, no one else in town does either, and the raid begins as outlined below. If the PCs do notice the giants, they have about 10 minutes to prepare. Depending on the nature of these preparations, they might be able to prevent even more citizens of Sandpoint from being taken.

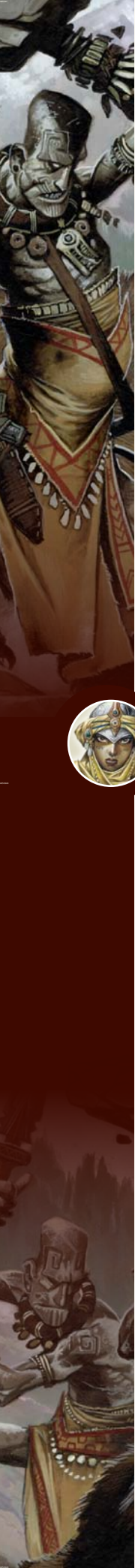
THE RAID BEGINS

If the PCs are caught unprepared for the attack on Sandpoint, they first notice the giants' proximity when a thunderous crack of stone against stone rings through the air—one of the more exuberant giants throwing a boulder at Sandpoint's north wall. As Sandpoint wakes and discovers itself under attack, screams and cries of terror mingle with the growing howls and roars of the attacking giants. By the time anyone makes it to the cathedral and rings the bells in warning, the raid is fully underway.

The attacking warband consists of 12 stone giants, three dire bears, the red dragon Longtooth, and Teraktinus. If Teraktinus were a better tactician, or if the giants worked together in this raid, they'd likely be unstoppable. Fortunately for Sandpoint and the PCs, the impulsive young giants split along tribal lines, falling into small groups that assault the town with little attempt at coordinating the timing of their efforts with one another. Since the giants approach initially from the northeast, the first events of the raid occur there, while additional attacks begin to appear farther south soon thereafter.

Each of these incursions on Sandpoint is detailed on the following pages. The first assault occurs at the northern wall—the giants there take several rounds to taunt and harass the guards frantically trying to defend the wall. You can assume that when the PCs arrive at that location, that's Round 1 of the raid. Each new development during the raid occurs at a set round sometime later. If the PCs are fast and efficient, they should be able to keep up with each new development, handling each one as it occurs. If they end up getting distracted or take too long at one event, they could find that two or three more have begun and might have to pick and choose which threat to answer and which to allow to run its course. Repercussions of any raid events the PCs don't respond to properly are summarized in the development section for each event.

During any of these battles, the PCs might wish to recruit the aid of some of Sandpoint's guards. Unfortunately, these brave souls are ill prepared to face foes as deadly as giants. A few of Sandpoint's locals actually have class levels (such as Sheriff Hemlock, Father Zantus, Shalelu Andosana, or Ameiko Kajjitsu)—if the PCs have befriended any of them, they might come to the PCs' aid. Since there's no way to really predict which of these NPCs might be allies in your campaign (or indeed, which are even still alive), this adventure assumes the PCs receive no real aid from the town of Sandpoint in the following encounters.



RAID ON SANDPOINT





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

MAP ONE: RAID ON SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

ROUND 1: THE NORTHGATE SIEGE (CR 11)

Three giants dressed in thick pelts heft huge rocks pulled from the ground. Periodically, one hurls a rock against Sandpoint’s northern gate. The iron-reinforced oak timbers splinter and crack as the stones hit it, but so far, the gate holds. A tactical map of this encounter area appears as part of *Flip-Mat: Town Square*.

CREATURES: Although Teraktinus warned these three young giants to wait for Longtooth’s initial flight over Sandpoint to launch their attack, the giants were too excited about the raid, and once the youngest of the three saw a human moving around on the wall, he tossed a rock. Although they’ve revealed their presence now, the three giants wait until they see Longtooth’s opening strafe of the town before they make any real attempt to take the wall.

When the PCs arrive, the giants are about 200 feet up the road from the gate, calling out taunts and jeers in broken Common to the terrified guards who cower behind the wall and frantically move wagons into place to help barricade and reinforce the gate.

STONE GIANTS (3)	XP	CR	HP
	4,800 each	8	102 each

(*Pathfinder RPG Bestiary* 151)

TACTICS

During Combat As soon as the PCs bring any sort of significant force against these three giants, their taunts end immediately and they move forward to fight.

Morale Once one of the three giants is slain, the survivors panic and flee back to their base camp in the Ravenroost tors.

DEVELOPMENT: This encounter is, in a way, intended to be a distraction. Fighting the giants here does little to help the city itself, since the giants, if left to their own devices, waste a lot of time demolishing the gate and walls. By the time the raid is over, they’ve only barely begun to raid the town and are forced to retreat before taking any prisoners or doing much more damage than destroying the wall itself. The PCs can break off combat with this group or ignore them entirely without much impact on the rest of town.

ROUND 3: CHAOS AT TANNER’S BRIDGE (CR 12)

The east side of the town is poorly arranged for defense against giants, with no city wall to speak of and only the languid flow of the Turandarok River to slow attackers. The river itself is only 10 feet deep here, shallow enough for stone giants and dire bears to wade through just south of the northernmost bridge into town.

CREATURES: When the giants to the north start throwing boulders, a pair of stone giants using the trees in the swamp on the north side of the Mill Pond as cover emerge onto the road at the east side of Tanner’s Bridge, assuming that they just couldn’t see Longtooth’s initial flight over Sandpoint due to the intervening rise of the river’s northern bank. Unless someone opposes them,

this group storms over Tanner’s Bridge, driving their trained dire bears before them, and sets to gathering prisoners at once.

STONE GIANTS (2)	XP	CR	HP
	4,800 each	8	102 each

(*Pathfinder RPG Bestiary* 151)

DIRE BEARS (3)	XP	CR	HP
	3,200 each	7	95 each

(*Pathfinder RPG Bestiary* 31)

DEVELOPMENT: This group of giants and bears has orders to rove down River Street and prevent anyone from escaping town to the east. At the same time, they do what they can to rob riverfront businesses and catch locals as prisoners. Each giant carries a large leather bag in which he can carry up to three human-sized prisoners slung over his back (in which case at least one of the prisoners should be a named NPC like Das Korvut or Larz Rovanky). Defeating the giants before Round 25 prevents these prisoners from being taken and allows bucket brigades to form and help contain the spread of fires.

ROUND 8: DRAGONFIRE INFERNO (CR 10)

CREATURE: Longtooth doesn’t follow the giants on foot as they approach Sandpoint; his greater speed in the air affords him the luxury of waiting for the visual signal of the giants being in place to swoop down to attack. His keen eyesight allows him to see the premature assault on the northern gate, and he launches into the air at once—it takes him 8 rounds to reach Sandpoint.

Once he arrives in town, Longtooth gleefully swoops and flaps over Sandpoint. This is his first real attack on a human settlement, and he spends as much time roaring and periodically landing on the roofs of sturdy buildings to glower and menace as he does actually breathing fire or gulping up fleeing citizens. On Round 8 of the raid, he swoops in from the north and breathes fire on the Sandpoint Garrison—the building is mostly stone, so it weathers the attack better than Longtooth’s targets in the succeeding rounds.

The dragon wheels and circles, swooping in to breathe fire on a new building once every 4 rounds. A list of his most likely targets during the rest of the raid is detailed below.

ROUND 12—SANDPOINT CATHEDRAL: While the northern wings of the cathedral catch fire quickly, the southern section is relatively fireproof. Longtooth alights on the roof of the cathedral for 2 rounds to roar and mock the town before taking to the air again.

ROUND 16—SANDPOINT THEATER: The bright colors of this building prove too tempting a target; once Longtooth breathes on it, the building catches fire quickly. Cyrdak Drokus uses his magic and bardic performances to aid



attempts to quell the fire, but without assistance, the theater is doomed.

ROUND 20—THE HAGFISH: Longtooth lands on the beach just west of the Hagfish and lights both it and the nearby docks (and a ship, the *Wistful Widow*) on fire, then spends the next 3 rounds catching and eating people trying to escape from the burning buildings.

ROUND 24—SALMON STREET: Longtooth strafes southern Sandpoint, setting fire to the Sandpoint Mercantile League, Fatman's Feedbag, and all of the buildings surrounding Shark Alley.

Once a wooden building is on fire, the chances of it burning to the ground are strong. The citizens of Sandpoint can organize bucket brigades that can contain the fire, but they can do little to save the buildings the dragon targets directly with his breath weapon. Saving a building from burning down requires PC intervention in the form of magic. *Quench* is the most efficient

way of stopping a fire. *Gust of wind* can extinguish a fire if applied within a round of the dragon's initial breath weapon attack. *Pyrotechnics* can convert a fire to harmless smoke and light if cast on a burning building within 4 rounds of the fire starting—each 4 rounds (or fraction thereof) the fire continues to burn requires an additional *pyrotechnics* spell. *Cone of cold* or *sleet storm* can extinguish any fire, provided the spell's area of effect can encompass the entire building. Additional spells and effects might work, subject to GM approval.

Of course, the best way to prevent Longtooth from lighting these devastating fires is to kill him or drive him off. His flight gives him superior mobility, but at several points during the raid he lands on the ground to eat a few victims—these are excellent times for PCs who lack the ability to fly to attack the dragon. Longtooth is proud and arrogant, and if a PC can taunt him effectively (with a successful Intimidate check or a DC 30 Bluff check) or attract his attention with an attack that deals more than 20 points of damage with a single shot, he swoops down to breathe fire on the PC and then fight in melee.



LONGTOOTH

XP	CR	HP
12,800	11	149

Male juvenile red dragon (*Pathfinder RPG Bestiary* 98)

CE Large dragon (fire)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses, low-light vision, smoke vision; Perception +18

Aura frightful presence (120 ft., DC 18)

DEFENSE

AC 29, touch 10, flat-footed 28 (+4 armor, +1 Dex, +15 natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +9, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee +1 bite +22 (2d6+9/19–20), 2 +1 claws +22 (1d8+9), +1 wings +16 (1d6+5), +1 tail slap +16 (1d8+5)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 8d6 fire damage, Reflex DC 21 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 13th; concentration +15)

At will—*detect magic*, *pyrotechnics* (DC 14)

Spells Known (CL 3rd; concentration +5)

1st (6/day)—*mage armor*, *ray of enfeeblement*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *flare* (DC 12), *mage hand*, *open/close*

TACTICS

Before Combat Longtooth casts *mage armor* before he flies down to join the raid.

During Combat If forced into melee, Longtooth is fond of using





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

true strike followed by *Power Attack* to maximize damage against a single foe. He uses *ray of enfeeblement* against foes who seem able to hit him particularly hard.

Morale Longtooth abandons the raid and flees back to Jorgenfist to lick his wounds in area **A5** if reduced to fewer than 50 hit points.

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +22; **CMD** 33

Feats Hover, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite), Weapon Focus (claws)

Skills Acrobatics +14 (+18 when jumping), Appraise +18, Bluff +18, Fly +11, Intimidate +18, Knowledge (arcana) +18, Perception +18, Spellcraft +18

Languages Common, Draconic

Gear *amulet of mighty fists* +1, gold-and-amber ring (worth 500 gp), silver armband (worth 2,500 gp)

DEVELOPMENT: If the party kills or drives away Longtooth, Sandpoint avoids a serious fire that burns half the town, which would leave much of the population without shelter and its dock district in ruins. Instead, the town suffers only a few burnt-out houses, all quickly extinguished by quick-acting citizens and bucket brigades from the river and harbor.

ROUND 9: MILL POND (CR 12)

CREATURES: As giants with huge tree-trunk clubs reach through second-story windows and pull citizens out of their homes, knocking some over the head and shackling others together with leg irons, a pair led by Teraktinus lumbers through the streets toward the Old Light. “More prisoners!” they yell as they make their way through the town. “Bring us your fat, greedy merchants, and we will spare your miserable lives! Ignore us and you’ll burn in dragon fire!”

Space 10 ft.; **Reach** 10 ft.

Special Attacks favored enemy (dwarves +2), rock throwing (180 ft.)

TACTICS

During Combat Teraktinus wastes no time in carrying out his own mission. He and his two bodyguards make their way through Sandpoint toward the Old Light—if no one stands in their way, they reach the ruins on Round 20. Teraktinus spends 5 rounds digging through the ruins for a good-sized stone for Mokmurian, then sounds the call for retreat with his war horn. If anyone gets in his way, he proves quite creative at finding things to throw at his enemies—chimneys, pieces of buildings, and wagons work as well as thrown rocks in a pinch. In any event, foes brave enough to stand in his way annoy him to such a degree that he abandons his mission long



TERAKTINUS	XP 9,600	CR 10	HP 151
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Male stone giant ranger 2

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 29, touch 12, flat-footed 27 (+6 armor, +1 deflection, +2 Dex, +11 natural, -1 size)

hp 151 (14 HD; 12d8+2d10+86)

Fort +17, **Ref** +9, **Will** +6

Defensive Abilities improved rock catching

OFFENSE

Speed 30 ft.

Melee +1 dwarf bane heavy pick +20/+15/+10 (1d8+11/19-20/x4), +1 light pick +20/+15/+10 (1d6+6/x4)

Ranged rock +13/+8/+3 (1d8+15)

TERAKTINUS



enough to try to kill them. If faced with particularly powerful foes, he uses his war horn to summon aid (Longtooth if the dragon's still available; or the closest group of giants otherwise).

Morale Teraktinus fights to the death if challenged.

STATISTICS

Str 31, **Dex** 15, **Con** 23, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +11; **CMB** +22; **CMD** 35

Feats Improved Critical (heavy pick), Lunge, Power Attack, Quick Draw, Two-Weapon Fighting, Vital Strike, Weapon Focus (heavy pick), Weapon Focus (light pick)

Skills Linguistics +0, Perception +12, Stealth +6 (+10 in rocky terrain), Survival +12

Languages Common, Dwarven, Giant

SQ track +1, wild empathy +3

Gear +2 hide armor, +1 dwarf bane heavy pick, +1 light pick, ring of protection +1, war horn

STONE GIANTS (2)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

ROUND 12: BEER OR DEATH (CR 10)

Two giants shout threats at Two Knight Brewery, their voices booming and insistent. “If you don’t give us all the beer, we’ll smash you flat!” shouts one of them. Another throws a stone at the building. “Beer or death! Your choice!”

CREATURES: These two stone giants are late to the raid after they stopped to chase a farmer heading into town. When they arrive, they approach from the southern Lost Coast Road. Seeing the raid in full swing, they barrel across the bridge but are immediately distracted again—this time by the delicious smell of beer wafting out of Two Knight Brewery.

Their voices, booming and insistent, carry well over the chaos of the raid. As one shouts, the other rips up from the ground the “Welcome to Sandpoint” sign—mirror and all—and flings it at the brewery.

STONE GIANTS (2)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

DEVELOPMENT: These giants waste all their time at the brewery, and if the PCs ignore them, the building is destroyed. On Round 25, the giants catch Gaven Deverin and, recognizing his holy symbol of Abadar as one of the signs they’ve been told to look for when harvesting greedy prisoners, gleefully stuff him into a barrel and flee back to Jorgenfist.

ROUND 16: LOOTING SCARNETTI MANOR (CR 11)

On this round and each succeeding round, have all of the PCs who are outside and have a view of Schooner Gulch Bluff make DC 25 Perception checks. With a success, a character notices smoke rising from what can only be Scarnetti Manor.

CREATURES: Three stone giants have swung wide so as to approach Sandpoint from the south—the approach resulted in their late arrival, but should allow them relative freedom in looting the manor houses and capturing nobles. Two of the giants pull a large wagon between them that they intend to fill with prisoners and loot, and while they actually arrive at Scarnetti Manor on Round 10 of the raid, the smoke rising from a tipped-over wood-burning stove that starts a fire doesn’t alert characters in town to the attack until Round 16, at the earliest.

STONE GIANTS (3)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

TREASURE: These giants have already loaded a lot of treasure into their wagon, including four woven silk tapestries worth 1,200 gp each; three chests of silver- and gold-inlaid tableware worth 1,000 gp in all; barrels of wine, brandy, and olive oil worth a total of 1,400 gp; and a teakwood desk inlaid with silver and gold worth 600 gp. All of this belongs to the Scarnetti family. Even if the Scarnettis have become the PCs’ enemies, they’ll gratefully reward the PCs if the party can prevent these giants from kidnapping the entire family, paying a reward of 1,000 gp.

If the PCs bother to search the teakwood desk and make a DC 30 Perception check, they find a hidden compartment that contains several letters addressed to Titus Scarnetti from local crime lord Jubrayl Vhiski that reveal not only that Titus hired Jubrayl to burn down several mills in the region (ensuring Scarnetti’s own mill in town would gain more business), but also that Jubrayl has reversed the attack and is now blackmailing the Scarnetti family for regular payments, lest he reveal to Sheriff Hemlock that Scarnetti paid one of his boys to light those fires. If the PCs present this evidence to Sheriff Hemlock and Mayor Deverin, the Scarnetti family is all but ruined and the grateful town of Sandpoint scrapes up a reward of 2,000 gp for the PCs for the resolution to the troubling arsons. Alternatively, the Scarnettis themselves would pay up to 3,000 gp to the PCs to keep them quiet if the PCs come to them first with this evidence.

DEVELOPMENT: If the party defeats the warband raiding the nobles’ homes, they save the Scarnetti family from being carried off and stop the looting of the manor house. Such an event might be the only thing to patch up any longstanding feuds the PCs might have with the surly and cantankerous nobles.

ROUND 25: RETREAT!

From the giants’ point of view, the raid is a success if it continues for 25 rounds. At this point, Teraktinus blows his horn to signal the retreat. The surviving giants flee back into the tords and, over the next several days, make their way back to Jorgenfist with their prisoners and treasure.





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY



The PCs might be able to track them down and defeat them before the giants can return, of course.

If Teraktinus makes it all the way back to Jorgenfist with the stone harvested from the Old Light, Mokmurian (with Conna’s aid) soon confirms his suspicion that the traitorous Scribbler still dwells in the chambers below, and begins to organize a much larger raid on Sandpoint with the goal of destroying the site completely. Organizing this attack takes some time, though, so as long as the PCs don’t delay too long (more than a month) in taking the fight to Jorgenfist, they can still catch Mokmurian and his minions at the fortress.

The raid fails if the giants are all slain or if their morale is shaken enough that they rout. Not every giant needs to be slain to force a rout. In fact, as soon as any two of the following three conditions are met, the remaining giants drop everything and flee back into the tors, abandoning the raid entirely.

- Teraktinus is slain.
- Longtooth is slain or forced to flee back to Jorgenfist.
- At least eight giants and dire bears (in any combination) are slain.

THE PRISONER

Once the raid is over, the question on everyone’s mind is, “Why did the giants attack Sandpoint?” Answers can come most easily from a captured giant—perhaps one reduced to negative hit points who stabilized before bleeding to death, or maybe one the PCs charmed, incapacitated, or otherwise defeated without killing.

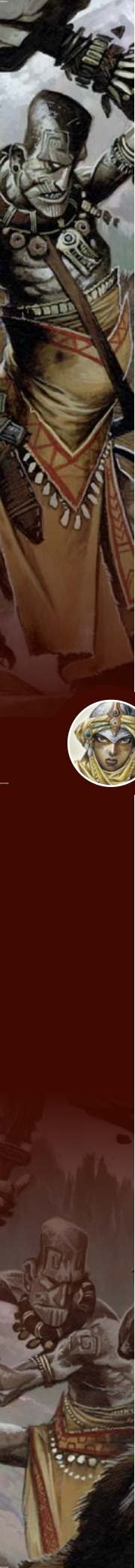
A lone, captured stone giant with only a few hit points left quickly loses much of his stoic pride—the shame at having been defeated by humans coupled with the pain of his wounds makes him quick to talk. Prisoners remain belligerent and insulting unless their attitudes are compelled into a friendlier nature.

If the PCs capture one or more stone giants, they might learn some information from their prisoners. Intimidate won’t work here, as the stone giants’ natural arrogance makes them believe that all smaller creatures are to be pitied and despised. A clever story and a successful DC 25 Bluff check gets a giant to say more than it intended, and a DC 30 Diplomacy check wins over a giant completely. If a giant can be convinced to talk, read the following text.



The injured giant squints, frowns, and then chuckles to itself. “Defeated by nosy little humans,” it says. “Never thought this would happen to the Plateau People. Well, I can tell you this: My lord is mighty Mokmurian, one of the dark giants of old come again. His magic, the things he has made... He has convinced the tribes that they will rule all the lowlands again, down to the sea. He has mastered the ancient arts.

“He will certainly kill you all, run rough over your tiny homes with the army he has called. The fortunate few will become his slaves. You beat us today, but you won’t beat us when there are a hundred or a thousand of the Plateau People marching together. Lord Mokmurian will make it happen.



He's almost as smooth a talker as you are, little one." He scratches his nose. "Teraktinus—he was the leader of our scouting party. He convinced us that you'd be easy pickings and we'd all get rich. He obviously underestimated you, and he paid for his mistake. I've no interest in paying for that mistake as well—grant me safe passage out of your lands, and I'll tell you everything you wish to know."

The PCs doubtless have plenty of questions for the prisoner—likely questions (and the prisoner's answers) are given below.

WHO IS MOKMURIAN? "I already told you—he's our lord and leader. He promised us glory and riches, and although our raid on your town didn't go so well, that's because Teraktinus was a fool. When Lord Mokmurian marches down from the Storval Plateau, he will take from you everything."

WHAT IS MOKMURIAN? "I have only heard him speak from afar, and have only heard from others of the power of his magic. He is the rarest of us all, a child of the stones who has mastered the magic of the Ancient Lords. They say he can turn the living into immobile stone and can turn his own flesh into granite armor. I've even heard he can cause the very stones of the world to quicken and pull those who stand atop them into a tomb below the earth. And I'm sure he can do much more than that."

WHO ARE THESE ANCIENT LORDS? "They are gone now, but our elders tell us they once ruled over our ancestors, enslaved them, forced them to build the monuments that grace Varisia even today. Many of my brothers believe that Mokmurian is one of these Ancient Lords risen from the past to rebuild his empire."

HOW MANY GIANTS DOES MOKMURIAN COMMAND? "He has at least seven tribes of under his command, with each tribe numbering in the dozens. The number of lesser kin he's conscripted—ogres, hill giants, ettins, trolls—is not insignificant. He also enjoys the support of several lamias—degenerate followers of the Mother of Monsters."

WHEN IS HE GOING TO ATTACK VARISIA? "I am not sure. He sent several scouting parties, of which my band was but one, into these lowlands to gather intelligence. He does this to prepare for his coming attack. His fury will come soon. Perhaps even by month's end."

WHERE IS HE BASED? "Mokmurian has claimed a place taboo to my people: the Valley of the Black Tower in the Iron Peaks. He calls his fortress Jorgenfist, after the name of the fortress that guards the entrance to the afterlife. Our elders found the name blasphemous, but Mokmurian is powerful enough not to fear blasphemy."

WHERE IS JORGENFIST? "Jorgenfist lies within the Valley of the Black Tower in the Iron Peaks. It overlooks the waters of the Muschkal River, but can also be approached by heading east from the Storval Stairs. Lord Mokmurian himself dwells deep below Jorgenfist—in hidden places he does not allow us to visit."

WHY WAS YOUR LEADER TRYING TO STEAL A PIECE OF THE OLD LIGHT? "I can't say. He mentioned having a special mission from Lord Mokmurian, but didn't tell me what it was. Didn't tell any of us. My people's elders have ways of prying secrets from the stones—perhaps that stone knew something that Lord Mokmurian needed to learn?"

STORY AWARD: For each significant bit of information the PCs learn from a prisoner, award them 1,200 XP, to a maximum award of 9,600 XP.

ALTERNATE INTELLIGENCE

The PCs can learn much of what they need to know about Mokmurian, his army, and the location of his fortress from a captured stone giant. If they didn't manage to take any of the raiders prisoner, though, they'll need to discover much of that information in another way. Spells like *commune*, *divination*, and *contact other plane* can certainly aid in this regard—skew your answers to these spells so you can provide bits and pieces of the information given above to the PCs. Alternatively, if any of Teraktinus's giants escaped, they could return to Sandpoint to try a second raid, or maybe even hole up on Devil's Platter or in Mosswood and begin making regular raids into the farmlands. The PCs might then be called upon to defeat these giants, and one of them might well fall to his knees and beg for his life in trade for telling the PCs what he knows about Mokmurian.

CATCHING UP IN SANDPOINT

Although there could well be a sense of urgency in the air (especially if citizens of Sandpoint have been taken prisoner by giants!), if you get the chance, you should encourage the PCs to take a day or two to rest in town before they head back out. While they'll be returning home once again at the start of the next chapter, after spending an entire adventure away from town over in the Hook Mountain region, the PCs are probably eager to have some time to catch up with old friends and allies. In particular, if the PCs stopped the raid on Scarnetti Manor but discovered evidence that laid bare that family's secrets, the town may all but demand the PCs stick around, at least long enough to ensure that the Scarnettis face justice. Mayor Deverin prefers to have them arrested, and may ask the PCs to help escort Sheriff Hemlock the Scarnettis down to Magnimar to have them brought before that city's justices. If you do so, you can have the PCs encounter another band of stone giants along the way, skulking around near the Lost Coast Road.





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

PART TWO: JOURNEY TO JORGENFIST

THE STONE GIANT FORTRESS OF JORGENFIST IS LOCATED IN THE MIDDLE OF THE IRON PEAKS, ALMOST IN THE CENTER OF THE ENTIRE REGION THAT ENCOMPASSES VARISIA AND THE STORVAL PLATEAU. FROM HERE, MOKMURIAN HAS GATHERED SEVERAL TRIBES OF GIANTS—MOSTLY STONE GIANTS, BUT ALSO SOME TRIBES OF HILL GIANTS AND GROUPS OF OGRES (WITH A TRIBE OF FROST GIANTS EN ROUTE TO THE FORTRESS IN THE NEAR FUTURE), AND AS THESE TRIBES GATHER IN THE VALLEY SURROUNDING THE FORTRESS ITSELF, THOUGHTS TURN INCREASINGLY TO THE PROMISE OF WAR...

The PCs might have access to some exotic methods of travel—let them plan their journey to Jorgenfist however they wish. This adventure assumes they make the journey on foot (or perhaps on horseback) from Sandpoint, up the Lost Coast Road, over to Ember Lake, then up to Galduria, Wolf’s Ear, Ravenmoor, and finally the Storval Stairs. Once they reach the top of the stairs, they can head directly east into the Iron Peaks and the Valley of the Black Tower. Up through Ravenmoor, this journey travels along roads and tracks and trails, but beyond Ravenmoor it’s open country. The journey is about 320 miles long—230 along roads, 60 along open grasslands, and 30 through broken hills and low mountains. At a speed of 30 feet, the journey takes just over 15 days. During the journey, you can liven things up with wandering monsters rolled from the tables on page 404 of this book. The rest of Part Two gives several optional encounters you can run as you see fit—each of these encounters is presented in rough detail only, so you can customize details and maps to your campaign.

OGRE CATTLE RUSTLERS (CR II)

Although most of the scouting parties are well on their way back to Jorgenfist by the time the PCs begin their own journey, a few deserters have struck out into the lowlands to make their own fortunes. One such group of deserters is a band of three ogre fighters who sneaked away from their scouting party a month ago. They spent a few weeks hiding out, and now that they’re sure the giants have returned to Jorgenfist, they have emerged from hiding to begin raiding small outlying farms. The PCs could hear about these ogre cattle rustlers while passing through a town like Galduria, or perhaps they have the good fortune of stumbling across the latest ranch to attract the ogres’ attention, and the PCs see them grabbing up livestock for supper. They could even encounter the three ogres after such a raid, in which case a successful DC 15 Perception check is enough for the party to notice the sound of the approaching ogres and their panicked, mooing catch. Once the ogres

notice the PCs, they put down their captured cows and loot, take up their weapons, and attack.

OGRE CATTLE RUSTLERS (3)	XP 4,800 each	CR 8	HP 104 each
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Ogre fighter 5 (see page 149)

TACTICS

During Combat The ogres wade into battle without much care for anything except getting to melee as quickly as they can. Once in the thick of it, they go all out to destroy their opponents one at a time. They gang up on the same foe, using flanking to gain advantages and not splitting attacks unless they must for space reasons.

Morale If two ogres are defeated, the remaining ogre panics and flees into the wilderness, eventually heading back to Jorgenfist to rejoin Mokmurian’s armies. Canny PCs can follow an ogre fleeing in this manner right into the Valley of the Black Tower.

TREASURE: The ogres have accumulated a few bits of treasure from their raid apart from the cattle: a chest filled with 6,000 sp and three barrels of fine brandy worth 400 gp each (each barrel weighs 300 pounds).

DEVELOPMENT: If any of the scouts escape to Jorgenfist, their reports of the PCs eventually reach Mokmurian’s ears, and the keen-witted giant realizes that heroes are coming for him. For 2 weeks after this encounter (starting 1d6 days after the ogres flee), all of the Iron Peak patrols and guards at Jorgenfist are both forewarned and exceptionally diligent, gaining a +4 circumstance bonus on Perception checks made to notice intruders.

SIGNS OF GIANTS

As the PCs head toward the Storval Plateau, mention things that foreshadow the giants they’ll be fighting soon. The scouting parties that have plagued the Varisian lowlands over the past several weeks have left their mark everywhere—some examples follow.

BATTLE SITE: Although the scouting parties avoided direct confrontations with settlements, they did attack many caravans and lone hunters they encountered





along the road. These battle sites should bespeak a terrible fury, littered with shattered stones and pulped bodies left for the scavengers after every bit of valuable loot had been stripped away.

CAMPSITE: The PCs come across an enormous campsite. At the center, a campfire made of tree trunks sits in a ring of boulders, the mostly eaten carcass of a roasted 14-foot-long aurochs in the ashes.

DEAD GIANTS: Although the giants are strong, there are monsters like wyverns, manticores, and flame drakes that can cause even these enormous creatures problems. The PCs could come across a cairn of stones under which the body of a slain stone giant has been laid to rest.

RUMORS: Stopping at any town along the way, the PCs can hear all manner of horror stories. Every third person seems to have either sighted a giant in the last few days or knows someone who has, and of these, at least half can tell stories of a friend or acquaintance who's gone missing. In almost every case, the missing folks are merchants, soldiers, hunters, or travelers, and it's feared they've been caught and killed by the giants.

THE STORVAL STAIRS (CR 12)

The Storval Rise is one of the most unique and infamous landmarks in Varisia; the change in terrain from the fertile lowlands to the rugged and stony scrublands of the plateau above marks the lands of giants and barbarians with an unmistakable boundary. The rise itself often reaches dizzying heights of 1,000 feet or more, but at the location known as the Storval

Stairs, the cliffs are only 400 feet high, and feature an ancient Thassilonian monument once used by armies of enslaved giants for easy foot travel between the lowlands and the plateau.

The Storval Stairs rise in 2-foot steps, and are flanked on either side by immense statues of Runelord Karzoug (although the southern statue has finally begun to crumble and erode) and walls of ancient towers, buildings, and dwellings. Until recently, harpies and trolls dwelt in the area, but Mokmurian intends to use the stairs as a convenient invasion point, marching his army down into Varisia when he is ready. To prepare for this time, he sent one tribe of hill giants here to “clean it out.” The place is now all but abandoned, with six hill giants remaining as sentinels to keep the harpies, trolls, and other undesirables from returning and complicating Mokmurian’s plans for the stairs.

Walking up the stairs takes 2 squares of movement per square for Medium or smaller creatures.

CREATURES: The six hill giants who stand guard here have moved into one of the buildings at the top of the stairs. One of the six watches from a post atop the shoulder of the northern statue of Karzoug at all times—if he spots anyone approaching the stairs, he alerts his kin by throwing a boulder onto the roof of their building. All six giants then arrange themselves at the top of the stairs, where large piles of throwing boulders have been stacked.

If the PCs attempt to climb the stairs, the giants abandon rock throwing in favor of a controlled landslide—they





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY



can kick and push and drop boulders down the stairs at an alarming rate. Any characters climbing the stairs must succeed at a DC 15 Reflex save each round or take 3d6 points of damage from the tumbling stones.

HILL GIANTS (6)	XP 3,200 each	CR 7	HP 85 each
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(Pathfinder RPG Bestiary 150)

TACTICS

During Combat All six giants abandon their landslide attack as soon as any PC manages to engage them in melee. The giants do their best to prevent any PC from fleeing into the plateau itself.

Morale If five giants are slain, the last tries to escape back to Jorgenfist to report to Mokmurian—repercussions are the same in this event as for the Development section for the Ogre Cattle Rustlers on page 195.

TREASURE: The giants have gathered a fairly respectable stash of treasure for themselves, mostly taken from the harpies and trolls they defeated over the past month. They keep this treasure in a mound in the back of their temporary home, and one giant is always on guard there except when they're defending the stairs. The treasure consists of 3,306 sp, a carved mammoth bone statuette of a much smaller mammoth worth 700 gp, an eye patch with a mock eye of black star sapphire and moonstone worth 900 gp, a mithral anklet worth 1,000 gp, a jeweled gold crown worth 4,000 gp, a +2 *defending bladed scarf*, a leather pouch containing seven *potions of cure moderate*

wounds and a *potion of remove disease*, and an *efficient quiver* containing 16 +1 *undead bane arrows* and one *greater monstrous humanoid slaying arrow*.

A DC 25 Knowledge (nobility) check reveals that the crown is in fact the Lost Crown of the Pallgreves clan, one of the oldest noble families of Janderhoff. The dwarves would gladly pay 10,000 gp for its return.

IRON PEAK PATROLS (CR II)

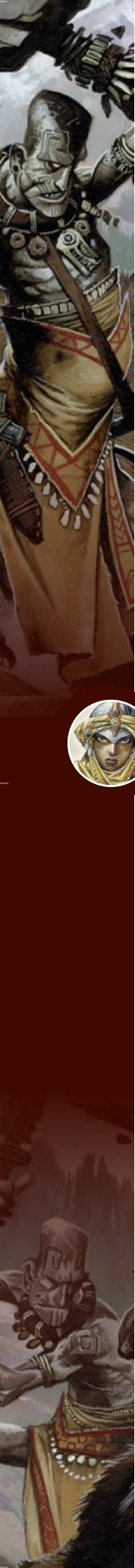
Once the PCs enter the Iron Peaks, the chances of encountering hunting parties of stone giants increase dramatically—these giants are charged with catching game to feed Mokmurian's growing army. A hunting party consists of two stone giants and three trained dire bears used to track prey. It's unusual to encounter groups of humanoids in the Iron Peaks, and the giants aren't stupid—they quickly come to the conclusion that the PCs are "heroes" come to confront Mokmurian and his army, especially when the PCs don't immediately die in the first round of combat. The giants order the bears to fight the PCs and then try to flee back to Jorgenfist to alert Mokmurian on the second round of combat when this becomes clear.

STONE GIANTS (2)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

DIRE BEARS (3)	XP 3,200 each	CR 7	HP 95 each
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(Pathfinder RPG Bestiary 31)



PART THREE: INTO THE VALLEY OF THE BLACK TOWER

SO NAMED FOR THE OMINOUS SPIKED EDIFICE THAT STANDS AS A LONE SENTINEL OVER THE VALLEY'S RIVERSIDE BOUNDARY, THE VALLEY OF THE BLACK TOWER HAS LONG BEEN VIEWED AS TABOO BY THE STONE GIANT TRIBES THAT DWELL IN AND AROUND THE IRON PEAKS. THEIR TALES SPEAK OF HOW THE MAGIC OF THE ANCIENT LORDS STILL FUNCTIONS WITHIN THE BLACK TOWER, AND HOW ONE OF THE ANCIENT LORDS' MINIONS STILL "LIVES" BEYOND DEATH INSIDE.



Mokmurian was not deterred by the rumors surrounding the Valley of the Black Tower, and he came to the valley not long after he was exiled. Here he discovered that the stories were true—an ancient mummy from Thassilon dwelt below the Black Tower, and had even become the patron of a small flock of particularly devout harpies. Mokmurian used his magic to impress the harpies and his silver tongue to forge a tenuous alliance with them, enough that they allowed him to explore the caves below the tower's foundation. Therein, Mokmurian discovered an ancient library, and its stores of knowledge set him along the path to Xin-Shalast.

When Mokmurian returned from his journey, the harpies and their undead master could sense Karzoug's influence on him and their alliance became more solid. They even helped Mokmurian build a fortress around the cave entrance and incorporated the Black Tower into the surrounding wall. Mokmurian's army came to populate the fortress soon thereafter—he houses his favored troops in the buildings within its walls and has directed other tribes to set up camps in the valley beyond as they arrive.

The Valley of the Black Tower is relatively small, and Jorgenfist dominates the view within. When the PCs first arrive, read or paraphrase the following as they take in the view for the first time.



The mountains give way here to a wide valley perched on the upper edge of a cliff overlooking the Muschkal River. At the western edge of the valley entrance, a lone watchtower stands upon a low hill, but this structure is overshadowed by the larger one that looms in the valley proper. Here stands a ring-shaped stone wall, fifty feet in height and surrounding several buildings, the most impressive of which is a looming black tower with bladelike crenellations that overlooks the river gorge. Within the ring, a one-hundred-fifty-foot-tall stone spire rises, surrounded by three low buildings. Apart from the black tower, five smaller

towers are built into the fortress wall—one of these towers is wider than the others and seems to be the only gateway into the courtyard within.

The fortress is not the only sign of life in the valley, for surrounding it are seven large camps of towering tents, yurts, and stone shelters. Smoke rises from campfires and the sound of grating laughter and the clash of weapon training fills the air, competing with the periodic trumpeting of large and angry-sounding animals from somewhere within the fortress itself.

Stone giants are not normally warlike, mostly due to the calming and stable influence of the wise and patient elders who traditionally shape their societies. The giants Mokmurian has called to his side, however, are young and impetuous. In many cases, he gained their favor through force by publicly challenging elders to open duels and then, one by one, striking them down with his potent magic. In other cases, displays and promises of wealth (Karzoug made sure Mokmurian was loaded up with plenty of treasure from his numerous vaults before sending him back to the Storval Plateau to build an army) were all that was needed to lure the younger generation away from tradition.

Today, the seven tribes encamped around Jorgenfist follow Mokmurian's commands. Deprived of the stabilizing influence of their elders, and with little but fear and awe to lead them, these giants have grown cruel and violent. Only one elder remains in the region: Conna the Wise, once Mokmurian's tribal mother and, ironically, the only elder who didn't support the call to exile him once his lack of true sorcerous skill was found out. Forced into servitude after Mokmurian slew her husband, Conna rarely leaves Jorgenfist these days. She quietly hopes for someone to rise up against Mokmurian so she can try to return her wayward children to their traditional ways and keep them from what she believes is a suicidal and reckless plan to wage war upon Varisia.

Mokmurian has other methods to control his tribe. He has branded each giant with the Sihedron Rune.





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

Although the giants believe this to be Mokmurian's personal rune and wear it proudly to display their allegiance to him, in fact, the rune completes the ritual of binding—when any of these stone giants dies, any elements of greed in his soul are siphoned directly into Karzoug's *runewell* high in Xin-Shalast. Mokmurian also counts among his allies numerous other powerful creatures, including Longtooth, the red dragon; several lamias (of which only two priests of Lamashtu remain in the region); troll thugs; and the ancient horrors whose servitude he has mastered through research in the library deep under the Valley of the Black Tower. His most compelling method of controlling the tribe is via an ancient magic item he discovered in the library—the *Runeslave Cauldron*. With this ancient Thassilonian artifact, once used to punish workers and ensure loyalty, Mokmurian has a powerful tool to handle any giant he discovers harboring doubts about the coming war. The cauldron unmakes giants placed inside it, then returns them to life as creatures called runeslaves—near-mindless minions to the ancient magic of Thassilon. It's a very effective deterrent to other giants who might harbor thoughts of rebellion against their new and cruel lord. With these tactics, Mokmurian has turned his giants further and further toward evil—and all his resources will soon be directed toward the utter destruction of all of Varisia.

A1 WATCHPOST (CR 10 OR 13)



Despite being only two stories, this stone watchtower's proportions are immense—scaled for humans it could contain up to five floors, but the sixteen-foot-tall door at the tower's base indicates that the beings that use it are anything but human.

CREATURES: This watchpost is run by a taiga giant named Cinderma. Exiled from her tribe several years ago after she tortured and murdered a group of dwarves who sought to forge an alliance with her tribe, Cinderma wandered the Storval Plateau before hearing rumors of an army gathering in the Iron Peaks. She presented herself and her skills to Mokmurian, and he accepted her readily enough, assigning her to this watchtower after the previous tenant was slain in an attempt to capture a young blue dragon for sacrifice to Karzoug.

Although Mokmurian often sends fresh runeslaves (giants punished and transformed by the powerful artifact known as the *runeslave cauldron* kept in area **C3**), Cinderma prefers to keep the day shift to herself, watching over the path leading out of mountain valley from the roof of this tower. If she sees intruders coming, she calls out a warning to the runeslaves below, who quickly throw wet wood and greenery onto a watch

fire that burns just outside the entrance to the tower, sending up a plume of smoke to warn the fortress of visitors, either friendly or hostile. In the evening, Cinderma turns over the task to her runeslaves and spends her time carousing in one of the camps to the east, retiring to this tower late in the night to catch a few hours of rest.

Most of the visitors arriving lately are friendly—more tribes rallying to Mokmurian's cause—so the signal smoke alone won't create a sense of alarm at the fortress. If smoke is seen but neither Cinderma nor friendly visitors arrive by nightfall, however, the fortress grows concerned, and a patrol of two adult stone giants is sent to investigate. If the patrol finds evidence of a fight, the fortress goes on alert for 2 weeks, or until the PCs are caught.

If this or any other circumstance alerts the majority of Jorgenfist's forces to the presence of intruders, wandering pairs of stone giants begin to actively scout the area looking for the PCs. The GM should place these roaming guards wherever she deems appropriate. In addition, several creatures in the fortress might change their locations or tactics, as noted in their individual descriptions.

CINDERMA	XP 19,200	CR 12	HP 157
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Female taiga giant (*Pathfinder RPG Bestiary 2* 131)

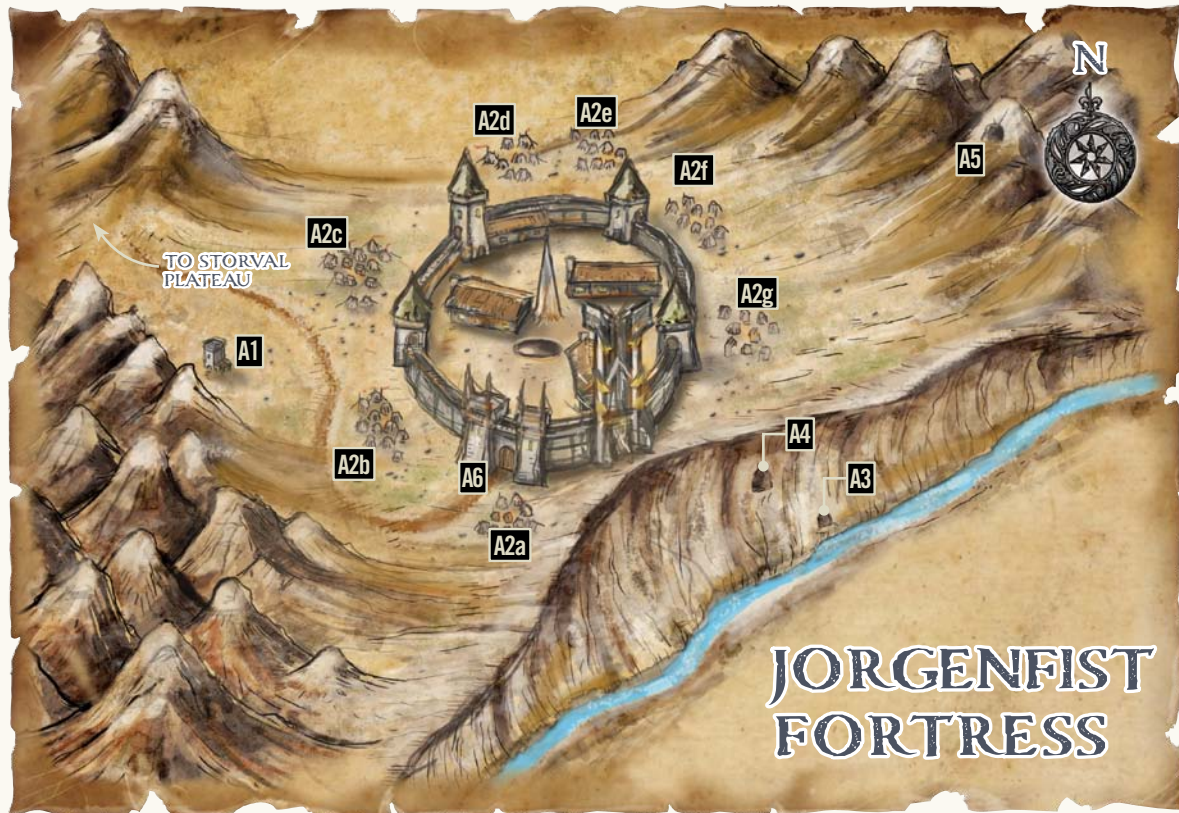
HILL GIANT RUNESLAVES (2)	XP 4,800 each	CR 8	HP 95 each
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(see page 412)

A2 THE JORGENFIST ARMY

Jorgenfist is not nearly large enough to house the multiple tribes of giants who have answered Mokmurian's call for war—and even if it were, the taboo nature of the fortress would keep most of the giants from wanting to camp within the fortress walls. Instead, these giants are scattered in seven camps placed around the fortress, each corresponding to one of the major giant tribes that have thrown in their lot with Mokmurian. The sheer number of giants dwelling within each of these camps should discourage the PCs from considering a direct and open assault on Jorgenfist—fortunately for the PCs, Mokmurian has forbidden any of these giants from entering the stone ring that constitutes Jorgenfist's walls, for fear that if they knew the true nature of his plans, allies, and dealings, they would desert his army. If the PCs can make it through these camps and into the fortress itself, they have little to worry about from these giants. Stealth, flight, and even entrance into the fortress via the deathweb cave (area **A4**) are all fine methods of avoiding direct confrontations with the giants in the surrounding camps.





Nevertheless, should the number of giants and their leaders become important, they are summarized below. Many of the stone giant groups have a single leader, having broken from their people's traditions of rulership. Note that only the leaders of these tribes have had any direct contact with Mokmurian, so few of these giants have any reliable information about what lies within Jorgenfist's walls. They all bear the Sihedron Rune either between their shoulders or at the small of their backs, branded there during the ritual of empowerment by one of the two lamia priests (known to most of the giants out here as the Lion Sisters) when they joined Mokmurian's armies.

A2a BLACK FIST: This tribe consists of 32 hill giants led by a beady-eyed chieftain named **DOACH** (CE male hill giant fighter 2). These hill giants are completely loyal to Mokmurian and hope that the wealth and power they'll gain during the war will allow them to return to their ancestral lands on the shores of Lake Skotha and wrest control of a prime site from an established clan of more peaceful stone giants.

A2b RED SHIELD AND NIGHTSHADE: These two allied ogre clans have banded together to form one tribe led under **PAPA BESHK** (CE male ogre barbarian 4). Much of their time is spent bickering and fighting among themselves—Mokmurian has been forced to send his own giants into this camp no less than five times to

officially disprove and keep fighting to a minimum. In all, 46 ogres dwell here.

A2c MAIDENS OF MINDERHAL: This tribe of 11 stone giants is unusual for its composition. Entirely female, this tribe has a reputation for being among the cruelest and most excessive in its vile ways. Many other giants have tried to woo members of the Maidens only to be rebuffed (at best) or mutilated (at worst). This group is led by an exceptionally tall giant woman named **HALVARA** (LE female stone giant oracle 5).

A2d JORMUNSIR: Led by a one-eyed, grizzled old giant named **VLORIAN** (NE male stone giant ranger 3), the Jormunsir number 20 stone giants strong. Their secret hope is to use the wealth and power gained from conquering Varisia to claim the lands near Minderhal's Anvil as their own.

A2e VALISSGANDER: This tribe of stone giants numbers 18 strong—their leader is a loud and abusive thug named **ZINDERALL** (CE male stone giant fighter 1), whose followers are days away from implementing a swift and brutal coup. They plan on feeding their chieftain (who still doesn't suspect his minions are planning his doom) to Longtooth, but haven't yet decided on who among them will replace him—the only thing that's currently keeping Zinderall alive, unknown to him.





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

MAP TWO: JORGENFIST FORTRESS

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

A2f CRANNOCH: The 22 stone giants of the Crannoch tribe are the most efficient hunters in the region—as a result, this camp is usually empty save for a few giants while the rest are out hunting. A dozen dire bears round out this tribe’s inhabitants—they are led by a giant of few words named **ORIANDIAN** (CN stone giant ranger 4).

A2g KAVARVATTI: This was the tribe that once counted Mokmurian as its own. Until his return, the Kavarvattis were led by two elders, a couple named Vandarrec and Conna. When Mokmurian returned from Xin-Shalast, he challenged his tribe father Vandarrec to battle and defeated (but did not yet kill) him. He seized control of the tribe and led them here, then brought the broken-spirited Vandarrec and Conna down to the Shrine of the Ancestors in area **B6**, where he murdered the old giant before his wife’s shocked eyes. Conna knew it would be foolish to openly oppose Mokmurian at the time, both because he had wrested control of the tribe and because his own powers far exceeded hers, so she swallowed her rage and pride and pledged her service to him, secretly vowing to do what she could to engineer a revenge.

Mokmurian ceded the day-to-day rule of the Kavarvatti tribe to Barl Breakbones, a giant who soon became Mokmurian’s wizardly apprentice. After Barl’s defeat at Hook Mountain, rulership of the Kavarvattis fell to one of Barl’s bodyguards, a hulking brute named **DROGART** (CE male stone giant fighter 3). Drogart recently discovered Barl’s fate, and while he’s disappointed that his tribe won’t be augmented by the Kreeg ogres, the unexpected windfall of becoming chieftain has gone a long way toward soothing his spirits. Barl was a cruel chieftain, but Drogart might be worse—what he lacks in Barl’s magical power, Drogart more than makes up for in brute sadism. He often has his giants scouring the Storval Plateau for Shoanti to torment.

A3 WYVERN CAVE (CR 10)

A musky smell lingers near the entrance to this cave—a thick, almost reptilian stink. Dozens of bones, many immense mammoth or aurochs remains, lie scattered on the ledge overlooking the river fifty feet below.

CREATURES: This cavern overlooks the Muschkal River at a height of 50 feet, and has long been home to a nest of particularly hearty wyverns. Mokmurian secured the aid of these three wyverns for his imminent attack, but for now the wyverns are content to leave the giants living in the valley above alone.

ADVANCED WYVERNS (3)	XP 3,200 each	CR 7	HP 87 each
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(Pathfinder RPG Bestiary 282, 294)

TACTICS

During Combat The wyverns fight as a group, one distracting and flanking a foe while the others use Improved Grab to grapple and sting opponents.

Morale A wyvern flees into the mountains if reduced to fewer than 15 hit points.

TREASURE: The wyverns have a fire opal that fascinates them endlessly—they’ve placed the sparkling gemstone atop a low mound of sand in the center of their cave, where they can watch it as the sun rises and they drift off to sleep. The fire opal is worth only 200 gp, a paltry sum compared to the value of the rest of their treasure that lies heaped, almost forgotten, in the southwest spur cave. Buried under a collection of favorite skulls, horse and elk thighbones, and well-gnawed bits of hide is a chest containing 1,435 gp and 2,987 sp. Behind the chest lies an ancient *staff of heaven and earth* the wyverns found in a Thassilonian ruin.

A4 DEATHWEB CAVE (CR 9)

This cave crawls. Countless bloated, many-legged insects trample one another as they carpet the floor and climb the walls, creating a susurrus of a million clicking bug legs. The deepest part of the cave seems to be unnaturally thick with darkness and fallen webs.

This cave’s entrance is 250 feet above the narrow beach below. The insects covering the floor are disgusting but mostly harmless, attracted to the cool darkness and the bodies left by the creatures that lair deeper in. The innermost reach of the cave is thick with webs spun by the undead denizens of the cave. As long as these webs remain, a successful DC 40 Perception check is required to notice the secret door in the cave’s northern wall. If the webs are cleared, this drops to a DC 20 Perception check. The tunnel beyond leads on a winding route into a mazelike system of narrow tunnels infested with redcaps. One route through this maze leads into the caves below Jorgenfist—see area **B7b** for more details.

CREATURES: This cave was the nest of several giant funnel web spiders years ago, but Mokmurian used them to test out a vile ritual he learned from several books on necromancy in the Library of Thassilon (see area **C7**), turning them into undead monsters called deathwebs. These creatures resemble stocky, partially decayed spiders the size of horses, yet closer inspection reveals the horrid truth—they are animated shells of giant spiders that are infested with swarms of equally undead arachnids.

DEATHWEBS (3)	XP 2,400 each	CR 6	HP 71 each
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(Pathfinder RPG Bestiary 3 65)





RIVER CAVES



TACTICS

During Combat The deathwebs attack all creatures save for Mokmurian that dare to enter this cave, but they wait a few rounds for intruders to make their way into the cave before they strike. If visiting creatures do not enter the cave, the deathwebs use their web ability to capture living things up to 50 feet away.

Morale The deathwebs fight until destroyed.

TREASURE: Although the deathwebs don't collect treasure deliberately, over the years many foolish adventurers have come into their clutches (as have a few wyverns and giants). As a result, the cave is cluttered with old webs, withered skins, and old bones, along with a dozen longswords (one of them a Large +1 *longsword*), a +2 *halberd*, three Large warhammers, a set of full plate armor, and a druid's staff with a *spellstaff* spell still in effect on it (the staff contains a *rusting grasp* at CL 12th).

A5 LONGTOOTH'S CAVE (CR 11)

This cave entrance is difficult to reach except from the air: The entrance is 450 feet up the side of a near-vertical mountain face. Shattered skeletons of dozens of animals, wyverns, and even a few rocs litter the ground far below the cave entrance. Within, the cave is a simple affair, 200 feet deep and 50 feet wide. The final 50 feet of depth are strewn with thousands and thousands of coins (mostly copper). Footing here is treacherous, as the coins slip and slide underfoot for Medium or smaller creatures. For such creatures, the DC of Acrobatics checks increases by 5.

CREATURE: This cave is the lair of one of Mokmurian's allies, the juvenile red dragon Longtooth. The giant battled the dragon on his journey back from Xin-Shalast, but rather than slay the dragon after their fight (even though Longtooth killed a half-dozen of the lamias that were traveling with him), Mokmurian offered Longtooth a job. In return for his life, Longtooth agreed to serve Mokmurian as a hero in his army. The prospect intrigued the dragon, and now, years after his initial defeat, he and Mokmurian have become grudging friends. Longtooth has been instrumental in the capture of dozens of younger dragons over those years—dragons that Mokmurian sacrificed to Karzoug—as few creatures on Golarion yield greedier souls than dragons.

If Longtooth survived the raid on Sandpoint and managed to make it back to this cave, he is bitter and foul-tempered about his failure and nurses a grudge against the PCs. When he sought out aid from Mokmurian, the stone giant was enraged that Longtooth fled the battle and forbade his lamias from providing the dragon with any healing. Sullen and cantankerous, Longtooth retreated to this cave to recover naturally, and does not come to the aid of Jorgenfist if the alarm is raised. Memories of his initial defeat at Mokmurian's hands have returned to his thoughts, and although he has gathered much treasure for himself since joining the giant, he's seen how much more Mokmurian has claimed for himself over the years. Longtooth has grown discontented with his role





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

MAP THREE: RIVER CAVES

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

as Mokmurian’s minion, and this latest development has pushed him over the edge.

If the PCs confront the bitter dragon in his lair, Longtooth recognizes them at once but does not attack. He’s not eager to try his luck against the PCs again so soon after they’ve defeated him, and he instead offers them a truce. He’ll tell them everything he knows about Jorgenfist and Mokmurian, if in return the PCs promise to leave him alone and grant him a share of any treasure they take out of Jorgenfist. His initial attitude toward the PCs is unfriendly, but if they can make him helpful, he’ll even volunteer his aid in fighting against the stone giants (although in this case he demands two shares of the treasure).

Longtooth knows quite a bit about Mokmurian. Feel free to tailor what he knows to your group—if they’re doing well so far, you might only want to reveal to the PCs a rough estimate of the creatures dwelling in Jorgenfist and the caverns below. If they’re having some trouble, you might want to have Longtooth sketch out a map of the cavern level for them. Longtooth has never been into the library level below the caverns, but he does suspect that a deeper level exists.

LONGTOOTH	XP 12,800	CR 11	HP 149
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Male juvenile red dragon (see page 190)

TREASURE: Although a carpet of coins covers the innermost section of Longtooth’s cave, most of these coins are copper pieces. In all, the coins consist of 360,055 cp, 23,145 sp, 3,403 gp, and 23 pp. In addition, the collection of treasure includes several gemstones: a water opal worth 1,000 gp, a rich blue diamond worth 1,600 gp, and a black opal worth 8,000 gp are Longtooth’s favorites, though there are 53 additional gems worth a total of 3,500 gp. A fine linen tapestry depicting monks sparring in a courtyard is rolled up and leans against the wall—this tapestry weighs 50 pounds but is worth 600 gp. Finally, a set of solid silver idols sits on a ledge on the innermost wall. These idols are each worth 600 gp—they depict a wyvern with a human rider, a human warrior trampling a demon underfoot, a centaur dressed in plate mail armor, and a leaping fish with a wide mouth filled with teeth. A sixth idol is in fact made of platinum. It depicts Runelord Karzoug, and is worth 5,000 gp.

A6 THE STONE GATE (CR 10)

The fortress has a solid stone gate—two doors that tower 20 feet high and 10 feet wide apiece. It fits neatly into the wall between two of the 70-foot-high towers, and looks very difficult to open (hardness 8, hp 300). A successful DC 22 Strength check is required to push open the gate, so long as the stone bar inside is not lowered in place. If the bar is lowered, a successful DC 50 Strength check is required to smash down the door).

CREATURE: The guardians of this gate are a trio of unusual harpies—students of the Black Monk (see area A14). These harpies were living in nests atop the Black Tower when Mokmurian first visited, and they were intrigued enough by the giant to agree to an alliance. They forbade him from entering the Black Tower itself, but had no cares about him exploring the caves below.

These harpies are students of the ancient undead monk that dwells within the Black Tower. After thousands of years of solitude, even the undead can grow lonely and ache for companionship—when six harpies entered the tower nearly 2 decades ago, the Black Monk only killed three before offering the surviving three the opportunity to train as its pupils. Seeing this as a way to escape the mummy’s wrath, the harpies agreed, but soon found that the ancients’ lore suited them well. Today, the harpies see themselves as the guardians of the Black Tower, the lair of their undead master. It was the Black Monk’s decision to allow Mokmurian to use the site as a base, for reasons the harpies don’t care to know.

In daylight or at night, the harpies keep the bargain they made with the giants; they sing softly, with just a 75-foot range, and the giants leave them be in exchange for their help in guarding the gate from intrusions. The harpies draw creatures away from the fortress, over the cliffs. Though the giants sometimes hear snatches of the song, they are largely immune to it (though ogres and young giants do sometimes fall from the cliffs in suspicious accidents).

HARPY MONKS (3)	XP 3,200 each	CR 7	HP 91 each
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Female harpy monk 6 (*Pathfinder RPG Bestiary* 172)

LE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 20, flat-footed 16 (+2 deflection, +4 Dex, +1 dodge, +1 monk, +2 Wis, +1 natural)

hp 91 each (13 HD; 7d10+6d8+26)

Fort +11, **Ref** +14, **Will** +12; +2 vs. enchantment

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee flurry of blows +14/+14/+9/+4 (1d8+3), 2 talons +9 (1d4+1)

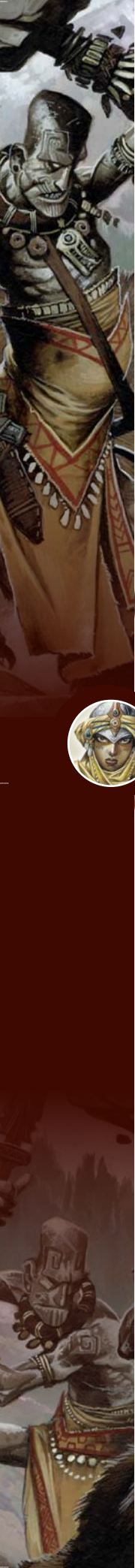
Special Attacks captivating song, flurry of blows, stunning fist (7/day, DC 15)

TACTICS

During Combat These harpies are fond of using their captivating song to attract prey, flying out over the river, and luring victims into walking off the edge of the cliff. They prefer to enter melee only when they can all gang up on a single foe at a time.

Morale A harpy flees into the mountains if she is reduced to 20 hit points or fewer.





HARPY MONK

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 7, **Wis** 14, **Cha** 15
Base Atk +11; **CMB** +16; **CMD** 34
Feats Ability Focus (captivating song), Combat Reflexes, Deflect Arrows, Dodge, Great Fortitude, Hover, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Stunning Fist, Vital Strike
Skills Bluff +9, Fly +14, Linguistics +0, Perception +12, Perform (sing) +14
Languages Common, Giant, Thassilonian
SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, still mind, slow fall 30 ft.
Gear ring of protection +2

A7 JORGENFIST WALLS (CR 8 PER TOWER)

The walls surrounding the fortress are made of enormous blocks of stone sealed together via countless

stone shape spells. They are 30 feet wide at the base and not entirely vertical; they slope inward slightly and become about 15 feet wide on the battlements, which are 50 feet high. Having poor handholds, the walls require a DC 30 Climb check to ascend.

The four towers are 45 feet square and 70 feet tall, with at least one wide rock-throwing slot on each side. The tops are conical, and the interiors have stairs going from ground level (which is dark and used for storage) to a single interior floor 40 feet up.

CREATURES: A single stone giant watches the approach to Jorgenfist from each of the rooms atop the four towers. Each has a stack of 50 rocks at hand to throw at approaching enemies.

STONE GIANTS (1 PER TOWER)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

A8 JORGENFIST COURTYARD (CR 11)

A large area of hard-packed earth fills the southwestern quadrant of Jorgenfist—a courtyard used by those giants who are allowed to dwell within the compound for public gatherings.

CREATURES: The courtyard's lack of cover presents a challenge to anyone attempting to move stealthily through the area. Further complicating movement through the area during the day is the 75% chance that a single stone giant is in the final steps of breaking a recently caught mammoth in the yard. The mammoth remains wild and angry enough that when it spots the PCs, it issues an indignant trumpeting and charges—much to its stone giant rider's shock!

STONE GIANT	XP 4,800	CR 8	HP 102
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(Pathfinder RPG Bestiary 151)

MAMMOTH	XP 6,400	CR 9	HP 133
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(Pathfinder RPG Bestiary 128)

A9 THE PIT

A pit at the center of the fort serves as the primary entrance into the underground portions of the stone giants' fortress. The ramp leading down into the pit winds down to area **B1** in the caverns below Jorgenfist. Characters who descend without stealth into the pit quickly attract the attention of the dire bears in area **B1** and the stone giant champion in area **B3**, and may even draw retaliation from giants still active in the surrounding areas inside of Jorgenfist's walls.

The pit itself is 80 feet deep. The pit floor is a tangle of bones and broken bodies, a combination of humanoid, giant, and even four dragon corpses (three blues and a red, all Large). Flocks of crows, buzzards,



FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

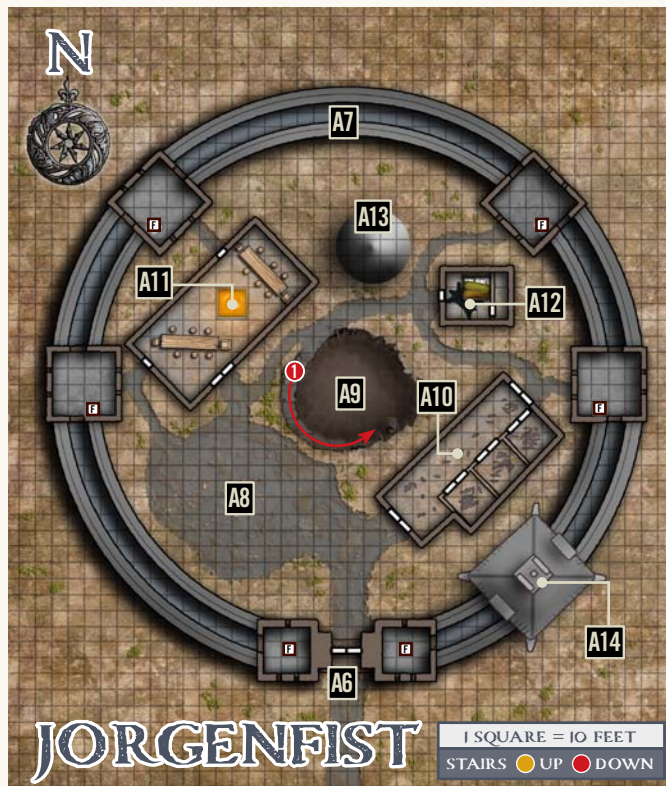
PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

MAP FOUR: JORGENFIST

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY



A14: THE BLACK TOWER



1 SQUARE = 5 FEET

A14: BLACK TOWER CRYPT



1 SQUARE = 5 FEET

and other scavenging birds swarm over the bodies, picking at the flesh until only bones remain. An investigation of the uneaten carcasses reveals that they all have the Sihedron Rune carved crudely on their torsos in the case of the humanoids and dragons, or branded on the small of the back in the case of giants. The bodies are all that remain of those Mokmurian and his lamia priests have sacrificed to Karzoug's *runewell*. These sacrifices draw large crowds to the pit edge, and constitute the only instances in which giants other than those favored by Mokmurian are allowed inside the fortress walls.

A10 THE MAMMOTH STABLES (CR 12)



The air in this building is close, warm, and thick with the smell of manure. Three enormous stalls sit against the southeast wall—each is sized to house something incredibly large.

CREATURES: This stable is used to house several woolly mammoths, mounts used by stone giant cavalry. The three stalls in the stable are each occupied by a single foul-tempered woolly mammoth.

A DC 20 Handle Animal or wild empathy check is enough to keep the mammoths from trumpeting a warning that brings giants to investigate within 1d4+1 rounds. If the mammoths are attacked, they fight back with an unexpected rage, crashing out of their pens with ease.

MAMMOTHS (3)

XP	CR	HP
6,400 each	9	133 each

(Pathfinder RPG Bestiary 128)

TACTICS

During Combat The mammoths fight separately, trumpeting and bull rushing any character they catch in their tusks in the direction of the stable exit or, if the fight proceeds into the courtyards, into the pit at area A9. The mammoths trample as a group if the party succeeds in killing one of them.

Morale The mammoths fight to the death.

TREASURE: The mammoths have no treasure, though their tack and harness is worth 300 gp per set.

A11 THE FEASTING HALL (CR 10)



This huge hall is well stocked with smoked meat, bread, casks of ale, and long benches and tables built for giants. It's hard to see in the hall's dim light; the only illumination comes in through the doors and through smoke holes in the ceiling. A large, crackling firepit burns eagerly in the middle of the large hall.

CREATURE: This hall is filled with supplies for the coming war, stocked over the past several months by hunters and gatherers and guarded by one of Mokmurian's favorite pets, a grizzled cave bear that stands nearly 14 feet tall at the shoulder. Named Embers, the bear knows that anyone shorter than 8





feet in height has no business in here, and he roars a challenge to any such intruders a second before he lumbers to the attack. If Jorgenfist isn't on alert already, the bear's roars certainly do the trick and rouse the giants to defend the fortress.

EMBERS	XP	CR	HP
	9,600	10	172

Male advanced dire bear (*Pathfinder RPG Bestiary* 31, 294)

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +24

DEFENSE

AC 19, touch 8, flat-footed 19 (+11 natural, -2 size)

hp 172 (15d8+105)

Fort +16, **Ref** +9, **Will** +8

OFFENSE

Speed 40 ft.

Melee bite +20 (2d6+11), 2 claws +21 (1d8+11/19-20 plus grab)

Space 15 ft.; **Reach** 10 ft.

TACTICS

During Combat Embers prefers to attack Small foes rather than Medium ones. He uses Power Attack on all attacks, gaining a +6 bonus on damage rolls while taking a -3 penalty on attack rolls. The bear knows better than to attack Large humanoids, and only attacks them in self defense.

Morale Embers fights to the death.

STATISTICS

Str 33, **Dex** 11, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +24 (+28 grapple); **CMD** 34 (38 vs. trip)

Feats Bleeding Critical, Critical Focus, Improved Critical (claws), Iron Will, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (claws)

Skills Perception +24, Swim +19

TREASURE: Embers has no treasure, but his pelt is worth a great deal, even marked with cuts and scars (but not if burnt or destroyed by fire or acid). If the hide is treated carefully with a DC 25 Survival check or a DC 12 Craft (leather) check, it is worth 1,200 gp.

A12 THE BEAR'S HALL (CR 11)



The inside of this stone building is very dark; there are no windows, and just one smoke hole far above. The space is dominated by an immense bed, its mattress heaped high with numerous furs. Inside, hundreds of bear skulls are neatly arranged on large shelves, as well as a golden bear pelt, a black bear pelt, and even a white bear pelt, all presented with an almost religious significance.

In older days, the stone giants and ogres of the Storval Plateau worshiped bear totems, and their berserkers and shamans found strength in the physical example of the dire bear. While the tribes still keep bears as watch animals and hunting companions, since the coming of Lamashtu's missionaries they are no longer worshiped. Mokmurian initially had this hall built and decorated



FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

to satisfy tribal traditions, but his army now openly worships Lamashtu or has lost interest in matters of faith entirely.

Since the loss of interest, Mokmurian has used this building as guest quarters to house giants whose allegiance and tribes he is courting. For hill giants, ogres, and even most stone giant tribes, Mokmurian doesn't bother with this stage—he simply enters the camp, demonstrates his power by killing the tribe's elders or most powerful champions, then takes their warriors and malcontents away to join his army. But with the more dangerous giant tribes—notably frost giant tribes—Mokmurian has opted to use more diplomatic tactics.

CREATURES: A pair of frost giants, emissaries from the northern reaches of the Kodar Mountains that overlook Irrisen, have been staying in this building for the last week, after securing an allegiance with Mokmurian. Their tribe, 30 strong, is on the march south and is scheduled to arrive at Jorgenfist in several weeks—the arrival of these frost giants will signal the time for the attack on Varisia. Until then, Isvig and Jaansk, frost giant brothers, have passed the time waiting here, sullen and cranky in the too-warm-for-them weather and uninterested in mingling with the other giants of the area. The frost giants do not join in the defense of the fortress, but if intruders dare enter this room, they attack at once, grateful for something to take out their frustration on.

ISVIG AND JAANSK	XP	CR	HP
	6,400 each	9	133 each

Male frost giants (*Pathfinder RPG Bestiary* 149)

TREASURE: The brothers keep their personal stores of treasure in a large hide sack between their sleeping furs. This includes 998 gp, 1,082 sp, three brown-green garnets worth 100 gp each, a platinum ewer worth 700 gp, and a solid mithral idol of a rearing bear worth 500 gp.

A13 THE SPIRE (CR 10)



White streaks cover the sides of this stone spire and the surrounding ground, thick as paint. Among these immense bird droppings are splintered elk bones and scraps of hide. The spire rises to a needle point one hundred and fifty feet above, but at a height of fifty feet an opening in the northern face allows access to a round chamber within which has been built an enormous nest.

CREATURES: The tall central spike monolith of the castle is not the most important structure, but at 150 feet high, it towers over the walls and watchtowers. The spike is an ancient Thassilonian watchpost that has become the preferred nesting site for two partly

tamed rocs. They nest in the 25-foot-diameter chamber partway up the spire's height. The rocs serve the stone giants as messengers, mounts, and guardians, but they are still violent and ill-tempered.

During daylight hours, they are likely to spot intruders approaching the castle. At night, they sleep in their nest, but squawk at the sound of intruders or combat on the spike, waking the entire fortress.

The two rocs do not attack giants, but if they spot any Medium or smaller humanoids (or any Large or smaller animals), they shriek and launch out of the spire nest to swoop down and attack, likely alerting the surrounding areas to the intrusion as well.

ROCS (2)	XP	CR	HP
	6,400 each	9	120 each

(*Pathfinder RPG Bestiary* 236)

TACTICS

During Combat The rocs prefer to attack creatures on the ground with snatch flyby attacks, staying well out of reach of melee.

With their 80-foot flying movement, they can certainly make it work.

Morale If one roc is killed, the other immediately retreats to its nest, regardless of its current hit points. If confronted there, it fights to the death.

A14 THE BLACK TOWER (CR 13)

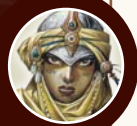


This tower is not like the others that compose the fort—its architectural style is far more intricate and ancient in appearance, bearing similarities to many of the other ancient monuments that dot the Varisian landscape. Made of black stone and decorated with gargoyles, the tower's walls are streaked with thick lichens and moss. It soars twice as high as the other towers, its facade effectively dominating the view.

The Black Tower is part of an ancient building from Thassilon's time, once known as the Therassic Monastery. The tower itself served as a bell tower and lookout location for an order of evil monks devoted to the worship of the Peacock Spirit, a mysterious faith whose rituals were kept secret from all but the initiated. The tower's gargoyles depict saints and demons of the Thassilonian pantheon, though they are so weathered that they are unrecognizable today save as vaguely demonic forms.

The Black Tower has one entrance, a large stone door that swings open easily at a touch on the northwest facade. The tower interior seems much colder than it should be, even so high in the mountains. The stone walls and floor glitter with a thin coat of frost, making movement in the largely empty chamber treacherous (see the rules for ice sheets on page 430 of the *Core Rulebook*).

A successful DC 20 Perception check reveals that a trap door is set in the floor in the middle of the room, its face



coated with ice as well. Like the entrance doors, the trap door swings open easily with the slightest tug to reveal a 5-foot-wide circular shaft that drops into the darkness below. This shaft is 50 feet deep, and opens into a circular crypt with a domed, 20-foot-high ceiling. The floor here is icy as well, and the air cold enough to qualify as severe cold (*Core Rulebook* 442).

CREATURE: The single denizen of this chamber is an ancient Thassilonian monk, wrapped tightly and preserved as an undead guardian by his order in the final days of the empire. Over the next 10,000 years, the Black Monk (as he took to calling himself as his undead flesh darkened) remained here, guarding the monastery grounds. As time consumed the complex, the Black Tower eventually became the only part of the building to survive above ground, protected by the same preservative magic that enhanced all of Thassilon's great monuments. Ironically, the Black Monk was not an initiate authorized to enter the library that the Therassic Monastery was built to protect, and for the past several thousand years his charge has dwindled to this tiny room, more than a metaphor for his constricting mind and personality.

The Black Monk is tightly bound in linens—having perfected an ancient secret of mentally powered supernatural flight, he no longer needs his legs. Although he was not high enough in rank to peruse the library's lore, his brothers did grant him the great honor of protecting 18 sacred scrolls from the library. These scrolls are kept in a large iron scroll tube the monk never releases his grip on.

The Black Monk is quite insane after all this time, and any character who makes a successful DC 29 Perception check can hear him speaking in Thassilonian, muttering, "The green light! The green light! The green light!" over and over again. His eyes burn green, and he sees only the pain and rage of his order's disbanding and decay. Once or twice per century, the Black Monk experiences periods of lucidity—it was during one of these that he took the harpies under his tutelage, and when he felt his insanity creeping back, he ordered them out of his lair and forbade them ever to return. Now, he views any who dare enter his tomb as thieves searching for the scrolls he so fervently guards.

THE BLACK MONK

THE BLACK MONK	XP 25,600	CR 13	HP 152
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Male Azlanti dread mummy monk 11 (*Advanced Bestiary* 210)
LE Medium undead (augmented human)
Init +8; **Senses** darkvision 60 ft.; Perception +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 22 negates)

DEFENSE

AC 29, touch 21, flat-footed 24 (+4 Dex, +1 dodge, +2 monk, +8 natural, +4 Wis)

hp 152 (11d8+99)

Fort +14, **Ref** +13, **Will** +11; +2 vs. enchantment,

Defensive Abilities channel resistance +4, improved evasion; **DR** 5/—; **Immune** cold, disease, poison, undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed fly 50 ft. (perfect)

Melee flurry of blows

+19/+19/+14/+14/+9/+9 (1d10+10/19–20 plus mummy rot)

Special Attacks breath of death, command undead, flurry of blows, mummy rot, stunning fist (11/day, DC 19)

Spell-Like Abilities (CL 11th; concentration +18)

At will—*animal messenger*, *calm animals*

(DC 18), *command undead* (DC 19), *heat metal*

(DC 19), *summon swarm*

2/day—*commune with nature*, *control winds*,

dominate animal (DC 20), *insect plague*

1/day—*control weather*, *creeping doom*,

earthquake, *sunbeam* (DC 24)

TACTICS

During Combat The Black Monk uses Improved Trip and Stunning Fist against foes in melee to keep them off balance. He uses his spell-like abilities against foes who can remain out of reach of his melee attacks or who prove too canny to trip, but never uses *earthquake* for fear of damaging the Black Tower itself.

Morale The Black Monk fights to the death.

STATISTICS

Str 30, **Dex** 18, **Con** —, **Int** 12, **Wis** 18, **Cha** 24

Base Atk +8; **CMB** +21; **CMD** 41

Feats Combat Reflexes, Dodge, Improved Critical (unarmed strike), Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Spring Attack, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +18, Fly +15, Knowledge (arcana) +12,

Knowledge (religion) +15, Perception +18, Spellcraft +12

Languages Thassilonian

SQ diamond body, fast movement, high jump, *ki* pool (9 points, lawful, magic), maneuver training, purity of body, still mind, slow fall 50 ft., wholeness of body

Gear *belt of giant strength* +4, *ring of the ram* (45 charges)

SPECIAL ABILITIES

Breath of Death (Su) Once every 1d4 rounds as a standard action, the Black Monk can exhale a 30-foot cone of tomb gas. Living creatures in this area must make a successful DC 22 Fortitude save or gain 1d4 negative levels. A creature killed by these negative levels rises as a juju zombie (*Pathfinder RPG Bestiary* 2 291) in 1d4 rounds. A juju zombie





FORTRESS OF THE STONE GIANTS

CHAPTER
BACKGROUND

PART ONE:
STONES OVER SANDPOINT

PART TWO:
JOURNEY TO JORGENFIST

PART THREE:
INTO THE VALLEY
OF THE BLACK TOWER

PART FOUR:
UNDER JORGENFIST

PART FIVE:
THE ANCIENT LIBRARY

Writ of Entrance and Access

To be presented to the clockwork librarian of the Therassic Library for the securing of full access to all archives held within. Ware the shining guardians, for they guard the library without bias, and any who would enter are counted thieves and vandals to be slaughtered.

Speak aloud the name of the Master Architect, Viosanxi, afore entry is attempted via the bronze doors, if thou wouldst avoid their blinding wrath.

created in this manner is under the Black Monk's control and remains so until it or the Black Monk is destroyed. The save DC is Charisma-based.

Despair (Su) This functions as a typical mummy's despair, save that once a paralyzed creature recovers from the effect, it remains staggered for 1 additional round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) This functions as the typical mummy rot curse and disease, save that the Black Monk can afflict foes with it via his flurry of blows.

TREASURE: The scrolls the Black Monk guards are an incredible treasure. Even the monk himself doesn't actually know what the tube contains—only that he was commanded to guard the container and what lies hidden within with both his life and undeath. The scroll tube is made of adamantine and is cleverly locked by a series of interconnected spinning discs that function almost like a combination lock. With five consecutive DC 40 Disable Device checks, this lock can be picked. Alternatively, a character who can read Thassilonian (or who can keep track of the dozens of runes with a DC 30 Linguistics check) can use the runes on the scroll case to puzzle out the combination with five successful DC 20 Intelligence checks in a row. Or, of course, the tube can be forced open (hardness 20, hp 60), but doing so destroys 1d4+5 of the non-artifact scrolls inside (determine which ones are ruined randomly—the

resulting fragments of parchment can be repaired with no less than 3d6 separately cast *mending* spells or 1d4 separately cast *make whole* spells for each damaged scroll). A *knock* spell unlocks two of the locks, so it'll take three castings of this spell to open the tube. The scroll tube itself is worth 1,200 gp intact—if destroyed to force it open, it's still worth 200 gp as a curiosity.

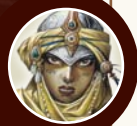
The scrolls kept inside were known, collectively, as the Emerald Codex of the Therassic Order, a compilation of spells and enlightened rituals related to the worship of the Peacock Spirit, a once-powerful faith of the Thassilonian Empire. The codex consists of 18 large scrolls prepared on wyvern hide—they must be handled with extreme care to avoid fragmentation. A successful DC 20 Sleight of Hand check is required to prevent damage to a scroll; otherwise, it falls apart. All 18 scrolls are written in Thassilonian. The first nine comprise a minor artifact called the *anathema archive* (see page 420—these pages are never destroyed by mishandling or damage to the container). The next eight scrolls contain one divine spell each: *greater restoration*, *heroes' feast*, *order's wrath*, *regenerate*, *resurrection*, *screaming*, *symbol of stunning*, and *true resurrection* (all at CL 17th).

The final scroll describes the entrance to the library (area C7) and even gives the password required to bypass the guardian bound to the entrance. This scroll is reproduced above as Handout 4-1.



PART FOUR: UNDER JORGENFIST

THE CAVES UNDER JORGENFIST MIGHT LOOK NATURAL TO THE UNTRAINED EYE, BUT THEY ARE IN FACT ALL THAT REMAINS OF THE UPPER SUBTERRANEAN LEVEL ONCE HIDDEN UNDER THE THERASSIC MONASTERY—ONLY ONE CHAMBER ON THIS LEVEL STILL BEARS A PASSING RESEMBLANCE TO ITS ORIGINAL SHAPE (THE CHAMBER OF THE SIHEDRON IN THE NORTHEASTERN CORNER OF THE COMPLEX). THE OTHERS HAVE CRUMBLLED AWAY INTO THE MORE NATURAL-APPEARING CAVERNS THEY ARE TODAY. FEW OF THE COMPLEX'S CURRENT INHABITANTS KNOW THE TRUE HISTORY OF THE PLACE THEY CALL HOME.



The air in these caves is a bit warmer than that outside, but numerous tiny ventilation tunnels keep the caves from growing too stale. Most of the stone giants Mokmurian recruited from his old tribe live on the surface in area **A2g**—these caves are used primarily for workshops, worship, and barracks for commanders in his army.

The caves themselves have high ceilings, averaging 20 feet in height in the tunnels, while in caverns they generally arch to heights of 40 feet. The walls, floor, and ceiling are rough and laced with furrows and air vents, but despite their almost wrinkled look remain quite strong—stone giants are particular about their lairs, and there's little chance of cave-ins within these halls.

Although Mokmurian has forbidden most of the rank-and-file giants of his army (including those from his old tribe) entrance into these caves, he did select four loyal stone giants as guardians. These “pit guardians” report to Galenmir, the general of Mokmurian’s army. When Jorgenfist is not on alert, these giants can generally be found relaxing in the great cave in area **B4** during the day or sleeping in their barracks in area **B10** at night. When the caves are on alert, though, these giants lie in wait in area **B2**, ready to defend the caves from invaders or to respond to sounds of combat elsewhere in the complex.

B1 CAVE OF THE DIRE BEARS (CR 10)



The floor of this cavern is a bone-strewn mess. What appear to be three dens of bones, bits of cloth and leather, and swaths of matted fur line the walls to the east. The air in here is thick with the scent of animal dung and spoiled meat.

CREATURES: Three dire bears live in this cave. Trained, in theory, to guard the entrance, the bears actually spend much of their time sleeping. If the alarm is raised, a giant makes sure to rouse the bears—otherwise, the sleeping animals take a –10 penalty on Perception checks to hear intruders passing by the entrance of their cave.

DIRE BEARS (3)

XP	CR	HP
3,200 each	7	95 each

(Pathfinder RPG Bestiary 31)

TACTICS

During Combat The dire bears fight to defend the entrance to the caverns and nothing else. They use their claws at first and might try to bull rush a foe off the ramp if position allows it. If the PCs retreat out of the caves to the surface above, the bears let them escape after spending a few rounds roaring and huffing at the top of the ramp.

Morale The dire bears fight to the death.

DEVELOPMENT: If a fight here spills out onto the ramp in area **A9**, Galenmir emerges from his lair in area **B3** onto the pit floor of area **A9** to hurl boulders at anyone in sight on the ramp above.

B2 THE ELDERS' ENTRYWAY (CR 12)



The ramp ends here at a cave entrance that leads underground, while the bone-strewn floor of the pit sprawls before it. A smoldering brazier sits in an alcove just to the right of the entrance.

CREATURES: If the fortress is on alert, the caverns’ four stone giant pit guardians are stationed here, two in the western tunnel and two to the north. Otherwise, this entrance might at first seem empty, but in fact the stone giant elder Conna waits to intercept the PCs here, hidden in the side cave near the brazier.

Conna is an old, angular giant. She wears heavy bearskins over her shoulders, and a spear rests by her side. When she spots the PCs, she steps out of hiding and holds out her hands to them, palms up.

Conna is observant, and since she bowed before Mokmurian, she’s made sure to speak only when spoken to and to take care of Mokmurian’s infrequent demands with swift efficiency. As a result, Mokmurian has grown used to her presence, and lax in what he says when she is in earshot. She’s doubtless heard about the raid on Sandpoint by now, and if the PCs are known to





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

MAP FIVE: THE PIT AND CAVERNS

PART FIVE: THE ANCIENT LIBRARY



be approaching Jorgenfist, she awaits their arrival with anticipation.

When she sees the PCs, she furtively attempts to contact them, speaking first in Giant, then in Common. If the PCs attack her, she sighs heavily and fights defensively until she can escape out of the pit to reconsider her options. If the PCs agree to hear what she has to say, she's quick and to the point.



"I don't have much time, but know that if you are here to slay Mokmurian, I am your ally. Come with me to a place we can speak in peace, for I would aid you in your quarrel here—without my assistance you might find only your graves below Jorgenfist."

If the PCs accompany her, she leads them to area B6 to finish her conversation with them in the presence of her ghostly husband.

CONNA THE WISE

XP	CR	HP
19,200	12	171

Female stone giant elder sorcerer 6 (*Pathfinder RPG Bestiary* 151)
N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 29, touch 14, flat-footed 26 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +11 natural, -1 size)

hp 171 (18 HD; 12d8+6d6+96)

Fort +15, **Ref** +10, **Will** +13

Defensive Abilities improved rock catching; **Resist** acid 10

OFFENSE

Speed 40 ft.

Melee +1 shortspear +19/+14/+9 (1d8+8)

Ranged rock +14 (1d8+10)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (180 ft.)

Stone Giant Elder Spell-Like Abilities (CL 10th; concentration +14)

1/day—*stone shape, stone tell, transmute rock to mud* (DC 19)

Bloodline Spell-Like Abilities (CL 6th; concentration +10)

7/day—*elemental ray* (1d6+3 acid)

Spells Known (CL 6th; concentration +10)

3rd (4/day)—*fly*

2nd (6/day)—*blur, glitterdust* (DC 16), *scorching ray* (acid)

1st (7/day)—*burning hands* (DC 15, acid damage), *charm*

person (DC 15), *mage armor, obscuring mist, shocking grasp*

0 (at will)—*dancing lights, daze* (DC 14), *flare* (DC 14), *ghost*

sound (DC 14), *light, mending, prestidigitation*

Bloodline Elemental (earth)

TACTICS

Before Combat Conna casts *mage armor* twice a day, so it's always in effect during her waking hours.

During Combat Conna's main tactic is to stall. She uses Combat Expertise to increase her AC when she can. If she has time to prepare, she casts *fly* on herself.

Morale Conna doesn't want to fight the PCs. Her tactics focus on escape so she can recover in hiding and plan a new method of contacting the PCs and once again try to plead her case and recruit them in her plans against Mokmurian.





CONNA
THE WISE



STATISTICS

Str 25, **Dex** 15, **Con** 21, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +12; **CMB** +20; **CMD** 35

Feats Combat Expertise, Combat Reflexes, Dodge, Eschew Materials, Extend Spell, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Climb +28, Knowledge (arcana) +23, Perception +20, Spellcraft +23

Languages Common, Draconic, Giant, Terran

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear *potion of barkskin* +4; **Other Gear** +1 *shortspear*, *headband of alluring charisma* +2, *ring of minor acid resistance*, *ring of protection* +2

STONE GIANTS (4)

XP	CR	HP
4,800 each	8	102 each

(*Pathfinder RPG Bestiary* 151)

B3 THE GENERAL'S LAIR (CR 12)



This cavern opens out to the east onto the bony tangle of the pit floor; a hanging dire bear fur over this exit is drawn open but can be pulled shut to keep out the draft. The rest of the walls are lined with furs as well, including the floor—they're piled particularly high to form a mattress to the south.

The hanging furs conceal an exit to the west that leads deeper into the tunnels (marked "S"). Noticing this exit from inside the room requires a DC 15 Perception check.

CREATURE: The cavern is the home of Galenmir, Mokmurian's general and second-in-command of his army. One of the oldest giants to submit to Mokmurian's rule, Galenmir cares little whom he follows as long as he

has the opportunity to lead others in battle and to gain more glory for himself.

When Mokmurian assigned Galenmir to this cave, the proud giant rankled a bit at what he interpreted as "door guard" duty. Given those are his orders, though, Galenmir performs them admirably, rewarding himself in the hours before sleep by generating attack plans for every possible contingency and situation once his army marches on Varisia.

GALENMIR

XP	CR	HP
19,200	12	160

Male stone giant fighter 4 (*Pathfinder RPG Bestiary* 151)

N Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 31, touch 10, flat-footed 30 (+8 armor, +1 Dex, +11 natural, +2 shield, -1 size)

hp 160 (16 HD; 12d8+4d10+84)

Fort +19, **Ref** +8, **Will** +10; +1 vs. fear

Defensive Abilities bravery +1, improved rock catching

OFFENSE

Speed 40 ft.

Melee +3 *heavy pick* +24/+19/+14 (1d8+24/19-20/x4) or 2 slams +21 (1d8+19)

Ranged rock +16/+11/+6 (1d8+16)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (180 ft.)

TACTICS

Before Combat Galenmir drinks his *potion of heroism* and uses *oil of darkness* on his pick (unless the PCs don't seem to be relying on light, in which case he does not use this tactic).

During Combat Galenmir has stacked several rocks next to the pit entrance to his lair and uses these against intruders. If confronted in close quarters, he uses Improved Bull Rush to keep his enemies from surrounding him and to set himself up for tactical advantages. He always uses Power Attack (these bonuses are included in his stats above).

Morale Although Galenmir is no coward, he realizes when he's been beaten. If reduced to 30 hit points or fewer, he drinks his *potion of gaseous form* and seeps into the cracks and crevices of the caves, working his way up and out of the pit to gather a group of eight stone giants to then lead back into the pit to seek out the PCs. While he's aware that Mokmurian will likely be furious at this breach of edict, Galenmir assumes his lord will be even more furious if the PCs are allowed to explore the caves uncontested.

STATISTICS

Str 32, **Dex** 13, **Con** 21, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +13; **CMB** +25; **CMD** 36

Feats Awesome Blow, Improved Bull Rush, Improved Critical (heavy pick), Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Quick Draw, Vital Strike, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Climb +22, Handle Animal +15, Intimidate +15, Perception +9, Ride +12, Stealth +10





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

Languages Common, Giant

SQ armor training 1

Combat Gear *potion of heroism, potion of gaseous form, oil of darkness*; **Other Gear** +2 breastplate, +1 light steel shield, +3 heavy pick, cloak of elvenkind, 19 pp, 18 gp, 13 sp

TREASURE: Galenmir's wealth is mostly invested in his gear, but he also has an impressive collection of scalps and war trophies, including the preserved head of a frost giant jarl, the beards of 100 dwarves (each neatly bundled and secured with a silver ring worth 10 gp), part of a marsh giant's grossly elastic but impressively tattooed hide, and bits of broken and dented breastplates from the plate armor of a dozen different warriors (worth 20 gp each).

Galenmir's favorite collection is a neatly sorted grouping of 33 shields, each marked with the name of a human, elf, or dwarf hero Galenmir defeated in combat. He remembers each one; anyone who makes a DC 25 Knowledge (nobility) check recognizes that one of the shields belonged to Anstan Jeggare, an exiled bastard from the affluent Jeggare family of Korvosa. This shield alone is magical—a +1 arrow catching heavy steel shield. If it's returned to the Jeggare family, the nobles pay full price as a reward (rather than the standard half price if the shield is sold on the market).

B4 THE GREAT CAVE OF JORGENFIST (CR 12)



This huge cavern contains four large tables set up around a central platform on which sits an immense stone throne. From the ceiling above hang carved stalactites, some fashioned to look like dangling spears, others like dragon's teeth. The flickering light of a large fire burns behind a row of stalagmites to the south.

CREATURES: If Jorgenfist is not on the alert, during the day, the caverns' four pit guardians can be found here relaxing, eating, wrestling, or telling slow stories. They aren't paying particular attention and take a -4 penalty on Perception checks.

STONE GIANTS (4)

XP	CR	HP
4,800 each	8	102 each

(Pathfinder RPG Bestiary 151)

B5a KITCHEN (CR 8)



A large firepit burns and crackles in the eastern part of this cave, with an iron cauldron hanging over the flames from a frame of tree trunks. Kitchen supplies sized for giants sit along the southern wall, including buckets of water, wooden trenchers for food, and gallon-sized mugs.

CREATURES: This room is always occupied, even late at night, by Grumelda the watcher, a female stone giant with a particular knack for preparing bland food. She keeps the fire burning at all hours, ready to prepare whatever meals Mokmurian may demand. Grumelda has little interest in war and fighting, but if she spies trouble in the great cave to the north, she races into the room, wielding a long iron ladle as a club.

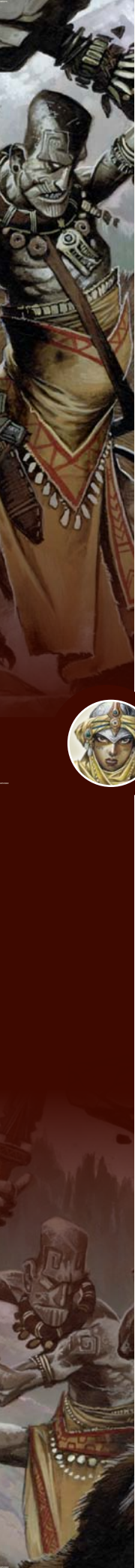
GRUMELDA

XP	CR	HP
4,800	8	102

Female stone giant (Pathfinder RPG Bestiary 151)



GALENMIR



B5b LARDER



This room is a carnivore's paradise: The cave is packed with entire sides of elk, smoked haunches of deer and wild boar, and massive slabs that can only be mammoth ribs. The room is filled with stacks of meat of all kinds, smaller quantities of spices and roots, and many sacks of grain.

A closer search of the smoked meat here reveals some gruesome human, elven, and dwarven remains. One small barrel is labeled "CANDY" in Giant—inside are hundreds of human, elf, and dwarf eyes floating in a thick suspension of foul-smelling brine.

B6 SHRINE OF THE ANCESTORS (CR 8)



The walls of this cave are painted with red, yellow, brown, and black figures, among which are apparent images of giants, mammoths, elk, deer, and wyverns. Others are harder to figure out: ogres, perhaps, or giant children, or even humans. The dwarves are very clear, with beards and tiny axes being crushed under enormous giant feet. A simple oil lantern lights a small altar at the far end of the cavern. A modest offering of antlers, hooves, and patches of fur has been piled in front of the altar.

When Mokmurian first came to these caves, he set up this small shrine dedicated to his people's ancestral spirits. As he became more and more obsessed with Thassilon, his interest in religion waned, and after he returned from Xin-Shalast, his first act in this chamber was to sacrifice Vandarrec, the father of his old tribe. The now-deposed mother of his tribe, Conna, has tended to this shrine since Mokmurian's blasphemous sacrifice, and only she knows that it is her husband's spirit that haunts this chamber. The other giants have learned to avoid this cave due to the haunt.

If the PCs enter this cave without Conna, the haunt plays out as detailed later in this encounter. Conna's presence soothes the angry spirit, and as long as she is in the room, the haunt does not manifest beyond periodically animating one of the cave paintings so that it appears to dance just at the corner of the viewer's eye.

Conna explains to the PCs what happened to her husband here several years ago, then goes on to explain that Mokmurian's minions avoid this cave because of the haunting. Since Vandarrec's spirit remains quiet in Conna's presence, this is a perfect place to have a brief meeting with the PCs about their common problem—Mokmurian.

Although few visit here, Conna remains nervous and rushed. She asks the PCs why they have come to Jorgenfist, but regardless of their answer does her best to convince them that slaying Mokmurian is the solution to

their problems. She can tell the PCs that Mokmurian has spent almost all of his time in the library level below this one, and she can even draw the PCs a rough map of the caves, suggesting they approach area B14 from the west rather than the north—even though that route is longer, there are fewer perils along the way. She requests that if the PCs encounter any more stone giants, they defeat the giants without killing them, if possible, but understands if the PCs have little interest in complying—her kin, in her mind, have brought this doom upon themselves through their own actions.

Conna will not accompany the PCs, mostly out of stubborn respect for her traditions—once a giant elder has been deposed, that elder must not directly oppose the new ruler. Yet she is comfortable answering questions about the surrounding caverns, and she agrees to cast spells on PCs if they wish.

Before she parts ways with the PCs, Conna grudgingly tells them one more thing. She fears that Mokmurian has fallen under the influence of a powerful evil spirit indeed—one of the Ancient Lords themselves. She has heard him whisper a name when he felt he was alone. The name is "Karzoug," a name Conna recognizes from secret myths shared by the elders. Karzoug was one of those who enslaved her people, and if Mokmurian has fallen victim to this Ancient Lord's influence, the danger facing her people and all of Varisia may be greater than anyone knows.

HAUNT: Vandarrec's blasphemous sacrifice has bound him to this world—his soul cannot move on to the afterlife until the one who performed this profane act is himself slain. Until then, Vandarrec's tormented spirit haunts this chamber. 1d4 rounds after any creature enters this room, the cave paintings on the wall suddenly animate into a display of violence. A heartbeat later, the largest giant in the mural seems to rise up out of the wall, taking the shape of an enormous stone giant. With shocking speed, unseen knives flay the giant's stony flesh and cut deep into the phantom's belly so its exposed guts drip with black blood. It moans in terrible pain and reaches out to crush anyone within 20 feet of the altar with its bloodstained hands.

FLAYED GIANT

XP	CR	HP
4,800	8	16

CN haunt (20-ft. radius hemisphere from center of altar)

Caster Level 8th

Notice Perception DC 15 (to notice the paintings on the walls begin moving)

hp 16; **Trigger** proximity; **Reset** 1 day

Effect All creatures within 20 feet of the altar must succeed at a DC 18 Will save to resist being paralyzed with fright for 1d8 rounds at the gruesome sight of the flayed giant. Those who become paralyzed must then make a successful DC 18 Fortitude save to avoid being reduced to 0 hp and then taking 2d4 points of additional damage as the ghostly giant seems to crush their bodies to pulp.





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

STORY AWARD: If the PCs secure an alliance with Conna, award them 24,000 XP (this equals the amount of XP awarded for defeating Conna and the Flayed Giant haunt).

B7a ENGA'S CAVE (CR 11)



This cave is cluttered by tiny mounds of carefully sorted junk—bones, scraps of armor, broken weapons, stones, dead rats, and sections of chitin harvested from large vermin. A net hammock hangs from a pair of stalagmites to the southwest near a four-foot-wide crack in the wall that winds deeper underground.

CREATURE: During his travels through the Storval Plateau, not long after he returned from Xin-Shalast, Mokmurian encountered a curious creature—a kobold barbarian named Enga Keckvia. Mokmurian initially ignored the brave little kobold when she demanded payment from him for using her territory (a dried riverbed) as a road, but when she stabbed him in the ankle, he realized there was more to her than he thought. He was intrigued and offered her a place in his army, figuring he might need a brave, powerful, little thing like Enga for special missions. Enga, a wanderer from distant Andoran, had seen enough hardship during her travels and liked the idea of a paying job.

Enga's role these days is twofold. Her primary job is to guard this passage from vermin or other intrusions. Two or three times a week, she makes forays into the tunnels to hunt down and kill the vermin that grow within. Her other job is to serve as a liaison between the giants and the tribes of redcaps that dwell deep in the caves (see area **B7b**). Neither the giants nor the redcaps enjoy each other's company overmuch, but although they live in close proximity, they don't have overlapping territories. Periodically, Mokmurian demands tributes and favors from the redcaps, and at these times, Enga becomes his messenger and collector.

The arrival of humans and other non-giant visitors in the cave puzzles Enga, particularly if they don't enter her lair from the southwestern entrance, but she recovers quickly enough to fly into a frothing frenzy just before she attacks. She doesn't stop to double-check whether the PCs should be here or not—and even if the PCs attempt to distract or trick her with attempts to pass themselves off as allies of Mokmurian, the eager-to-fight barbarian still attacks. Being able to present humans to Mokmurian is certain to get her a bonus to her pay, after all—making new friends doesn't really interest her at all.

Init +2; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 11, flat-footed 19 (+7 armor, +2 Dex, +1 natural, -2 rage, +2 shield, +1 size)

hp 155 (12d12+72)

Fort +14, **Ref** +6, **Will** +10

Defensive Abilities improved uncanny dodge, trap sense +4;

Weaknesses light sensitivity; **DR** 5/—

OFFENSE

Speed 30 ft.

Melee +3 *shortspear* +22/+17/+12 (1d4+8)

Ranged sling +15/+10/+5 (1d3+5)

Special Attacks greater rage (27 rounds/day), rage powers (guarded stance [+3 dodge vs. melee], increased damage reduction +3, quick reflexes, renewed vigor [3d8+7 hp])

TACTICS

During Combat Enga is brave and fearless, despite (or perhaps



ENGA KECKVIA

ENGA KECKVIA	XP	CR	HP
	12,800	11	155

Female kobold barbarian 12 (*Pathfinder RPG Bestiary* 183)
CE Small humanoid (reptilian)



due to) her small stature. She rages on the first round of combat and focuses her anger on healers first and foremost.

Morale Enga flees to the southwest if reduced to fewer than 20 hit points, hoping to lose her tormenters in the mazelike region. If she's got a few rounds, she rigs a quick but deadly trap by removing her *necklace of fireballs* (but keeping one bead) and leaving it on the ground. She then moves about 60 feet away and waits; once she sees someone reach the necklace, she throws her bead and detonates the entire necklace at once. She then doubles back to area **B7a** via a different route and seeks out one of the lamias in area **B13** for aid.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +12; **CMB** +16; **CMD** 26

Feats Blind-Fight, Great Fortitude, Iron Will, Power Attack, Toughness, Weapon Focus (shortspear)

Skills Craft (trapmaking) +17, Perception +18, Stealth +18, Survival +10, Swim +11

Languages Common, Draconic

SQ crafty, fast movement

Combat Gear *necklace of fireballs* (type IV); **Other Gear** +1 breastplate, +1 buckler, +3 shortspear, 11 gp, 12 sp, 12 cp

B7b THE SMALL TUNNELS (CR 11)

The narrow crack in the southwest wall connects to a tangled maze of caves the giants refer to as the River Caves. These tunnels lead a winding route south, eventually ending at a secret door that opens into area **A4**. Along this way, dozens of other tunnels intersect the primary passage, sloping ever downward in an increasingly vexing maze. These tunnels are infested with all manner of vermin, rats, slimes, and other creatures, but the most dangerous are a large clan of violent redcaps.

Navigating the small tunnels is a claustrophobic ordeal. The tunnels vary between 3 and 5 feet wide and wrap over and under each other in a tangled three-dimensional maze riddled with dead ends. You can expand these tunnels as you wish, but little beyond their possible use as an alternate entrance into the caverns has any impact on the adventure.

CREATURES: The redcaps have lived in the small caves for decades—they once had full run of these caverns, but when Mokmurian moved in and the giant killed several of their number, the fey were forced to remain in the River Caves. They've grudgingly ceded the caves to the giants, hoping that Mokmurian will eventually get tired and move on, but for now the redcaps are making do with their new lot in life. The redcaps are diminutive, gnomelike creatures who wear spiked iron boots and blood-soaked pointy caps, and wield scythes much larger than their size might suggest they're capable of wielding.

Characters who spend much time in these caves are guaranteed to encounter a murder party of five redcaps—the redcaps take intrusions into these tight caves very personally and very violently.

REDCAPS (5)

XP	CR	HP
2,400 each	6	60 each

(*Pathfinder RPG Bestiary 2* 233)

B8 TANNERY (CR 11)



This room reeks of vinegar, rotting hair, and worse. A single large stone basin sits in the middle of the room, about ten feet square and filled with foul-looking fluid upon which float patches of wet fur. Around the basin stand a dozen wooden frames over which leather and hides are stretched. At the far end of the cave, a stinking mound of hides and furs awaits tanning.

The wet fur belongs to bear hides currently being tanned; additional hides are stretched on racks here, ready to be taken up to the surface for softening and further working. These hides and leathers will eventually be turned into tabards and patches for giants to wear over their armor to further enhance their fearsome natures. The liquid in the vat is particularly foul—a character who falls into the stuff must succeed at a DC 14 Fortitude save or be nauseated for 1d4 rounds.

CREATURES: A trio of ogre fighters, kept docile and loyal via a combination of threats and abuse from the lamia priests and, periodically, Mokmurian himself, toils here daily to supply leather and furs for the growing army above. They look upon an intrusion by the PCs as an excuse to quit work for at least a few minutes to take part in a fight, and do so with great guffaws and chortles.

OGRE FIGHTERS (3)

XP	CR	HP
4,800 each	8	104 each

(see page 149)

TACTICS

During Combat These ogres are as interested in humiliating the PCs as they are in hurting them, and often attempt to knock PCs into the tanning vat using bull rushes.

B9 ARMORY (CR 10)



The walls of this room have been chiseled away and made almost regular. Four anvils stand in the middle of the room, while to the south burns a bright forge fire. Immense bellows stand near a row of low iron cages, each featuring a filthy mound of straw. The bellows' handles extend through the cages, allowing anyone imprisoned within to work the bellows without the necessity of leaving their confines. To the north, mounds of steel and the broken and bent pieces of a dozen weapons await work.

Most of the weapons and armor being forged for the coming war are created elsewhere, either in the surrounding camps or at tribal forges in the Iron Peaks





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

(as in the case of the Kreeg clan). This forge is concerned mostly with repairing broken or damaged weapons.

CREATURES: Two stone giant smiths work here, repairing the broken weapons almost as fast as they're coming in. The cages near the bellows contain five dwarven prisoners (all 1st-level warriors), all of whom might not be immediately recognizable as dwarves, as the giants have shaved off their beards for the sport of it. If the giants managed to capture any unnamed NPCs from Sandpoint and made it all the way back here, they have joined the dwarves in these cages. The prisoners are all exhausted, but if freed, they grab up broken weapons and eagerly (if foolishly) join any fight against the giants.

STONE GIANTS (2)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

STORY AWARD: Each prisoner whom the PCs rescue and whose safe return home they ensure earns the party a reward of 800 XP, to a maximum award of 4,800 XP.

B10 PIT GUARDIAN BARRACKS



The tunnel widens here into a gallery, the walls of which are streaked with glittering veins of mica. To the north, four large mounds of furs have been arranged—a nimbus of bones and bits of half-eaten food lies strewn around each.

CREATURES: The four pit guardians sleep here—if the alarm isn't raised and it's night, the PCs find the four giants snoring loudly in these makeshift beds.

STONE GIANTS (4)	XP 4,800 each	CR 8	HP 102 each
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(Pathfinder RPG Bestiary 151)

B11 CHAMBER OF THE SIHEDRON (CR 11)

The doors to this room are made of stone and carved with an immense seven-pointed star—the Sihedron Rune. The doors themselves are unlocked but quite heavy and require a successful DC 20 Strength check to push open—causing them to grind on their ancient stone hinges, announcing the PCs loudly to the room's caretaker.



This immense hall is an unexpected break from the rough stone walls of caverns and caves. The rectangular chamber is fifty feet wide and a hundred feet long, with riblike spines arching up to a vaulted ceiling fifty feet overhead. The room's floor is loose soil, while the wall opposite the doors is carved with an immense bas-relief of a seven-pointed star. Throughout the room, seven fifteen-foot-tall tree trunks have been driven into the ground like immense stakes, their sides carved

with countless more stars. Each trunk has been fitted with an iron ring from which dangle chains affixed to manacles. Next to each trunk stands an iron brazier filled with smoldering coals. A long branding iron, its tip also featuring the seven-pointed star, leans against each brazier.

Although the original purpose of this room is lost to the ages, the carvings of the Sihedron Rune made it a perfect place for Mokmurian to use as an indoctrination chamber. When he returned to Jorgenfist, he, his lamia minions, and a particularly vile giant named Lokansir took time to run each of his new recruits through a grueling ritual in which their minds were assaulted, their bodies purified, and their flesh branded with the Sihedron Rune. While these giants believe this ritual is merely symbolic of joining Mokmurian's army, it has a hidden purpose—it is the same ritual used by other agents of Karzoug to prepare souls for his *runewell*. When any of these giants die, their souls power Karzoug's imminent freedom as surely as any other sacrifice.

The soil on the floor of this room was brought in by the chamber's guardian so even here, underground, he could feel more at home.

CREATURE: Among the giants of the Storval Plateau periodically rise those who are greater than their kin. In these giants, the ancient magic of Thassilon still runs strong in their thews and blood, resulting in particularly powerful members of an already mighty race.

As he was escorting his new lamia allies back from Xin-Shalast to Jorgenfist, Mokmurian encountered one of these Thassilonian scions, a nomadic hill giant named Lokansir. Mokmurian sensed the greatness in Lokansir and made an offer: join his army and take part in the looting of Varisia, and Mokmurian would make Lokansir rich and powerful. The two spoke often during the remainder of the journey, and by the time they'd reached Jorgenfist, Lokansir had become Mokmurian's closest and most trusted ally. Lokansir was particularly enthralled by Mokmurian's stories of Xin-Shalast, and the Thassilonian hill giant became one of the few to whom Mokmurian confided his true goal of awakening Karzoug by offering up an incredible number of specially prepared souls of greed.

Since then, Lokansir has grown ever more obsessed with Thassilon, particularly the stories of how the ancients used rune giants to control other giants. He's made a few trips into the Library of Thassilon (area C7) but is far too dim-witted and impatient to learn much from the tomes there. Instead, he decorated his shoulders and arms with Thassilonian runes in an attempt to focus this magic, but so far, these experiments have had no real results. His current desire is to make the journey to Xin-Shalast himself, but he's contented himself with the coming war for now—there will be plenty of time for visits to the Kodar Mountains once Varisia is conquered.





Lokansir is likely in this room meditating when the PCs first enter, melded with the soil and earth on the floor and thus hidden completely. If he notices intruders, he waits for them to draw near to his hiding spot in the earth before emerging with a roar to strike with his greatclub. If during the raid on Sandpoint any of the giants made off with named NPCs, they are found here, barely conscious and hanging by the arms from manacles. Badly tortured and at 0 hit points, each prisoner has been branded on the chest with the Sihedron Rune. The ritual of preparation complete, they await sacrifice at the Pit—an event scheduled for some point only a few days after the PCs first arrive in the region.

(Note that while Lokansir's statistics were generated using the jotunblood template from the *Advanced Bestiary*—these powerful ancient giants are not referred to on Golarion by a single name.)

LOKANSIR	XP	CR	HP
	12,800	11	147

Male jotunblood hill giant (*Pathfinder RPG Bestiary* 150, *Advanced Bestiary* 155)
 CE Huge humanoid (giant)
Init -2; **Senses** low-light vision, scent; **Perception** +13



LOKANSIR

Defense AC 24, touch 6, flat-footed 24 (-2 Dex, +18 natural, -2 size)

hp 147 (14d8+84)

Fort +15, **Ref** +2, **Will** +6

Defensive Abilities rock catching; **SR** 22

OFFENSE

Speed 50 ft.

Melee +3 *greatclub* +22/+17 (3d8+19/19-20)

Ranged rock +7 (2d6+16)

Space 15 ft.; **Reach** 15 ft.

Special Attacks earth-shaking bellow, meld into earth, rock throwing (120 ft.)

TACTICS

During Combat Lokansir isn't too bright, and his combat tactics reflect that. He rarely bothers moving around much in combat except to get in reach of enemies to crush them with his favorite club. He avoids using his earth-shaking bellow while underground, but if brought below 50 hit points and unable to merge with earth, he'll use this ability in desperation.

Morale Lokansir melds into earth if reduced below 50 hit points and waits for his fast healing to heal him completely before emerging. If somehow prevented from using this tactic, the desperate giant tries to flee out of the caves up into Jorgenfist to find more earth to hide in. If he manages to heal back to his full hit points, he tracks down the PCs for revenge.

STATISTICS

Str 33, **Dex** 6, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +10; **CMB** +23; **CMD** 31

Feats Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (greatclub), Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Staggering Critical

Skills Climb +21, Perception +13

Languages Giant

Gear +3 *greatclub*

SPECIAL ABILITIES

Earth-Shaking Bellow (Su) Once every 1d4 rounds, Lokansir can loose an earth-shaking bellow that functions like an *earthquake* spell, affecting a 40-foot-cone.

Meld Into Earth (Su) At will, Lokansir can meld into earth (not solid stone) as if using the *meld into stone* spell, except that he may remain in the earth as long as he wishes. A *move earth* spell cast upon his location causes him to be expelled from the earth and take 5d6 points of damage. While melded with earth, he gains fast healing 1.

B12 DRAGON CAPTIVES (CR 12)



The passageway widens here into a cylindrical cavern, the walls black with soot and scorch marks.

CREATURES: Two young red dragons are being kept here for eventual sacrifice to Karzoug—each dragon has already been marked with the Sihedron Rune. Since branding works poorly on creatures immune to fire, Mokmurian marked the dragons



FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY



by etching the star into a large scale on the back of each of their heads.

When they were first captured by Mokmurian and Longtooth, these two young dragons fought tenaciously. They were subdued nonetheless, bound in iron, and hauled back here, where Lokansir aided in preparing the dragons for sacrifice. The lamia priestesses then used their *charm monster* abilities to befriend the dragons, and have repeated this process every few days for several weeks. The dragons now view the lamias as their mistresses and wear the Sihedron Rune with pride. They take quick offense to intruders, roaring warnings to their lamia mistresses and quickly attacking with their fiery breath weapons.

Both dragons are still under the effect of the lamias' *charm monster* spell-like abilities. If a dragon is released from this charm effect, it quickly realizes what's been done to it and flies to area **B13** for vengeance, abandoning its fight against the PCs and attacking with fury any lamias it finds there before attempting to escape the caverns entirely. The dragons have no interest in rewarding PCs for being released—in a way, they view their not attacking the PCs as reward enough. Any PC who try to force a freed dragon to reward him quickly finds himself in combat with it.

ECONTREDOR AND SULAMINGA	XP	CR	HP
	9,600 each	10	115 each

Young red dragons (*Pathfinder RPG Bestiary* 98)

TACTICS

During Combat The two dragons attempt to intimidate foes first, swearing to roast their foes in twin streams of fire, but if actually forced to fight, they use all their melee attacks first, both dragons flanking a single fighter or other dangerous-looking foe.

Morale While charmed, the dragons fight to the death. If freed from the charm, they attempt to escape into the wilds if reduced to 40 hit points or fewer.

B13 CAVERN OF THE LAMIA PRIESTS (CR 13)



Incense smoke hangs heavy in the air of this cavern, thick enough to give the cave a gauzy, almost dreamlike feel and scenting the place with a vaguely metallic tang. Soft chanting fills the air as well—the voices' rich, modulated tones are strangely soothing. The cavern's walls are painted on all sides in spiraling patterns of vivid blue and purple, while here and there the angular symbol of a three-eyed, jackal-like visage leers out of these dark colors in vivid reds. Elsewhere, depictions of snarling hyenas with mouths full of bones and horned rats with long tails glower from the walls. A large block of stone sits against one wall, its top and sides slick with fresh blood.

This cavern has been claimed by the lamias—although most of Mokmurian's lamia allies are out in



the world preparing Varisia for Karzoug's awakening, two priestesses of Lamashtu have remained behind to serve Mokmurian as advisors and to aid him in whatever way they can. Unknown even to Mokmurian, these lamias are in regular contact with their own sinister masters and mistresses in Xin-Shalast via *sending* spells, and offer regular but brief reports on Mokmurian's progress.

In the meantime, the lamia priests have transformed this cavern into a cathedral dedicated to the Mother of Monsters, Lamashtu. A successful DC 15 Knowledge (religion) check identifies the three-eyed jackal as Lamashtu's symbol, while the images of fanged bats and horned amphisbaena snakes can be identified with a successful DC 25 Knowledge (religion) check as the symbols of Daclau-Sar and Murnath, nascent demon lords that serve Lamashtu in her Abyssal realm.

CREATURES: Two lamia clerics dwell here, Seval and Zaelsar. They react to intrusions into their temple with cold amusement, as if it were some only slightly humorous attempt at a joke that the PCs would even consider treading upon this holy ground. Seval asks if the PCs are here to pledge their souls to Lamashtu, a sneer on her beautiful face, while Zaelsar scratches her claws along the stony floor, creating a discordant sound not unlike fingernails on slate. Neither lamia expects the PCs to talk for long, which is fine with them—they've gone without dining on humanoid flesh for too long and are eager to rectify that lapse.

SELEVAL AND ZAELSAR	XP	CR	HP
	12,800 each	11	161 each

Female lamia clerics of Lamashtu 8 (*Pathfinder RPG Bestiary* 186)
CE Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +27

DEFENSE

AC 27, touch 16, flat-footed 22 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +7 natural, -1 size)

hp 161 each (17 HD; 9d10+8d8+76)

Fort +13, **Ref** +14, **Will** +21

OFFENSE

Speed 30 ft.

Melee +2 *falchion* +22/+17/+12 (2d6+11/15-20), 2 claws +15 (1d6+3) or touch +18 (1d4 Wisdom drain)

Space 10 ft.; **Reach** 5 ft.

Special Attacks channel negative energy 6/day (DC 17, 4d6), might of the gods (+8, 8 rounds/day), scythe of evil (4 rounds, 1/day)

Lamia Spell-Like Abilities (CL 9th; concentration +12)

At will—*disguise self*, *ventriloquism* (DC 14)

3/day—*charm monster* (DC 17), *major image* (DC 16), *mirror image*, *suggestion* (DC 16)

1/day—*deep slumber* (DC 16)

Domain Spell-Like Abilities (CL 8th; concentration +15)

10/day—strength surge (+4), touch of evil (4 rounds)

Spells Prepared (CL 8th; concentration +15)

4th—*freedom of movement*, *poison* (DC 21), *sending*, *unholy blight*^o (DC 21)

3rd—*blindness/deafness* (DC 20), *cure serious wounds* (2), *dispel magic*, *magic vestment*^o, *stone shape*

2nd—*bull's strength*^o, *cure moderate wounds* (3), *death knell* (DC 19), *hold person* (DC 19)

1st—*command* (DC 18), *cure light wounds* (3), *divine favor*, *protection from good*^o, *sanctuary* (DC 18)

0 (at will)—*detect magic*, *guidance*, *mending*, *read magic*

D Domain spell; **Domains** Evil, Strength

TACTICS

Before Combat Each lamia casts *magic vestment* at the start of her day—if the PCs arrive at this room after sundown, that spell has expired. If the lamias hear the dragons or trolls fighting to the north or south, they take several rounds to cast preparatory spells (*freedom of movement*, *bull's strength*, *mirror image*, and finally *protection from good*) before moving into the neighboring room to join the battle.

During Combat Each lamia casts *divine favor* on the first round of combat, then moves in to fight the enemy in melee. They focus their attacks on the same target, one lamia attacking with her melee attacks while the other casts spells at the target, then they switch off the next round. These lamias are merciless, and if one of them drops to negative hit points, the other doesn't hesitate to use *death knell* on her dying sister.

Morale If a lamia is reduced to 40 hit points or fewer, she tries to cast *sanctuary* and then uses her healing magic on herself while attempting to put some distance between her and the PCs. If reduced to 20 hit points, a lamia casts *sending* to warn Mokmurian before she attempts to flee to another room in this complex, where she can find an ally to aid her.

STATISTICS

Str 18, **Dex** 18, **Con** 18, **Int** 11, **Wis** 24, **Cha** 16

Base Atk +15; **CMB** +22; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dodge, Improved Critical (falchion), Iron Will, Lightning Reflexes, Mobility, Selective Channeling, Spring Attack, Vital Strike

Skills Bluff +20, Knowledge (religion) +12, Linguistics +4, Perception +27, Spellcraft +11

Languages Abyssal, Common, Giant

SQ undersized weapons

Gear masterwork leather armor, +2 *falchion*, *headband of inspired wisdom* +2, *ring of protection* +2

TREASURE: The two incense burners on the altar are made of silver chased with mithral—each is worth 400 gp.

A successful DC 25 Perception check is enough to notice that the altar has been slid across the stone floor several times. A successful DC 20 Strength check allows a PC to push it aside to reveal a small hollow in the ground below, within which sit several vile books full of descriptions on how to disembowel, decapitate, drown, and otherwise slaughter all major types of giants and humanoids, especially in ritual killings and sacrifices. Many of these





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

horrific sacrifices involve the opening of a victim's belly, inserting a small but ravenous creature like a rat, and then magically healing the belly wound shut so that the creature is forced to gnaw its way to freedom in a mock birth. While horrific, these scrolls are lavishly illustrated by a talented (but demented) artist, and are worth 500 gp in all. Anyone who looks through all of the scrolls discovers one near the end is in fact a *scroll of remove curse*.

B14 TYRANT TROLLS (CR 12)



The walls of this passageway are hung with furs. To the southeast the tunnel constricts and slopes down sharply.

A DC 20 Perception check is enough to notice that behind these hanging furs, the walls are riddled with 1-foot-wide openings that look into larger caves beyond. If the furs are pulled aside, these gaps are plainly visible.

CREATURES: A pair of rather violent, stupid trolls stand guard here. They were once servants to the stone giant tribe of Kavarvatti, and Mokmurian now pays them poorly (but enough to keep their interest) to guard the entry tunnel to the Library of Thassilon itself. They keep guard in shifts, with one always peering through the cracks between the walls and hanging furs while the other one sleeps. If a troll spots the PCs, he waits for one to come within 10 feet of his wall before stabbing at her with his +2 *ranseur*, roaring in excitement as he does. The other troll wakes and attacks in the same way from the opposite wall 1 round later, likely being able to easily reach PCs who have backed away from the first wall.

HUREK AND DUREK	XP 9,600 each	CR 10	HP 136 each
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Male troll fighter 5 (*Pathfinder RPG Bestiary* 268)

CE Large humanoid (giant)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 25, touch 12, flat-footed 22 (+8 armor, +3 Dex, +5 natural, -1 size)

hp 136 each (11 HD; 6d8+5d10+82); regeneration 5 (acid or fire)

Fort +16, **Ref** +6, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+9), 2 claws +18 (1d6+11) or +2 *ranseur* +19/+14 (2d6+12/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+7), weapon training (natural +1)

TACTICS

During Combat The trolls fight with their +2 *ranseurs* through the narrow windows as long as they can, gaining a +4 cover bonus to their AC and on Reflex saves against foes attacking

them from the central passageway. As soon as anyone manages to get into one of the side caves, they drop their *ranseurs* and continue the fight with their claws and teeth. The trolls do not coordinate their attacks in any way, simply fighting as long as they can.

Morale These brutish trolls trust their regeneration implicitly to keep them alive. They fight to the death, even in the face of foes who use acid and fire.

STATISTICS

Str 26, **Dex** 16, **Con** 25, **Int** 6, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +18; **CMD** 31

Feats Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (claws), Weapon Focus (*ranseur*), Weapon Specialization (claws), Weapon Specialization (*ranseur*)

Skills Climb +14, Perception +10

Languages Giant

SQ armor training 1

Gear +2 *breastplate*, +2 *ranseur*

TREASURE: Each disgusting guard carries a bag of filthy, troll-groped treasure at his belt—payment from Mokmurian for his work here. Hurek's bag contains a large collection of colorful, striped, shiny, but ultimately worthless stones weighing 100 pounds in all. Without a DC 15 Appraise check to note the differences, the stones could easily be mistaken for valuable agate, onyx, and mithral ore of various kinds. Durek carries the real treasure—assorted bits of armor and helmets and a dire bear skull. The armor includes a suit of Small half-plate, a masterwork breastplate, six chain shirts, and a +1 *ghost touch gauntlet*. Unknown to either troll, one of the chain shirts has a hidden pouch in its lining that can be found with a DC 30 Perception check—it contains an *air elemental gem*.

B15 LIBRARY TUNNEL



The tunnel walls wind deeper into the ground here, yet the presence of rough contours along the cave walls seems to lessen every several paces—the deeper the cave goes, the more like worked stone the passageway seems.

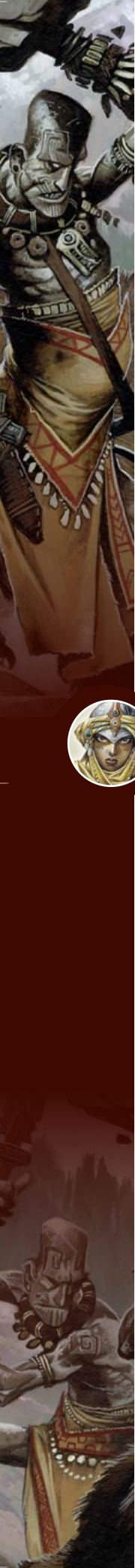
From area **B14**, a 10-foot-wide tunnel winds down through the bedrock in a corkscrew for several hundred feet before the walls change to regular worked stone and the tunnel arrives at area **C1**—the entrance to an ancient library that has survived since Thassilonian times. Located about 800 feet below the Black Tower, this hidden library was once accessible from that tower, but the tunnels that connected them have long since collapsed. Fear of Mokmurian and the strange monsters that guard the lower level prevents the denizens of the pit and caverns from pursuing foes down this tunnel.





PART FIVE: THE ANCIENT LIBRARY

THE THERASSIC WIZARD-MONKS WHO ATTENDED THIS LIBRARY WERE NOT DIRECTLY AFFILIATED WITH RUNELORD KARZOUG, ALTHOUGH THEY PAID REGULAR TITHES TO HIM. THEIR TRUE LOYALTIES LAY WITH THE PEACOCK SPIRIT, A GOD OF SCHOLARS WHOSE PURPOSE WAS A CLOSELY GUARDED SECRET EVEN FROM MANY OF HIS WORSHIPERS—ONLY THE MOST DEVOUT KNEW HIS TRUE NAME. THE MONKS, SCHOLARS, AND WIZARDS WHO DWELT IN THE THERASSIC MONASTERY TRAFFICKED WITH DEVILS, CREATURES OF ABERRANT APPETITES, AND OTHER STRANGE BEINGS NOW LOST TO ARCANES KNOWLEDGE.



This surviving section of the Therassic Monastery, hidden within walls warded by the same preservative magic that protects all of Varisia's Thassilonian monuments from erosion and decay, has remained intact for centuries. Now and then, the works here are discovered again by explorers and tomb robbers, but most intruders perish to the menacing guardians that still occupy the halls. It wasn't until Mokmurian that someone demonstrated sufficient wizardly power to claim the priceless wisdom held within these halls.

The workmanship of these tunnels is distinctly different from that of the tunnels above or the giantcraft of Jorgenfist itself. Characters who succeed at a DC 20 Knowledge (engineering) check and who have been in Thassilonian ruins before (such as the Catacombs of Wrath or the lower level of Thistletop) realize that the style of the architecture in these tunnels is distinctly Thassilonian. A further unusual element of the architecture here is the fact that all corners are curiously rounded off to prevent the formation of hard angles—this mystery is explained in area C1 below.

Ceiling heights in the library average 20 feet in the hallways but rise to vaulted roofs 30 feet high in the chambers themselves. There is no illumination down here at all, unless otherwise noted in the text. In several places, the ancient preservative magic has faded, causing sections of the library to crumble and cave in. Attempts to dig out these sections should be dangerous and intensive—strive to make the PCs realize it's probably easier to follow the path of least resistance, but if they insist on digging out tunnels, the noise certainly attracts guardians and monsters from other areas.

C1 ENTRANCE



The gradual change from natural cavern to worked stone is finally complete after the long, spiraling descent into the depths. Where the walls meet,

hard angles have been polished away to smooth but tight arcs that somewhat soften the transitions from wall to wall or to floor or ceiling. With no hard lines defining edges of rooms, the place seems subtly alien.

The walls of this complex have been rounded to protect the place from a specific type of dangerous outsider the Therassic wizard monks often dealt with—an enigmatic species that inhabits the angles of time, quite unlike the bulk of all other life (who inhabit its curves). These are the hounds of Tindalos. By rounding the angles and corners of these rooms, even to a small degree, the ancients protected themselves from retribution should their dangerous dealings with these monsters ever go awry.

The forgefiend that dwells in area C5 constantly moves through the stone walls of the library. Although its initial encounter with the PCs is scripted in C5, it can theoretically attack the PCs at any point once they begin exploring the library. Use the forgefiend to keep them on their feet.

C2 CHAMBER OF REDUCTION (CR 11)



A pair of double doors stands in the southern wall of this room. The floor is made of glossy, polished black-and-gray marble. To the east, what might have once been another exit has long since caved in. Yet nothing in the room compares to the curious effect that its walls have—looking into the room, it's bizarrely impossible to judge the chamber's exact dimensions. Any wall looked at directly remains stable, but through peripheral vision the walls everywhere else seem to stretch away into impossibly infinite gulfs, as if the room itself were somehow “unhooked” from its own physicality. The sheets of pale light that flicker across the walls only add to the disorienting effect.

The strange glowing energy on the walls is a manifestation of the powerful trap that wards this





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

MAP SIX: JORGENFIST LIBRARY



room. The energy provides dim illumination in the room, but is disorienting enough to impart a -2 penalty on all Perception checks made in the chamber.

CREATURE: This chamber is the guardpost of a single obese giant, his body covered with scars in the shape of Thassilonian runes. Once a hill giant soldier, he attempted to desert the army when he grew suspicious of Mokmurian's true motives. When the traitor was turned over by his own brothers, Mokmurian punished him by using the *runeslave cauldron* to ensure his loyalty and eventual death.

The runeslave giant wears a heavy hide breastplate and has a slightly hunched back and pale lanky hair. His arms and legs are twisted and monstrously overdeveloped muscles bulge and strain against his seemingly too-tight skin. Unaffected by the room's trap, the giant remains out of immediate sight from the northern hallway against the north wall and quickly moves to attack the first person to notice his presence. Note that the runeslave has already been subjected to the effects of the trap in this room and has long since recovered—but if it leaves this room and reenters, it could well become affected again.

RUNESLAVE HILL GIANT	XP 3,200	CR 7	HP 95
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(see page 412)

TRAP: This entire room is in fact a cunning trap—the warped dimensions of the chamber are the only

warning that something inside isn't quite right. Anyone who sets foot in the room must immediately succeed at a DC 23 Will saving throw or become disoriented as it becomes difficult to judge distance—those who fail become nauseated for 1d4 rounds. Worse, any humanoid in the room must also make a DC 23 Fortitude save to resist being reduced in size to the next smaller size category down from his actual size, as if by *reduce person*. This effect persists for 24 hours, but can be dispelled by *enlarge person* or a successful dispel magic.

CHAMBER OF REDUCTION	XP 9,600	CR 10
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Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger proximity; **Reset** automatic

Effect spell effect (*mass reduce person* heightened to 9th level; DC 23 Fortitude negates; CL 20th) plus nausea for 1d4 rounds (DC 23 Will save negates); affects all creatures in the room (to a maximum of up to 20 creatures at a time).

C3 THE CAULDRON OF GIANTKIND (CR 11)



Runes are carved in bands along the walls of this chamber, which is unnervingly lit by a reddish glow from the slowly burning flames in a shallow firepit in the center of the room. An immense iron cauldron, its side emblazoned with an etching of a seven-pointed star, stands above these flames.



Smoke rises from the cauldron's unseen bubbling contents, and a halo of human bones and scraps of what might be dried flesh lie scattered around the cauldron's three-pronged base.

This 12-foot-tall cauldron is a powerful magical artifact Mokmurian found here on his first journey into the library. It wasn't until after he returned from Xin-Shalast that he deciphered the cauldron's secret. Known as a *runeslave cauldron*, this was an ancient device created by Thassilonian wizards to transform unruly giants into loyal slaves who would make even better monument builders. The wizard-monks of the monastery had just completed the construction of this one and were preparing to send it to Karzoug as a gift when their world came to an end.

Now that Mokmurian knows how to use the *runeslave cauldron*, he's been researching ways to use it to augment his army. His current plans are to carry the cauldron with him on his march and use it to resurrect fallen giants and recycle them back into the war.

The cauldron is an evil artifact and the smoke it produces has debilitating effects on good-aligned characters—see page 424 for more details.

CREATURE: One of the treasures Mokmurian discovered in the library was a *stone golem manual*—a rare treasure indeed, for Mokmurian had long wished he could create constructs like these. The stone golem he created guards this chamber—a hulking brute with

a skull-like face and glowing blue runes carved into its forehead. The golem attacks any non-giant that enters the room. Humanoids enlarged to 8 feet tall or more qualify as giants by its reasoning—it allows creatures disguised in this manner to pass unmolested.

STONE GOLEM

XP	CR	HP
12,800	11	107

(*Pathfinder RPG Bestiary* 163)

C4 THE HEADLESS LORD'S GALLERY (CR 12)



The chill in this room isn't quite enough to frost the floors and walls, but it's certainly enough to frost the breath. The room itself contains several large suits of armor mounted on what appear to be frozen or preserved ogres, trolls, and hill giants, all staged as if rallying for war.

CREATURES: Five of the suits of armor in the room are in fact worn by undead guardians posted here by Mokmurian. The leader of these undead is a headless zombie lord Mokmurian created from the body of a powerful ogre warlord. This figure is nearly 11 feet tall, dressed in plate armor and wielding a wicked-looking hatchet in each gauntleted hand. The figure's most horrifying feature, though, is the fact that it has no head—only a raw, ragged stump of a neck. This ogre





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

is called the Headless Lord, and Mokmurian keeps its head in area **C9**, where it can speak to him and keep him alerted and appraised of events experienced by its body. If Mokmurian holds the head in his hand and stares into its undead eyes, he can even observe events as if viewing them through where the Headless Lord's eyes should be atop its decapitated body. The four figures around the Headless Lord were hill giants whom Mokmurian set against the lord one at a time to see how it fared in battle—when these giants perished by the lord's wrath, they rose as zombies under his control.

The Headless Lord stands guard over the western entrance to the room. If any trespassers approach, it waits patiently for them to make the first move as its head alerts Mokmurian and describes the intruders to him in crude detail.

THE HEADLESS LORD

XP	CR	HP
12,800	11	126

Male fast ogre zombie undead lord fighter 6 (*Pathfinder RPG Bestiary* 289, *Tome of Horrors Complete* 748)

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +17

Aura desecration (20-ft. radius)

DEFENSE

AC 28, touch 11, flat-footed 26 (+10 armor, +2 Dex, +7 natural, -1 size)

hp 126 (12 HD; 6d8+6d10+66)

Fort +14, **Ref** +9, **Will** +10; +2 vs. fear

Defensive Abilities bravery +2; channel resistance +4; **DR** 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee *runechill hatchet* +21/+16 (1d8+15/19-20/x3), *runechill hatchet* +21/+16 (1d8+10/19-20/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks create spawn, quick strikes, weapon training (axes +1)

Spell-Like Abilities (CL 10th; concentration +14)
1/day—*darkness*, *fear* (DC 18), *summon* (level 5, 9 human fast zombies)

TACTICS

During Combat The Headless Lord orders its four hill giant zombies to attack as soon as foes enter this room, or if it sees someone outside preparing to use ranged attacks. The Headless Lord casts *fear* on the PCs once it can catch at least three of them in the area of effect. It summons nine fast zombies to help flank foes, block charges, or provide cover, keeping as many as it can within its aura of desecration.

Morale The Headless Lord fights until destroyed.

STATISTICS

Str 31, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +21; **CMD** 33

Feats Cleave, Command Undead, Great Fortitude, Improved Bull Rush, Improved Critical (handaxe), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (handaxe), Weapon Specialization (handaxe)

Skills Climb +21, Intimidate +19, Perception +17

Languages Giant; undead telepathy 100 ft.

SQ armor training 1, headless

Gear +1 full plate, *runechill hatchets* (2)

SPECIAL ABILITIES

Command Undead (Su) The headless lord can use its Command Undead feat seven times per day to command any type of zombie as if it were a 12th-level cleric.

Create Spawn (Su) A creature slain by the Headless Lord rises in 1d4 minutes as a fast zombie under the Headless Lord's control.

Desecration Aura (Su) The Headless Lord constantly projects a 20-foot-radius aura that functions as a *desecrate* spell.

Headless (Ex) Although the Headless Lord lacks a head, it can still hear and see and speak as if it had one.

Undead Telepathy (Su) The Headless Lord can communicate telepathically with any other undead creature within 100 feet. It can use this telepathic communication to direct mindless undead as a free action.





ZOMBIE HILL GIANT (4)

XP	CR	HP
2,400 each	6	71 each

Male zombie hill giant

NE Large undead

Init -2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 10, touch 7, flat-footed 10 (-2 Dex, +3 natural, -1 size)

hp 71 each (13d8+13)

Fort +5, **Ref** +3, **Will** +9

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee +1 slam +17 (1d8+13)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 27, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 26

Feats Toughness

SQ staggered

TREASURE: The seven suits of armor on display here are all Large. Four are masterwork half-plate, while the remaining three are masterwork full plate.

C5 FORGEFIEND'S LAIR (CR 10)



This twenty-foot-square room is shaped almost like a silo—its ceiling arches up to a vaulted height of one hundred feet.

CREATURE: One of the guardians of this complex that dates from ancient Thassilon is a creature called a forgefiend—known also as a scanderig. This subtle and tricky creature can move through the stone surrounding the library like a fish swims through water, and for some time after Mokmurian's first visit here, the forgefiend was the stone giant's greatest annoyance. Eventually, Mokmurian managed to catch the outsider in a magic circle of *protection against law* and, through several weeks of magical torture, convinced the creature to serve him as it once served its ancient Thassilonian masters.

The forgefiend is highly mobile, and while this chamber serves it as a lair, it's usually on the move through the walls of the entire complex. It prefers to wait to make its first attack against the PCs on rounds just after they've finished battles with other creatures, fighting for only 1 or 2 rounds before slipping back into the walls. If the PCs haven't given up by the time they near this chamber, the scanderig decides to launch a more substantial attack on them, fighting to the death rather than risking more torture at Mokmurian's hands for letting the PCs get too close to him.

FORGEFIEND

XP	CR	HP
9,600	10	137

(see page 409)

C6 LIBRARY ENTRANCE (CR 12)



This long hallway has a looming ceiling forty feet above and is decorated with an intricate display of stone supports and beams. The walls are carved in long swaths of densely scribed runes—the seven-pointed star is repeated often. To the east, the hallway has caved in entirely—a battered door protrudes from the rubble, but the hall beyond is completely filled with detritus. To the west, the hall ends at an immense bronze double door that bears a huge mirrorlike silver inlay of the ubiquitous seven-pointed star. This set of doors has no obvious hinges, handles, or locks, save for a single tiny star-shaped indentation at the center of the larger mirrored star.

Anyone who can read Thassilonian can decipher the runes on the walls as meditative prayers to the Peacock Spirit meant to calm and prepare the minds of any who seek to use the library. Anyone who reads one of these prayers becomes affected by a *calm emotions* spell (CL 20th) for 10 minutes.

The bronze doors that lead to area C7 are locked by a persistent *arcane lock* spell (CL 15th)—even if it is dispelled, the *arcane lock* remanifests 1d4 rounds after the doors are closed again. The doors can be opened safely with the key that Mokmurian carries (he took the key from the clockwork librarian inside area C7 after using *knock* to bypass the doors). The doors are magically reinforced and difficult to damage or break down (hardness 20, hp 120, Break DC 45). Worse, a deadly outsider bound here not long after the Therassic wizard-monks finished building the library itself wards the doors—it is summoned to attack anyone who attempts to open the doors without the key. A password (“Viosanxi,” indicated on the final scroll of the Emerald Codex in area A14) uttered during any attempt to force open the door prevents the monster from being summoned.

CREATURE: Any attempt to force open the doors to area C7 without uttering the password causes the door's surface to become suffused with a dull gray glow. The glow rapidly brightens to a near-blinding intensity, and then a strange figure floats out of the door's surface. It seems humanoid, but it's hard to tell since the entire thing sheds harsh, blinding light. The creature begins screaming, not stopping even to catch its breath as it drifts forward to attack. This alien monster is a shining child, a creature conjured from a distant, insane corner of reality. It remains for 20 rounds before vanishing once again, spending those 2 minutes attacking anything in sight. The door can summon an endless number of shining children, but only one may be summoned at a time.





SHINING CHILD

XP	CR	HP
19,200	12	152

(Pathfinder RPG Bestiary 2 245)

Story Award: If the PCs enter the library without summoning the shining child, award them XP as if they had defeated it in combat.

C7 LIBRARY OF THASSILON (CR 6)



Numerous glowing crystal lanterns hang on fine chains from the domed ceiling sixty feet above, filling this circular room with bright light. The walls of the room are carved with more runes and sigils, while overstuffed wood-and-leather chairs and polished oak tables surround a thirty-foot-wide shaft in the floor.

This room contains the collected lore of the Therassic wizard-monks, one of Thassilon's greatest and most respected orders of scholars. The wizard-monks went to great effort to protect the monastery above this chamber and the rooms that surround it, but the bulk of these preservation efforts were focused on this chamber. In this room, the passage of time has no effect upon inanimate objects. Living creatures still age, but paper, leather, wood, stone, and even dead bodies do not decay—they remain forever pristine and new. The same effects constantly recycle and purify the air and sustain creatures without the need for food or drink. These effects apply only as long as those objects remain in this chamber, though—if they're brought out, the delay of time catches up with them immediately. Bodies corrupt and skeletons crumble to dust, wood turns brittle and rots, books flake away and disintegrate into powder, and even stone grows weathered and aged, all in the course of a few heartbeats.

Furthermore, extradimensional travel does not function in this chamber—the entire place is warded by a permanent *dimensional lock* effect (CL 20th).

The central shaft contains the library's holdings. The walls of the shaft, 30 feet wide and 50 feet deep, contain shelf after shelf of books, scrolls, tablets, and other means of storing information. All of these books are written in Thassilonian, and thanks to the chamber's preservative effects, all are in excellent condition. The subjects cover all facets of Thassilonian life—this chamber represents perhaps the single greatest repository of lore from this nearly forgotten age on all of Golarion, and as such, if its existence were made public, it would become a magnet for all manner of scholars, arcanists, and thieves from around the world. There are no ladders or stairs provided for those who wish to peruse the stacks—the wizard-monks used flight and levitation to sort the holdings and saw no need to make their collection easier for lesser folk to examine.

The PCs can certainly use this library to research all manner of subjects relating to Thassilon. The end of this chapter provides some several key bits of information that pertain directly to the remainder of the Rise of the Runelords Adventure Path. If the PCs wish to learn more about other parts of this ancient empire, feel free to give them as much or as little information as you desire.

CREATURE: One remnant from Thassilon remains “alive” in this chamber—a curious clockwork creature built by the wizard-monks to serve as a caretaker, sorter, and assistant for those who wished to use the library. Unfortunately, while the clockwork librarian does not age, as an animate creature it is not subject to the preservative nature of the magic in this chamber. Over the 10,000 years it spent here, alone, it became relatively adept at repairing itself, but with each bout of self-repair, it grows a little more unhinged and confused. Today, parts of it constantly smoke, its limbs creak and whirl, and it has grown increasingly paranoid about losing the key that winds it up.

The clockwork librarian clatters and smokes to life when it notices any newcomers entering the room and hobbles over to greet them in an ungainly lurch (one of its three legs doesn't quite work right any more). It addresses the newcomers in Thassilonian, asking, “Which volume of lore would you like me to retrieve for you? There are currently 24,491 volumes, scrolls, pamphlets, and unbound manuscripts available. Please indicate your wish by author, title, subject, or date of acquisition by the Therassic Monastery.” The librarian waits patiently for requests—if no one addresses it in Thassilonian, it wordlessly follows visitors around, waiting for requests and hoping no one tries to damage any of the books. The librarian isn't a very effective combatant, but if it must, it fights to the death to defend the library.

CLOCKWORK LIBRARIAN

XP	CR	HP
2,400	6	67

Awakened clockwork servant expert 8 (Pathfinder RPG Bestiary 3 56)
LN Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 17, touch 15, flat-footed 12 (+2 Dex, +3 dodge, +2 natural)

hp 67 (10 HD; 2d10+8d8+20)

Fort +2, **Ref** +6, **Will** +6

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +11 (1d4+4).

Ranged net +10

TACTICS

During Combat The clockwork librarian is not a war construct and only fights to defend itself or the library.



Morale Although relatively ineffectual in combat, the clockwork librarian defends the library until it is destroyed.

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** 12, **Wis** 11, **Cha** 5

Base Atk +8; **CMB** +11; **CMD** 26

Feats Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility

Skills Appraise +14, Craft (bookbinding) +14, Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (nobility) +14, Linguistics +14, Perception +13

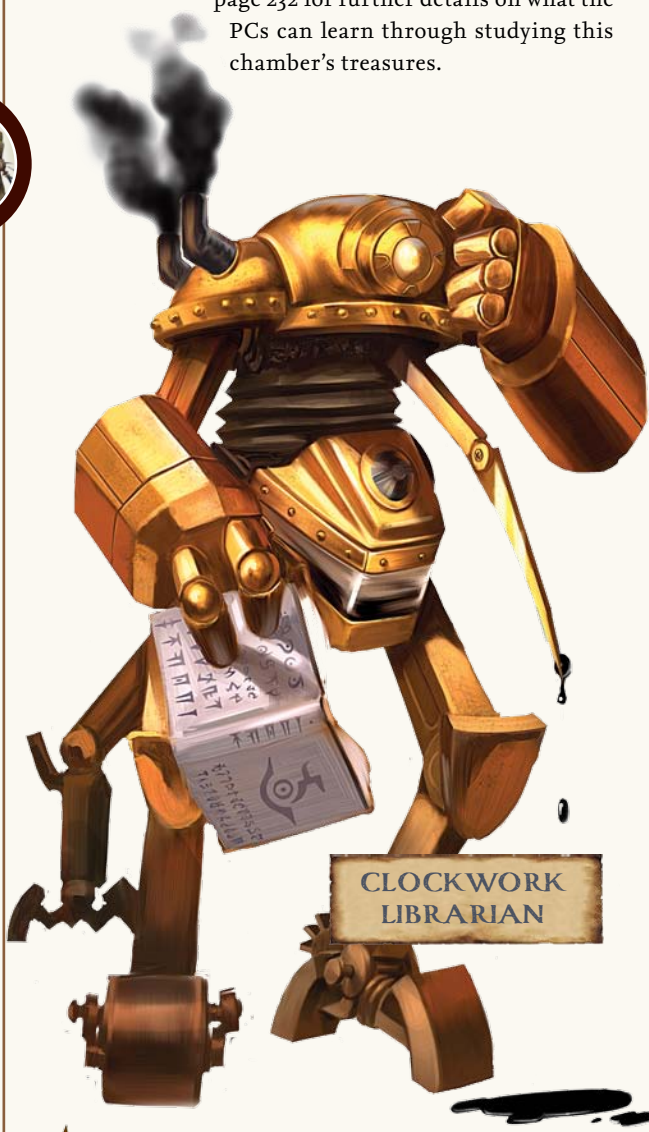
Languages Abyssal, Aklo, Aquan, Auran, Azlanti, Draconic, Elven, Giant, Ignan, Infernal, Terran, Thassilonian

Gear *ring of levitation* (as *boots of levitation*), net, windup key

SPECIAL ABILITIES

Awakened Clockwork (Su) The methods by which the clockwork librarian’s long-dead creators granted it intelligence have long since been lost.

DEVELOPMENT: There is a staggering amount of information awaiting discovery in this library—see the section entitled “Researching the Ancient Past” on page 232 for further details on what the PCs can learn through studying this chamber’s treasures.



STORY AWARD: If the PCs secure the clockwork librarian’s aid, award them 4,800 XP.

C8 LEAN AND ATHIRST (CR 10)



This strange, empty room has been smoothed over to an even greater extent than the other chambers in this complex—every angle of the walls has been modified into a gentle arc, removing any element of harsh regular lines entirely from view. Patches of what appear to be scorch marks stain the walls and floors here and there, especially to the south, where part of the wall has fallen away.

Mokmurian is no fool and he does not entirely trust even his closest allies among his army, to say nothing of the rank-and-file giants themselves. Inspired by the text in a particularly ancient book he studied in the library, he altered this room to serve as an anchor for the conjuration of a trio of dangerous entities from the incalculable depths of time: hounds of Tindalos.

Mokmurian takes pains to keep a silent mental *alarm* spell on the doors leading into area **C9** active at all times.

CREATURES: These alien outsiders were initially bound to this chamber by several *planar binding* spells. By reducing the number of angles in the room, Mokmurian was able to greatly extend the length of service from the three creatures. Since they inhabit time in a different way from other life, dwelling upon its angles rather than flowing along its curves, the smoothed architecture acts almost as a hedge to keep the hounds bound for months rather than the normal maximum of weeks that *planar binding* can grant.

The hounds loathe being bound like this, yet the *planar binding* spell prevents them from acting against Mokmurian. They have been ordered to guard this chamber, and to come to Mokmurian’s side if he calls for them. The hounds lurk in the room, eager to vent their frustration upon anything that moves. Each of the monsters is a gaunt, long-limbed quadruped with huge, soulless eyes and a toothy maw.

HOUNDS OF TINDALOS (3)	XP 3,200 each	CR 7	HP 85 each
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(*Pathfinder RPG Bestiary 2* 158)

C9 MOKMURIAN’S LAIR (CR 15)



This vast chamber might have once been a lecture hall, but now the place is empty of furniture. Six five-foot-wide pillars, each carved with spiraling patterns of runes, rise up to support the hundred-foot-high ceiling. Spread through the hall in neatly organized stacks and piles are arcane trappings, candles, books, scrolls, knives, and bundles of





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

powders and ingredients—the entire place looks like an arcanist’s laboratory or storeroom. At the west end of the room, a wide flight of stairs rises up to a stone door in the wall, just north of a twenty-foot-wide stage. Here sits a large mound of furs, an immense chair, and a table stacked high with more book and scrolls. An ironbound chest sits under the table against the far wall.

This room was once a lecture hall in which the Therassic wizard-monks expounded on their theories, debated the finer points of magic, and held symposiums to further their research; all of the furniture has long since crumbled to dust, leaving behind an immense chamber and a perfect fit for Mokmurian’s inflated ego.

Mokmurian converted this entire room into his personal lab, workshop, library, and bedchamber. Rubble blocks the western approach. Mokmurian used a few *wall of stone* spells to block off the southern entrance and has been considering doing the same to the eastern one, but he prefers the convenience of a physical exit over being forced to keep several *dimension door*, *passwall*, and *teleport* spells prepared at all times.

CREATURE: Mokmurian is a powerful giant, though one would not initially come to this conclusion from his stature. At just over 10 feet tall, he towers over humans, but in stone giant circles, he’s one of the worst things a giant can be: a runt. In many ways, it was his height and the ridicule it provoked from his people that doomed him to his journey into the Kodar Mountains, where he became enslaved by Karzoug.

Mokmurian has spent most of his time here of late, and on the first attempt by the PCs to investigate this room, he is encountered here. If the PCs are forced to retreat from this encounter and return later for a second fight, feel free to have Mokmurian be much more mobile—he may be encountered in the library (area **C7**), in the temple to Lamashtu (area **B13**), or even up on the surface.

Mokmurian has several advance warning systems set up to warn him of trespassers and invaders. If the PCs encountered and fought the Headless Lord in area **C4**, the undead ogre’s head (which Mokmurian keeps in a gold birdcage on his desk) reports the presence of intruders, and Mokmurian uses the ogre’s head to gather intelligence about their capabilities. Likewise, the door to this room from area **C8** is warded with an *alarm* spell, which alerts him to trouble in that room even if the sounds of combat don’t.

MOKMURIAN	XP	CR	HP
	51,200	15	287

Male stone giant transmuter 11 (*Pathfinder RPG Bestiary* 151)
CE Large humanoid (giant)

Init +7; **Senses** darkvision 60 ft., low-light vision, *see invisibility*;
Perception +25

DEFENSE

AC 32, touch 13, flat-footed 28 (+4 armor, +3 Dex, +1 dodge, +11 natural, +4 shield, -1 size)

hp 287 (23 HD; 12d8+11d6+195)

Fort +19, **Ref** +10, **Will** +15

Defensive Abilities improved rock catching; **DR** 10/adamantine (against first 110 points of damage); **Resist** fire 30 (or an energy type favored by the party)

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +2 *defending spell-storing (vampiric touch) club* +22/+17/+12 (1d8+9) or
2 slams +20 (1d8+7)

Ranged rock +17/+12/+7 (1d8+10)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (180 ft.)

Spell-Like Abilities (CL 11th; concentration +16)

At Will—change shape (*beast shape II/elemental body I*, 11 rounds/day)

8/day—telekinetic fist (1d4+5 bludgeoning)

Spells Prepared (CL 11th; concentration +16)

6th—*disintegrate* (DC 21, 2), quickened *scorching ray*

5th—*cloudkill*, quickened *shield*, *telekinesis* (DC 20, 2), *wall of force*

4th—*dimension door*, *fire shield*, *mass reduce person* (DC 19, 2), *solid fog*, *stoneskin*

3rd—*dispel magic*, *fireball* (DC 18), *fly*, *greater magic weapon*, *slow* (DC 18, 2), *stinking cloud* (DC 18)

2nd—*fog cloud*, *glitterdust* (DC 17), *resist energy*, *scorching ray*, *see invisibility*, *whispering wind* (2)

1st—*alarm*, *enlarge person*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 16), *reduce person* (DC 16, 2)

0 (at will)—*arcane mark*, *light*, *mage hand*, *prestidigitation*, *touch of fatigue* (DC 15)

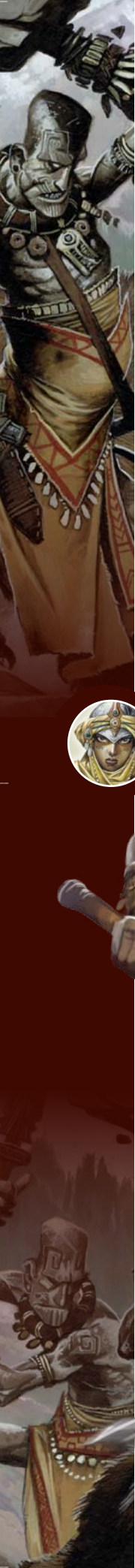
Thassilonian Specialization Transmutation; **Opposition**

Schools Enchantment, Illusion

TACTICS

Before Combat Mokmurian casts *mage armor* and *greater magic weapon* on his club every morning after he prepares his spells. Once he learns that the PCs are coming (likely via the headless ogre’s head), he casts *resist energy* (to resist a type of energy he knows the PCs favor, or otherwise fire), *see invisibility*, and *stoneskin*. If he suspects the PCs are very close, he casts *fly* and uses his *wand of bear’s endurance*. All of these effects are incorporated into his stats above. He then casts *fog cloud* near the entrance to the room and waits to ambush the PCs.

During Combat Mokmurian’s first action when the PCs enter his room is to cast *solid fog*, catching as many of them as possible in the spell’s area of effect. He uses his *fog-cutting lenses* so he can target the PCs with ease with his ranged attack spells. As soon as someone emerges from the fog, he casts *cloudkill* on that area, followed by *stinking cloud*. If a PC gets too close to him, he uses *telekinesis* to hurl her across the room and hopefully back into one of the fog spell effects. His goal is



to maintain range superiority on his enemies, but if melee seems inevitable, he casts *mass reduce person* first to shrink down foes, coupling that with his quickened *shield* spell. Then, on the first round of actual melee, he casts *enlarge person* on himself and begins making melee attacks. If any hounds of Tindalos survive, he calls on them to aid him in battle as well.

Morale Mokmurian fights until reduced to 40 hit points or fewer, at which point he uses *dimension doors* to retreat to area **B13**, hoping to get healing from his lamia minions. If they're dead, he flees up to the surface and gathers a group of a dozen stone giants and any of the named giants who still live to mount an attack on the library to finish off the PCs. If the PCs have secured an alliance with Conna and she still lives, she's among the giants whom Mokmurian recruits—when and if this patrol encounters the PCs, Conna switches sides to aid them, a move that throws the other

stone giants into chaos. The next round, half of those giants defect as well, renouncing Mokmurian as an unworthy runt and joining Conna and the PCs against him. In this event, Mokmurian fights again until reduced to fewer than 30 hit points, then tries to use his *scroll of limited wish* to teleport to Xin-Shalast. Yet unfortunately for him, Karzoug, who has been watching his actions through the link their souls have shared ever since Mokmurian's trip to the City of Greed, has other plans for him (see Development, below).

STATISTICS

Str 25, **Dex** 17, **Con** 27, **Int** 20, **Wis** 14, **Cha** 14

Base Atk +14; **CMB** +22; **CMD** 36

Feats Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Quicken Spell, Scribe Scroll, Spring Attack, Vital Strike, Whirlwind Attack

Skills Climb +33, Fly +10, Knowledge (arcana) +31, Knowledge (engineering) +31, Knowledge (geography) +31, Perception +25, Spellcraft +31, Stealth +22

Languages Aklo, Common, Draconic, Giant, Orc, Terran, Thassilonian

SQ arcane bond (club), physical enhancement +3

Combat Gear *scroll of limited wish*, *wand of bear's endurance* (13 charges); **Other Gear** +1 *defending spell-storing* (*vampiric touch*) *club*, *bag of holding* (type II), *fog-cutting lenses*, *robe of runes*, key to area **C7**, 500 gp in diamond dust, spellbooks

Spellbooks Mokmurian keeps his spellbooks in his *bag of holding*.

Apart from containing all of the spells he has prepared, this extensive collection also contains most of the spells in the *Core Rulebook*, up through and including 6th-level spells. Feel free to introduce new spells from other sources via these books—if you do, you should also consider swapping some of these spells in for those he normally prepares.

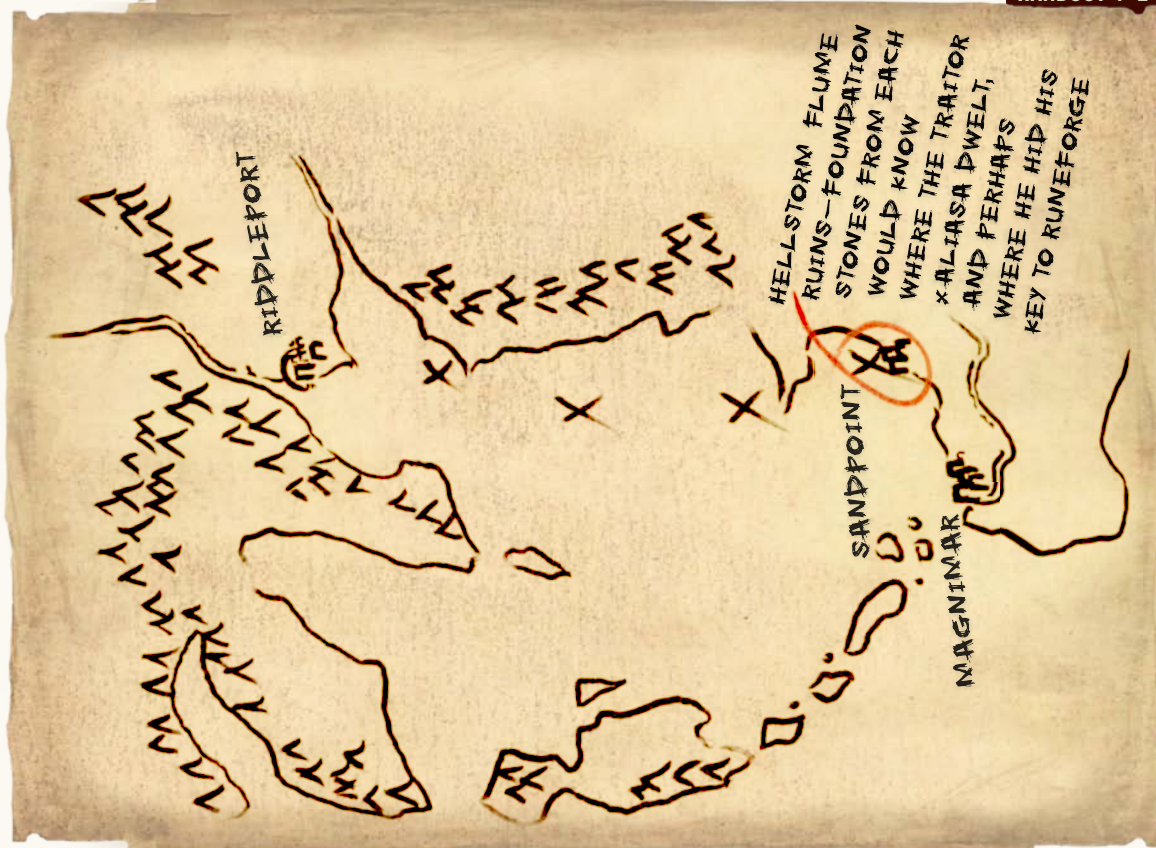
TREASURE: Much of the treasure Mokmurian has gathered over the past several years (in particular, the riches he gained from his trip to Xin-Shalast) have long since been distributed to his minions and army as payment. Still, a relatively impressive collection of loot remains here as his personal wealth. Apart from his impressive collection of books on spellcraft and all of the spell components and laboratory equipment scattered throughout the room (which is worth a collected total of 1,500 gp, but weighs several hundred pounds), the chest under his desk contains the bulk of his remaining wealth, including 12,000 gp, 1,100 pp, an amber and sapphire necklace worth 4,000 gp, a set of ivory runestones worth 1,400 gp, and a *scroll of contact other plane*.

In addition, scattered among the stacks of Mokmurian's invasion plans, battle tactics, and research notes is a single piece of paper depicting a map of the Lost Coast region of Varisia (see Handout 4–2). Four points along the coast have “X” marks on them—three are placed some distance out to sea along the coast, but one is right over Sandpoint. A note



MOKMURIAN





FORTRESS OF THE STONE GIANTS

CHAPTER BACKGROUND

PART ONE: STONES OVER SANDPOINT

PART TWO: JOURNEY TO JORGENFIST

PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

on the map, written in Giant, reads “Hellfire Flume ruins—foundation stones from each would know where the traitor Xaliasa dwelt, and perhaps where he hid his key to Runeforge.” This cryptic note has considerable importance to the next chapter of the adventure.

DEVELOPMENT: Although Karzoug does not magically control Mokmurian, and the giant is not under any magical compulsion to do the runelord’s will, Karzoug still maintains a link with the giant, a connection of the soul established when Mokmurian triggered Karzoug’s awakening. As soon as Mokmurian fails him, Karzoug’s anger and impatience gets the better of him. He sends his mind down from the Spires of Xin-Shalast, out across the Storval Plateau and, from this vast distance, seizes control of Mokmurian. This effect occurs just before Mokmurian has a chance to use his *scroll of limited wish* if he is attempting to escape. This control is such that, if Mokmurian were dying or in the process of being disintegrated or plane-shifted to another reality, those effects are, for a moment, delayed.

When Karzoug takes control (whether because of Mokmurian’s death, magical banishment, or merely his attempt to teleport away), Mokmurian’s body suddenly goes rigid. He spasms a few times, and then his head turns to face the PCs, mechanically and clumsily, as if being forced to move by massive invisible hands. In a strangely accented voice, a voice that sounds almost human, he speaks, his eyes flaring with a soul-searing emerald radiance.



“So these are the heroes of the age. More like gasping worms to me—worms to be crushed back into the earth when I awaken the armies of Xin-Shalast, when the name Karzoug is again spoken with fear and awe. Know that the deaths of those marked by the Sihedron—the giants you have so conveniently slain for me—hasten my return, just as yours soon will. Fools, all of you. Is this all you could manage in ten thousand years?”

At that, Karzoug laughs a cruel, mocking laugh that echoes and fades—as powerful as he is, Karzoug can only maintain this long-distance control over Mokmurian for a few moments. Mokmurian dies, his soul snuffed out as the link between him and Karzoug ends. Characters who heard Karzoug’s voice in area E8 of Thistletop can make a DC 15 Wisdom check—success indicates that they realize the two voices are the same.

CONCLUDING THE CHAPTER

The PCs need not slay Mokmurian in order to disrupt the stone giant army—remember, most of the stone giants gathered at Jorgenfist aren’t evil. If the PCs can force Mokmurian to flee, or even convince Conna and a group of giants to rebel against their cruel overlord, that’ll be enough to save Sandpoint and the rest of Varisia from an invasion. The tribes around Jorgenfist break up and return to the Storval Plateau with surprising speed, the



giants eager to seek forgiveness from their abandoned elders or to put some distance between themselves and the mighty heroes who slew their fearful lord.

Yet the eerie words spoken by Karzoug should leave little doubt in the PCs' minds that Mokmurian was but a pawn in some greater game, and that the threat to Varisia is, if the voice is to be believed, even greater than before. Something more must be done, and now, for the first time, the PCs have the resources to learn what that is. The Library of Thassilon is theirs to explore, and within its collection of ancient books, scrolls, maps, tablets, and tomes, the secret to defeating Runelord Karzoug awaits.

RESEARCHING THE ANCIENT PAST

Until this point, very few in Varisia knew much about Thassilon apart from the fact that the mysterious monuments that dot the land came from this ancient empire, and that the rulers of the land were despots and tyrants of the worst possible order. With the discovery of the Thassilonian Library, the PCs have a window into the ancient times of Thassilon, and with this window they can learn much of this time. Given on the facing page are the two most relevant Knowledge (history) checks that a character might use to learn more about Xin-Shalast (their eventual goal) or Runelord Karzoug (their eventual foe). Note that while the DCs are high, using the library to aid in the research grants a +20 bonus on the check (and enables even PCs who do not normally possess ranks in the skill to make checks).

Further, recruiting the aid of the clockwork librarian adds an additional +10 bonus on the roll.

The books in the library can certainly help introduce the PCs to the concept of Thassilon itself—anything they could have learned about the ancient empire in previous chapters but, for whatever reason, did not should be things they can quickly learn here. They might even simply learn these earlier tidbits through casual conversation with the clockwork librarian. Mokmurian's dying words, though, should encourage them to focus the bulk of their investigations on two topics in particular—Xin-Shalast and Karzoug.

As the PCs' investigations turn to Karzoug and the empire of Shalast, take the time to add flavor to their research. The following list provides a number of book titles you can choose from as the PCs find bits of information during their research—you can use these titles as inspiration in naming additional tomes as the need arises.

- *An Accounting of the Holdings of Greater Shalast*
- *A Sculptor's Guide to the Fleshpots of Xin-Shalast*
- *Lord of Wealth: Karzoug's Trade and Conquests*
- *Tributes of Vadan, with Accountings and Predictions*
- *Whispers from Leng: A Guide to the Beyond*
- *Spires of Gold—The Rise of Xin-Shalast*
- *Karzoug: Lord of Lords and Master of All*
- *The Face above Xin-Shalast—A Lord in Primal Stone*
- *A Traveler upon the Golden Road*
- *The Golden Legion: A History of Auric Fleshworks*
- *Life's Price: Speculations on Interplanar Soul Trade*





FORTRESS OF THE STONE GIANTS

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PART THREE: INTO THE VALLEY OF THE BLACK TOWER

PART FOUR: UNDER JORGENFIST

PART FIVE: THE ANCIENT LIBRARY

CONCLUDING THE CHAPTER

XIN-SHALAST

Results of Knowledge (history) checks about Xin-Shalast are as follows.

DC	RESULT
DC 20	Xin-Shalast is a legendary lost city, rumored to be hidden somewhere in the Kodar Mountains. Stories hold that Xin-Shalast had gold streets and gemstone buildings, and sat under the gaze of a mountain that could see.
DC 30	Xin-Shalast was the capital city of an empire called Shalast, one of seven that composed the ancient empire of Thassilon. Legend holds that Xin-Shalast lay at the headwaters of the sacred River Avah—which Varisian folklore says leads to an earthly paradise sacred to Desna. Unfortunately, no record of where this river may have once flowed exists today, and most scholars believe the river itself to have been destroyed during Earthfall.
DC 35	In the final centuries before Earthfall ended Thassilon, Xin-Shalast was ruled by Runelord Karzoug, one of the lords of the Thassilonian Empire. The primary architects of the immense city were tribes of giants, themselves ruled by powerful beings known as rune giants.
DC 40	The Spires of Xin-Shalast stand upon the mythical mountain of Mhar Massif. This mountain of legendary proportions pierces the skies above the Kodars, and is said to be the highest peak in the entire range of stupendously inhospitable mountains.
DC 50	Mhar Massif is said to serve as a bridge to strange realms beyond Golarion—notably, to the nightmare dimension of Leng. The connections with the nightmare realm of Leng were said to have infused the region around the peak of Mhar Massif with dangerous eldritch and otherworldly energies.

KARZOUG

Results of Knowledge (history) checks about Karzoug are as follows.

DC	RESULT
DC 35	Karzoug was the Runelord of Greed. While he was, himself, an Azlanti human, he was a powerful man indeed—said to be the most gifted manipulator of Transmutation magic in all of Thassilon, and to have lived for hundreds of years. He ruled a region called Shalast, part of the ancient empire of Thassilon, over 10,000 years ago.
DC 40	Karzoug's armies were composed primarily of giants who followed his every command—the giants were ruled by towering monsters known as rune giants, who were themselves runelord pawns. Karzoug counted other powerful creatures as his allies as well, such as blue dragons, eerie denizens from the nightmare realm of Leng, blood-drinking outsiders known as scarlet walkers, and immense lamia harridans who towered over most giants.
DC 45	Karzoug focused his magic on the school of transmutation, magic associated in Thassilonian times with the virtue of wealth. Under his reign, though, this virtue of rule became more associated with the sin of greed. Among the runelords, his mastery of greed magic was uncontested, yet in the schools of illusion and enchantment (related to the sins of pride and lust), his skills had atrophied greatly. Many believed that weapons infused with illusion and enchantment magic, known as “dominant weapons,” would be particularly potent against Karzoug, yet no record of someone attacking the runelord with such a weapon exists within the library.
DC 50	Karzoug warred with his neighbors, but none more so than Alaznist, the Runelord of Wrath and ruler of Bakrakhan. Between their nations, along a ridge known as the Rasp, Karzoug built immense sentinel statues to watch over Bakrakhan, while Alaznist built towers called Hellfire Flumes to prevent Karzoug's armies from invading. Citizens of both nations worried that the war between Karzoug and Alaznist would soon escalate to the point where they could bring about the end of the world.
DC 55	As Karzoug and Alaznist's war intensified, and as wars between other runelords threatened more than just their armies, the runelords devised methods in which they could escape the world and enter a state of suspended animation, so they could ride out cataclysms. In theory, their surviving minions would then waken them to reclaim their empires once the cataclysms had ended.