

BX12

First of 5 Modules

FOG OF WAR

DESIGNED BY BILL BARSH



The giants are planning war. They are searching for something hidden deep in their past. Something that will unite the races and tribes. Something that has been hidden in history but waiting to be found.

Fog of War is a BX RPG dungeon adventure for four to six characters of 7th to 9th level.



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Fog of War

Contents

GM Introduction.....	4
Player Introduction	5
Islands	7
Temple of Fog	14
New Magic Items	19
New Monsters.....	20-21
Spider Lake Map	22
Temple of Fog Map	23

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Fog of War

GM's Introduction

Fog of War is the first module in the **Return of the Giants** series produced by designed by Pacesetter Games & Simulations. This module is designed for four to six characters of 7th to 9th level and uses the BX RPG system. No particular character class is required though a balanced party is recommended. At least two fighter types would be helpful.

This module is set in the Misty Isles campaign setting produced by Pacesetter Games & Simulations. It is not necessary to use the Misty Isles setting and these modules can easily be adapted for most any campaign setting.

In **Fog of War**, the Player Characters (PCs) will go up against a squad of fog giants and their minions as they search for a secret temple. Within the temple lies a clue to the location of a long-lost giant palace that holds the key to uniting all the giant races. A small, and very secretive, sect of giants (from each evil race) is attempting to unite the giants in order to reclaim their dominance in the world. The giants have sent several squads of giants on missions to find various hidden temples in order to locate the ancient and all-but forgotten House of Narimenar. Narimenar was the last giant king who somehow managed to hold together the giant kingdom with the help of some very powerful and mysterious magic. It is this magic that these contemporary giants seek to control in order to unify the splintered races of giants and then wage war.

Fog of War is the introductory module to this new series of modules. Each module will feature a specific race of giant, though not every race will be included. The final module, **Myth of the Giant King**, includes the revelation of how the various giant races came to be and the magic used to control them.

GM's Background

When the world was much younger, giants ruled the lands. However, at that time there was a single race of the creatures. They ruled for a thousand years without threat. But eventually the kingdom fractured. Factions demanded more control, land, or power. Decay had set in and the rule of the giants was threatened from within. As the kingdom began to fail one of the ruling houses stepped forward and took command.

Somehow, the House of Narimenar gathered support and took control of the entire giant kingdom. For another 300 years the giants ruled, led by House Narimenar. What was not known was that Narimenar himself had made a pact with powerful human arch mage. The mage, Rislavin, used his considerable powers to control the rival factions of giants. However, in order to unite the



giant factions, Rislavin had to infuse each with varying elements of magic. Rislavin used these elements to control the giants and link each faction.

Catastrophe ensued when Rislavin finally perished and his spells failed with unforeseen effect. The giant factions, instead of simply shunning the magic that secretly bound them, became polarized as the elemental effects of the spells were released and consequently consumed them. It was the birth of the giant races that roam the world today.

Immediately, the House of Narimenar failed and the giants became fractured and their kingdom collapsed. Narimenar, now crippled with age, and his kingdom in ruin, ordered the gates to his mountain keep sealed. Several giant clans attempted to enter the gates, but failed. It was then decided that secret temples would be constructed and clues to the location of the House hidden in each. Several loyal giants reasoned that at some time the kingdom could be re-born but the secrets held in the House of Narimenar would be needed.

Now, many centuries later, several giant kings have conspired to unite and again rule the world. They have decided to find the House of Narimenar and discover the secrets of the magic that gave giants power to rule the world.

In this module, the PCs will discover one of the hidden temples at the south end of Island Lake. This section of the lake contains 10 islands and the temple is located on one of them. Unfortunately for the PCs, a group of fog giants is also searching for this temple. The PCs will have to search each island until they discover the hidden temple. During the search, they will certainly come into contact with elements of the fog giant contingent.

The PCs will eventually discover the secret temple, but the leader of the fog giant squad, Rogrim, is ready to enter. Inside the temple, the PCs will discover a clue to the location of the House of Narimenar and the location of the other secret temples.

Player Introduction

“War is coming,” speaks the storm giant flatly. No one in your party responds, not sure what response would be appropriate. The king, sitting on his royal steed, silently stares ahead. He is clearly in deep thought and then with a nod of his head, he turns to your group.

“Well then, it appears we will have need of these adventurers.” The king leans forward in his gilded saddle. He extends a hand and the storm giant bends and deposits a small gold tube in his hand. The giant turns away without



Fog of War

a word and marches out of the forest clearing. Soldiers, that ring the clearing, scramble out of his way and then he is gone.

The king turns and tosses the golden tube to you. “Before you open the tube, I need to give you brief history lesson.” The king looks to his guard captain and with a glance issues an order. Immediately the captain turns and exits the clearing, his soldiers quickly falling into formation and following him away.

“As you know, there are many types of giants. Most are evil though a few are not. There have been wars with some and peace with others. The races of giants are varied and they come in many forms. Some are numerous and others are so rare that only a handful of men know of their existence beyond bedtime fables. But that was not always the case. You see, like men, the giants were once a single race and they ruled the lands. In the ages before man, when even the elves were young, giants dominated the world. But as all empires must, they fell. At some point, the giants, spread across thousands of miles, became fractured and split. It seemed their empire would collapse from within. Then a new king arose and he saved the empire. For another 300 years the king, and then his house, ruled. It was called the reign of the House of Narimenar.

“Then something happened and the House of Narimenar simply disappeared. This is where things are more than a little vague. Was it an uprising, a revolt, assassination, or coup? No one is quite sure. The giant kingdom vanished in single, storm-filled night. In the morning, after the storm had cleared, the giants were no longer a single race. Many races had arisen where before there had only been one. Most believe it was the work of the gods, but another theory has been debated in the inner sanctums of the arch wizards.

A group of scholars believe that the cataclysm that destroyed the rule of the giants and spawned the new races was caused by the House of Narimenar. In this age, giants have little or no control over magic or anything arcane. It is believed that those of the House of Narimenar had such control. How else could they have taken control of the race of giants? But at some point, they lost control and whatever arcane forces they had harnessed became corrupted. This is only a theory, but the fact that many races of giants now exist, lends it great credibility.

As I have stated, the races of giants have been fractured, and for the most part, of minor concern. Now, something has changed. Previously unbeknownst to us, and in all probability, most giants, the House of Narimenar is not really lost, but hidden. Each of the giant races has golden tube, like the one I now hold. Inside the tube is the location of a small, and very secret temple. In each of



these temples lies a key to the location of the actual House of Narimenar. Also, each temple contains a map that locates all the other temples.

Furthermore, I understand that the temples, while inactive, may have denizens just the same. Most are believed to have traps or hidden passages. Your mission is to find the temple that is identified in this golden tube. Obtain the clue to the location of the other temples and then the House of Narimenar. I do not know what you will find at the House, but clearly the races of giants are after something. It can only be assumed that the giants are seeking to unify the races and reawaken their rule of the world.

GM's Description: At this point the players are free to ask questions. The king has no more specific information. The king will not, and does not know, any of the information contained in the GM's Background section. He can direct the PCs to Spider Lake which is a seven day ride, or 14 day walk. Travel to the lake can be uneventful or full of danger based on the campaign setting you are using. The last day of travel requires the PCs to move through an unoccupied section of forest. A random encounter is included for that area but it is not required for play. The PCs will eventually arrive on the shores of the lake.

Spider Lake

Spider Lake is a massive body of water and could be described more as an inland sea, than a simple lake. It is fed by several large rivers and the lake sprawls out from its central body like the legs of a spider, hence its name. While the central area of the lake is very deep, the extended areas are fairly shallow and avoided by the fisherman that operate from the village of Vasdock on the lake's east shore. The lake is completely surrounded by dense woods and a massive swamp (to the south) and these areas are mostly uninhabited by civilized races.

The PCs may elect to travel to Vasdock and hire a fisherman to get them to the islands to the south. The fishermen will refuse to travel to the area noted by the PCs. However, the PCs will be able to rent canoes (25 gp per canoe which hold 2 PCs each). It will take the PCs two days to reach the southern island area by canoe. Alternatively, a fisherman will lease out his boat to take the PCs and their canoes to a drop off point near the southern spur of the lake which will reduce the overall trip to one day (50 gp).

Vasdock is a very simple fishing village and there is nothing of real interest for the PCs. A single road serves the community which also doubles as a minor



merchant trade route. Vasdock has one inn/tavern, the Golden Pike. The people of the village have not seen anything recently that relates to this adventure.

Encounter 1: Blackroot Treants

If the PCs travel directly to the shores of the lake, and bypass Vasdock, they may encounter a pair of evil treants – Blackroot Treants (see new monster section, page 19). These foul creatures will greet the PCs and attempt to gain their trust before attacking.

Blackroot Treant (2) AC 2; HD 9; HP 47, 38; #AT 2; DMG 3d6 claw / 3d6 claw; SA control trees; SD never surprised; MV 60/20; INT 11; AL C; EXP 2,300; Thaco 12

The Islands

This area of the lake is shallow and covered with gravel and sand. The water depth around the islands is generally three feet deep, though it may vary by as much as a foot. It is not difficult for a human to walk from the shoreline to any of the islands. There is a current leading from the island area to the river that moves south through the forest.

From the shoreline, the PCs will not be able to detect the movement of the fog giants or their minions as all are searching the islands for any sign of the secret temple. While this will not help the PCs detect any enemies, it does provide one advantage – they can approach an island without detection.

The islands are covered with a mix of hardwood and pine trees. The beaches are mostly sand but some gravel areas do exist. Vegetation begins to grow and thicken within 10 feet of the water line. The underbrush is very thick near the water and beach, but it typically thins out after 20 feet where the larger trees take over. The trees are not overly thick, but they are very old. Most have grown very tall and it is not uncommon to find the trees at the center of the islands to reach nearly 200' tall. Vegetation beneath the tree canopy is thin and mostly made up of ferns, grass and the occasional raspberry patch. In most areas a clear line of sight is limited to 150'.

There are no structures on any of the islands though the PCs may stumble across the occasional beachfront campfire. The islands are rarely visited by elves of the forest or the more daring humans from Vasdock. When the PCs arrive, the fog giants and their minions will be scattered among several islands as they search for the temple.



Island #1: The Lamia

In order to search the islands quickly, Rogrim, the lead fog giant, has dispatched his minions and assigned them one or more islands to search. This island was searched by a lamia and eight bugbears. They have completed their search but have noticed the PCs approach.

The lamia and the bugbears will conceal themselves near the center of the island near a clearing. The lamia will use her ability to create an illusion in the clearing. The illusion is that of Rogrim the fog giant leaning against a tree and sleeping. The ruse is designed to get the PCs to launch an attack. Then, the bugbears will attempt to surprise the PCs. The lamia will use her suggestion ability on the strongest fighter. If the battle goes poorly, the lamia will retreat (she has a 240 movement rate).

The lamia wears an ivory necklace worth 800 gp. Each bugbear carries 4d10 gp and 2d10 sp.

Lamia (1) AC 3; HD 9; HP 42; #AT 2; DMG 1d4 dagger / 1d4 dagger; SA Touch drains 1 point of wisdom; SD spell-like abilities; MV 240/80; INT 13; AL C; EXP 3,000; Thaco 12

Bugbear (8) AC 5; HD 3; HP 15, 13, 12, 11, 9, 9, 8, 7; #AT 1; DMG 1d6+2 spear (4); SA None; SD None; MV 90/30; INT 8; AL C; EXP 50; Thaco 17

Island #2: Durg

This island is being investigated by four trolls and one fog giant. The fog giant, Durg, is second-in-command, and he is leading the careful search of the island. The entire group moves in a line with 30' spacing between each creature. Durg is in the middle and he is flanked on both sides by two trolls. The group is moving through the woods very carefully and quietly. Durg is not convinced that the islands are deserted and without threat.

If the monsters discover the PCs, they will attack immediately. Durg will join the attack but he will retreat at the first sign of danger. The trolls will continue to fight until slain and they will not follow any commands (by Durg) after combat has started. Durg will retreat to island #5 and alert his commander (Rogrim). This island, like all the others, is littered with stones of all sizes. There are plenty of large stones for throwing if Durg has the option to do so.



Fog of War

The trolls carry no treasure but one wears a silver *ring of protection* +2. Durg wields an enormous two-handed sword. He also carries a 450 gp and six gems worth 150 gp each.

Troll (4) AC 4; HD 6+6; HP 47, 41, 37, 33; #AT 3; DMG 1d4+4 claw / 1d4+4 claw / 2d6 bite; SA None; SD Regeneration; MV 120/40; INT 6; AL C; EXP 950; Thaco 13

Durg, Fog Giant (1) AC 1; HD 14; HP 68; #AT 1; DMG 4d6 sword / 2d10 thrown rock; SA Throw boulders 2d10, create fog cloud; SD None; MV 120/40; INT 12; AL C; EXP 3,250; Thaco 9

Island #3: A Cook Out

Almost immediately upon walking onto this island, the PCs will detect the odor of a campfire. They will not see smoke from the shoreline as the fire burns near the center of the island and the trees and wind are keeping the smoke down. A large group of ogres and an ogre mage are cooking a deer they killed while searching the island. The ogres have already searched the island (a very hasty search).





The ogre mage is not happy about the delay, but he knows that keeping his troops happy is important. He also has a tendency to enjoy eating and this ogre mage is extremely fat. Unlike his troops, the ogre mage is very intelligent. He would not dare start this quick feast without precautions. The ogre mage has a trained raven that patrols the island just inside the tree line. It is probable the raven will report the arrival of the PCs to ogre mage.

If alerted to the PCs approach, the ogre mage will set a trap. Six of the ogres will move away from the campfire and hide in the underbrush. Four ogres will continue with their feast – and they will do a splendid job of acting as if they are completely engrossed in the cooking of the deer. The raven will sit close to them in a tree and will signal when the PCs get close. The ogre mage will use his *invisibility* and seek to attack the PCs from behind just before the PCs launch any sort of attack. His first attack will be to use his *cone of cold*.

Each ogre carries 3d6x10 gp and 1d4 gems worth 25 gp each. The ogre mage carries 65 pp, 130 gp and a diamond necklace worth 1,200 gp. He also carries a +2 *short sword*, but rarely uses it in combat. He prefers to use his enormous battle axe.

Ogre (10) AC 5; HD 4+1; HP 30, 27, 25, 22, 20, 19, 19, 18, 17, 16; #AT 1; DMG 1d10 club or 1d10 spear (4); SA None; SD None; MV 90/30; INT 5; AL C; EXP 125; Thaco 15

Ogre Mage (1) AC 4; HD 5+2; HP 36; #AT 1; DMG 1d12 w/battle axe or 1d6 +8 w/short sword; SA spells; SD spells, regeneration; MV 90/30 fly 150/50; INT 14; AL C; EXP 750; Thaco 14

Island #4: Vacant

This island was the first searched by Rogrim. If the PCs investigate, they will find signs of some large creatures and even obvious tracks in the soft earth. A ranger will determine that at least two giants and several bugbears have recently moved across the island. The tracks lead off the island to the south. Exactly which island they move toward cannot be determined, but either #5 or #6 is most likely.

Island #5: Rogrim and the Temple

This island is the home to the secret temple. Rogrim will discover the cover stone that hides the entrance leading to the temple. The cover stone is set into



Fog of War

the rise of a steep hill at the center of the island. So long as the PCs take reasonable precautions when investigating this island, they will not be detected by Rogrim and his minions as they are excited to find the temple entrance.

If left alone, Rogrim and the bugbears will lift the cover stone and flip it over to reveal the temple entrance. When complete, one of the bugbears sounds a large ram's horn. This alerts the remaining members of Rogrim's group and they immediately move to island. The following list indicates how long it takes each group to reach this location.

Island 1: Lamia, three turns + five rounds

Island 2: Durg and trolls, three turns

Island 3: Ogres, four turns (they will finish their feast)

Island 4: No monsters at start of adventure

Island 5: Rogrim and the Temple

Island 6: Florg and lions, one turn + two rounds

Island 7: No monsters at start of adventure

Island 8: Giladen, captured elf

Rogrim is accompanied by 11 bugbears and their captain. The group will follow Rogrim into the temple. A single bugbear will be left behind to wait for the other members of the group that are approaching from the other islands. That bugbear carries the ram's horn. If attacked, he will attempt to blow the horn twice which will alert all the giants and their minions of an attack.

If the group is attacked before they enter the temple area, the bugbear will blow the horn twice which will bring the other members of Rogrim's patrol at half the time noted above. Rogrim will immediately smash one of his *potions of fog* (at his own feet) [see **New Magic Items**, page 20]. This group will fight to the death and Rogrim will not surrender under any circumstance.

See The Temple of Fog section for details on that area.

Rogrim, Fog Giant (1) AC 1; HD 14; HP 92; #AT 1; DMG 4d6 sword / 2d10 thrown rock; SA Fog cloud; SD None; MV 120/40; INT 12; AL C; EXP 3,250; Thaco 8; Rogrim carries *two potions of fog* and six *javelins of lightning*. He throws the javelins like darts and can throw two per round. He also has 200 gp, 48 pp, and six emeralds worth 100 gp each.



Fog of War

Bugbear Captain (1) AC 5; HD 3+3; HP 24; #AT 1; DMG 1d6 +4 w/ **+2 spear**; SA None; SD None; MV 90/30; INT 9; AL C; EXP 75; Thaco 16 (14 w/ magic spear). The captain wields a **+2 spear**. He also has 42 gp and 10 pp in pouch.

Bugbear (11) AC 5; HD 3+1; hp19, 18, 17, 15, 15, 14, 12, 12, 12, 10, 9; #AT 1; DMG 1d6+2 spear (4); SA None; SD None; MV 90/30; INT 8; AL C; EXP 50; Thaco 17. The bugbear with 17 hps has the ram's horn. Each bugbear carries 3d10 gp and 6d10 sp. The bugbear with 10 HP has a copper **ring of spell wizardry** (2nd level spells) though he has no idea of its true nature. Note, almost all the bugbears wear some sort of valueless jewelry.

Island #6: Florg and his mountain lions

Florg is a very old fog giant, but still active and strong. He is extremely large, even for a fog giant, and somewhat of a recluse. He is a firm believer in the mission and believes that giants are destined to rule the world again. Florg is accompanied by four mountain lions and they are always alert and ready for action. Unless the PCs are extremely cautious when they move onto this island, the lions will detect them immediately. Florg will then move to ambush the PCs. In general, Florg will attack from the front while the lions attack from the rear.

Florg, Fog Giant (1) AC 1; HD 14; HP 71; #AT 1; DMG 4d6 sword / 2d10 thrown rock / 1d8+8 throwspear ; SA None; SD None; MV 90/30; INT 11; AL C; EXP 3,250; Thaco 8; (**Note:** *Florg has lost a step or two and is slower than most fog giants*). He carries a quiver that holds 10 spears which he can throw at a rate of two per round for 1d8+8 damage. Unknown to Florg, one of the spears is a **+2 / +4 vs spellcasters** magic weapon. Florg has a large pouch that holds 110 gp. He wears an silver pendant (not magical, in the shape of a mountain lion) inset with emeralds worth 750 gp.

Mountain Lion (4) AC 6; HD 3+2; HP 21, 19, 15, 14; #AT 3 (5); DMG 1d3 claw / 1d3 claw / 1d6 bite / 1d3 rear claw / 1d3 rear claw; SA Rake if two front claws hit, both rear claws may attack; SD None; MV 150/50; INT 3; AL N; EXP 75; Thaco 13



Island 7: Vacant

This island was the first searched by Florg. If the PCs investigate, they will find signs of some large creatures and even obvious tracks in the soft earth. A ranger will determine that at least one giant and several mountain lions have recently moved across the island. The tracks lead off the island to the north. Exactly which island they move toward cannot be determined, but either #5 or #6 is most likely.

Island 8: Camp and a Prisoner

This island was the first that Rogrim and his minions inspected. The fog giant quickly decided that it would expedient to split his forces. The group has deposited most of their travelling equipment in a clearing at the center of the island. They have left it unguarded. There is nothing of particular interest, but if the party takes the time, they can determine the general numbers of Rogrim's group.

Hanging, upside-down, from a tree at the camp site is an elf. He will beg the party for help saying he was captured by the giants early this morning. He will claim that he was heading to Vasdock to meet an old friend. The elf, Giladen, is a thief and he was indeed heading to Vasdock to meet with a customer in the next few days. Giladen will accompany the PCs if they ask. He will not volunteer. In the event he does join the PCs, he will take the first opportunity to rob them and escape.

Giladen (1) AC 5; HD 4; HP 14; #AT 1; DMG by weapon; SA 4th level thief; SD 4th level thief; MV 120/40; AL N; EXP 75; Thaco 19. Giladen is wearing leather armor but has no other possessions. What he had was taken by his captors. His weapons were discarded in the woods (several miles away). S12, I11, W10, D17, C10, Ch 12.

The Temple of Fog

The entrance to the Temple of Fog is on the south-facing hillside of the largest hill on island #5. The entrance is covered by a massive square-shaped stone that is nearly 25' square, but only six inches thick. A combined strength total of 95 points is required to move the stone. When the cover stone is removed a 20' square opening in the hillside will be revealed. Wisps of fog will slowly drift from the tunnel.



Fog of War

The corridor leading to the temple slowly descends into the hillside at a grade of two feet for every 10' traveled, forming a ramp. The ramp descends a total of 20' over a 100' long corridor and then levels out. At this point the floor is very damp and puddles are common. The floor of the main temple area is just above the water table of the lake. The corridor and temple area have ceiling heights of 20'. The entire complex is made of carved stone blocks. Water drips from cracks at all areas within five feet of the floor level of the complex.

A thick, magical fog fills most of the underground complex. The fog is thin in the entry corridor but gradually thickens to completely obscure normal vision at the temple area. With the cover stone removed, the fog will naturally be drawn out of the complex. However, it will remain thick in the temple unless the *fog urn* (see **New Magic Items**) is sealed. After the *fog urn* is unsealed, it will take two full turns for the fog to thin enough to allow normal vision.

Any combat that occurs in the heavy fog areas (rooms 3, 4, 5, 6, 7) will result in a -4 to hit penalty for those in hand-to-hand combat. Ranged combat or ranged spells have no chance of hitting their intended target. The bugbears only suffer a -1 to hit penalty while in the heavy fog as they have had significant training by Rogrim. The fog giants suffer no penalties and can use missile weapons without modification.

Additionally, those in hand-to-hand combat lose all dexterity bonus to AC. Those using a shield lose that bonus as it is impossible to see where the attack is coming from. The bugbears and fog giants suffer no penalty to their AC.

Characters with infravision suffer a -2 to all attack rolls, but may use missile weapons up to a range of 30' which is the limit of their infravision in the fog. Also, characters with infravision suffer no dexterity penalty or shield AC loss.

If Rogrim and his minions enter without interruption from the PCs, they will immediately move into location 6.

1. Entrance

With the massive cover stone removed, a gaping square-shaped tunnel leads directly into the hillside. The corridor is constructed of carved stone blocks and it clearly descends as it disappears into the darkness. Thin wisps of fog drift from the darkness beyond and dissipate as they exit the corridor. The air is very damp and cool inside the corridor.



Fog of War

GM's Description: The entry corridor is 170' long and it descends a total of 20' until it levels out at location 3. The unnatural fog grows thicker as it leads into the hillside. At location 3 the fog is so thick, normal vision is completely obscured (see notes above).

2. Alcoves

As the corridor descends into the darkness beyond, two large 40' alcoves come into view on each side of the corridor. Each alcove has a small two foot square niche set eight feet off the floor, one in the east and one in the west. A single brass urn rests in each niche.

GM's Description: The brass urns are empty and worth 3 gp each. However, the floor of each alcove is actually a covered pit. The cover is made of thin plaster made to look like the stone floor. It will collapse on a roll of 1-4d6 per character walking on it. The pit is only 15' deep, but filled with water. Characters that cannot swim or that are encumbered by metal armor may drown. Characters that cannot escape on their own will suffer no damage the first round they fall into the pit. Beginning on the second round they will take 1d4 drowning damage cumulative per round until dead (i.e. 2d4 on round two, 3d4 on round three, etc.).

3. Foyer

At this point the long corridor stops its downward grade and ends at a flat area that appears to be the entry way to large room. The area is 60' feet wide and 20' deep. Directly opposite the corridor, along the southern edge of this area, is a 20' wide section of wall. A large brass plaque is set into the wall. There is writing on the plaque, but the language is very strange. There are two, 20' wide openings in the south wall flanking the wall with the plaque. The fog at the openings is impossibly thick and dense.

GM's Description: The plaque is written in fog giant and simply identifies this area as the Temple of Fog. If Rogrim and his bugbears are in the temple, they will immediately be aware of the PCs' presence. However, the PCs will most likely not detect any of the giants or bugbears through the fog. Rogrim and his group are near location 7.



4. The Fog Urn

GM's Description: Resting on a 10' tall stone pedestal is a slender, brass urn. It is highly polished and remarkably clean and shiny. Thick fog issues from its opening. This is a *fog urn*. The *fog urn* has a hinged lid (currently open) with a locking latch. If closed, the fog will cease. Two turns after the *fog urn* is closed, the fog in the temple area will thin enough to allow for normal vision.

5. UMBER HULKS

GM's Description: a large section of the wall has been destroyed by a pair of umber hulks. The creatures are currently away, but if combat erupts in the temple, they are alerted and come to investigate. It takes the umber hulks two turns to arrive. They immediately attack any creature in the area, preferring humans. Note, if the fog persists in the temple, the umber hulks confusion ability is not effective. They carry no treasure.

Umbur Hulk (2) AC 2; HD 8+8; HP 52, 43; #AT 3; DMG 3d4 claw / 3d4 claw / 1d10 bite; SA confusion gaze; SD None; MV 60/20; INT 5; AL C; EXP 1,750; Thaco 12

6. Temple of Fog

GM's Description: Though called a temple, this area is really nothing of the sort. It is simply a repository that holds a map to all the temples that hold portions of the sacred map that leads to the House of Narimemar.

A massive mural of sculpted brass covers most of the east wall of the temple. The mural depicts the West, one of the three continents forming the Dark-Land Campaign Setting. The map is vague but major landmarks are clearly evident. Also, there are a total of 11 specific locations marked by a distinct rune. Spider Lake is identified and one of the runes is located over the area of the eight islands. The runes simply designate the various races of giants. These locations mark the 11 secret temples of the giants.

If Rogrim and his bugbears are in the temple, they will be near location 7, but they have not crossed to location 8. Statistics are found at island encounter #5.

7. Pit of Acid

GM's Description: This part of the temple has no floor and it appears to be a deep pit filled with water. A 20' by 20' room is on the opposite side of the pit;



Fog of War

location 8. This pit is actually filled with acid. The walls of the pit are sealed and no water can get in from the low water table. Any creature that enters the pit will suffer 3d6 damage per round. The acid can destroy any items it touches (save vs. acid applies).

8. Side of the Cube

GM's Description: A circular stone pedestal (eight feet tall) rests in the center of this room. Hovering one foot over the pedestal is a 12" x 12" brass plate (1/4" thick). The plate is featureless and smooth. The plate can be taken with no ill effects. Exactly 12 hours after the plate is removed another will appear. This process cannot be stopped.

When this plate is brought into contact with the other four plates (found in modules BX13, BX14, BX15) they will form a cube – two sides missing. A beam of red light will emerge from the cube and it will point to the location of the House of Narimenar (module BX16). Obviously, the location will be many miles away, but the cube will unerringly point to the secret location.

Ending the Adventure

This module will come to a close when the PCs have obtained the brass plate and/or exit the island area. At this point, the GM may run any of the other modules in this series. They do not need to be run in any particular order. When the PCs obtain all five plates they will be able to find the House of Narimenar, which is detailed in module BX16.

New Magic Items

Potion of Fog

These rare magic potions must be thrown or smashed to work. When this is done, the liquid components of the potion bottle react and create a thick fog that will completely fill a 100' x 100' x 20' area. The fog will remain for ten turns. The fog is so thick that normal vision is restricted to 10'.

Fog Urn

This device includes a lid that can seal it shut. When open, a steady stream of thick fog issues forth (same effects as potion of fog). Enough fog is issued each round to fill a 10' x 10' x 10' area per round.



Fog of War

Blackroot Treant

Frequency: Rare

No. Encountered: 1d3

Size: Large

Movement: 60/20

Armor Class: 2

Hit Dice: 7-12

No. of Attacks: 2 claws

Damage: 3d6 / 3d6

Special Attacks: Control up to 1d3 trees

Special Defenses: See below

Lair Probability: 0%

Intelligence: 4 +1d8

Alignment: Chaotic

Experience: Varies based on hit dice

Blackroot treants are evil treants that seek to corrupt woodlands and forests. They wander the woodlands in search of various woodland creatures (good-aligned) in order to destroy them. When a wood or forest has been cleared, the blackroot treants perform a ritual that summons and evil force to corrupt the forest.

These foul treants are mortal enemies of elves, druids, and standard treants. They attack these foes on sight. A blackroot treant can control up to three normal trees at any time (see treant). Also, these creatures are immune to fire, but susceptible to cold (save at -4 and take an extra hit point damage per die).



Fog of War

Giant, Fog

No. Encountered: 1d3

Movement: 60/20

Armor Class: 1

Hit Dice: 14

No. of Attacks: 1

Damage: 3d6 (hand) or 4d6 by weapon

Special Attacks: hurl boulders / large objects 3d10 damage

Special Defenses: fog cloud

Intelligence: 6 +1d10

Alignment: Chaotic

Experience: 3,250

Fog giants are massive creatures that stand between 16-20 feet tall. The typically wield massive two-handed swords (4d6) and throw spears (2d10) like darts (range of 300 feet, no range penalties). They can throw two spears per turn. Alternatively, fog giants may hurl a boulders for 3d10 damage (range 200 feet). On first look, a fog giant is very similar to a cloud giant, but they tend to be thinner with dark hair.

All fog giants can generate a thick, fog cloud around their bodies in a five foot radius. All attacks against the giant suffer a -2 penalty to hit. Spell casters that cast a spell that specifically targets a fog giant within this fog cloud must make an intelligence check to successfully target the giant (the check is made prior to casting the spell). The fog cloud can be summoned once per day and has a duration of one turn. All fog giants can see through the thickest fog, vapor, smoke, or similar effect with no penalty.

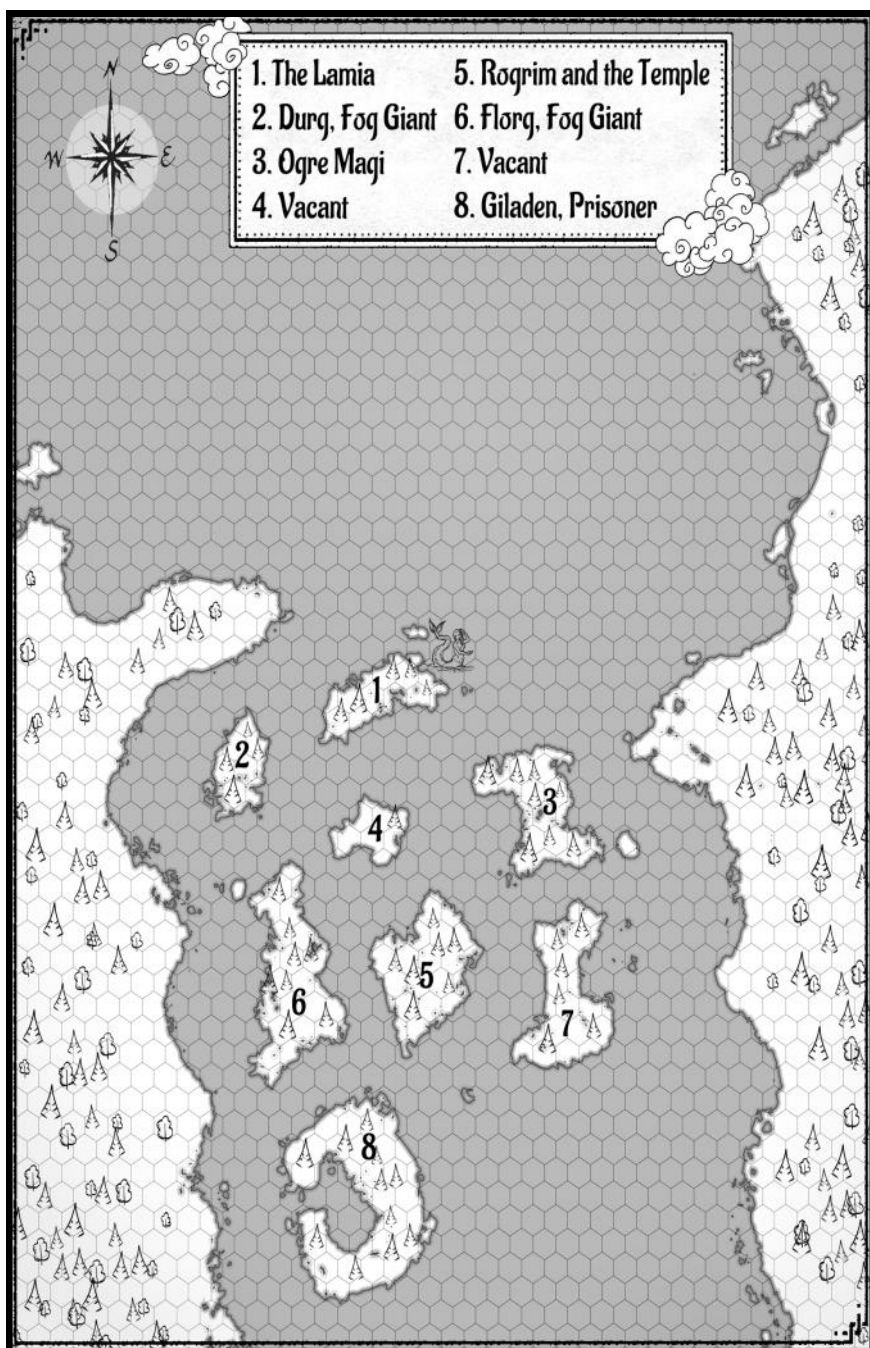
Fog giants live around large bodies of water that border secluded and large forests. They are not overly fond of the Deep and rarely go underground.



Fog of War

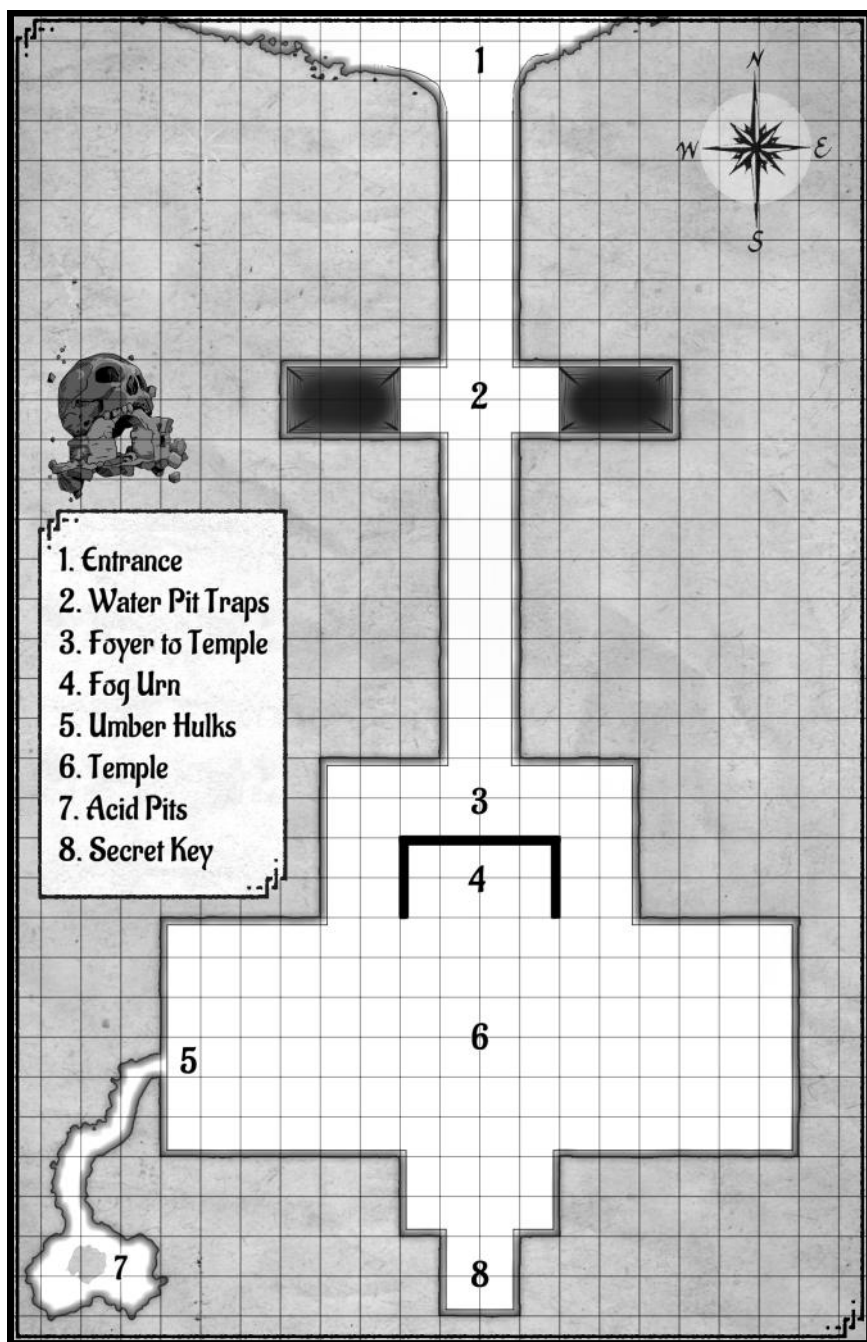


Fog of War





Fog of War



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Fog of War



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