

GEO2-01



A WISE MAN'S SON

A One-Round D&D[®] LIVING GREYHAWK[®]

Geoff Regional Adventure

Version 1

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Are the rumors spread by Harold the Herald true? The village of Midwood run by a friendly giant? The townsfolk uninterested in the war to reclaim Gyruff? Rubbish! But you should look into it anyway, just to be sure. An adventure for characters level 3-10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Geoff. All in region characters pay 1 Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Out-of-region characters pay double the Time Units and double the Upkeep to play in this adventure.

ADVENTURE SYNOPSIS AND BACKGROUND

The characters are called upon by Grand Duke Owen (through Cadofyth Parn) to discover the nature of "Sheshay", a rumored "friendly" fog giant who rules the town of Midwood. They are given great latitude in how they deal with whatever they discover, but are told not to endanger any of the remaining Gyri. The Grand Duke may reward the characters, depending upon the success of their mission.

The characters meet Arglwyth Talvan, a priest of Allitur. He tells them the true nature of the giant and what has transpired since the Fall of Gorna. Townsfolk echo his claims, with varying degrees of candor. Talvan is convinced, given the state of affairs in Geoff, Ghanadar is critical to their survival and will come to his aid, regardless of the odds. Arglwyth Talvan introduces the characters to Ghanadar. Ghanadar is a potent wizard and

this is not readily apparent. The characters are given ample hints Ghanadar is not someone they will want to tackle directly.

Amidst the Ghanadar “fan-club” is a fervent and persistent dissenter, Maldwyn, son of Talvan. Maldwyn stood to inherit his father’s title and was high up in the town pecking order, enjoying his position entirely too much for most peoples’ sakes. The invasion, his mother’s brutal death, and Ghanadar’s arrival took all that away. Never firmly grounded, mentally, Maldwyn went over the edge. Maldwyn was assigned to a menial job (sanitation). He resisted Ghanadar and was punished with hard labor. The townsfolk no longer respect him (they actually never did, but Maldwyn just assumed their respect before) and he is chaffing under Ghanadar’s rule. He has managed to gather around him a small group of like-minded malcontents (Talog, Wedros, and Hergest), but their sabotage and resistance generally amount to stints of hard labor under Ghanadar’s watchful eye. Talog, the oldest after Maldwyn at 22, is a “roof man” skilled in breaking and entering, as well as talking his way out when caught. Wedros, the youngest at 18, is a sycophantic backstabbing psychotic, easily controlled by Maldwyn. Hergest, 19 is the muscle and vehemently loyal to Maldwyn.

Sadly, Arglwyth Talvan is blind when it comes to his son’s foibles. He has made many attempts to show his son the correct path, but they have all failed. This futility has made Talvan perform his assigned tasks with ever-greater fervor over the years, in part to lead by example, but also to occupy his mind and push away the truth of his son’s mental instability.

Ghanadar has been quite savvy in dealing with the populace of Midwood. Being so enormous, he used the only building in town remotely large enough, the Church of Allitur, as his residence. Knowing this would lead to unrest, Ghanadar told Talvan he would assist in building a new sanctuary, provided the townsfolk remained cooperative. Ghanadar would use his enormous strength to create a new, albeit smaller, church, in a fraction of the time it would take the townsfolk.

Each week the work quotas were met and no one rebelled against Ghanadar’s commands; he would place a new stone. The new church was completed several years ago, but acts of sabotage by Maldwyn halted construction on many occasions. This single act, in addition to his nonsense approach to his job, has created a surprising amount of goodwill. Conversely, some townsfolk who merely disliked Maldwyn before the invasion positively detest him now.

Maldwyn tries to enlist the characters to fight with him against Ghanadar. Given the testimony of the townsfolk and their own observations, it should be clear engaging Ghanadar would not be in the best interest of Midwood or its inhabitants. Even if they do accept his offer, the outcome is the same: Maldwyn will seek out the aid of Ghanadar’s not-so-bright and jealous cousins. Maldwyn has discovered, with the help of his cronies, (Talog spied a look at the giant’s journal), Ghanadar’s

standing in his own society. Ghanadar is thought of as an outcast, a misfit, and a giant who had to throw the small boulders. Yet, when the giant leadership gave out assignments, it was Ghanadar who drew the lucky lot. Ghanadar’s cousins have held a grudge for eight years. While the misfit has enjoyed comfort and prestige, they have been sent into battle and made to do menial tasks (Mardahain, the eldest, was made to clean out the ogre stable). Maldwyn, not really knowing why, immediately felt a kinship with these giants. Maldwyn will give an impassioned speech to the fog giants and supply them with passwords through Ghanadar’s wards. A battle will ensue between Ghanadar and his family that will force the characters to pick a side (for Ghanadar, neutral, or against). After the initial foes are defeated, a group of ogres with their own agenda who had trailed the fog giants arrive and deal a crippling blow to Ghanadar, sending him to the ground. The characters have to make a difficult moral decision.

If Ghanadar survives the module, it is due to the actions of the characters. If the characters do not dispose of the ogres, Ghanadar and Arglwyth Talvan perish, and the ogres take over the town until a replacement giant is sent. The townsfolk will be terrorized, beaten, and eaten. Stories of this tragedy will get around and the characters will have to deal with censure from Grand Duke Owen. Should Ghanadar live, he is grateful for their assistance. This act of courage and honor is not lost on him. The characters gain his favor (protection whenever they are in Midwood) and Arglwyth Talvan’s (free castings of *cure light wounds*). Ghanadar also gives the characters some of the items he has made. Lastly, Ghanadar is more favorably disposed towards the Gyri and may even passively oppose the giant war effort (Gyruff’s own Oskar Shindler).

Correctly role-playing Ghanadar is critically important. If Ghanadar is depicted as being too harsh, sadistic, or murderous, the characters, having been given this faulty input, will come to potentially disastrous conclusions. Ghanadar is fair, but firm. He brooks no dissent, expecting his orders to be carried out. Townsfolk who inadvertently cause a problem are not punished, though Ghanadar does watch the offender for several days after such an event.

INTRODUCTION: A CALL TO SERVICE

Cadofyth (kad-oh-fyth, tr. strategist) Parn, on orders from His Radiance, Grand Duke Owen, has sent out pages to enlist the aid of individuals deemed worthy by the Brenin to undertake a mission of importance and delicacy. Depending upon the characters at the table, the qualifications may range from successfully completing the tasks in “Return of the Grand Duke” or “The Gonfalon of Gruff” to recommendation by Colwyn ap Ffagan from satisfactory completion of “A Pressing Matter” or High Mage Abinar in “Shhh...”.

Those characters who do not meet any of these criteria, or who are in the military, were chosen as placeholders to round out the team (Parn, being a military man, has no qualms about “volunteering” foreigners of special skill who otherwise would go unnoticed).

The message requests the character to come to the camp of the Army of Liberation after the mid-day meal for an opportunity to serve their nation with distinction and honor. Characters who belong to the Army of Liberation are simply ordered to muster at the appointed time and place. Characters, who are from outside of Geoff, are “volunteered”. Their note speaks (in general details) of their past deeds and expertise in dealing with unusual matters.

If a character refuses the summons, unless a particularly good role-playing effort is made to join the party without seeing Parn, the module is over for them. They have no particular stigma attached to them, but Parn may think twice about considering them for a special mission again. Army of Liberation characters who refuse the call face possible Court Martial. Foreigners chosen by Parn find, suddenly, lodging hard to come by in Hochoch and unwanted attention from the Town Watch.

Each of you gathers up your things after the mid-day meal and makes the trek to the camp of the Army of Liberation. Passing through the streets of Hochoch, seeing the poverty, pain, and suffering of the Gyric people provides additional motivation to assist the Cadofyth.

The army camp is a hive of activity. Young patriots drill with pikes and shields. Skilled artisans, who previously did more mundane work, such as the cabinets at the Griffon's Reach, are constructing machines of war. As you pass, some look up; a few recognize you and wave.

A small gathering of individuals, perhaps adventurers like yourself, stand before Parn's tent. Each person holds a piece of parchment embossed with the seal of the Army of Liberation.

This is an opportunity for the characters to introduce themselves to one another or meet old friends. After a short time, a corporal emerges from the tent and requests the characters enter for their audience with Cadofyth Parn.

Parn stands before a large table holding a topographical representation of Geoff. Small wooden figurines, apparently representing friendly and enemy troops, dot the map. As you enter, he places a particularly large wooden figurine within Rhwng yr Coed [rhoong ear koid], near the Javan River. The figurine is painted a pale blue and ringed by cotton.

The brigdwrthdyn [brig-doorth-dyn] clears his throat, and Parn looks up from his model. He dismisses the aide with a gesture and motions for the group to sit at some benches positioned around the model.

“Fellow Gyri [add “and worthy outlanders” if the party contains characters from other regions], I have summoned you here in hopes you will volunteer for a mission of great importance to our war effort and of singular interest to the Brenin. Some of you, in fact, were recommended by His Radiance personally.”

“Before you sits a representation of our land. Here,” Parn points to a section containing small wooden blocks surrounded by pebbles, “is Hochoch, and here, these collections of twigs bound together, are the border keeps. Over here, along the Javan River, is a town known as Midwood. Some of you may have heard of this town and its interesting rumor: a fog giant,” he points to the pale blue figurine, “named Seshay who apparently treats what's left of the townsfolk of Midwood with kindness. Yes, I know such stories are hard to believe, but, as they say, there is usually a grain of truth to every rumor.”

“His Radiance wants you to find this grain, if it exists. Discover the truth behind the veil of fog and report your findings. You have been given broad discretion to carry out the assignment in any way you wish. His Radiance commands you, however, to not endanger any of the remaining townsfolk by your actions. Upon successful completion of the mission, the Grand Duke may wish to reward you.”

“What say you, patriots?”

If the characters agree to undertake the mission, Parn briefs them further about Midwood and Rhwng yr Coed (Player Handout #1). He uses his map table often during the explanations. A character with Perform (Artist), Craft (Cartography), or similar skill, may sketch a map while Parn speaks. Matching or exceeding a DC of 12 creates a decent map, DC 25 results in a map of such detail, and a character using the map receives a +2 circumstance bonus to Intuit Direction.

Parn suggests the characters leave immediately to reach the border keeps by dusk. From there, he suggests they travel at night to avoid most of the patrols. This will allow them to reach Midwood by mid-day tomorrow including a brief stop that to rest in the morning before entering the town. Although the distance to Midwood is not great (approximately 60 miles), Parn says he is accounting for the difficulties the characters may face traveling through the omnipresent fog, which plagues the area. If questioned about the fog, Parn says that area of the Javan has always been known for being misty, but recent rumors talk of strange, heavy fogs that linger unnaturally.

Any character without a mount is issued a light riding horse, but Parn explains, in no uncertain terms, the mount is the property of the Army of Liberation and will be returned. Any character foolish enough to try to steal their mount will be caught, beaten, and incarcerated for 1 TU.

ENCOUNTER 1: THE HUNGRY GNOLL KNOWS

Crossing the Patrolled Lands is uneventful. The border keeps were informed of their coming and only hassle the party if half-orcs are present. Soldiers in the keeps ask if the characters are escorting “it” back to where “it” belongs. The soldiers respond with many pikes to any trouble. The characters have a mission to perform and should remain focused.

Leaving the protection of the border keeps, the characters press into the Contested Lands. Should they follow Parn's advice, and continue through to morning, they are tired, but avoid an encounter with a band of mercenary gnolls. To continue through the night, each character must succeed at a Fortitude save (DC 12). Failure indicates they fall asleep in the saddle and must make a DC 15 Ride check or fall off their mount (1d3 points of damage).

Should the characters decide to camp, the cooking odors from their camp attract the patrolling gnolls. These gnolls were pressed into service, paid poorly, and have not eaten well in hours (a long time for a gnoll). They attempt to sneak up to the camp to steal food and supplies while the party sleeps. If caught and an alarm raised, the gnolls defend themselves. Allow a character that asks what the gnolls were attempting a DC 15 Spot check to notice sausage links and a hard roll protruding from the gnoll leader's jerkin.

The gnoll leader, Rarkblak, speaks Common. The rest of his pack speaks Gnoll and a smattering of Orc and Goblin. If bribed with food, any of the captured gnolls become quite cooperative. The leader will give the characters some papers he grabbed off an orc chieftain's desk. The papers, written in Orc, describe general troop movements but specifically mention a band of ogres recently reassigned to the sector. The commander of this band is said to have "erased a measure of disfavor". Rarkblak says he was mad at the orc chieftain and wanted to embarrass him before his superiors in the hopes of a good beating. There's nothing a gnoll likes better (except for free food) than watching a good beating.

APL 4 (EL 5)

➤ **Rarkblak:** male gnoll Rgr3; hp 41; see Appendix I.

➤ **Gnolls (2):** hp 12 each; see *Monster Manual*.

APL 6 (EL 7)

➤ **Rarkblak:** male gnoll Rgr4; hp 48; see Appendix I.

➤ **Gnolls (6):** hp 12 each; see *Monster Manual*.

APL 8 (EL 9)

➤ **Rarkblak:** male gnoll Rgr6; hp 64; see Appendix I.

➤ **Gnolls (8):** hp 12 each; see *Monster Manual*.

➤ **Dire Wolves (2):** hp 48 each; see *Monster Manual*.

After Encounter 1 is resolved, proceed to Encounter 2.

ENCOUNTER 2: IT'S JUST A RABBIT!

As you make your weary way toward a suitable spot to camp, the moon's radiance appears to be increasing. A closer look reveals a morning fog forming around you, enclosing you in a quiet embrace.

This fog is actually natural, but only druid characters will know this for certain. What approaches them from the fog is not. Shadow versions of woodland creatures, created when the famed Beast Man summoned them forth and forced them, wave upon wave, to fight the great evil of the Dim Forest, the Shadow Dragon. Some refer to this as the Beast Man's Folly (Knowledge [history] DC 15). These twisted rodents have been a plague on the Dim Forest and surrounding lands for years.

As the characters make camp before heading to Midwood, allow characters that pass a Fortitude save to stay awake (DC 15). Those that succeed can attempt a Spot check (DC 15). Those who succeed see a number of woodland rodents in the flickering firelight making their way toward the camp. A Wilderness Lore check (DC 10) confirms what most are thinking—this is not normal behavior for bunnies and squirrels. A second Spot check (DC 15) provides stark evidence these are not normal rodents:

Moving noiselessly across the grass and passing from tree to tree, what appeared at first to be simple woodland fauna are instead shadowy horrors. Their glowing red eyes leave short streaks in the darkness. You instantly regret every bowl of Gyrac stew you ever ate.

If the characters were caught unawares (failing the Fortitude save), read the following:

As you settle down for some much needed rest, the hair stands up on the back of your neck. Part of you tries to quash the compulsion to turn your head; for you know something other has invaded your camp. Slowly your head turns around, then you roll your body every so slightly, hoping to not give yourself away. As you reach for your weapon, your eyes meet red orbs of hatred, burning in the shadowy form of a ... rabbit!?

Characters who failed the Constitution check are surprised and face-to-face with a shadow rodent. Those who made the Constitution check but failed the initial Spot check may take a partial action after the shadow rodent's attack. Those passing both checks roll for initiative normally.

APL 4 (EL 5)

➤ **Shadow Rabbit (2):** hp 2 each; see Appendix I.

➤ **Shadow Squirrel (2):** hp 2 each; see Appendix I.

APL 6 (EL 7)

- **Shadow Rabbit (3):** hp 2 each; see Appendix I.
- **Shadow Squirrel (3):** hp 2 each; see Appendix I.
- **Shadow (2):** hp 21 each; see *Monster Manual*.

APL 8 (EL 9)

- **Shadow Rabbit (3):** hp 2 each; see Appendix I.
- **Shadow Squirrel (3):** hp 2 each; see Appendix I.
- **Shadow (2):** hp 21 each; see *Monster Manual*.
- **Shadow Mastiff:** hp 32; see *Monster Manual*.
- **Wrath:** hp 35; see *Monster Manual*.

Arglwyth (ar-glweeth, tr. baron) Talvan, a priest of Allitur, has been tracking this pack of shadow rodents through the fog for several days on Ghanadar's orders. Just as the characters finish what they think is the last shadow creature, another shadow squirrel moves in to attack a weak character. Talvan arrives and turns the creature. The shadow squirrel flees into the woods, towards its dark heart. If asked how he was able to accomplish this feat, Talvan says, "It is the will of Allitur." Talvan can come to the party's aid earlier if the DM feels they are in danger of losing the battle.

If the party handles the shadow rodents without undue difficulty, have Talvan approach at the end of the last round of combat.

ENCOUNTER 3: THE MISSING ARGLWYTH

Arglwyth Talvan is a middle-aged man with graying hair and a timeworn smiling face. He dresses simply and has his holy symbol of Allitur (a pair of clasped hands) prominently displayed on a gold chain around his neck (DC 10 Knowledge [Religion] check to identify the holy symbol). The symbol itself is made of wood and finely detailed. See Appendix 1 for full statistics on Arglwyth Talvan.

"Greetings my fellow Gyri! Allitur be praised those horrid creatures did not remake you in their image. Goodness! I have not seen the faces of others besides my own townsfolk in years. Why have you ventured so far into the territory of the enemy?"

Talvan asks this question to find out if the characters are here to assassinate Ghanadar. He attempts to Sense Motive on any character he feels might be trying to deceive him. If the characters reply with their true mission (the investigation of the rumor about "Sheshay"), he relaxes somewhat and begins to tell them of Ghanadar.

"First, I will have to correct you about his name. The giant's name is actually Ghanadar. Sheshay, as I have come to understand it, is one of twenty-six words for fog in their dialect of the giant tongue. That particular word roughly translates to 'big fog' or 'great fog'. Somewhat fitting, I suppose."

"Since you are here and want to know about Ghanadar, I would be happy to tell you everything you wish to know. We should, however, enter the Warded Area, for more creatures are sure to come."

"Oh, I should tell you, Ghanadar will confiscate all silver you possess, be it in coins, weapons, or jewelry. I am not sure why he collects the silver, and I do not think he keeps it."

Arglwyth Talvan does not stop the characters from burying or otherwise hiding their silver items outside the Warded Area. He also explains it is pointless to try to hide the items on their persons, as Ghanadar always knows when someone is hiding something.

If questioned about Ghanadar, Talvan says in all sincerity:

"The town has prospered under Ghanadar's rule. All Ghanadar asks is that everyone does his or her assigned job. He does not punish honest failure, but will punish deliberate sabotage or malicious laziness. Ghanadar has never killed anyone."

If asked what his job is, Talvan says:

"My job is to act as liaison and to patrol the Warded Area for shadows and other undead. The Dim Forest seems to be full to brimming with them."

If asked about the time before Ghanadar, he haltingly says:

"The conditions were horrific. Too horrible for me to recount to you."

Talvan will not elaborate as B'gorguul ate his wife alive before his eyes.

If asked about healing, Talvan has 3 *cure light wounds* and 1 *cure moderate wounds* left to him and treats followers of Allitur before any others.

Talvan escorts the characters into the Warded Area. This area is choked with fog and the way is treacherous. Entry by other means into Midwood is difficult. Ghanadar places *fog cloud* spells around the town as well as multiple *alarm* spells. Ghanadar casts the *fog clouds* as Extended Spells per the Feat. He gives Talvan the password to the *alarm* spells to facilitate his patrolling for shadows.

Ghanadar has also made several *everfogging bottles*. These small clay jars, when opened spew forth *solid fog* or *fog cloud*, per the spell. Only Ghanadar knows the command words to suppress the *everfogging bottles*. Finding one of these bottles is practically impossible (the characters have no practical way of knowing such an item exists and is generating the fog in the first place). Ghanadar has hidden them well (DC 30 Search) and their effects overlap with the *fog cloud* spells.

Unless the characters closely follow Talvan (he suggests everyone hold onto a rope), they have a very real chance of becoming lost in the mists. Should a character become separated or the party decides to go it alone, refusing

Talvan's help, have each make an Intuit Direction check (DC 20). If a high quality map was made during Parn's briefing, this allows a +2 circumstance bonus. Failing the Intuit Direction check means the character is lost within the fog. The character then has a chance to stumble upon one of the following:

- 1 Bog (Reflex save [DC 15] or fall into deep water, requiring a Swim check [DC 12] to escape but trigger an *alarm* spell, otherwise the character begins to drown [see page 85 in the DUNGEON MASTERS Guide for rules on drowning]).
- 2 Shadow Rodents (Two of the creatures attack the lone character, drawing Talvan's attention).
- 3 Hollow (Reflex save [DC 20] or tumble down an embankment, striking several rocks and a sharp pointy stick, inflicting 1d6 points of damage. In the tumble the character has triggered an *alarm* spell.)
- 4 Safe for Now (An Intuit Direction check [DC 20] success allows the character to find a path which leads to Midwood, failure means the character has triggered an *alarm* spell).
- 4 Break in the Fog (Allow either an Intuit Direction check [DC 15] or a Search check [DC 20] to find the path, failure means the character remains lost and has triggered an *alarm* spell).
- 5 Area of Solid Fog (character suffers as per the spell but allow an Intuit Direction check [DC 20] to find a path or roll again on this table).

If an *alarm* spell is triggered, Ghanadar will leave Midwood to investigate, go to Encounter 4: Giant in the Mist. If the characters follow Talvan, go to Encounter 5: Midwood Revealed.

ENCOUNTER 4: GIANT IN THE MIST

This encounter occurs only if Talvan does not guide the characters into Midwood.

You stumble around the damp forest, helpless in the thick fog. Suddenly a massive shape looms out of the fog before you! A huge humanoid with long flowing gray hair and milk-white skin, wearing a light blue jerkin bearing arcane symbols, with a longsword-sized dagger at his waist, which is some feet above your head. His gray eyes bore into you as he speaks in a smooth commanding basso.

"Who are you and what business do you have within my domain?"

Several answers will not get a character squashed. Ghanadar has pre-cast *detect thoughts* and is monitoring the character. The truth (either I'm lost or I'm here to investigate rumors about you) or mentioning Talvan piques Ghanadar's curiosity. If a character lies, takes offensive action, or attempts to flee, Ghanadar casts *hold person* (Will save DC 16). If this fails, Ghanadar physically subdues the character with his fists. He demands the

character disarm and hand over any silver on their person. Ghanadar gathers the tiny objects into a pouch and then carries the character over his shoulder (or in his clenched fist should they struggle). The rest of the party will find their companion in the stocks next to the larger Church of Allitur. The character(s) spending a night in the stocks lose 1d3 temporary Dexterity and 1d3 temporary Constitution. See Appendix 1 for full statistics on Ghanadar.

ENCOUNTER 5: MIDWOOD REVEALED

Appendix 2 contains two maps of Midwood, a Player's Map and a DM's Map. Read the following:

The omnipresent fog suddenly lifts, revealing a very typical Gyrlic town. Talvan leads you through an open stone gate in the palisade. Inside, people bustle about, engaged in various industrious activities. The familiar sounds of the blacksmith's hammer and the carpenter's saw create a comforting counterpoint.

As you walk toward the center of town along a paved street, people stop their chores, bid good morning to Talvan, then stare intently at your group, whispering amongst themselves and pointing here and there.

Your destination is before you, the Church of Allitur. Alongside this large building sets another, smaller Church of Allitur. Another oddity is the row of stocks next to the larger church. [Read the following text if any character was captured by Ghanadar in the fog: In the stocks is (are) your missing companion(s).]

Talvan knocks on the door of the larger church. After a pause, the hefty twelve-foot tall doors part, and a massive stooped figure squeezes itself out. This must be Ghanadar. He is a huge humanoid with long flowing gray hair and milk white skin, wearing a light blue jerkin bearing arcane symbols, with a longsword-sized dagger at his waist. Once he straightens up, his head towers above you, and reaches just above the roof of the church. His gray eyes bore into you as he speaks in a smooth commanding basso.

"Who are you and what business do you have within my domain?"

Ghanadar addresses the characters. He expects the truth and is using *detect thoughts* to monitor their responses. As long as the characters are truthful, they will come to no immediate harm. Read the following passage:

"Interesting. I have nothing to hide. This settlement has been placed into my care, as have its citizens. Everyone here has a role to play, a job to perform. The people of Midwood prosper as I prosper. Those who seek to undo the balance are punished," he points a tree-limb-sized finger at the stocks, "Am I not just?"

The townsfolk, who have gathered to watch this spectacle, murmur in the affirmative.

"Well, there it is," Ghanadar, continues, smiling slightly revealing frosty white teeth. "Yet, you have your doubts, I am sure. You may, of course, talk to anyone in Midwood. Take your

time; you have much of it, for I mustn't let you leave. I will decide what tasks you are to perform in a few days. Until then, cause no trouble, and no harm will come to you."

Ghanadar gives Talvan a sack and asks him to collect all the silver the characters possess. Ghanadar places those who lie or were caught in the fog into the stocks built next to the church until the next morning. He then questions those characters again. Until he gets a satisfactory answer or Maldwyn intervenes (see below), they stay in the stocks.

Continue to Encounter 6.

ENCOUNTER 6: A WELL DESERVED REST

By now the characters are completely exhausted. Talvan takes them to the smaller church and bids them rest. He explains the town inn, the Smiling Salmon, is not set-up to handle visitors, but they may dine there. This rest (a full day) is a good opportunity for characters, wounded from previous encounters, to regain their strength.

During the rest, Maldwyn, son of Talvan approaches any characters in the stocks (for full statistics on Maldwyn and his chums, see Appendix 1).

From around a corner of the larger church pokes the head of a young man. His eyes dart back and forth beneath his unkempt black hair. He bolts from the corner and runs to you. He bends down – his face much too close to yours. A foul stench surrounds him.

"I am Maldwyn ap Talvan, son of the arglwyth. I've come to help you, but first, you must help me. Yes, that's how it works. Your problem is you are shackled, I too am shackled, shackled by the tyrant Ghanadar," he spits upon the ground, "You must promise me you will convince your companions to free me of this tyrant, free Midwood of his oppression. My lads have retrieved your equipment." He turns his head and points to three unsavory louts who approach stealthily holding a large sack. "What will it be, friend?"

If the character agrees, Maldwyn opens the stock, deftly picking the lock. The character is free to go, but is placed back into the stocks if seen by Ghanadar.

Maldwyn visits the characters in the church during the late evening. If a watch is posted, any character attempting to stay awake must make a Fortitude save (DC 20). If someone is awake, allow a Listen check (DC 20) to hear Maldwyn sneaking into the sanctuary. His cronies wait on the sidelines in case of trouble. Maldwyn wakes a random character and speaks.

You open your heavy eyelids and focus on the voice that has awakened you from blessed slumber. A young man, surrounded by a surprisingly pungent odor, parts his stringy black hair to stare down at you.

"I am Maldwyn ap Talvan, son of the arglwyth. You are trapped here in Midwood. Ghanadar will never let you leave. I can help you, but first you must help me. Yes, that's how it works. Free me from the tyrant Ghanadar," he spits upon the floor, "You must promise me you will convince your companions to free Midwood of his oppression. What will it be, friend?"

If the character says yes, Maldwyn smiles insanely and leaves, softly cackling and muttering to himself. A Listen check (DC 20) allows characters to catch a bit of his this:

"Must pack, make plans, and prepare the tale. Must be good, must be convincing. Must make them hate and jealous. Yes, I WILL be rid of him. Hee!"

If a character (in the stocks or the church) says no, he says the following:

"So, you side with it? You and my idiot father! Traitors, sympathizers! I will be free of Ghanadar one way or another! If you will not help me, I know who can, yes, I do! Family jealousy, hating what they cannot have, the inferior made superior, while the deserving go unrewarded. Oh, I WILL be rid of him!"

Maldwyn then dashes into the darkness. Talog and Wedros, watching from the rafters, sneak attack the character with light crossbows should she try to follow or hinder Maldwyn.

Once away, Maldwyn then uses stolen passwords to Ghanadar's alarm spells to leave Midwood and visit with his clan who live nearby. The journey will take him and his cronies a full day.

ENCOUNTER 7: THE INVESTIGATION OF MIDWOOD

The next day, the characters will probably want to investigate Midwood and speak to the townsfolk. News has spread quickly about the "strangers" in town and most townsfolk are willing to talk to characters as long as they are not distracted from their work for too long. In general, the characters receive indifferent to positive comments about Ghanadar. Although some freedom has been lost, their lives are much like they were before the invasion. A Gather Information roll (DC 12) uncovers some tidbits. The various townsfolk disseminate the following information if the characters question them (For instance, the story of the fisherman would most likely be told at the Fishmonger's Guild).

- Approximately 300 townsfolk died during the invasion. The current population is 200 adults and two score of children.
- Ghanadar arrived eight years ago, replacing a cruel and sadistic ogre chieftain named B'gorguul. The beast ate constantly.

- Ghanadar confiscates all silver. No one knows why he collects it or where it ends up.
- Shipments of fish and timber occur at irregular intervals with little advance notice, though Ghanadar never delivers more food than the town can spare.
- Certain goods, such as iron, are delivered to the town.
- Giants come to fetch the fish and timber. A blue-skinned giant, shorter than Ghanadar, speaks with him at length, checking items off a list. Armor-clad red-black giants guard wagons pulled by ogres.
- Ghanadar has told the town that Midwood has not missed quota since his arrival. He always gives credit to the hard work of the townsfolk.
- Two fishermen once accidentally went beyond the Warded Area when their boat drifted downstream. Ghanadar brought them back to town, bloody and battered. When later they told their tale, they said they were set upon by shadowy horrors and then a patrol of orcs. Ghanadar intervened before the orcs killed them.
- Ghanadar leaves the church twice a day: once at noontime, and once in the evening. He is gone for no more than an hour.

Neither Maldwyn nor his cronies may be found anywhere within Midwood. Their workplace (and due to past misdeeds – home) is the city dump/sanitation lagoon located beyond the palisade on Westgate Street.

PLACES OF INTEREST

Here are brief descriptions of notable places the characters may investigate.

Home of Arglwyth Talvan

During the day, this home is empty, as Talvan is out on patrol. The doors are not locked (crime in Midwood is practically non-existent) or trapped. Inside is a roomy but Spartan home. Numerous woodcuts adorn the walls, all of fine craftsmanship. On a table in the kitchen are various blocks of wood and half-finished carvings, including new tokens for Ghanadar's counting board. In a wooden tray is a set of woodworking tools. If these are stolen, Talvan uses locate object to find them. Once found, the character that had the tools spends a night in the stocks, losing 1d3 temporary Dexterity and 1d3 temporary Constitution. Upstairs, the only item of interest is Talvan's diary (see Player Handout #3).

Fishmonger's Guild

The Guild is comprised of three open-front buildings. One of the buildings has fresh and smoked fish on display. Townsfolk pass by and pick up fish and move on. No money passes hands but watchful guild members are keeping track of how much fish is taken and stop townsfolk who take too much. The other two buildings have fishermen busily preparing fish to be smoked and dried. Questioning a guild member may reveal some of

the general Midwood information, the story of the lost fisherman, and the location of Celedwyn ap Tathan.

The Smiling Salmon

Once a bustling inn, full of travelers, is now a town dining hall. The inn serves meals three times a day. No money is required, but Rodric, the innkeeper, is required to record the names of all those who partake in meals at the Smiling Salmon.

If the characters come calling at the Salmon, Rodric is polite and accommodating. He cannot, however, offer them lodging. That portion of the inn had to be converted to more floor space for tables to serve the citizens of Midwood. Outside of mealtimes, Rodric can offer mead and cider. He is also a teller of tall, and often false tales. Make up anything you would like but be cautious about having Rodric spin tales that have Ghanadar being brutal or terrifying. He tells a true tale of Ghanadar performing a show of colored lights and sounds during Brewfest.

PRESSING THE FLESH

Two prominent citizens are discussed below, the town blacksmith, Horace Dunathain, and the head of the Fishmonger's Guild, Celedwyn ap Tathan. Arglwyth Talvan is out on patrol and unavailable for questioning.

Horace Dunathain the Blacksmith

Horace Dunathain is the only dwarf in Midwood. His wife and children were killed during the invasion. A portrait of his family hangs above his forge (his wife and two dwarflings, a son and a daughter). Horace is easily approached during the day while he works at his forge, making nails; fish hooks, sharpening axes, and other mundane metal work. Here are the answers to typical questions:

Q. How do you feel about Ghanadar?

Aach, Ghanadar's rule beats being eaten! That ogre chieftain, B'gorguul, was a right scoundrel. He'd eat anything what ran by.

Q. How do you feel about the war to reclaim Gyruff?

I'd gladly fight, see, if I was on the outside. As it were, I'm in here and life's not too bad. I've seen it worse – much worse. You've put me in a tough position by askin', as I end up sounding bad whatever I say. What other things be on your mind?

Q. Who was B'gorguul?

B'gorguul was in charge here before Ghanadar. I shudder to think what things would be like if that monstrous devil be still around. That evil beast did horrible deeds! Talvan suffered the most at B'gorguul's hands. The creature took up his wife and, no, the act is too terrible to recount!

Q. How do you feel about Maldwyn?

He does his best to make life hard for us all. Sanitation is getting close to where he belongs. I'll have nothing to do with him.

Q. What does Maldwyn do to make your lives hard?

That boy delayed the building of the new sanctuary once too often! Ya see, Ghanadar, being so huge, moved into the old sanctuary. He then struck a bargain with us. He'd help build a new sanctuary if we followed his dictums. If anyone failed him, no stone would be laid. That boy shut down construction for a full month! Spent most of it in the stocks he did. That's when Ghanadar put him to work in sanitation, har!

Q. Where is sanitation?

The lagoon be located in the swamp just northwest of town beyond the palisade. Maldwyn and his cronies have a shack out there. Hergest is the only one who comes to town. That brute is in charge of pickin' up the honey buckets. Wedros, that stinkin' weasel, and Talog stay in the swamp where they belong with Maldwyn. Ghanadar warned 'em if he finds them in town, they'd be punished for all the theft and mischief they've done.

Q. Why doesn't Talvan do something about his son?

Aach, he has tried and tried, but the boy never listens. After Talvan's wife, ahem, died, the boy was all he had. I think Maldwyn's behavior hurt his father so badly; his only choice was to block it out. I wouldn't even bother speakin' to him about it. I think he's told himself his son is dead. Quite sad. Arglwyth Talvan is a great man, and it pains me to see him suffer so.

Q. Maldwyn approached us about ridding the town of Ghanadar, what do you think we should do?

That dastard! I'll make you a counterproposal: you rid the town of Maldwyn and I'll do you a service, for a fee. Yes, I know, coin's no good in this town, but that's why you won't be givin' the gold to me. I had a brother, Rumpole Dunathain, who, when we last corresponded, lived in Hochoch. He too was a blacksmith of some note. We used to work together on items of power. Iffin' you have some fine-crafted weapons or armor that needs enchantin', I will do my part. You deliver the gold to Rumpole, provided he's still alive, and he'll do his part. Me brother will recognize my handiwork. Remember, till Rumpole finishes what I started, all you'll have is what ya had before.

Celedwyn ap Tathan

Celedwyn was, and continues to be, an influential townsman, as he heads the Fishmonger's Guild. He is almost never at the actual guild (located on Fishgate Street) but at his stately home at the end of High Street. Although he will see the characters, he is a busy man, for he must direct and oversee all fishing operations within Midwood.

Q. How do you feel about Ghanadar?

Ghanadar has been firm but fair. We are recompensed for our work by his protection. I feel fortunate as he has left me in charge of the fisherman and places a significant level of trust in my abilities. I shan't let him down.

Q. Who was B'gorguul?

That cretin was very bad for business. He would consume entire catches at one sitting! The Fishmonger's Guild is glad to be rid of him. As I understand it, he left in some disgrace.

Q. How do you feel about the war to reclaim Gyruuff?

I am happy to hear of your struggle, but such things are beyond my abilities as a simple merchant.

Q. What happens to all the fish you catch?

A portion of our harvest is set aside for the town. Ghanadar apportions the fish through some formula I've yet to figure out. The rest of the fish are dried and sent elsewhere. A group of giants arrive, led by a cloud giant, I believe, with ogres pulling wagons.

Q. May we purchase some fish?

I've no use for coin anymore, as the town now works exclusively on barter or goods are exchanged by direct order from Ghanadar.

Q. How do you feel about Maldwyn?

Maldwyn is the arglwyth's son. He has suffered much under Ghanadar's rule and as punishment I believe he was sentenced to a sanitation position. He and that net robbing friend of his, Wedros.

Q. Do you know where sanitation is?

Excuse me?

If the characters learn of the location of Sanitation and want to go there, continue with Encounter 8.

If the characters decide to search Ghanadar's lodgings, continue with Encounter 9.

Otherwise, continue with Encounter 10.

ENCOUNTER 8: JOURNEY TO THE BLACK LAGOON

The characters, if they spoke to Horace Dunathain, learn Maldwyn and his cronies have been banished to the swamp which lies just northwest of town outside the palisade and may be reached by a well-maintained path. Here Maldwyn, Talog, Wedros, and Hergest maintain the back-end of the sanitation system, the sewage lagoon and compost pile.

The system has been in place for some time, but has been improved by Ghanadar. The townsfolk collect waste

in chamber pots and buckets that are retrieved by Hergest who drops off empty receptacles retrieved the previous day. The contents are then either emptied into the lagoon or placed atop the compost pile. The receptacles are then cleaned.

Ghanadar's improvement was to place an otyugh he had found and charmed into the lagoon to facilitate the removal and extraction of waste. The charm has since faded, but the otyugh is quite content in its new home and Hergest has made it into his pet, of sorts, even finding ways to communicate with the beast. The otyugh, whom Hergest calls Niff, has come to recognize Hergest as the provider of food and is quite protective of the young man. Wedros, ever cruel to all living things, found this out the hard way when he tried to push Hergest into the lagoon. Niff rose up from the muck and with a tentacle, smacked Wedros, nearly killing him.

See Appendix 3 for a map of the lagoon, including starting positions for Talog, Wedros, and Hergest. The otyugh is in the lagoon, just within reach of Hergest. If time is short, only the otyugh is present. Do not read past the first paragraph of the following boxed text. Provided no character comes within reach of Niff, they may move about freely and search the shack.

Read the following to any characters visiting the lagoon:

Traveling down the path, a stench already is discernable in the air. Rounding a bend in the path, you come to a clearing. The stench is quite strong and unmistakable. You have arrived at the lagoon. The black pool sits in the middle of the clearing, its surface broken by an occasional series of bubbles. Off to one side is an enormous pile of rotting garbage, surrounded by a swarm of flies. A tumbledown shack squats at the periphery of the clearing, far opposite the compost pile.

Note: Optional – If the players have extra time during the slot, continue reading. Otherwise, no one is at the lagoon. Continue with Searching the Area, below.

A brutish young man is moving pots from a pull cart to the lagoon, dumping the pots of muck into the lagoon. He looks up briefly from his work then continues with his chore. Another young man in filthy clothing is moving the empty pots to a great barrel tub where a third, and less filthy young man deftly cleans the pots and places them in a rack to dry, whistling an idle tune while he works. He looks up and turns toward you.

"I see we have visitors! Must be special ones. Nobody comes visits us here in the swamp, not even Ghanadar!"

The other two laugh too loudly.

"What do you want?"

When the characters come to the lagoon, Maldwyn is already away on his mission to recruit the fog giants. Talog will speak to the characters, attempting to distract them while Wedros moves around to flank. Allow any character that is paying attention to the positions of the cronies a Spot check versus Wedros' Hide check (Hide +10). A DC 30 Spot check allows the character to see an odd thing sticking up from the center of the lagoon –

three eyeballs in a row on a slimy rope. Talog will cover for Maldwyn's absence by saying he is ill (and in the shack) and does not want any visitors (Bluff +4). If they tell Talog they are here to help Maldwyn, he will tell them to wait in Midwood, for they will know when the time is right. If a character asks if Talog is armed, have them make a Spot check (DC 15) to notice a loaded crossbow hidden at his feet. If the characters say they want to help, Talog will tell them to wait in town and that Maldwyn will let them know when the time is right to strike. If a character has previously told Maldwyn they will not help, Talog threatens the characters or they continue to harass the boys, read the following:

"You'd best get out of here before Hergest here gets angry and he's always angry," a growl issues forth from Hergest, "Go back to Ghanadar! Your fates are tied to his now."

If the characters do not leave immediately, Talog and Wedros sneak attack an unarmored character. Hergest will draw his heavy mace from the cart and ready an action to attack any character who comes his way. The first character to attack Hergest faces the wrath of Niff, who has been watching all of this unusual activity. Read the following:

As [insert character name here] closes with Hergest, the surface of the lagoon erupts. A sound, a belching, squelching roar, issues from the center of the frothing lagoon, and a ropey muck-encrusted tentacle lashes out!

"Har! Now you gone and done it! Niff's mad too!" Hergest makes an awful sound toward the lagoon and you swear he's just told whatever it is to "Come and get it!"

APL 4 (EL 7)

➤ **Hergest:** male human, Ftr4; hp 35; see Appendix I.

➤ **Talog:** male human, Rog3; hp 17; see Appendix I.

➤ **Wedros:** male human Rog3; hp 17; see Appendix I.

➤ **Niff the otyugh:** hp 33; see *Monster Manual*.

APL 6 (EL 8)

➤ **Hergest:** male human, Ftr4; hp 35; see Appendix I.

➤ **Talog:** male human, Rog3; hp 17; see Appendix I.

➤ **Wedros:** male human Rog3; hp 17; see Appendix I.

➤ **Niff the otyugh (8 HD):** hp 48; see Appendix I.

APL 8 (EL 9)

➤ **Hergest:** male human, Ftr4; hp 35; see Appendix I.

➤ **Talog:** male human, Rog3; hp 17; see Appendix I.

➤ **Wedros:** male human Rog3; hp 17; see Appendix I.

➤ **Niff the otyugh (10 HD):** hp 80; see Appendix I.

Maldwyn's cronies are not particularly brave and will not fight to the death. Provided at least one of their number is subdued, appropriate suggestions from the characters to surrender are headed.

SEARCHING THE AREA

If the characters are victorious or if time is short and no one is at the lagoon, they may search the shack. Maldwyn is not in the shack, nor is any of his gear. A DC 20 Search check allows a character to locate a sliding panel in the floor of the shack. Wedros has trapped this panel. If the panel is slid to the left, all is well. If the panel is slid to the right, a dart shoots forth. The dart is covered in filth and may inflict a character with filth fever.

✦ **Poisoned dart trap:** +5 ranged (1d4) + filth fever (Fort save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.); Search (DC 22), Disable Device (DC 22).

Inside the cache are a set of masterwork thieves' tools in an ogre-hide case, a strangely carved long bone, and a bundle of very large papers. The bone (a cow femur) is a wand of *disrupt undead* Ghanadar had made to help fight off the shadows. Small holes, fifty in all, have been drilled along the length of the femur into the marrow cavity that has been filled with a strange black substance. On the business end of the wand is a squirrel skull with red gems in the eye sockets. When the wand is triggered, the gems will glow and emit a crimson beam. Each time the wand is used; the black fill will shrink, allowing the user a simple way to keep track of the wand's charge.

The papers are pages from Ghanadar's diary stolen by Talog. They are written in a strong neat script in Giant. Portions of the diary pages have been spoiled with muck and are unreadable. See Player Handout #2 for the translated text.

If the characters decide to search Ghanadar's lodgings, continue with Encounter 9.

Otherwise, continue with Encounter 10.

Treasure: APL 4 to 8: Loot (31 gp), wand of *disrupt undead* (57 gp)

ENCOUNTER 9: GHANADAR'S DEMESNE

Note: Optional - If time is short, the players will not be able to enter Ghanadar's house using any means.

The church of Allitur where Ghanadar has taken residence may prove too tempting for some characters. Many wonders lie within, but Ghanadar is not one to leave his personal space unprotected.

Simple questioning of the townsfolk reveals that Ghanadar walks a patrol during the mid-day meal and again in the evening for about an hour. Characters will most likely try to enter the building during the evening, but should they attempt the act during the day, townsfolk will see them and question them as to why they are breaking Ghanadar's law. If the characters persist, townsfolk find Talvan who chastises the characters for attempting to break into Ghanadar's quarters. If time is short and the characters try to enter the church at night,

have townsfolk spot them and question them as above. If this is bypassed, have the chimney full of webs (per the spell) that regenerate quickly if cleared.

The entire church is protected while Ghanadar is out by a *guards and wards* spell. The spell has many possible effects, some of which Ghanadar has utilized. Any single effect of the spell may be targeted with a *dispel magic* against a DC of 21.

You wait for your chance to enter the sanctuary. You have wisely chosen the cover of night, as you suspect the townsfolk would not react kindly to your intrusion.

The main doors to the church are securely locked, perhaps in some arcane manner. No other obvious entrances are visible. As you approach the doors, a mouth forms and speaks: "Ghanadar is unavailable. Do not enter without permission."

A *knock* spell will disable the *arcane lock* on the front doors for 10 minutes. Otherwise, another way in must be found. Have any character trying to find an alternate entrance make a Spot check (DC 20). A successful check locates a squat chimney at the far end of the building from the main doors. The chimney is difficult to see except from certain angles. There is another door, but it is covered by a glamour spell to appear as a wall, as are the stained glass windows (Will save DC 19 to pierce the glamour).

To reach the chimney requires a Climb check (DC 18). A grappling hook and rope reduces this to DC 5, provided the hook can set into the chimney (AC 12 ranged touch attack). Have the character who is preparing the grappling hook make a Use Rope check (DC 12) to make sure the knots are properly made. Once on the roof, characters may make their way down the chimney with a successful Climb check (DC 10). Failure means the character is stuck and may attempt a *Escape Artist* check (DC 20) to continue climbing. Oil, a *grease* spell, or similar solution allows for another *Escape Artist* check with a +2 circumstance bonus. If a slippery substance was used to un-stick a character, or was used from the beginning, a roll of 1 on a Climb or *Escape Artist* check indicates the character has fallen down the chimney, taking 2d6 points of damage.

Once character(s) are down the chimney, read the following:

A thick fog fills all space around you. Objects beyond arm's length are obscured. Even torchlight fails to penetrate these mists.

A *gust of wind* spell will clear the fog for 10 minutes. A *dispel magic* may be targeted at the fog against a DC of 21. This will ONLY dispel the fog. Once the fog is cleared away, read the following:

The space inside the church is enormous, made even more so by the removal of the normal furniture. In place of the pews, altar, and pulpit is a long table with a basket on one end, many enormous cushions and pillows, and a very large chest. A thick rug with designs of clouds covers the floor.

The table is 10 ft. long and 4 ft. tall and is used by Ghanadar as a desk. He sits down behind it on the cushions. On the desk is a counting board carved by Talvan and given to Ghanadar after the completion of the new church. Carved into one side is a dedication that may be seen with a successful Spot check (DC 12). The dedication reads: "To Ghanadar from Arglwyth Talvan and the People of Midwood for the gift of our new Sanctuary".

One of his spellbooks (an enormous book, 4 ft. tall and 3 ft. wide) rests on a lectern. The basket contains a necrophidius programmed to react to anyone searching the table. The chest contains lab equipment, Ghanadar's second spellbook (trapped in the same manner as the one on the table – see below), personal items, any silver confiscated from the characters, an unfinished silver circlet, a *scroll of gaseous form*, a *scroll of stinking cloud*, and his diary (minus several pages).

The diary does not contain anything of great interest but does tell the story of Ghanadar's rulership of the town from his perspective. A quick skim (all the characters would have time for) shows Ghanadar has developed a great respect for and trust of Arglwyth Talvan (he is the only one in town allowed to actually *leave town*).

The silver circlet averages ten inches in diameter and four inches wide. On the inner surface is an inscription in Giant that reads, "I am for you". The outer surface has unfinished scrollwork and ornamentation. The ring radiates faint transmutation magic. A Spellcraft check (DC 20) will allow the character to recognize magic as the residual signature of many *mending* spells. This ring is too large to fit up the chimney without causing serious damage to the ornamentation. If the characters find some plausible way to remove the ring, Ghanadar, upon his return to the church, immediately discovers the ring is missing and hunts down its bearer. The characters are ejected from Midwood and the module is over. Read Conclusion C.

Anyone touching the chest will trigger a *stinking cloud* spell. This is an effect of the *guards and wards* spell and cannot be disabled except with *dispel magic* (DC 21). The noxious vapors will last for 10 minutes. After this time, the chest may be handled for 10 minutes before the cloud returns. The chest is locked (Open Lock check DC 20).

Read the following when a character searches the table:

The long table is mostly bare. Near the middle is a large wooden board carved with a grid. The columns of the grid are labeled with numerals, which descend left to right. The rows are labeled with carvings: a tree, a fish, an ingot, an adult man, an adult woman, a male child, and a female child. Carved wooden tokens sit in the squares. In addition to the finely carved board is a short lectern holding an enormous tome some four feet tall and nearly three feet wide. A set of quills and inkbottles in a stand rest near the lectern. As you look over these things, you think you hear something moving in the basket.

Have the character make a Spot check against the necrophidius's Hide check (+11). Unless the character wins, the necrophidius gains surprise and a partial action against the character (a bite to paralyze). If the character sees the creature the necrophidius performs its *dance of death* as its first action.

APL 4 (EL 3)

☛ **Necrophidius, 3 HD:** hp 20; see Appendix I.

APL 6 (EL 4)

☛ **Necrophidius, 5 HD:** hp 40; see Appendix I.

APL 8 (EL 5)

☛ **Necrophidius, 6 HD:** hp 47; see Appendix I.

Anyone disabled by the necrophidius and unable to be rescued is found by Ghanadar and punished by spending the night in the stocks and suffering a severe beating (enough subdual damage to reduce the character to 1 hp).

Should the construct be defeated, the character(s) are free to examine the table once more. The spellbook is protected by *sepia snake sigil* and *fire trap* both cast at 10th level. The *fire trap* will inflict 1d4+10 points of fire damage to anyone in a 5-foot radius should the book be opened. Should a character then wish to read the spellbook afterwards, they will need to succeed at a DC 16 Reflex save or become trapped by the *sepia snake sigil*. The book contains Ghanadar's 0- through 3rd-level spells.

The characters do not have time to gain anything useful from the book and it will not fit up the chimney. If they somehow manage to find a way to steal the book, Ghanadar stops at nothing to retrieve the item. In addition, halfway through the book, Ghanadar has placed *explosive runes*. If the runes detonate, the spellbook is destroyed. Should either the theft or destruction of the spellbook occur, the characters are ejected from Midwood and the module is over. Read Conclusion C.

Read the following should a character inspect the ceiling:

You look up at the ceiling and notice boards have been placed between the rafters, in effect making shelves. Moving to a better position, you can make out many objects spread about on the shelves.

Should a character climb up to the shelves (Climb check DC 10 provided rope is used, DC 25 without rope) *webs*, per the spell, fill the rafters. These webs will regenerate in 10 minutes should they be burned or torn away. Burning the webs away risks setting the church on fire. Tearing them away to clear the ceiling (not to be confused with a character extricating themselves) causes objects to fall to the floor. Among the objects are the *bottle of obscuring mist* and the *potion of levitate*. Both of these items have a Hardness of 1 and 2 hit points. The fall from the rafters will cause 2d6 hit points of damage. A character rolling a 1 on a Reflex save after extricating themselves from the

web and attempting to move out of the area will fall to the floor taking 2d6 points of damage.

If the characters learn of the location of Sanitation and want to go there, continue with Encounter 8.

Otherwise, continue with Encounter 10.

Treasure: APL 4-8: arcane scroll of *gaseous form* (57 gp), arcane scroll of *stinking cloud* (23 gp), bottle of *obscuring mist* (60 gp), *potion of levitate* (45 gp),

ENCOUNTER 10: CHOICES

Maldwyn has met with Ghanadar's cousins, Shandahar, Forramner, and Mardahain in the evening of the same day the characters have questioned the Midwood townsfolk and spun a tale he hopes to anger them and spur them to action. Unknown to Maldwyn, the ogre chieftain, B'gorguul, has been reassigned to Midwood's sector and are awaiting further orders. The fog giants kept B'gorguul from eating Maldwyn and his cronies until they heard his tale. B'gorguul, wanting revenge upon Ghanadar for his disgrace, goads the giants further to action. Fired up and ready to extract revenge, the giants burst forth from their lodgings, and make for Midwood. B'gorguul follows with his ogre pals. Maldwyn and his cronies bring up the rear. The giants, with the ogres close behind, reach Midwood in the morning. Maldwyn and his cronies watch whatever transpires from a safe distance. If the giants and B'gorguul are defeated, they flee, with Maldwyn swearing vengeance upon the characters.

FAMILY FEUD

Read the following to characters as they prepare to begin their day:

Another morning in Midwood in what could be the start of the rest of your lives. A cock crows outside the church. You begin to get dressed when a great noise of sundering wood shatters the morning tranquility. Rushing to the doors of the church, you see three titans, fog giants all, entering the town, crushing carts, inadvertently leveling buildings, moving to the center of town, towards the larger church.

Before they can reach the church, the doors spring open; Ghanadar rolls out, and springs to his feet. The other giants pause for a moment, then rush forward to attack, greatclubs making paste out of everything they contact. Ghanadar gestures in the air, arcane rumblings pass his lips. A great yellowish green cloud forms around the oncoming giants, burning their skin and eating holes in their hides. The battle is joined!

The characters have three choices: assist the new giants in defeating Ghanadar, help Ghanadar repel his clansmen, or do nothing. If they assist the new giants, they face the full wrath of Ghanadar, clearly a suicidal but potential option. Ghanadar splits his attacks between the three giants and a character. Ghanadar has cast *protection from elements* (acid) on himself and has quaffed a *freedom of movement* potion and is fighting within the *acid fog*. He is eventually forced

to flee in three rounds after one of his cousins lands several well-placed blows (read Conclusion A).

If the characters decide to help Ghanadar, they face a fog giant, who has stumbled out of the *acid fog*, whose condition varies by tier. Allow the characters two rounds to prepare themselves for the battle, after that one of the three giants comes over to engage the party.

Which giant the characters face depends upon the tier (see below). Note that Shandahar has been severely wounded (50% normal hit points) and his greatclub is losing structural integrity. If Shandahar scores a critical hit, the greatclub shatters, dealing only normal damage. Forramner is not as badly wounded, but his greatclub is similarly affected. Mardahain did not stray into the cloud and faces the characters at full strength. Talvan arrives and heal characters during battle as well as cast protective and aiding spells.

APL 4 (EL 6)

☛ **Shandahar:** male fog giant; hp 70; see Appendix I.

APL 6 (EL 7)

☛ **Forramner:** male fog giant; hp 105; see Appendix I.

APL 8 (EL 9)

☛ **Mardahain:** male fog giant Ftr1; hp 155; see Appendix I.

MOPPING UP

The characters entering the battle provide Ghanadar with enough resources to continue battling his cousins. Ghanadar finishes off his foe, just after the characters dispose of theirs.

Ghanadar, bloodied and weary, stumbles over to you, a small smile forming on his enormous face. Suddenly he cries out in pain, grasps his back, and collapses. His body crashes to the ground, revealing the evilly grinning and twisted face of an ogre holding a wicked spiked club covered in gore.

"Nice meat...just run away now, B'gorguul needs to finish what dey started. Tell Maldwyn B'gorguul won't eat him, he make me too much fun!"

If the characters choose not attack B'gorguul, he performs a coup de grace on Ghanadar and kills him (read Conclusion A). Otherwise, they fight for Ghanadar's life! As before, Talvan offers what aid he can, short of physical combat.

APL 4 (EL 6)

☛ **B'gorguul:** male ogre chieftain, Bbn3; hp 66; see Appendix I.

☛ **Ogre:** hp 48; see *Monster Manual*.

APL 6 (EL 8)

➤ **B'gorguul:** male ogre chieftain, Bbn5; hp 86; see Appendix I.

➤ **Ogres (3):** hp 48 each; see *Monster Manual*.

APL 8 (EL 10)

➤ **B'gorguul:** ogre chieftain, Bbn5; hp 86; see Appendix I.

➤ **Nignub:** ogre lieutenant, Bbn3; hp 62; see Appendix A.

➤ **Ogres (8):** hp 48 each; see *Monster Manual*.

If the battle is going against him B'gorguul makes full use of his flask of acid, *potion of true strike*, and tanglefoot bag to escape.

After the party successfully defeats or drives off the ogres, read Conclusion B.

Treasure:

APL 4: Loot (27 gp), *potion of true strike* (7 gp)

APL 6: Loot (31 gp), *potion of true strike* (7 gp)

APL 8: Loot (43 gp), *potion of true strike* (7 gp)

CONCLUSIONS

CONCLUSION A

Ghanadar leaves the battle, dragging a badly damaged leg. The sole surviving fog giant bellows in triumph. Just as Ghanadar passes into the fog around Midwood, the remaining fog giant howls in pain, clutches his back and collapses. Behind him is an enormous ogre holding a spiked greatclub covered in gore. Behind him are a band of ogre thugs. His smile highlights his uneven tusks.

"B'gorguul's back! Nignub, fetch me my stewpot!"

The town erupts in chaos as they flee an overwhelming force. You barely escape with your lives. The grisly sounds from behind you, strangely amplified in the shifting fog, are etched permanently in your minds. You cannot begin to fathom what to tell Cadofyth Parn.

The party will earn the Censure of Grand Duke Owen whether they see Parn or not as word eventually reaches the Brenin of the horrible turn of events in Midwood. In addition, they will not be able to visit Rumpole Dunathain. Rumpole is nowhere to be found.

CONCLUSION B

B'gorguul's body falls to the ground and all is silent. Then a yelp of delight is joined by another and another. The townsfolk crowd around you, patting you on the back, singing your praises, and claiming you to be the Saviors of Midwood.

Horace approaches the ogre chieftain's body with an axe in hand and lops off his head. He lifts the bulk onto the remains of a palisade pole and is joined by other townsfolk in raising it up.

"That's fer eatin' me kin! Phah!"

Arglwyth Talvan ministers to Ghanadar, bringing the giant back to consciousness. He sits up and assess the situation with is calculating gray eyes. He looks at you and smiles.

"You have done me a great honor and shown me much this day and I will not forget. I release you from the town. Go back to your Duke and tell him what has transpired. Before you go, I would like to give you some tokens of gratitude."

The great giant rises slowly to his feet, wincing with pain and clearly favoring one leg. He enters the larger church for a moment and then emerges with a chest. [If the characters have already robbed Ghanadar of these objects read the following instead: *Ghanadar opens the chest and rummages around. A deep frown develops on his face. "Those scoundrels!" He looks up at you, "I'm afraid during the attack, Maldwyn and his cohorts must have broken into the church again and stolen what I was planning on giving to you as a reward."*] From inside he retrieves several scrolls, written on enormous sheets of parchment, a bottle, and a clay jar.

"These are some arcane scrolls I penned some time ago and this," he holds up the bottle between his thumb and forefinger, "is a failed experiment you might find useful. Pull the stopper and speak my name and an obscuring mist will spring forth. This device is usable but once per day."

"You may rest here for a while before you leave. I will give you some knowledge which will allow you to bypass any patrols on your way back to Hochoch."

"Should you come again to Midwood, you will be welcome. But hear this, I will brook no military action against my charge. Tell your Brenin this and make him understand."

The next morning, Arglwyth Talvan greets you warmly, bringing you a breakfast of smoked river flounder, gooseberries, fresh butter and bread. You speak of the battle and the events of the previous days. The conversation turns to the subject of his son. At this, Talvan's face darkens.

"I found a note stuck into the gate of the palisade this morning. It was from my son, if I even truly have a son anymore. Amidst the terrible invectives he reserved especially for me, he also swore vengeance upon you all for foiling his plans and stealing his life, whatever that means. You all have done more service to this town than you know. We will be safe with Ghanadar, perhaps even more so now."

As arglwyth, I could have offered you much. As a penitent of Allitur, I offer you my favor." He hands each of you a handsomely carved wooden token bearing his family crest and the symbol of Allitur. *"Should you be in the need of aid, seek me out and present this token, and I will help you as much as I am able. I will escort you through the Warded Area when you are ready."*

The journey back to Hochoch is uneventful. You present your information to Cadofyth Parn. The tale surprises even him.

"The Brenin will know of your deeds. Perhaps, someday, another visit to Midwood would be in order."

The characters have earned the Favor of Ghanadar, Favor of Arglwyth Talvan, Maldwyn's Vengeance, an arcane scroll of gaseous form, an arcane scroll of stinking cloud, and a bottle of obscuring mist. In addition, they may visit Rumpole Dunathain. Rumpole bears a striking resemblance to Horace, save for his lumpy, red, enormous nose. Upon appropriate payment, Rumpole gladly finishes the

enchantment. He is overjoyed (for a dwarf) to have solid proof his brother is still alive.

CONCLUSION C

Several weeks pass since your mission to Midwood. While enjoying a drink at the Boar's Head Tavern, armed guards, wearing the Grand Duke's livery enter the tavern and drag you forth. You are dumped unceremoniously before an obviously enraged Cadofyth Parn. Your compatriots on the mission are likewise here. Cadofyth Parn speaks:

"We have learned the town of Midwood is no longer in the control of Ghanadar. We learned this from one of the townsfolk, who apparently managed to escape a gruesome battle between Ghanadar and three other giants. Though Ghanadar was victorious, according to this man, an ogre struck him from behind, knocking him down and unconscious. The man said Ghanadar's head now adorns the town palisade. The last thing the man heard was the ogre calling for his stewpot."

"The Brenin is severely displeased with this turn of events. I would make myself scarce if I were you. Get out."

The party has earned the Censure of Grand Duke Owen due to this horrible turn of events in Midwood. In addition, they will not be able to visit Rumpole Dunathain. Rumpole is nowhere to be found.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1

Defeating this encounter will earn the characters experience points. Defeat is a rather broad term in this adventure, and it includes killing the gnolls, bribing them and gaining the paperwork, or having the wisdom to listen to sound advice and bypassing this encounter.

APL 4	75 XP
APL 6	105 XP
APL 8	145 XP

Encounter 2

Defeat the shadow creatures.

APL 4	90 XP
APL 6	210 XP
APL 8	270 XP

Encounter 8

Defeating Maldwyn's cronies.

APL 4	75 XP
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APL 6	105 XP
APL 8	145 XP

Encounter 10

Defeating Ghandadar's Cousin(s)

APL 4	180 XP
APL 6	210 XP
APL 8	270 XP

Defeating B'gorguul and his thugs

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 4	600 XP
APL 6	870 XP
APL 8	1110 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter 8

Defeating Maldwyn's cronies and finding the cache.

APL 4-8: Loot (31 gp), Magic (57 gp)

Encounter 9

Looting Ghanadar's Demesne. If these items are retrieved in this encounter they will not be available in Conclusion B.

APL 4-8: Magic (185 gp)

Encounter 10

Defeating the ogres.

APL 4: Loot (27 gp), Magic (7 gp)

APL 6: Loot (31 gp), Magic (7 gp)

APL 8: Loot (43 gp), Magic (7 gp)

Conclusion B.

APL 4-8: Magic (185 gp)

Total Possible Treasure

APL 4: 271 gp

APL 6: 275 gp

APL 8: 287 gp

OTHER CERTIFICATES

Conclusion A & C

Characters may be issued the Censure of Grand Duke Own (see individual certificate).

Conclusion B

During Conclusion B the characters may gain the Favor of Ghanadar, the Favor of Arglwth Talvan, and the Maldwyn's Vengeance certificate.

APPENDIX I: NPCS

☛ **Arglywth Talvan:** male human Clr9; CR 9; Medium-size Humanoid (human); HD 9d8+18; hp 63; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +7/+2 melee (1d8, masterwork morningstar), +7/+2 ranged (1d8/19-20, light crossbow); SA Spells; AL LG; SV Fort +9, Ref +4, Will +9; Str 10, Dex 13, Con 17, Int 11, Wis 16, Cha 17. Height 5 ft. 8 in.

Skills and Feats: Concentration +9, Craft (woodcarving) +8, Diplomacy +12, Heal +8, Knowledge (religion) +4, Listen +7, Spot +5; Alertness, Brew Potion, Dodge, Extra Turning, Leadership.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds* (x3), *guidance*, *resistance*, *virtue*; 1st—*cure light wounds* (x2), *invisibility to undead*, *magic weapon*, *protection from evil**, *shield of faith*; 2nd—*aid**, *cure moderate wounds* (x3), *shield other*, *sound burst*; 3rd—*cure serious wounds* (x2), *magic circle against evil**, *negative energy protection*, *searing light*; 4th—*cure critical wounds*, *discern lies*, *holy smite**, 5th—*dispel evil**, *healing circle*.

*Domain Spell; Domains: Good, Law.

Possessions: Carved wooden holy symbol of Allitur (35 gp), chain shirt, masterwork morningstar, light crossbow, 20 bolts, prayer book of Allitur (book has been hollowed out and contains a miniature woodcut of his wife and son), small woodworking tools, 3 vials of holy water.

☛ **Ghanadar:** male fog giant Wiz10; CR 18; Huge Giant (Air); HD 14d8+56 + 10d4+40; hp 200; Init +1; Spd 40 ft.; AC 21 (touch 8, flat-footed 21); Atks +20/+15/+10 melee (1d8+7/19-20, medium-size dagger), +22/+17/+12 ranged (2d6+7, rock); Face/Reach 10 ft. x 10 ft./15 ft.; SA Spells, rock throwing; SQ Darkvision 60 ft., rock catching, hide in fog; AL LN; SV Fort +17, Ref +9, Will +14; Str 24, Dex 12, Con 19, Int 16, Wis 14, Cha 12. Height 24 ft.

Skills and Feats: Alchemy +10, Climb +13, Concentration +17, Craft (pottery) +8, Craft (stonemasonry) +8, Hide -7*, Jump +13, Knowledge (arcana) +9, Knowledge (fog) +8, Knowledge (engineering) +8, Listen +7, Spellcraft +16, Spot +9; Feats: Alertness, Brew Potion, Cleave, Craft Wand, Craft Wondrous Item, Extend Spell, Leadership, Power Attack, Scribe Scroll.

Spells Prepared (4/5/5/5/3/2/1; base DC = 13 + spell level): 0—*detect poison*, *disrupt undead*, *ghost sound*, *ray of frost*; 1st lvl—*alarm*, *lesser sonic orb*, *mage armor*, *magic missile*, *obscuring mist*; 2nd lvl—*arcane lock*, *detect thoughts*, *fog cloud*, *mirror image*, *protection from arrows*; 3rd lvl—*fog cloud (extended spell)* (x2), *gaseous form*, *hold person*, *protection from elements*; 4th lvl—*ice storm*, *minor globe of invulnerability*, *solid fog*; 5th lvl—*hold monster*, *mind fog*; 6th lvl—*acid fog*.

Rock Throwing (Ex): A fog giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 140 feet. Giants receive a +1 racial bonus

on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A fog giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fog giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Hide in Fog (Ex): In foggy conditions, fog giants have an unusual ability to blend into the swirling mists. *In light fog, they gain a +4 racial bonus to Hide checks. In dense fog, the Hide bonus rises to +7. (These numbers include the penalty for the giant's size.)

Possessions: Spellbooks (each spellbook is protected by *sepia snake sigil* and *fire trap*), *jerkin of resistance* +1, +2 *bracers of armor*, *freedom of movement* potion, medium-sized dagger.

Notes: Ghanadar speaks Giant, Common, Ogre, and Aurn

☛ **Rarkblak:** male gnoll Rgr3; CR 4; Medium-size Humanoid (gnoll); HD 2d8+4+3d10+6; hp 41; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +8 melee (1d8+6/x3, battleaxe) or +6/+6 melee (1d8+4/x3, battleaxe and 1d4+4/19-20, dagger) or +6 ranged (1d6/x3, shortbow); SA Favored enemy (elves); SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +3, Will +2; Str 19, Dex 14, Con 14, Int 9, Wis 12, Cha 7. Height 7 ft. 5 in.

Skills and Feats: Climb +9, Hide+8, Listen +4, Move Silently +5, Spot +4, Wilderness Lore +6; Ambidexterity (virtual), Combat Reflexes, Dodge, Power Attack, Track, Two-Weapon Fighting (virtual).

Possessions: Battleaxe, dagger, studded leather armor, shortbow, 20 arrows.

Notes: Rarkblak speaks Gnoll and broken Common.

☛ **Rarkblak:** male gnoll Rgr4; CR 5; Medium-size Humanoid (gnoll); HD 2d8+4+4d10+8; hp 48; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +10 melee (1d8+7/x3, battleaxe or +8/+8 melee (1d8+5/x3, battleaxe and 1d4+5/19-20, dagger) or +7 ranged (1d6/x3, shortbow); SA Spells, favored enemy (elves); SQ Darkvision 60 ft.; AL NE; SV Fort +9, Ref +3, Will +2; Str 20, Dex 14, Con 14, Int 9, Wis 12, Cha 7. Height 7 ft. 5 in.

Skills and Feats: Climb +10, Hide+8, Listen +5, Move Silently +5, Spot +5, Wilderness Lore +7; Ambidexterity (virtual), Combat Reflexes, Dodge, Power Attack, Track, Two-Weapon Fighting (virtual).

Spells Prepared (1; base DC = 11 + spell level): 1st—*entangle*.

Possessions: Battleaxe, dagger, studded leather armor, shortbow, 20 arrows.

Notes: Rarkblak speaks Gnoll and broken Common.

➤ **Rarkblak:** male gnoll Rgr6; CR 7; Medium-size Humanoid (gnoll); HD 2d8+4+6d10+12; hp 64; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +12/+7 melee (1d8+7/x3, battleaxe) or +12/+7/+10 (1d8+5/x3, battleaxe and 1d4+5/19-20, dagger) or +9/+4 ranged (1d6/x3, shortbow); SA Spells, favored enemy (elves +2, orcs +1); SQ Darkvision 60 ft.; AL NE; SV Fort +10, Ref +4, Will +3; Str 20, Dex 14, Con 14, Int 9, Wis 12, Cha 7. Height 7 ft. 5 in.

Skills and Feats: Climb +10, Hide +8, Listen +7, Move Silently +7, Spot +7, Wilderness Lore +7; Ambidexterity (virtual), Combat Reflexes, Dodge, Mobility, Power Attack, Track, Two-Weapon Fighting (virtual).

Spells Prepared (2; base DC = 11 + spell level): 1st—*entangle*, *pass without trace*. *Possessions:* Battleaxe, dagger, studded leather armor, shortbow, 20 arrows.

Notes: Rarkblak speaks Gnoll and broken Common.

➤ **Shadow Rabbit:** CR 1; Tiny Magical Beast; HD ½d8; hp 2; Init +3; Spd 30 ft.; AC 15 (touch 15, flat-footed 12); Atk +5 melee (1d3-4, bite); Face/Reach: 2½ ft. by ½ ft./0 ft.; SQ Cold resistance 5, low-light vision, darkvision 60 ft., mirror image, scent, shadow blend; AL CE; SV Fort +2 Ref +5 Will +0; Str 2, Dex 16, Con 10, Int 2, Wis 10, Cha 6.

Skills and Feats: Balance +10, Hide +24, Jump +12, Move Silently +10; Weapon Finesse (bite).

Mirror Image (Su): Once per day, a shadow rabbit can create 1d4+1 duplicate images of itself per the spell *mirror image*.

Shadow Blend (Su): In any conditions other than daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

➤ **Shadow Squirrel:** CR 1; Tiny Magical Beast; HD ½d8; hp 2; Init +2; Spd 30 ft.; AC 15 (touch 15, flat-footed 12); Atk +3 melee (1d3-4, bite); Face/Reach: 2½ ft. by ½ ft./0 ft.; SQ Cold resistance 5, low-light vision, damage reduction 5/+1, darkvision 60 ft., scent, shadow blend; AL Always CE; SV Fort +2 Ref +4 Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +24, Move Silently +10; Weapon Finesse (bite).

Shadow Blend (Su): In any conditions other than daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

➤ **Shandahar:** male fog giant; CR 6; Huge Giant (Air); HD 14d8+70; hp 140 (current 70); Init +0; Spd 40 ft.; AC 19 (touch 8, flat-footed 19); Atks +17/+12 melee (2d4+9, acid-damaged greatclub) or +9/+4 ranged (2d6+9, rock); Face/Reach 10 ft. x 10 ft./15 ft.; SA Rock throwing; SQ Darkvision 60 ft., rock catching, hide in fog; AL NE; SV Fort +14, Ref +4, Will +6; Str 28, Dex 10, Con 20, Int 13, Wis 14, Cha 10. Height 24 ft.

Skills and Feats: Climb +15, Hide -8*, Jump +15, Listen +4, Spot +9; Alertness, Cleave, Power Attack.

Rock Throwing (Ex): A fog giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 140 feet. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A fog giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fog giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Hide in Fog (Ex): In foggy conditions, fog giants have an unusual ability to blend into the swirling mists. *In light fog, they gain a +4 racial bonus to Hide checks. In dense fog, the Hide bonus rises to +7. (These numbers include the penalty for the giant's size.)

Notes: The acid-damaged greatclub is Hardness 5 and has 30 hit points remaining. A critical hit scored by the giant on an opponent will shatter the greatclub.

➤ **Forramner male fog giant:** CR 7; Huge Giant (Air); HD 14d8+70; hp 140 (currently 105); Init +0; Spd 40 ft.; AC 19 (touch 8, flat-footed 19); Atks +17/+12 melee (2d4+9, acid-damaged greatclub) or +9/+4 ranged (2d6+9, rock); Face/Reach 10 ft. x 10 ft./15 ft.; SA Rock throwing; SQ Darkvision 60 ft., rock catching, hide in fog; AL NE; SV Fort +14, Ref +4, Will +6; Str 28, Dex 10, Con 20, Int 13, Wis 14, Cha 10. Height 24 ft.

Skills and Feats: Climb +15, Hide -8*, Jump +15, Listen +4, Spot +9; Alertness, Cleave, Power Attack.

Rock Throwing (Ex): A fog giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 140 feet. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A fog giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fog giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Hide in Fog (Ex): In foggy conditions, fog giants have an unusual ability to blend into the swirling mists. *In light fog, they gain a +4 racial bonus to Hide checks. In dense fog, the Hide bonus rises to +7. (These numbers include the penalty for the giant's size.)

Notes: The acid-damaged greatclub is Hardness 5 and has 45 hit points remaining. A critical hit scored by the giant on an opponent will shatter the greatclub.

➤ **Mardahain male fog giant Ftr1:** CR 9; Huge Giant (Air); HD 14d8+70+1d10+5; hp 155; Init +1; Spd 40 ft.;

AC 23 (touch 9, flat-footed 22); Atks +18/+13 melee (2d8+13, greatclub) or +11/+6 ranged (2d6+9, rock); Face/Reach 10 ft. x 10 ft./15 ft.; SA Rock throwing; SQ Darkvision 60 ft., rock catching, hide in fog; AL NE; SV Fort +15, Ref +4, Will +6; Str 28, Dex 12, Con 20, Int 13, Wis 14, Cha 10. Height 24 ft.

Skills and Feats: Climb +15, Hide -8*, Jump +15, Listen +6, Spot +10; Alertness, Cleave, Large and in Charge, Power Attack, Sunder.

Rock Throwing (Ex): A fog giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 140 feet. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A fog giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fog giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Hide in Fog (Ex): In foggy conditions, fog giants have an unusual ability to blend into the swirling mists. *In light fog, they gain a +4 racial bonus to Hide checks. In dense fog, the Hide bonus rises to +7. (These numbers include the penalty for the giant's size.)

☛ **B'gorguul:** ogre chieftain, male Bbn3; CR 5; Large Giant; HD 4d8+12 + 3d12+9; hp 66; Init -1; Spd 40 ft.; AC 17 (touch 8, flat-footed 17); Atks +12/+7 melee (2d6+9, huge greatclub) or +4/-1 ranged; Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge; AL CE; SV Fort +10, Ref +1, Will +3; Str 23, Dex 9, Con 17, Int 10, Wis 12, Cha 8; Height 9 ft., 10 in.

Skills and Feats: Climb +5, Intimidate +10, Intuit Direction +5, Listen +7, Spot +7, Swim +6; Power Attack, Sunder, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +4 Con, +2 morale bonus to Will saves, -2 penalty on AC and lasts 8 rounds. Rage modified statistics are as follows: hp 80, AC 14, Atks +14/+9 melee (2d6+11), Will +5.

Possessions: Huge greatclub, large chain shirt, necklace of human finger bones and teeth surrounding a human skull, flask of acid, *potion of true strike*, tanglefoot bag.

Notes: B'gorguul speaks Giant and Common.

☛ **B'gorguul:** male ogre Bbn5; CR 7; Large Giant; HD 4d8+12 + 5d12+15; hp 86; Init +0; Spd 40 ft.; AC 17 (touch 9, flat-footed 17); Atks +14/+10 melee (2d6+9, huge greatclub) or +7/+2 ranged; Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 2/day; SQ Uncanny dodge; AL CE; SV Fort +11, Ref +2, Will +3; Str 23, Dex 10, Con 17, Int 10, Wis 12, Cha 8. Height 9 ft., 10 in.

Skills and Feats: Climb +5, Intimidate +10, Intuit Direction +5, Listen +7, Spot +7, Swim +6; Power Attack, Sunder, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +4 Con, +2 morale bonus on Will saves, -2 penalty on AC and lasts 8 rounds. Rage modified statistics are as follows: hp 104, AC 15, Atks +16/+12 melee (2d6+11), Will +5.

Possessions: Huge greatclub, large chain shirt, necklace of human finger bones and teeth surrounding a human skull, flask of acid, *potion of true strike*, tanglefoot bag.

Notes: B'gorguul speaks Giant and Common.

☛ **Nignub:** ogre lieutenant, male Bbn3; CR 5; Large Giant; HD 4d8+12+3d12+9; hp 62; Init +4; Spd 40 ft.; AC 17 (touch 9, flat-footed 17); Atks +12/+7 melee (2d6+9, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge; AL NE; SV Fort +10, Ref +2, Will +2; Str 22, Dex 10, Con 16, Int 6, Wis 10, Cha 7. Height 9 ft., 10 in.

Skills and Feats: Climb +9, Listen +5, Profession (cook) +1, Spot +5; Death Blow (see *Sword and Fist* page 6), Improved Initiative, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +4 Con, +2 morale bonus on Will saves, -2 penalty on AC and lasts 8 rounds. Rage modified statistics are as follows: hp 76, AC 15, Atks +14/+9 melee (2d6+11), Will +5.

Possession: Huge greatclub, large hide armor, stewpot.

☛ **Maldwyn:** male human Rog5; CR 5; Medium-size Humanoid (human); HD 5d6+10; hp 32; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 15); Atks +4 melee (1d4/19-20 [x2], masterwork dagger), or +6 ranged (1d4/19-20 [x2], masterwork dagger); SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +3, Ref +6, Will +2; Str 10, Dex 14, Con 14, Int 13, Wis 13, Cha 11. Height 5 ft., 6 in.

Skills and Feats: Appraise 2, Balance +7, Bluff +8, Decipher Script +5, Disguise +2, Escape Artist +10, Hide +8, Jump +2, Listen +5, Move Silently +8, Open Lock +5, Pick Pocket +10, Search +5, Spot +5, Tumble +10; Close-Quarters Fighting, Dodge, Mobility.

Possessions: Soiled clothing, masterwork dagger.

Notes: Maldwyn speaks Common and Giant.

☛ **Hergest:** male human Ftr4; CR 4; Medium-size Humanoid (human); HD 4d10+4; hp 35; Init +1; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Atks +8 melee (1d8+5, heavy mace); AL LE; SV Fort +5, Ref +2, Will +3; Str 17, Dex 12, Con 12, Int 12, Wis 10, Cha 10. Height 6 ft., 1 in.

Skills and Feats: Handle Animal +7, Listen +3, Profession (Stablehand) +2, Ride +6, Spot +5, Swim +9; Feats: Alertness, Dirty Fighting, Iron Will, Toughness, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: Soiled clothing, chain shirt, heavy mace.

☛ **Talog:** male human Rog3; CR 3; Medium-size Humanoid (5 ft., 6 in. tall); HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d4+1/19-20 [x2], dagger) or +5 ranged (1d8/

19-20 [x2], light crossbow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL CN; SV Fort +2, Ref +6, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10. Height 6 ft., 1 in.

Skills and Feats: Balance +7, Bluff +4, Climb +6, Decipher Script +4, Disable Device +7, Escape Artist +3, Hide +3, Jump +6, Listen +8, Move Silently +8, Open Lock +9, Search +7, Spot +4, Tumble +7, Use Rope +4; Alertness, Improved Initiative, Point Blank Shot.

Possessions: Soiled clothing, leather armor, light crossbow, 10 crossbow bolts, dagger, masterwork thieves' tools.

☛ **Wedros, male human Rog3:** CR 3; Medium-size Humanoid (human); HD 3d6+3; hp 17; Init +4; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atks +4/+4 melee (1d6/1d6/19-20 [x2], short swords), +6 ranged (1d8/19-20 [x2], light crossbow); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +1; Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8. Height 5 ft., 3 in. tall.

Skills and Feats: Climb +6, Craft (Trapmaking) +7, Disable Device +7, Escape Artist +10, Hide +10, Listen +6, Move Silently +10, Pick Pocket +10, Search +5, Spot +6, Tumble +6; Ambidexterity, Two-Weapon Fighting, Weapon Finesse (short sword).

Possessions: Soiled clothing, leather armor, 2 short swords, light crossbow, 10 crossbow bolts.

☛ **Niff the Otyugh, advanced 8 HD:** CR 4; Large Aberration; HD 8d8+8; hp 48; Init +0; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atks +6 melee (1d6+1/1d6+1, tentacle rakes), +1 melee (1d4+1, bite); Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with tentacle); SA Improved grab, constrict 1d6, disease; SQ Scent; AL N; SV Fort +3, Ref +2, Will +7; Str 12, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +6*, Listen +8, Spot +10; Alertness.

Improved Grab (Ex): To use this ability, the otyugh must hit a Medium-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever [bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.]

Scent (Ex): See *Monster Manual* page 10.

*An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

☛ **Niff the Otyugh, advanced 10 HD:** CR 4; Huge Aberration; HD 10d8+30; hp 80; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (touch 8, flat-footed 19); Atks +9 melee (1d8+4/1d8+4, tentacle rakes), +4 melee (1d6+2, bite); Face/Reach: 10 ft. by 10 ft./15 ft. (25 ft. with tentacle); SA Improved grab, constrict 1d6, disease; SQ Scent; AL N; SV Fort +6, Ref +2, Will +8; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +8*, Listen +10, Spot +10; Alertness, Improved Initiative.

Improved Grab (Ex): To use this ability, the otyugh must hit a Large-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): An otyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

Disease (Ex): Filth fever [bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.]

SQ: *Scent*—See *Monster Manual* page 10. *An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

☛ **Necrophidius, advanced 3 HD:** CR 2; Medium-size construct; HD 3d10; hp 20; Init +3; Spd 30 ft., climb 10 ft.; AC 18 (touch 13, flat-footed 15); Atks +2 melee (1d6+1, bite); SA Paralysis, dance of death, sneak attack; SQ Construct traits, darkvision 60 ft.; AL N; SV Fort +0, Ref +3, Will +0; Str 13, Dex 16, Con –, Int –, Wis 11, Cha 11.

Skills: Climb +9, Hide +11, Move Silently +11.

Paralysis (Su): A creature bitten by a necrophidius must succeed at a Will saving throw (DC 11) or be paralyzed and unconscious for 10 minutes.

Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will saving throw (DC 11) are dazed for as long as the creature continues its dance. Creatures that make their saving throw may avert their eyes from the necrophidius as if they were avoiding a gaze attack (50% chance per round of not having to make a saving throw, 20% miss chance for attacks against the necrophidius). The necrophidius can move up to its normal speed as a move equivalent action even if performing its dance of death. This is a mind-influencing effect.

Construct Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effect requiring a Fortitude save unless the effect also works on objects.

☛ **Necrophidius, advanced 5 HD:** CR 2; Medium Construct; HD 5d10; hp 40; Init +3; Spd 30 ft., climb 10 ft.; AC 18 (touch 13, flat-footed 15); Atks +2 melee (1d6+1, bite); SA Paralysis, dance of death, sneak attack; SQ Construct traits, darkvision 60 ft.; AL N; SV Fort +0, Ref +3, Will +0; Str 13, Dex 16, Con –, Int –, Wis 11, Cha 11.

Skills: Climb +9, Hide +11, Move Silently +11.

Paralysis (Su): A creature bitten by a necrophidius must succeed at a Will saving throw (DC 12) or be paralyzed and unconscious for 10 minutes.

Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will

saving throw (DC 12) are dazed for as long as the creature continues its dance. Creatures that make their saving throw may avert their eyes from the necrophidius as if they were avoiding a gaze attack (50% chance per round of not having to make a saving throw, 20% miss chance for attacks against the necrophidius). The necrophidius can move up to its normal speed as a move equivalent action even if performing its dance of death. This is a mind-influencing effect.

Construct Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effect requiring a Fortitude save unless the effect also works on objects.

Necrophidius: CR 2; Large Construct; HD 6d10; hp 20; Init +2; Spd 30 ft., climb 10 ft.; AC 18 (touch 11, flat-footed 18); Atks +8 melee (1d8+5, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Paralysis, dance of death, sneak attack; SQ Construct traits, darkvision 60 ft.; AL N; SV Fort +0, Ref +2, Will +0.

Str 21, Dex 14, Con –, Int –, Wis 11, Cha 11.

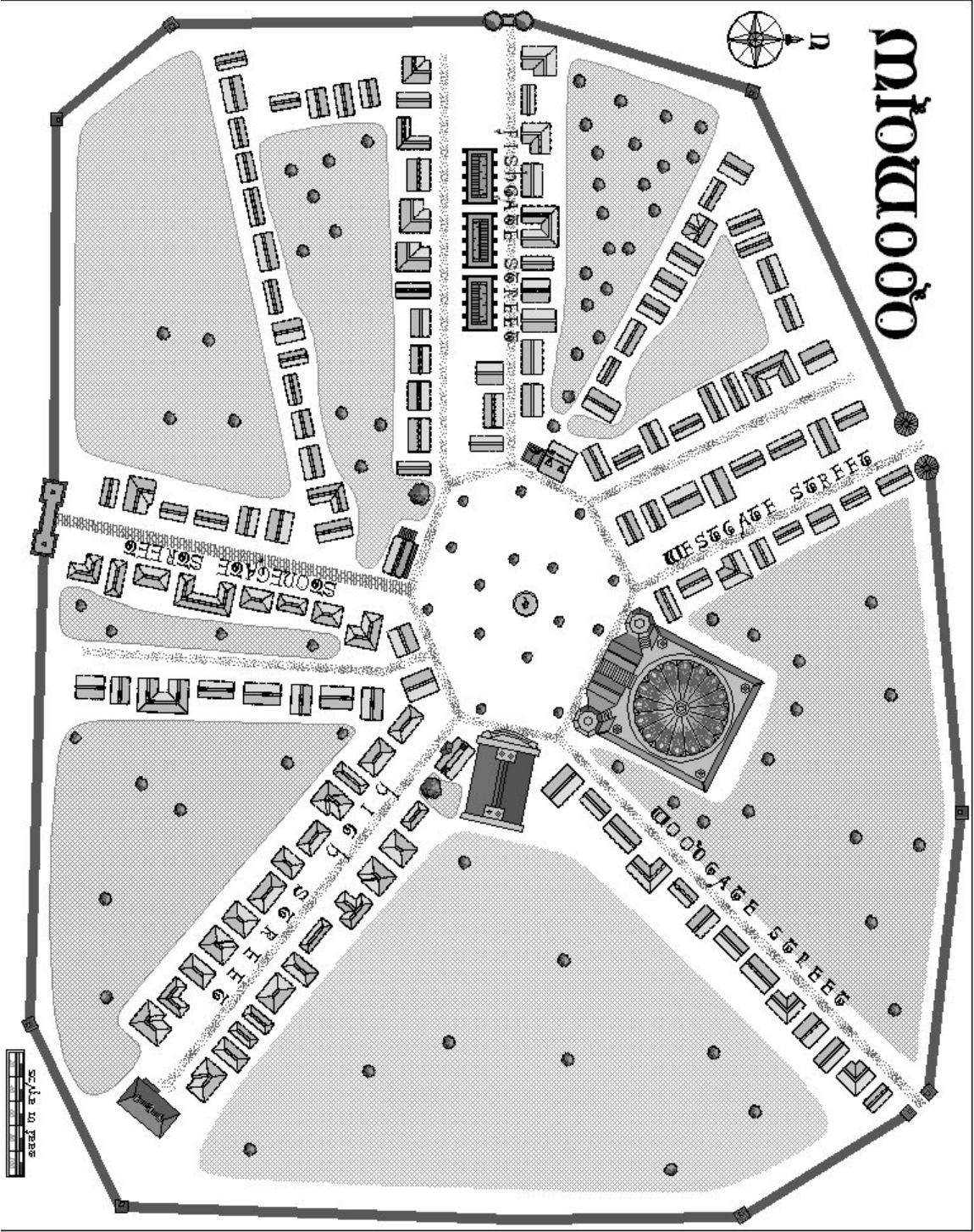
Skills: Climb +9, Hide +10, Move Silently +10.

Paralysis (Su): A creature bitten by a necrophidius must succeed at a Will saving throw (DC 13) or be paralyzed and unconscious for 10 minutes.

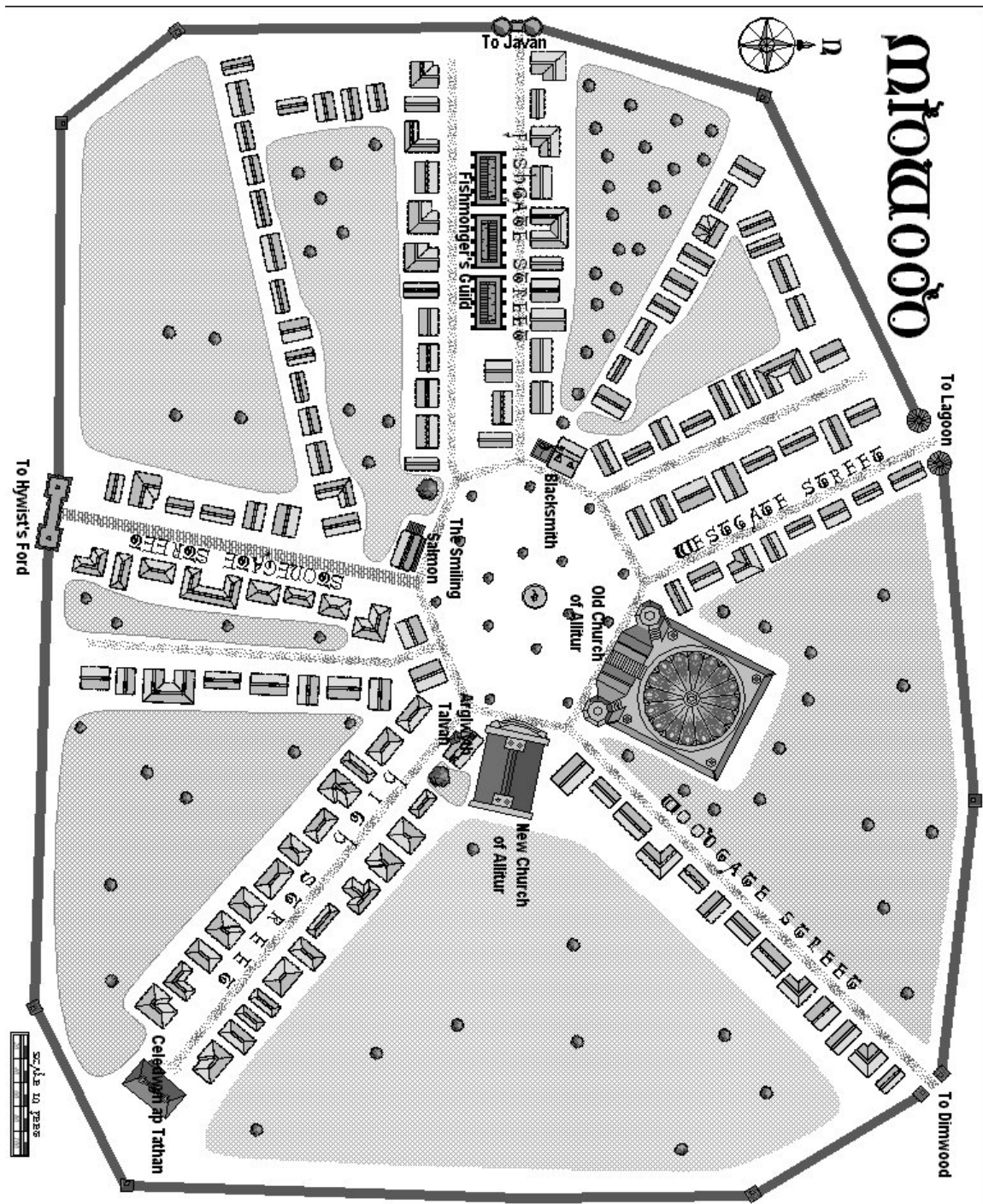
Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will saving throw (DC 13) are dazed for as long as the creature continues its dance. Creatures that make their saving throw may avert their eyes from the necrophidius as if they were avoiding a gaze attack (50% chance per round of not having to make a saving throw, 20% miss chance for attacks against the necrophidius). The necrophidius can move up to its normal speed as a move equivalent action even if performing its dance of death. This is a mind-influencing effect.

Construct Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effect requiring a Fortitude save unless the effect also works on objects.

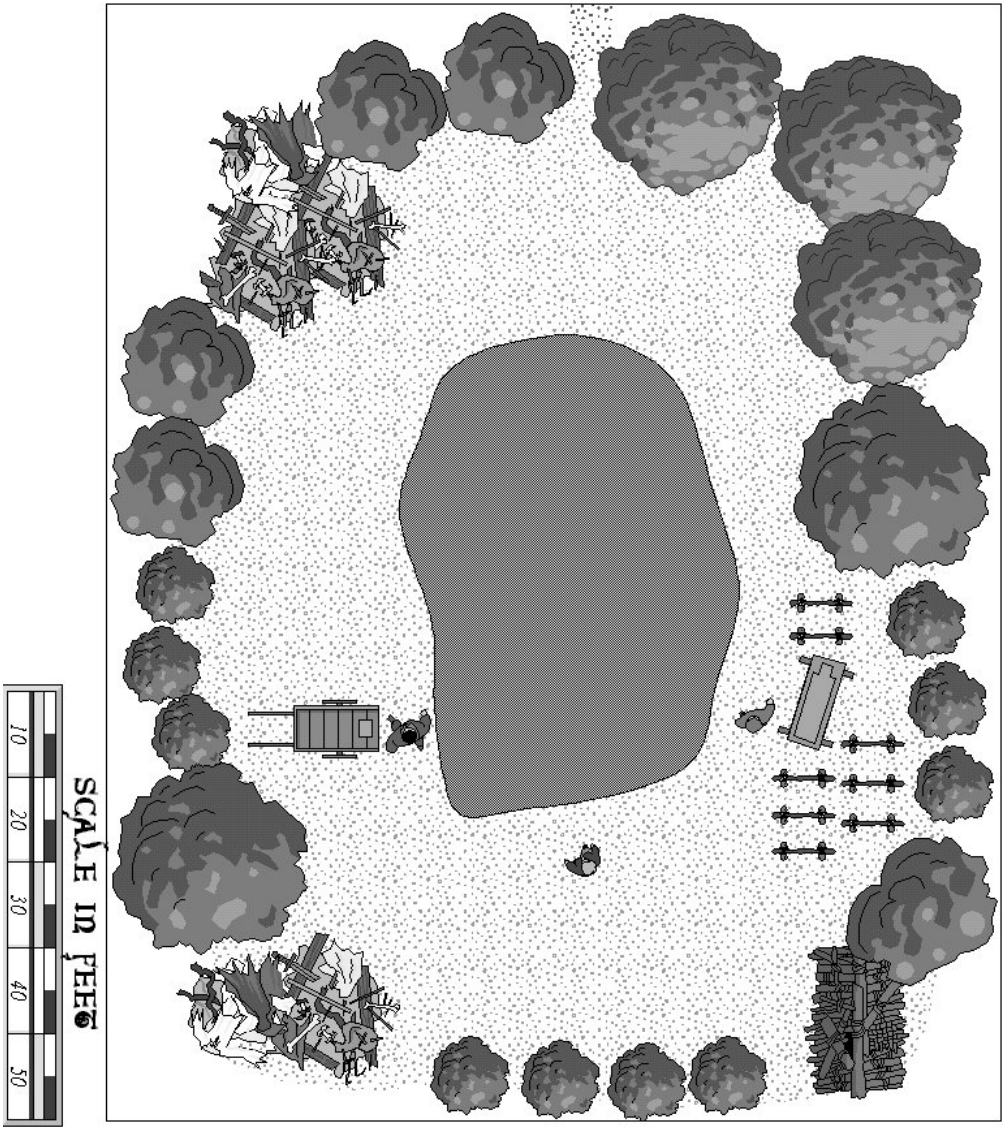
APPENDIX 2: PLAYERS' MAP OF MIDWOOD



APPENDIX 2: DM'S MAP OF MIDWOOD



APPENDIX 3
MAP OF MIDWOOD LAGOON



APPENDIX 4: NEW RULES

FEATS

Close Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attacks.

Prerequisite: Base attack bonus +3.

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

For example, a dire bear strikes you with a claw attack. If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Close-Quarters Fighting, you are entitled to an attack of opportunity. If you hit and score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 5.

Dirty Fighting [General]

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2,

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 5.

Large and In Charge [General]

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (size Large or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than you are to your opponent, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 61.

MONSTERS

Fog Giant

Huge Giant (Air)

Hit Dice: 14d8+70 (133 hp)

Initiative: +0

AC: 19 (−2 size, +11 natural)

Attacks: Greatclub +17/+12 melee

Damage: Greatclub 2d8+13

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Rock throwing

Special Qualities: Rock catching, hide in fog

Saves: Fort +14, Ref +4, Will +6

Abilities: Str 29, Dex 10, Con 21, Int 13, Wis 14, Cha 10

Skills: Climb +15, Hide −8*, Jump +15, Listen +4, Spot +9

Feats: Alertness, Cleave, Power Attack

Climate/Terrain: Temperate marsh and forest

Organization: Solitary, hunting group (2–5), raiding party (2–5 fog giants plus 1–2 cloud giants), or clan (11–20)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually either neutral good or neutral evil

Advancement: By character class

Fog giants are relatives of the cloud giants, more intelligent and stealthy than they are usually given credit for.

Fog giants stand about 24 feet tall, with tree trunk-sized legs and overdeveloped arms strengthened by constant throwing games and exercises. They have milk-white skin, which aids their natural ability to blend into fog, and silvery white, flowing hair. They grow no facial hair, though they have ample hair on their arms, legs, and chest. They prefer to wear no armor, though occasionally they wear leather armor (+2 armor bonus to AC), and at least one band wears armor made from white dragon hides studded with silver (+4 armor bonus to AC, –2 armor check penalty). They love massive, ornate clubs made from bleached and polished wood or bone.

Fog giants speak Giant and Common.

Combat

Fog giants prefer to attack from cover (favoring heavy fog, naturally), initially relying on rock hurling to scatter their opponents, then charging into melee with clubs flying.

Rock Throwing (Ex): A fog giant can hurl rocks weighing 40–50 pounds (Small objects), up to five range increments of 140 feet. Giants receive a +1 racial bonus on attack rolls when throwing rocks.

Rock Catching (Ex): A fog giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fog giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

In foggy conditions, fog giants have an unusual ability to blend into the swirling mists. *In light fog, they gain a +4 racial bonus to Hide checks. In dense fog, the Hide bonus rises to +7. (These numbers include the penalty for the giant's size.)

Fog Giant Characters

Some fog giant groups include sorcerers or clerics. Good clerics have access to any two of the following domains: Good, Healing, Strength, and Water. Evil clerics have access to any two of the following domains: Death, Evil, and Water.

Fog Giant Society

Fog giant clans live in caves, canyons, or thickets, in the most inaccessible areas of marsh, forest, or coast. They hunt in groups, gravitating toward other giants with similar alignment, though a single clan usually includes individuals of different alignment.

Fog giants are fond of all sorts of cooked meats, favoring hooved creatures such as horses, cows, deer, elk, and centaurs. They also have something of a sweet tooth, enjoying fruits and confections.

Source: *Monster Compendium: Monsters of Faerûn* page 50.

Necrophidius

Medium-Size Construct

Hit Dice: 2d10 (11 hp)

Initiative: +3

Speed: 30 ft., climb 10 ft.

AC: 18 (+3 Dex, +5 natural)

Attacks: Bite +2 melee

Damage: Bite 1d6+1 plus paralysis

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Dance of death, paralysis, sneak attack

Special Qualities: Construct traits

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 13, Dex 16, Con –, Int –, Wis 11, Cha 11

Skills: Climb +9, Hide +11, Move Silently +11

Climate/Terrain: Any land and underground

Organization: Solitary or swarm (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Medium-size), 6 HD (Large)

The necrophidius is a stealthy construct often mistaken for an undead creature. They are created to assassinate a target or guard an object or location.

A necrophidius looks like a Medium-size skeletal snake with a fanged humanoid skull. It normally remains in hiding and absolutely still, unless its orders require it to follow a creature or patrol an area. It slithers silently and can climb reasonably well. It understands Common, and obeys the orders of its creator, but cannot speak.

Combat

The creature's normal method of attack is to hide, stealthily approach, and then sneak attacking an unwary target. If confronted by multiple foes or by a creature aware of its presence, it uses its dance of death to allow it to approach its enemies and bite.

Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will saving throw (DC 11) are dazed for as long as the creature continues its dance. Creatures that make their saving throw may avert their eyes from the necrophidius as if they were avoiding a gaze attack (50% chance per round of not having to make a saving throw, 20% miss chance for attacks against the necrophidius). The necrophidius can move up to its normal speed as a move-equivalent action even if performing its dance of death. This is a mind-influencing effect.

Paralysis (Su): A creature bitten by a necrophidius must succeed at a Will saving throw (DC 11) or be paralyzed and unconscious for 10 minutes.

Sneak Attack (Ex): The necrophidius can sneak attack as a 3rd-level rogue for an additional +2d6 hit points of damage.

Skills: A necrophidius has a +8 racial bonus to Hide and Move Silently checks.

Construction

To construct a necrophidius, the creator needs the Craft Wondrous Item feat and must expend 5,000 gp in materials and 100 XP. The cost includes the need for a skeleton of a Medium-size snake, the skull of a humanoid creature, and all other mundane ingredients. Assembling the body requires a successful Craft (sculpting) check (DC 13). If the creator is a sorcerer or wizard, the construction process requires *geas/quest*, *hold person*, *hypnotism*, and *Mordenkainen's faithful hound*. If a cleric, it requires *animate objects*, *command*, *geas/quest*, and *hold person*. The process takes five days.

Larger of examples of this creature can be created. Each addition Hit Dice increases the cost by 2,500 gp and 50 XP.

Source: LIVING GREYHAWK Journal issue # 4, page 24.

MAGIC ITEMS

Bottle of Obscuring Mist: When the stopper of this bottle is removed, and the proper command word spoken, obscuring mist, as if cast by a 1st-level wizard, spews forth from the bottle. The mist lingers in the place the effect was activated for a minute. The obscuring mist may only be conjured forth once a day.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *obscuring mist*; Market Price: 400 gp; Weight: *.

PLAYER HANDOUT #1

Rhwng yr Coed

Population: Was 5,000; currently presumed 0

Capital: Midwood

Ruler: Arglwyth Talvan, Priest of Allitur

Rhwng yr Coed (*roong ear koyd*, tr. between the woods) is a small cantrev that straddles the Javan River above the Oytwood but below the Dim Forest. It is a low and relatively flat land that is well watered. The forests press close by and form the borders of the cantrev. Most of the population lived in small villages and steadings. The only major settlement was Midwood with 500 residents, which was built around a deep spot in the Javan, where the fishing was excellent. Hywist's Ford is an important river crossing for those who don't wish to cross by ferry at Midwood. The swampy land around the ford discourages permanent settlement.

Fishing was a popular occupation for many in Rhwng yr Coed, but timber was the mainstay of the economy. Many logging camps dotted the border of the Dim Forest and a few in the Oytwood. Such a small number of Gyri would not have an appreciable impact on the woodlands. In addition to logging and fishing, the ferry and the ford were the only means of crossing the Javan north of the Oytwood and south of Hocholve. Both saw heavy traffic, and the cantrev profited from the tolls.

Unlike many of the other glywi (*glew-ee*, tr. lords) who were warriors, the arglwyth of Rhwng yr Coed was a priest. Talvan of Allitur governed the cantrev as well as his temple from Midwood. He disappeared during the giant's invasion, but divinations indicate that he is not dead, and Owen has refused to recognize a new arglwyth until the fate of Talvan is determined.

The cantrev was the route the giants took when they occupied Arweth and Hochoch. Now it is a battlefield, with Marcher sorties and giant reprisals raging back and forth across the land. Vast stretches of it are burned and uninhabitable. Fog hangs thick on the river, especially around Midwood. It is said that it never lifts, and some claim that it is unnatural.

PLAYER HANDOUT #2

PAGES FROM THE JOURNAL OF GHANADAR THE FOG GIANT

[These pages have been ripped from a much larger volume. Some have been soiled with muck and are unreadable. Although no dates are present, the aging of the parchment suggests some of the writing was done some time ago, while other portions are more recent.]

I AM NOT A FAILURE. I KNOW THIS DEEPLY IN MY SOUL. THE STUDIES I HAVE KEPT TO, LEARNING THE MAGIC OF THE CLOUD GIANTS, IS A WORTHWHILE ENDEAVOR NO MATTER HOW MUCH MARDANIAN AND THE OTHERS MAY TAUNT ME. THROWER OF SMALL ROCKS, INDEED! I WILL SHOW THEM SOMEDAY. THEIR PHYSICAL PROWESS WILL COMPARE NAUGHT TO WHAT I WILL BE ABLE TO DO. I WILL GAIN THE RESPECT OF THE LEADERSHIP AND PROSPER. MY MIND MUST BE FOCUSED UPON MY DUTY AND STUDIES, NOT ON THE PRATTING OF MY COUSINS.

I HAVE BEEN ASSIGNED TO THE TOWN OF MIDWOOD. I AM TO MEET CERTAIN QUOTAS OF FISH AND WOOD. THE FORMER GOVERNOR OF MIDWOOD EVIDENTLY MADE QUITE A MESS OF THINGS AND WAS NOT MEETING QUOTA. I AM TO TURN THE SITUATION AROUND AND MAKE THE TOWN PROSPEROUS FOR THE EFFORT. I WAS SURPRISED AT THE WIDE LATITUDE IMPLIED IN MY ORDERS.

WHEN MY COUSINS HEARD THE NEWS OF MY APPOINTMENT BY THE SARKHUT AS GOVERNOR OF MIDWOOD, THEY WERE INTENSELY JEALOUS. THE THREE OF THEM HAVE FALLEN ON HARD TIMES. SHANDANAR RAN DURING A BATTLE AND WAS PUNISHED. FORRAMNER AND MARDANIAN EVIDENTLY GOT INTO A FIGHT WITH A FIRE GIANT COMMANDER AND MANAGED TO KILL HIM. FOR THIS, THEY WERE GIVEN HARD LABOR AND UNPLEASANT DUTIES. I HAVE BEEN TOLD MARDANIAN HAD TO CLEAN OUT THE OGRE STABLE! HARD WORK, DEDICATION, AND ADHERENCE TO MY PRINCIPLES HAD BROUGHT ME A PRESTIGIOUS POSITION. SUPPOSEDLY, THESE SQUATTERS ARE SAVAGES, WITHOUT DISCIPLINE OR HONOR. I SHALL, I EXPECT, HAVE A DIFFICULT TIME.

PLAYER HANDOUT #3

SELECTED ENTRIES FROM THE JOURNAL OF ARGLWYTH TALVAN

[This journal is quite long, containing daily entries spanning a period of 30 years, from before Talvan was married, his marriage, the birth of his son, Maldwyn, and the present. There is a gap in dates just after the invasion of Midwood.]

6 Coldeven 566

I celebrate, with my wife, the birth of our first child, Maldwyn. He is a fine boy. He surprised us by coming early, but Allitur gave us strength to deal with his arrival. My wife is doing quite well and the midwife says she will not be long to recover. I shall set to work immediately on a new woodcut to commemorate this event.

25 Planting 579

My son is willful and arrogant, but that is to be expected of young lads. I am upset by his treatment of others, using his position as my son to justify his acts. I have spoken to him about this before. I must do so again. Perhaps it is those ruffians he associates with: Wedros, Talog, and Hergest. That Wedros is especially troubling. Rodric said he thought he saw the boy trying to stab a dog with a dagger behind his inn. Rodric often exaggerates. I shall watch these boys quite closely.

10 Reaping 583

A plague is coming upon our land. The giants and humanoids have descended from the mountains in great force. We in Midwood prepare as best we can, but our palisade cannot withstand the might of giants. Allitur protect us in our greatest need. Watch over my wife and son.

1 PATCHWALL 583

THE BEAST IS GONE. A GIANT HAS REPLACED IT. THE GIANT'S NAME IS GHANADAR. THE GIANT SAYS HE WILL NOT BE LIKE THE BEAST. HE SAYS HE WILL BE FAIR. HE HAS MOVED INTO THE SANCTUARY. HE SAYS HE WILL BUILD US A NEW ONE PROVIDED WE COOPERATE. MY SON HAS NOT SPOKEN TO ME IN WEEKS. I MISS MY WIFE.

Brewfest 584

The new church is complete! I am amazed at the skill of Ghanadar. Horace has made some fine brass candleholders and sconces for the new church. I feel this is Allitur's work. Ghanadar, during the last year, has turned our town from a ravaged dead place filled with huddled masses to a green and living place where all are safe. Some still complain that we are slaves. But are we not now living the lives we would have lived before? Did we not ship our products to the other cantrevi? Ghanadar has seen we are not exploited. I believe he resists attempts to force us to produce more than we are able. Despite all of this, my son has been a continual problem. He has spent more time in the stocks than I care to remember. Ghanadar is losing patience.

2 Ready'reat 584

I presented Ghanadar with a counting board and tokens in appreciation for his work in building the new sanctuary. He seemed genuinely touched by my gift.

8 Flocktime 585

Maldwyn does not listen! He refuses to do his duties and he steals! I am beginning to think he is not my son. Allitur! Did you bring him upon me as a test? What is the answer? I have tried everything I know. Ghanadar has taken the responsibility from me. My son and his "friends" have been assigned to the lagoon. Only Hergest is allowed within the palisade. Ghanadar gave my son, Talog, and Wedros a final warning. One more infraction and they would be placed outside the Warded Area.

10 Wealson 589

My patrols have uncovered a pestilence upon the land! Shadowy horrors in the form of woodland fauna. Praise Allitur! Ghanadar had the wisdom to place me on patrol in the Warded Area to deal with these abominations. He had Horace make me a morningstar and armor in case I ran into other unfriendly creatures.