

The Sound of Giants

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 8 characters.

The mountains have always been a focal point for tales of legendary battles, gruesome enemies and towers that reached into the skies above. However, the Stone Bridge Keep could very well be the birthplace for all of these stories combined. Created centuries ago by a clan of Giants the keep was left to crumble into ruin with its large stone doors that were nearly too heavy for any mortal to shift and imposing walls.

High above the towns below the fort appears to have come alive again and booming voices, rockslides and figures in the woods at night have the people spooked. The party paid and the promise of long forgotten gold and riches see's our adventure take to the mountain tops this week as the Stone Bridge Keeps mysteries become reality as darkness threatens to swallow up the valley below.

Swans Reprieve

Rumours...



Swans Reprieve lay between several peaks of the Jasworl mountains in the valley the series of mountains had made. Several centuries ago it had been ruled by a vicious stone giant warlord who had raided the people of the valley and beyond to the brink of their extinction. However the Warlord and his giants had left the valley, and all that remained was the occasional unearthed weapon,

armour and skeleton. That and the crumbling fort that still cast a shadow down on the valley below. However despite being quiet for years the mountains above Swans Reprieve had become alive once more with reports coming in of things heard, seen and felt in the surrounding area. The latest incidents were of rockslides and the sound like thunder coming down from the mountains where no storms were to be seen.

Very near to the township was the site of the last rockslide. A few cottages, mainly used for hunting and storing supplies for logging had been crushed but so far no lives had been taken. However that was beginning to change and shift and the threat of lives being lost was becoming dangerously close to being a reality.

Several traders who travelled through the woods had also reported seeing figures amongst the trees moving several feet taller than even their wagons. They had also reported strange calls and echoes through the valley at night that sounded mournful, angry and like a beast in pain. However despite what they had seen and heard the traders who told these tales had yet to be attacked.

The party had travelled for a few days and were approaching the township of Swans Reprieve. The woods had been relatively quiet with the largest animal they had seen being a wolf that had quickly scampered off as soon as it had seen the party. After rounding a part of the path that looked as though one or two trees had fallen over, but cleared from the road.

Travelling past the torn up earth a glint in the grass caught their eye. Investigating they found a silver piece resting on top of the grass and searching further they found more and more silvers. The trail of silvers left began to include copper pieces and a few gold coins before finishing at the base of a large tree. Looking around for the source it wasn't long until they looked up and saw a wagon, half ripped open suspended from the branches and trunk of the large tree.

Something either large or incredibly powerful would have had to lift or throw the wagon into the tree and not to mention, where were the people who owned the wagon or the beasts that would have had to pull it.

Taking their discovery to the town it wasn't long until the townsfolk were buzzing with rumours

coming forward and the town guard, the merchants and mayor were searching for not only answers but someone, or some people to investigate what was going on.

NPC's:

- Daruden Hillcleft
- Jayke Bowson

Encounter: Social

Creature: N/A

Map - N/A

The party will need to tell someone about the wagon they found and its state. Once they do the townsfolk will become chaotic and frenzied as word spreads however the Mayor (who owns the Inn) tries to be reasonable about it. However as he is brokering for the parties help they are interrupted by Daruden and Jayke from the Blackwater Crew.

As the party waited for the township of Swans Reprieve to settle down after the discovery of the wagon suspended in the tree the town looked to them to assist. "Please, you are all we have. We are no warriors and the guards we have are busy defending against goblins, orcs and gnolls that hunt the forests." The mayor asked as he waited for the total sum of the job offer to be collected.

The inn was the current staging ground for the mission and it was nearly empty this time of day – except for the party, the mayor and a drunk at the table. The door opened causing a bell to chime to announce the new visitors. "I will ensure that you are paid. We don't have another choice..." he began once more.

"Well lad, that isn't quite the case." a gruff and strong voice said from the door as a rough, burly dwarf walked towards them. "We heard about the little problem you have at the moment and myself and my partner, Jayke, are here wanting to help you." The dwarf said thumbing towards the tall human.

"Daruden is right. We are willing to look into it for you with or without these adventurers." Jayke said, flashing a smile. "We are merchants and adventurers and it's in our best interest if we are able to do business with Swans Reprieve. So if there is trouble here then we want to ensure that we can remove the problem then it solves our problem too." Jayke ordered two ales at the bar and leant against the table near the party.

"Tell you what, we can even do it without these adventurers so they can continue onwards their way." Jayke said, looking into the tankard as he swirled it around. "If they aren't willing to help out the town unless it fills their pockets then we can take care of it for you."

Daruden grunted and practically inhaled his tankard of ale. "Aye, there is none better than the Blackwater crew. We are the best hunters, trackers and problem solvers in the land." he clapped the human on the shoulder "Just make sure your guards protect the town and we can handle what lies in the woods, our way," he paused for a moment as he looked at the party members, "the right way."

Into the Woods - Wagon Scene

The party lead the way back to where the wagon was found, however Jayke and Daruden appear to already know exactly where it was and there are subtle hints that they knew about the wagon before the party went to show it to them.

The party gets to the scene of the wagon and despite there being evidence of more animals checking it out there is little else to investigate or go from.

NPC's:

- Daruden Hillcleft
- Jayke Bowson

Encounter: Scouting for evidence

Creature: N/A

Map - N/A

The party can make several Survival, Investigation, Nature and Perception checks to discover information about the clearing. They can tell that something large and booted, potentially a giant, and several smaller (yet still large) creatures had attacked the wagon and had likely attacked the people that were with the wagon. However, where they went from there was not able to be discerned.

Jayke paused and looked deeply at the ground before mumbling something that the party didn't quite catch to Daruden. Nodding and pointing further ahead through the forest they called back to the others. "Well I can see why the mayor wanted us to come along as well. Lucky for you we found the way that they went with the people and the rest of the wagon" Jayke said with a smile beckoning over the party.

The party had searched there already and were sure that there was nothing there. When they approached there were a few gold and silver pieces that head off into the forest away from the site where the wagon hung from the tree. However as plain as the coins sat amongst the grass and pine needles now when they looked before they had not seen them.

Following Jayke and Daruden they encountered similar occasions where the party would search the area or look for the path or clues to the next area but the expert scouting skills of Jayke and Daruden always revealed something that was nearly impossible to see, or, something that the party had missed. Over the course of the day they had travelled to the base of a mountain where the setting sun cast a large shadow and the calls of, something, echoed through the trees.

“That there be the source of these problems”

Daruden said as they watched the flickering fire light. “Sounds like it’s coming from above us in the mountains above us. You know they say that there is a castle up there, made by giants.”

“Now Daru, no need to frighten these adventurers off. That curse is nonsense any way” Jayke replied, shooting Daruden a glare from across the room.

“My ancestors have told the tales of the giants in these mountains for generations. The curse is real just like the treasure behind those walls.” Daruden replied.

“Well I won’t blame them if they have a change of mind. They’ve been mighty brave to come with us this far into the forest and towards the mountain. Tomorrow we climb the cliffs and will see if the castle is real and find out what’s causing trouble for these nice people.” Jayke replied as he stood to head to his tent. Daruden grunting in response but clasped one of the adventurers on the shoulder.

“We won’t blame ye lad if you don’t follow us. Jayke has led us astray before but he hasn’t gotten us killed, yet.” he said before joining Jayke in turning in for the night.

Stonebridge Keep

Ascent to the Keep

As the party climbed the steep cliff the expertise of Jayke and Daruden became evident. Climbing rapidly and jumping to ledges that would require either great athleticism or training they fastened the pitons to ensure that they had a waypoint in

case they fell, but more importantly the party could ascend with them.

Despite some of the earlier doubts in the duo the pitons held securely and none of them failed on the ascent. Jayke and Daruden even assisted the party several times to ensure that they ascended safely to the top.

However as they neared the ledge a sound reaches them that caused each of them to hug the stoney face.

The guttural voices of ogres could be heard from the ledge above them and the snapping of bones could be heard from the crackle and pop from a fire that cast a red glow upon the edge where they needed to reach in order to head towards the castle, or where Jayke and Daruden were taking them to at least.

NPC’s:

- Daruden Hillcleft

- Jayke Bowson

Encounter: Feasting Ogres!

Creature: 6 Ogres

Map - N/A

The area that they are fighting in is maybe 30 feet wide (until there is a path up the mountain) and no more than 20 feet deep the Ogres are here eating what appears to be horses and are more focused on keeping the party here than pushing them over the edge (as they want more food). However if the ogres feel like they are in real danger they will attempt to push the party towards the edge of the cliff.

The Stonebridge Keep

Before the party a small horde of ogres moved about the clearing shifting debris from the ruins of a keep. The castle was in ruins and several large stones had fallen making most of it inaccessible. However with each stone that was moved from the ruins a growing pile of stone was placed on the ledge of an outcropping which if it was to fall would cause destruction in the valley below - where Swans Reprieve lay. From within the Castle the party could hear a booming voice barking orders to the ogres that were clearing the stone from the castle grounds. It sounded very large and from how the Ogres responded it was obviously their leader.

“I guess we have a giant up here after all,” Jayke said as he nodded to Daruden. The Dwarf just nodded and hefted an axe. “Well we best ensure that it doesn’t get settled.”

NPC’s:

- Daruden Hillcleft

- Jayke Bowson

Encounter: The Stone Giant

Creature: 6 Ogres with two more Ogres that rush out when 3 ogres fall. Then a Stone Giant comes when another 3 or more ogres fall.

Map - 416ThStFo

Jayke and Daruden help by distracting an ogre each and dealing a handful of damage. However as soon as a second wave of Ogres appear both Jayke and Daruden disappear. If someone has the Alert feat or has passive perception of 17 or higher they notice both the human and the dwarf rushing toward the castle and start scaling the walls. They can also attempt an active perception check with the same DC.

Then the Stone giant comes out, roaring with anger that there are thieves here intent in stealing what is his by birthright before attacking the party.

After the battle the party find that there was some chests that were ripped open - several boxes and crates of merchants goods are here which evidently belonged to the merchants wagon but the other chests that they found opened were ancient - probably here for many centuries and based on what they saw Jayke and Daruden probably knew about the chests and purposely came to steal them. However they do find a note left for them.

"It's probably evident by now what our objective was here and we apologise for the deceit. We had scouted out the keep a week ago and were preparing to retrieve our goal when we realised that it was not unguarded. There was a cursed artefact here that we could not let be left alone. Our mission was to retrieve it but we gained something more. I assume that you dealt with the giant and the ogres - if we had judged your skill correctly. If any of you wish to join the Blackwater Crew seek us out in Fogahven. We will have room in our party for you when you are ready to seek greater heights than you thought were previously possible."

Lore & NPCs

Daruden Hillcleft



Daruden Hillcleft is a dwarven warrior, mountaineer and expert scout. As a member of the Blackwater Crew he specialises in many forms of fighting but he is extremely well known for his scouting prowess and how he can navigate through the most difficult terrain to find the best path to where they need to go.

Jayke Bowson

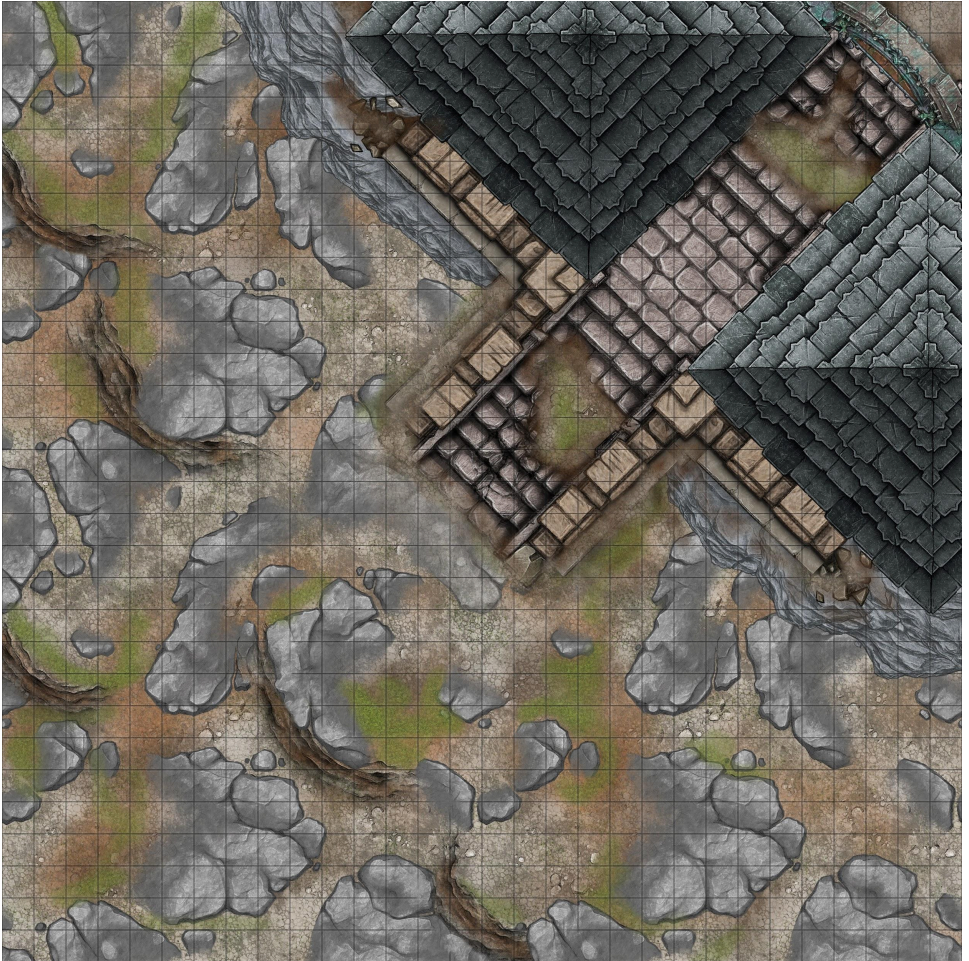


Oozing with personality Jayke is the face of the Blackwater Crew. However he is much more than just a pretty face with a bard's tongue. He is a skilled warrior and duelist and there is nearly no

one who could boast the same martial skills in a one on one duel. When paired with Daruden they fight as if they rehearsed it previously, defending each other and taking advantage of the openings that each other creates. The other members of the Blackwater Crew are just as well renowned and it's no wonder that Jayke only works with the best.

Maps

416ThStFo



Monsters

Adventure Encounters

Ogre

OGRE

Large Giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Stone Giant

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.