ENCOUNTER E3: INFILTRATING THE COMPOUND

Encounter Level 11 (3,200 XP)

This encounter comes in two parts, each part worth at least 3,200 XP. The first part involves a skill challenge as the adventurers sneak through the hill giant camp toward the compound. The second part features a battle at the compound’s main gate.

Infiltration Skill Challenge

The adventurers engage in a skill challenge to follow the supply lines of the hill giant army back to its main camp, and then to sneak through the camp to reach the battlechief’s compound.

Each round represents time to track, sneak, and observe giant encampments along the way. Each round, every member of the party must make a separate check as directed by the challenge. Add up the number of successes and failures each round. More successes gains 1 success for the round, more failures earns 1 failure toward the completion of the challenge and indicates that the party has triggered a random encounter.

Level: 11
Complexity: 1 (4 successes before 3 failures).

Round 1, Perception (DC 16, standard action): The characters follow the trail of the hill giant army back along its supply lines.
If the group fails this round, they run into an Elemental Strike Team (see page 38).

Round 2, Bluff (DC 16, standard action): The characters run into a patrol of Hill Giant Raiders (see page 38). If they successfully bluff the patrol, the hill giants let them pass by.
If the group fails this check, the patrol attacks.

Round 3, Nature (DC 16, standard action): The characters look for signs of the giants’ passing. If they succeed, they find the fastest path to the main camp.
If the group fails this check, they spend an hour lost in the wilderness and must re-do this round.

Round 4, Perception (DC 10, standard action): The characters reach the main camp and discern that the main compound is farther in, built into the side of a hill overlooking the camp.
If the group fails this check, they are noticed and attacked by Elemental Marauders (see page 38).

Round 5, Intimidate (DC 21, standard action): The characters convince a couple of orc slaves to let them pass quietly.

If the group fails this check, the orc slaves sound the alarm and an Earth Giant Assault Squad rushes over to engage the adventurers (see page 38).

Round 6, Stealth (DC 16, standard action): The characters sneak the rest of the way through the camp to reach the path leading up to the compound’s gate.

Success: If the characters earn 4 successes, they reach the compound without drawing undue attention to themselves.
Failure: If the characters get 3 failures, they reach the compound but are followed by an Earth Giant Assault Squad (see page 38).

Setup

1 rage drake ravager (R)
1 hill giant (H)
2 ogre warriors (O)

The path up to the compound’s main gate runs along the bottom of the escarpment upon which the compound is built upon. If the adventurers failed the skill challenge, they face an Earth Giant Assault Squad in addition to the compound’s usual guardians.

As the adventurers approach the compound gate, read:

The compound is constructed of thick logs, with solid walls and a slanted roof. The gate ahead looks strong and sturdy. A hill giant is yelling at a pair of ogres as you approach, and none of them have appeared to notice you as yet.

Note that if the adventurers failed the skill challenge, the hill giant and ogres are ready as they approach. In this case, they work with the Earth Giant Assault Squad to defend the compound from the intruders.

Hill Giant (H) Level 13 Brute
Large natural humanoid (giant) XP 800

Initiative +5
Senses Perception +7
HP 159; Bloodied 79
AC 25; Fortitude 27, Reflex 21, Will 23
Speed 8

Greatclub (standard; at-will) ✦ Weapon
Reach 2; +15 vs. AC; 2d10 + 7 damage.

Sweeping Club (standard; encounter) ✦ Weapon
The hill giant makes a greatclub attack against two Medium or smaller targets; on a hit, the target is pushed 2 squares and knocked prone.

Hurl Rock (standard; at-will)
Ranged 8/16; +15 vs. AC; 2d6 + 5 damage.

Alignment Chaotic evil
Languages Giant
Skills Athletics +16

Str 21 (+11) Dex 8 (+5) Wis 12 (+7)
Con 19 (+10) Int 7 (+4) Cha 9 (+5)

Equipment hide armor, greatclub
Rage Drake Ravager (R)  Level 15 Brute
Large natural beast (mount, reptile)  XP 1,200

Initiative +10  Senses Perception +10
HP 178; Bloodied 89; see also bloodied rage
AC 27; Fortitude 28; Reflex 26; Will 26
Immune fear (while bloodied only)

Speed 8
✦ Bite (standard; at-will)  +18 vs. AC; 2d8 + 6 damage; see also bloodied rage.
✦ Claw (standard; at-will)  +18 vs. AC; 1d10 + 6 damage; see also bloodied rage.
✦ Raking Leap (standard; at-will)
The rage drake leaps up to 8 squares, making four claw attacks against a single target as it lands.

Bloodied Rage (while bloodied)
The rage drake gains a +2 bonus to attack rolls and deals an extra 10 damage per attack.

Raging Mount (while bloodied and mounted by a friendly rider of 15th level or higher; at-will) ✦ Mount
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.

Alignment Unaligned
Languages –

Str 20 (+12)  Dex 14 (+10)  Wis 14 (+10)
Con 18 (+11)  Int 4 (+4)  Cha 13 (+9)

2 Ogre Warriors (O)  Level 11 Skirmishers
Large natural humanoid  XP 350 each

Initiative +10  Senses Perception +7
HP 115; Bloodied 57
AC 25; Fortitude 24; Reflex 22; Will 21

Speed 8
✦ Club (standard; at-will) ✦ Weapon
Reach 2; +16 vs. AC; 1d8 + 5 damage; see also skirmish.
✦ Javelin (standard; at-will) ✦ Weapon
Ranged 10/20; +16 vs. AC; 1d8 + 5 damage; see also skirmish.
✦ Hurling Charge (standard; encounter) ✦ Weapon
The ogre warrior makes a javelin attack followed by a charge attack.

Skirmish +1d10
If, on its turn, the ogre warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its melee attacks until the start of its next turn.

Alignment Chaotic evil
Languages Common, Giant

Str 20 (+10)  Dex 16 (+8)  Wis 14 (+7)
Con 19 (+9)  Int 4 (+2)  Cha 6 (+3)

Equipment hide armor, club, quiver of 6 javelins

Tactics
As soon as the hill giant becomes aware of the adventurers, he orders the ogre warriors to attack. Then he spends a minor action to open the gate and call forth the rage drake ravager. The hill giant hurls rocks for as long as he isn’t in melee combat. If the rage drake or both ogres fall, then the hill giant attempts to flee into the compound and raise the alarm.

The ogre warriors use javelins initially, hoping to get in a hurling charge before engaging in close combat.

The rage drake devourer, a meaner, more powerful version of the typical rage drake, tries to surprise opponents with a raking leap before switching to bite and claw attacks.

Features of the Area
Illumination: Bright light. If the adventurers approach the compound at night, dim light is provided by fires situated throughout the camp.

Compound Walls: The walls of the compound are 20 feet high. The roof above is slanted.

Gate: The gate is unlocked at the start of the encounter. If the hill giant flies into the compound, he tries to use a minor action to close the gate and a standard action to lock it. AC/Reflex 4; Fortitude 12: 40 hit points. A DC 23 Strength check can also be used to force open the door.

Escarpment: The escarpment is 15 feet high and very steep; DC 21 Athletics check to climb.