

GEO3-01

A Small-Knowing Soul

**A One-Round D&D LIVING GREYHAWK[®]
Geoff Regional Adventure**

Version 1.0

by R. Michael Hinds

Terror, confusion, mutilated bodies, and missing persons. A typical stroll in the lands of Gyruuff. A Geoff regional adventure for APLs 4-10 and Verse Two in the Dirge of Revenge and Loathing.

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 Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as 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. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during

certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 game masters 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, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC 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 & 1/6	0	0	0	1
1/3 & 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 to the nearest whole number.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Summary and Background

This year three scenario builds upon events detailed in **GEO2-01 A Wise Man's Son**, the First Verse in the Dirge of Revenge and Loathing. The judge is strongly urged to read the background material in that scenario to develop a complete picture of events and characters, although this is not necessary to run this scenario.

Maldwyn and his cronies, having escaped Midwood, find themselves without a real place in the world. Maldwyn is still bent on vengeance against Ghanadar, and anyone who foiled his previous schemes. To finance his further ambitions, he and his companions have taken to raiding supply caravans (Gyri and giant alike). In addition, Maldwyn has come under the sway of the teachings of Vecna. Pacanan, a priest of Vecna, passed through Geoff seeking leads on artifacts and knowledge. Pacanan ran afoul of Maldwyn and his cronies, but after a turn, Maldwyn became entranced with the man's power and secret knowledge. Already, secrets made Maldwyn's freedom from Midwood possible and have provided a means to avenge himself. Collaboration was established between Pacanan and Maldwyn. Pacanan led Maldwyn and his cronies to the remains of the Russet Tower and instilled him with a mission to learn its secrets. Maldwyn complied but is still consumed with a need for revenge against Ghanadar.

Nignub, B'gorguul's cook and second-in-command, escaped the battle at Midwood with a contingent of ogres. Nignub was never loyal to B'gorguul, as that glutton had gotten the lot of them punished many times. Nignub decided to strike out on his own, using the muscle at his command, to take over a small area and settle

down, perhaps raise a family. The other ogres, not wanting to be too distracted from their daily nose-mining, followed Nignub on his quest. An ogre contingent does not travel well on empty stomachs, so the group took to raiding supply caravans.

Whilst preparing for a raid, Nignub and his cohort were surprised to see they were not the only party interested in that particular caravan. Maldwyn, whom Nignub recognized, was also attacking. He and his human cronies were standing off some distance while a pack of zombies assaulted the caravan. Nignub stood down his attack, waiting to see what would happen. The caravan guards looked as if they would hold their own against the zombies, but then one of Maldwyn's band fired his crossbow into the melee, instantly slaying a guard. Then Nignub witnessed Maldwyn command the zombies to stand down while his friends piled all the spoils into one wagon.

With their guard down, Nignub decided to attack. No sooner had he entered the fray than he was frozen in place by some fell magic. Maldwyn approached him, as did Wedros. The other ogres were listening to a song sung by Talog. As Wedros aimed his crossbow right between Nignub's eyes, Maldwyn spoke, offering Nignub a deal: Once his preparations were complete, Maldwyn would take over Midwood and he wanted Nignub there, as a cover story for the giants. In return, Maldwyn would allow Nignub to brutalize the populace now and again. Nignub and some of his cohorts now work for Maldwyn, keeping watch within the topside ruins of the Russet Tower. Maldwyn also introduced Nignub to what he first thought was an ogress of exceptional quality, but in fact was a degenerate hill giantess. The two have mated and produced a rare crossbreed known as a horag.

Introduction

Either while traveling to or away from Hochoch, the player characters (PCs) will come upon the ruins of a caravan. The wagons are largely intact, though empty, and everyone is dead. Clues lead the PCs to follow the tracks of a wagon, leading deep into the Contested Lands.

Encounter 1: When Armies Attack

Following the tracks, the PCs enter a most unfortunate situation. A clear trumpet call to their left announces the presence of a large force of Marchers. An answering call from a throaty baleful horn signals the encroaching hoard of

humanoids. The PCs are in-between. The two forces charge one another, heedless of the small band of PCs. The wisest course of action is to flee.

Encounter 2: Dogged Pursuit

The PCs have drawn the attention of a contingent from the giant army and are relentlessly pursued across the Contested Lands, eventually driving them into the fog surrounding Midwood.

Encounter 3: Return to Midwood

The PCs enter the Warded Area, losing the pursuing giant force, and are escorted by Arglwyth Talvan. Those whom Ghanadar favors are allowed to stay in Midwood. Others must be vouched for by PCs Ghanadar already knows, or by Talvan.

The characters are tended to by Talvan and have a bite to eat at the Smiling Salmon. Small talk in the inn speaks of a sullen Ghanadar, a giant preoccupied with an obviously distressing problem. Some townsfolk have received harsher punishments as of late and they are worried about what this may signal.

After the meal, Ghanadar approaches the PCs. He asks them about the goings-on in the outside world, obviously looking for some specific pieces of information, but not finding what he wants. Whether asked by the PCs or not, Ghanadar requests their aid. He explains that three days ago a note was found nailed to the door of the new Church of Allitur. Talvan had found the note, read it, and immediately brought it to Ghanadar. Amidst the ravings was shocking news: Maldwyn and his cronies had kidnapped Ghanadar's bride. Unless Ghanadar wanted to see her delivered to Midwood piece-by-piece, Ghanadar must leave Midwood and never return, whereupon Maldwyn would assume the duties to which he was born.

During the past few days, Ghanadar has attempted to discern the location of his bride to no avail. Time is running short and he does not know what to do. He cannot leave the town, for the wards would fail and his giant masters could arrive at anytime to obtain tribute. He asks the PCs to endeavor to find his bride. To assist, he gives them the silver wedding band he created with the confiscated silver from the town. Where his long-range detection spells failed, this band, enchanted as it is, should lead the PCs to his bride's location like a divining rod.

Encounter 4: The Frightened Gnoll Knows

Provided the PCs accept, they are given the wedding band and told they have three days to find Sirianna before Maldwyn's deadline. Ghanadar teleports the PCs to a point near the Stark Mounds. The wedding ring does indeed lead them south near Gorna. Along the way they find an ornate litter with no wheels, which has been robbed and its contingent slain. No bodies are evident, though careful searching turns up traces of giant's blood. Lurking around the ruined caravan is the gnoll ranger Rarkblak, whom the PCs may have encountered in **A Wise Man's Son**. Rarkblak has valuable information about Maldwyn, whom he refers to as Silverface. Originally, Rarkblak and his pack helped Silverface and Evil Heart (Wedros) attack this and other caravans. Then Silverface used members of his pack for horrific experiments. Rarkblak managed to escape. The horrors he witnessed have made him a changed gnoll.

Encounter 5: The Russet Tower

Following the ring, the PCs end up at an impressive ruin, the remains of the Russet Tower (sooner with help from Rarkblak). This was once home to the Magus Aedan and his wife, Maga Elspet. Much has been spoken of this tower and what may lie beneath.

Nignub, his hill giantess wife Buubag, and their son, Hakat the horag, and some ogre kin, guard the tower ruins. If Rarkblak is with the PCs, they may circumvent the guards, entering the Underhalls through a secret entrance.

Encounters 6-8: The Underhalls

Deciding how best to deal with the guardians, the PCs then enter a maze of catacombs filled with traps (magical and mundane), undead guardians, and failed experiments. Maldwyn and his cronies are there, harassing the PCs and attempting to thwart their plans and, in the case of Maldwyn, obtain vengeance.

The bride of Ghanadar is a young, comely female cloud giant named Sirianna. She is not evil. Sirianna is being held in a *wall of force* bubble generated by a bizarre eldritch device. The device originally protected the Underhalls from intrusion, but Pacanan was able to subvert its function. Maldwyn now has the key to the eldritch device. Sirianna explains that Maldwyn has found a way to control and command undead to do his bidding, for several follow him at all times.

The final battle pits undead minions and Maldwyn's cronies against the PCs. Maldwyn makes a clean getaway to trouble the PCs at a later time, but not before exacting a little revenge on any PC with the Vengeance of Maldwyn certificate.

Conclusion

Returning Sirianna to Ghanadar further galvanizes his feelings toward the Gyri. He tells the PCs he will do his best to protect the town from exploitation by the Sakhut. Ghanadar has been working at upgrading his wards since the discovery of the note on the church. He stops just short of fully "opening" the town to the forces of the Brenin. He believes with more work he can actually prevent the giant forces from entering.

There is some time pressure within the module. Maldwyn has made a demand of Ghanadar, which has a time limit. The PCs are only aware of the time limit when Ghanadar tells them. The limit begins at three days, but may be reduced due to PC actions in the module. Use the clock to move sluggish groups along and to provide a sense of urgency. Encounters 2 and 3 are meant to provide strong impetus for the PCs to flee rather than fight.

Overwhelming odds are on their heels. The judge must make this clear through description and role-play. Encounters 1 and 2 should take no more than one-half hour of real time. The PCs and players should be out of breath, and thankful, when they reach the solace of Midwood. Encounters 3 and 4 should be limited to forty-five minutes of real time.

Some may wonder why any PC from Geoff would want to help a giant. The caravan robberies and murders should provide a subtext for rescuing the kidnapped cloud giantess, as there is some evidence the events are linked. Those PCs with their minds on the big picture may see Ghanadar developing into a potential ally and Midwood as an important staging area for forays deep into giant territory.

There are some PCs or groups of PCs who, for whatever reason, had a less than favorable outcome for **A Wise Man's Son**. Somehow, Ghanadar survived and all is as depicted in this scenario. Ghanadar, nor anyone else in Midwood will make any comments on past misdeeds. Just have an NPC or two look at the PCs funny to make them nervous.

Introduction

The day is sunny and pleasant, but cold, making for an enjoyable trek across the patrolled countryside of the Grand Duchy of Geoff. Father Winter's time is waning, but he could still breath up a nasty storm at any time. Along your journey, others have joined you, some familiar, some strange. Despite the bucolic surroundings, danger and a violent death are ever present in this occupied land.

Even though the sun is shining and the weather is good, it is still cold. PCs without cold weather gear (or suitable long-lasting magical protection) must make a Fortitude save (DC 15 + 1 per previous check) each hour of exposure or suffer 1d6 points of subdual damage. A PC with Wilderness Lore may receive a bonus to this saving throw and provide others with a bonus as well. For full details on the dangers of cold, see page 86 in the *Dungeon Master's Guide*.

Just before reaching the crest of a rise in the road, you hear the caws of many crows and see several circling overhead. Topping the rise, you see the reason for the crows' excitement – at least a score of bodies are spread around the wrecks of several wagons.

Allow the players a chance to declare any actions. When they move down to investigate, read the following:

Heading down the rise causes the feasting crows to momentarily take flight, violently cawing at the interruption of their feast. The crows settle back onto their meals, picking and tearing at the greasy bloated corpses, their dead coal black eyes challenging you to disturb them again.

Scattered about the battered and overturned caravan wagons are 20 corpses (10 humans, 4 gnomes, 2 dwarves, 2 bugbears, a half-elf, and an orc). The crows will react violently, but not lethally, to inspection of the corpses. Characters examining the corpses should make Heal checks. Check results are cumulative, i.e. a roll of 25 or greater allows the PC to gain all information. A Heal check (DC 15) allows the PC to discover a nasty crossbow bolt wound in one of the human corpses, which was the primary cause of his demise. Additionally, the PC can determine death occurred several days ago. A Heal check (DC 20) indicates some of the bodies were mutilated after

death. A Heal check (DC 25) allows the investigative PC to notice the orc, bugbear, and one of the gnome corpses show signs of advanced decay not indicated on the other bodies.

The caravan wagons have been stripped clean. Everything of worth has been removed. Those inspecting the wagons may make an Intelligence check (DC 12) to notice a pattern to the wagon's placement. The wagons are in a rough circle, but the circle has a large gap, about the size of another wagon. This information gives a +2 circumstance bonus to any attempts to track below.

Either by gathering the information above or through initiative (choosing to track), those PCs with the Track feat may find out the following. A Wilderness Lore check (DC 12) allows the PC to find wagon tracks leading away from the carnage.

A Wilderness Lore check (DC 15) reveals evidence of bipeds moving alongside the wagon. A Wilderness Lore check (DC 20) indicates those bipeds were moving with an odd shuffling gait. A Wilderness Lore check (DC 25), in addition to gathering all the previous information, leads the intrepid PC to believe these odd shuffling bipeds were among the dead, as their trails backtrack to grass matted down from pressure and blood. A Wilderness Lore check (DC 35) allows the PC to find evidence suggesting the attackers' tracks suddenly begin at a point some 30 feet away from the caravan.

Should the PCs not wish to follow the missing wagon, let them. Near dusk, they come to a farmhouse. The farmer invites them in, should they ask, and tells them a tale of the recent caravan robberies and murders. A Sense Motive check (DC 12) indicates the farmer is holding back, out of fear. A Diplomacy check (DC 15) or good role-playing makes the farmer figuratively spill his guts.

Ayuh, I wuz out in the fields. I wuz, ready ta come in for the night. I seen a man come a-stumblin' toward me. What wit all the robbin' and murderin' here lately, I thought he might of escaped. I called out to him, but he didn't answer. Always a cautious one, I am, so's I pick up me pitchfork an head over to him. He looked bad, he did. I thought he was sick. But then I saw his eyes. Cold an dark they were. The thing opened its mouth an moaned a terrible sound an rushed me! I stabbed it wit me pitchfork. Only after da struggle did I see

somethin I will never forget. The creature, stinkin on the ground, it wuz me friend, Dorn, a merchant round these parts! Ya've got to make this stop. Ya've got to!

If the PCs agree to stop the robberies, the farmer offers them food and lodging for the night. This costs them a half-day. If they decide time is of the essence, they can return to the caravan site and be only slightly behind.

The PCs may refuse to help the farmer. In that case, he throws them out of his home, cursing them the entire time. Any PCs who completely refuse the hook by this time is assumed to have traveled to whatever destinations they were seeking and may leave the table with zero XP and gold, but must still pay 1 TU (2 TU for PCs out of region) and upkeep.

Encounter One: When Armies Attack

Following the wagon's trail is easy. The heavily laden wagon is leaving deep grooves in the soft ground. The trail passes through a copse of trees and then across an open field. Moving into the field, you see the wagon trail turns to the south, toward the Oytwood. You are on the edge of the Contested Lands.

Midway across the field, you are startled by the trumpeting of many horns to your right. Shortly thereafter, that inspiring sound is answered by a horde of baleful notes from your left. For a moment, all is silent. Then, from over each horizon, come great armies. On the right, horsemen bear what looks like the banner of the Knights of the Watch and the livery of the Gran March. On the left, a horde of evil – orcs, goblin riders atop massive wolves, contingents of bugbears, ogres, trolls, and even a few giants. At the rear of this massive column are three female giants, engulfed in flame and terrifying in their beauty. What course do you take? A quick, but glorious death against the humanoid army or a run toward the charging steeds of the Gran March and hope in the fleeting moment before their lances lower to skewer your bodies they recognize you as allies? Or, do you flee across the skirmish line, out into the hilly grassland?

Allow the players only a few moments to make the decision. Keep the pressure on. There is no time to “spell up” or do anything other than run one way or the other. Once the players have made a decision, read the appropriate text.

Option A: A Quick Death

Deciding to aid the Marcher army, you valiantly charge into battle against the humanoid menace. Steel crashes upon flesh and bone. Magic detonates around you. Piles of bodies lay at your feet, yet still they come. The wave of enemies surge up suddenly, bolstered by creatures beyond your mettle or recognition. The ground shakes and shatters about your feet and you tumble into oblivion.

Those characters that chose to fight the enemy face the same set of creatures as described in Encounter Two. The PCs may still choose to flee. The commanders of the enemy army are interested in interrogating members of a so-called Gyric Wolfpack. The fire giants strike to subdue and the orc horde moves in to overbear. Even the barbarians were instructed to take prisoners. They do their best, but any barbarian humanoid that loses 50% of its hit points rages and strikes with lethal force. The Priestesses of Surtur want prisoners to bring back to Het Kilde for interrogation – an interrogation they may not live through. PCs captured in this manner should be handed over to the Geoff Triad.

Option B: Wait! We’re Here to Help!

Fleeing from the oncoming humanoid menace, you run straight for the charging Gran March force, shouting words of recognition and throwing up your arms. Unrelenting Sphinx Gundar Kevitz is leading the charge and his mighty steed barely misses trampling your leader. Just as you reach the footmen, the battle ensues and all around is chaos. Realizing your predicament, you draw weapons and cut down the humanoid scum. After what seems like hours, the battle is spent. Unrelenting Sphinx Gundar Kevitz takes notice of your deeds in battle and invites you to a great feast. There is much rejoicing.

The next morning you decide to look for the wagon trail. To your disappointment, the trail has been completely obliterated by the battle.

The module is over, but the PCs do gain the Knights of the Watch Valor Medal from

Unrelenting Sphinx Gundar Kevitz for their valor and timely assistance in the battle against the humanoid horde.

Option C: Flee for Your Lives!

Seeing no option with either force, you flee across the skirmish line. The opposing armies are like great waves and should you be caught between, you will surely perish when they break upon one another. The sounds of the great battle fall behind as you make your way swiftly across the field. The danger is not over and getting further away may be a good idea, as orc bowmen have decided to fire upon your position. Behind the bowmen is a much larger force.

Encounter Two: Dogged Pursuit

Provided the PCs continue to run, read the following:

The orc arrows begin to fall short as you put precious distance between you and the giant forces. A cry of black horns sounds and you pause for a moment to see what new villainy this portends. Cresting a rise is a humanoid force of overwhelming proportions. Three figures, floating above the heath and sheathed in crimson flame, cry out as one and point in your direction.

Read the following if at least one person in the party can understand Giant:

“Seize them! Capture them! Kill them if you must, but we WILL have the secrets of the wolfpack!”

All APLs (EL 21)

🔥 Fire Giant Lieutenants, Male Fire Giant Ftr4 (4): hp 216 each; see Appendix II.

🔥 Hill Giant Bashers, Male Hill Giant Bbn3 (4): hp 174 each; see Appendix II.

🔥 Hill Giants (4): hp 102; see *Monster Manual*.

🔥 Tragon and Urrk, Male Troll Bbn6 (2): hp 159 each; see Appendix II.

🔥 **Konk, Male Ogre Bbn6:** hp 95; see Appendix II.

🔥 **Ogre Lieutenants, Male Ogre Bbn4 (2):** hp 75 each; see Appendix II.

🔥 **Ogres (9):** hp 24 each; see *Monster Manual*.

🔥 **Coonak, Male Orc Ftr8:** hp 68; see Appendix II.

🔥 **Vrigdish and Vragdish, Female Orc Bbn2/Ftr2 (2):** hp 43 each; see Appendix II.

🔥 **Precious, Advanced (11 HD) Howler:** hp 100; see Appendix II.

🔥 **Orcs (24):** hp 5 each; see *Monster Manual*.

If the PCs flee immediately, they may keep ahead of the pursuing giant force as they have about a half-mile lead. This encounter is NOT meant to be faced. If a group, especially higher level PCs who believe themselves to be invincible or unstoppable, wishes to face this overwhelming encounter instead of fleeing, let them get beat up a bit by a portion of the force, but allow them another opportunity to escape. If their hubris is excessive, bring in the fire giant priestesses of Surtur.

All APLs (EL 18)

🔥 **Fire Giant Priestesses of Surtur, Female Fire Giant Clr5 (3):** hp 203 each; see Appendix II.

The giant forces are pursuing the PCs because they think they are a wolfpack. Having suffered four notable losses (The Battle of Bloody Ridge, the Siege of Preston, the Theft at Pregmere, and the Cleansing of the Oytwood) to wolfpacks, the giant command is interested in finding out more about these apparent potent fighting units. The fire giants strike to subdue and the orc horde moves in to overbear. Even the barbarians were instructed to take prisoners. They do their best, but any barbarian humanoid that loses 50% of its hit points rages and strikes with lethal force. The Priestesses of Surtur want prisoners to bring back to Het Kilde for interrogation – an interrogation they may not live through. PCs captured in this manner should be handed over to the Geoff Triad.

Should the PCs decide to flee, read the following:

The giants pursue you relentlessly the entire afternoon, driving you further into the Contested Lands. The pursuit has caused you to lose track of exactly where you are, although you believe you have been running westward.

Evening is approaching. A mist is moving in from the west, twirling and snaking about your legs as you try to elude your pursuers. Your footsteps crunch and crack as you make your way over wetlands gently kissed by Father Winter. Suddenly, a rock comes crashing down nearby, splattering water, icy muck, and grass in all directions. The late sun and the rising fog make the pursuing giant force look like colossal phantoms. More rocks come your way, but narrowly miss their marks. The giants seem to have stopped their pursuit. The sun is rapidly sinking below the horizon and the normal twilight sounds of Geoff are missing.

The giants have stopped pursuit due to environmental factors. The PCs have entered the flood plain of the Javan River and the ground is too wet to support the enormous weight of giants (there is only a paper-thin sheet of ice over the marsh). At this point the PCs may make several checks. An Intuit Direction check (DC 18) or a Knowledge (geography) check (DC 20) indicates the party has ended up somewhere near the Javan River. A Knowledge (tactics), Knowledge (war), Knowledge (military strategy), or similar Knowledge skill check (DC 15) suggests the giant force will not wait indefinitely before finding a way to overcome whatever has halted their pursuit. A Wilderness Lore check (DC 10) allows the PC to note the ground is particularly waterlogged and would not support the weight of enormous bipeds such as giants. Such creatures are likely to sink up to their thighs in the marshy muck. Any PC with a horse may make a Handle Animal check (DC 15) to note the same thing. If no player has mentioned the presence of man-sized humanoids in the giant force that would not be encumbered by the marshy ground, allow an Intelligence check (DC 12) from each PC to recall this fact.

The encompassing fog distorts sounds, imposing a –3 circumstance penalty on all Listen checks. Treat the overall effect like the spell *ghost sound*. The fog also provides 25% concealment to creatures 30 feet away, 50% concealment to creatures 60 feet away, and 100% concealment to creatures 120 or more feet away from the PCs.

After due consideration, the giant force decides to send a contingent forward to capture the PCs. A volley of rocks heralds their assault. Due to the fog, the rocks are poorly aimed and miss all of the PCs. Do not allow them to know this and arrange for a few near misses. Allow for Spot and Listen checks from the PCs. Award the PC with the highest check a glimpse of a force of humanoids and other things moving across the icy marsh. Their numbers clearly exceed the party's ability.

While the group contemplates their fate, a random PC sees a figure emerge from deeper in the fog some 30 feet away. The figure points at them and motions for them to follow. The only words heard are ***"Hurry, hurry! The Shadows come!"*** PCs who have played **A Wise Man's Son** may make a Spot check (DC 15) to recognize the figure as Arglwyth Talvan of Midwood. If the PCs follow him, go to Encounter Three. Otherwise, a random PC sees many a pair of small glowing red orbs advancing on their position, flanking with the giant forces.

Should the PCs refuse to follow Arglwyth Talvan, the giant force captures them before the shadows creatures ravage them. PCs captured in this manner should be handed over to the Geoff Triad.

Encounter Three: Return to Midwood

Arglwyth Talvan leads you through the Warded Area, which surrounds the village of Midwood. The path is winding and you believe you hear the humanoid force pursuing you, but the fog distorts the sounds. Suddenly, from all around, you hear horrific cries of pain and a sizzling sound, like fatback in a hot skillet. The cries and screams die off and fade into the all-encompassing fog. The fog before you breaks and before you is a wooden palisade, interrupted by a stone gate. Talvan breathes an audible sigh of relief and ushers you through the gate onto a neatly flagstone-paved street.

Talvan leads you up Stonegate Street into the town square. Off to your left, villagers are filing into the Smiling Salmon Inn for their evening repast. Talvan speaks: "Please, you all look tired and hungry. Have a bite to eat and meanwhile, I shall prepare quarters for you

in the sanctuary of Allitur." He points to a well-constructed stone building on the northeast side of the square. "I do not know when Ghanadar will speak with you, but I'm sure it will be soon. Those of you I know, I trust you will obey the rules of Midwood. Please see to it that anyone not familiar is educated and does not cause a disturbance."

Those PCs who have been to Midwood previously may make a Sense Motive check (DC 15) to notice Talvan does not seem quite himself. When he mentioned Ghanadar, there was some anxiety in his voice and demeanor. Those new to Midwood must make a Sense Motive check (DC 20) to gain this insight.

If any group of PCs feel inclined to take on Ghanadar and cannot be dissuaded from such a foolish action, allow them to face Ghanadar and his air elemental familiar, Horashu. Arglwyth Talvan will aid Ghanadar in the attack, as will some of the townsfolk, thinking the PCs must be mad. Attacking Ghanadar essentially ends the module, even if they "win".

The Smiling Salmon

The inn is bustling with activity. Nearly every seat and table is filed with villagers eating a hearty evening meal. A man, you learn is named Rodric, passes out plates to the hungry. His only assistance comes from a young woman, who approaches you as you enter.

"Good evening!" She turns to the man serving food and gossiping all the while. "Father, the strangers have returned!"

Rodric stops what he was doing and so do the villagers, some in mid-bite. A utensil clunks onto the table and the inn erupts with noise. Many of the townsfolk get up from their seats and greet you. A table is cleared and seats procured. Rodric places plates with grilled fish, steamed vegetables, and hot baked bread before each of you. His daughter fills tankards with cold milk and places them on the table. The raucous crowd dies down as the townsfolk once again take to their seats and meals.

Rodric smiles and says, "So what tales do you have for me?"

The innkeeper wants to hear any story a PC would care to tell, true or not. Stories of danger further reinforce to most in the inn of how safe and happy they are within the protective influence of Ghanadar. Rodric has the following talking points:

- Ghanadar assisted the villagers with the cleanup from the destruction caused by his cousins and B'gorguul's ogres. Ghanadar created large quantities of stone **"from the very air itself!"** with which to rebuild some of the damaged homes and a portion of the Smiling Salmon.
- Not long after the PCs departed, a giant contingent entered the town demanding tribute. Ghanadar argued with the cloud giant leader for an hour, but it was all in giant-tongue. Those who understood some of it said Ghanadar was refusing to supply full tribute and demanded restitution for the destruction caused by his cousins and B'gorguul. The cloud giant eventually relented, giving Ghanadar additional time to meet the quota.
- No giants have been seen since that time, but some believe material has left the town by other means, perhaps by magic.
- Ghanadar, after the incidents with his cousins and B'gorguul, has spent more time in the Warded Area and his demesne. **"I seen strange lights from the windows one evening."**
- Celedwyn ap Tathan was punished by Ghanadar for lying about the role his "assistant" was playing. Ap Tathan received a public humiliation. **"It was about right time too!"**

Horace Dunathain, the town blacksmith and only dwarf, is also in the Smiling Salmon this evening enjoying a standard meal (chicken, roasted vegetable, fresh bread, and goat's milk). Horace has the following talking points if spoken with:

- Ghanadar asked him to forge some large copper and gold bands. **"Doh know what they are fur, but I suspect he enchanted them in some way, for the next time I seen 'em, they wuz covered in runes and a glow."**

- Three days ago, a note was found on the door to the Church of Allitur. No one knows whom it was from or what it contained, for Talvan found it first. **"I wuz with him. Talvan be wantin me to check a fitting on one of the sconces. The note wuz stuck to the door with a crossbow bolt, it wuz. Sealed with black wax an written on fine parchment. Talvan read it and I saw his face drop faster than a stone. He went to Ghanadar straight away – so fast I dinna have time to ask what it said!"**
- A day after the note was discovered, Ghanadar meted out a harsh punishment to a fisherman who lost his catch. Celedwyn ap Tathan went to complain and Ghanadar gave him time in the stocks and public humiliation.

If any PC provides information to Horace about Rumpole Dunathain, his brother, (this could involve meeting him after **A Wise Man's Son** or during the Grand Duke's Wedding) Horace will be visibly moved. He excuses himself, but meets up with that PC the next day and gives him some magic arrows +2 he made as a special thank you.

Treasure: All APLs: L: 0 gp; C: 0 gp; M: 10 +2 arrows (140 gp).

No more may be learned at the inn. The PCs may learn more at the Church of Allitur.

The Church of Allitur

Arglwyth Talvan is already at the church, performing some chores.

"Good evening, my friends. I hope you had a good meal at the Salmon. No doubt Rodric talked your ears off. Now then, I have brought you in some blankets and pillows for your comfort. I will come by in the morning. Is there anything else?"

PCs may wish to question Talvan about the note or Ghanadar's recent behavior. Talvan has the following talking points:

- Talvan confirms Horace's story about him finding the note. He does not reveal its contents other than to say it **"contained a message for me and a separate message for Ghanadar."** A successful Diplomacy check (DC 20 or DC 15 if the PC possesses Favor of Talvan) persuades Talvan to reveal

more: *"The first portion of the note was written in Common and contained foul language I did not know existed. While obviously untrue, the invectives hurt nonetheless. The second portion was written in the Giant tongue – one that I have not mastered. Both portions were signed by Maldwyn."*

- Talvan took the note to Ghanadar: *"After he read the note, his face became grave. He went back into his demesne without saying another word. Since that time, he has become increasingly agitated. I have asked him if there is something I may aid him with, but he either responds with silence or irritation. I do not know what to do."*
- If Talvan is asked about the Warded Area and/or the extra time Ghanadar has spent there lately, he says, *"Ghanadar, after the attack, decided to increase the strength and diversity of the wards to protect against such attacks in the future. The destruction caused by his cousins took some time to fix, even with Ghanadar's arcane assistance. Praise Allitur I was there today to secret you through the Warded Area, for you would have suffered a grisly demise."* Talvan is not at liberty to discuss the exact nature of the wards.

When there is a lull in the PCs questioning of Talvan, there is a heavy knocking upon the church doors. Talvan moves to open the doors unless someone stops him. Framed in the doorway is Ghanadar's face.

Talvan opens the sanctuary doors. Filling the doorway is a portion of an enormous face. The skin is milk-white. One enormous gray eye is visible as is part of a mouth filled with bright white teeth. The giant face speaks and the force of his words washes over you. The smell is strangely pleasant, almost minty.

"Talvan, I wouldst speak with these Gyri. See me in the morning afore thee wake them for breakfast."

"Yes, Ghanadar. I bid you all a good evening." The face momentarily leaves the doorway, allowing Talvan to egress, and then it

reappears. For a moment, you can just make out a gargantuan shape in the darkness.

"Gyri – Some/All of thee I know. [If some: Those of thee unbeknownst to me are beholden to thine for my continued grace.] Tell me of events outside of Midwood. What has brought thee here?"

The PCs can talk about whatever they want. Ghanadar does not punish anyone for lying to him (he may know via *detect thoughts*), but makes note of it for the future. If anyone mentions the caravan attacks, Ghanadar's expression changes slightly (Spot check, DC 15). If asked why he reacted to the news of the caravan attacks, Ghanadar says the following:

"These attacks trouble me and suggest you may be on the trail of something close to mine heart. I wouldst speak with thee more on it tomorrow. For now, good eve."

Nothing disturbs the PCs during the night. The door to the church has been arcane locked by Ghanadar.

Enemy of Mine Enemy

In the morning, Talvan wakes the PCs for breakfast.

The door of the sanctuary opens, allowing in the bright morning sunshine. Framed in the light is Arglwyth Talvan.

"Good morning my friends. Allow me to escort you to breakfast. I believe Rodric has pre..." Talvan is cut off by the booming footsteps of Ghanadar. His voice echoes from above.

"Talvan, please gather the morning meal for our guests. I wouldst speak with them on matters of grave importance."

"Yes, Ghanadar." Talvan departs.

After some loud shuffling, which makes the building shake, Ghanadar's face appears in the doorway. "I hast thought hard on this, Gyri/Outlanders. I see no other way but the following course. I am sure thou hast heard, no doubt from that tongue-wagger Rodric, of the unpleasant missive left on the door to this very sanctuary. Said note was from Maldwyn, a name thee may be familiar with. The

scoundrel continues his pointless rage against me. He has stooped to a base act, even for him, by kidnapping an innocent and describing, in horrid detail, the tortures he will enact upon her should I not come to her rescue. I have tried to locate her; to bring her out of peril using mine powers. I can only determine her general location – south, near Gorna. Mine position here dictates I stay, lest the Wards fail and mine charges come to harm. I require and request thy assistance in rescuing mine bride-to-be, Sirianna.” Ghanadar lets loose a heavy sigh. His surprisingly cool breath smells vaguely of pine. “If Sirianna is not rescued within three days, evil will befall her. Dost thou accept mine indebtedness to thee?”

Mission Accepted

“Thy courage and honor raise thee above others.” Ghanadar pauses and there is the sound of his enormous limbs moving. Before long his tree-like fingers appear before his face, holding an enormous band of silver, covered in arcane runes and designs. “Before thee is Sirianna’s wedding band, bound to her by power old and strong. The ring will lead thee to her and let her know thy art friends.”

Ghanadar gives the ring to a PC. As soon as the PC touches the ring, it shrinks to an appropriate size for that PC. Go to Departing Midwood the Easy Way.

Mission Refused

“I had hoped thee would be more tractable. Mine situation is dire and must be resolved. Thy morning meal has arrived. Eat and then leave mine domain and never return. Thy welcome here is revoked.”

Arglwyth Talvan enters with trays of food, followed by Ellroda, Rodric’s daughter, also bearing food trays. After serving, Talvan asks Ellroda to leave. He then turns to you, anger clearly showing on his face.

“Your hate and anger have consumed you so much? Do you not see the peril you place my town in by your refusal? I cannot maintain the Wards! We have been happy here, no matter what you may think. All are slaves to something or someone. One must endeavor not to fall prey to a harsh master. Have you no concept of the horror we lived with prior to

Ghanadar?! My people were eaten like sweetmeats by that BEAST B’gorguul! Do you wish this upon us again? I beg you to help Ghanadar!”

If the PCs acquiesce, read Mission Accepted, minus the first sentence.

Mission Refused Again

Arglwyth Talvan throws a plate across the church. “I curse you for your petty shortsightedness. Your inaction may lead to our condemnation.”

Talvan and some of the other villagers roughly escort you out of Midwood after you were given barely enough time to gather your things. Once outside the Warded Area, Talvan spits on the ground before you and marches back into the fog.

The PCs manage to wend their way out of the Contested Lands. If the party has some means of instantaneous travel, they could conceivably teleport to a point near the Stark Mounds and Gorna. Without the wedding band, however, they must find and receive Rarkblak’s assistance. If this option is unavailable to the PCs, go to Conclusion B. Confiscate and destroy all Favors of Arglwyth Talvan and Favors of Ghanadar the PCs possess.

Departing Midwood the Easy Way

Ghanadar continues, “I will open a portal for thee near where I believe Sirianna is being held. The portal works but one-way, but Sirianna will provide thee safe passage here to Midwood. I shall await thee in mine demesne. Rap three times upon the door and I shall perform the ritual. One more item: if thee happen upon the ruins of Sirianna’s coach, it may provide thee clues to her current location.”

A smiling Talvan brings in food. He thanks the PCs for what they are about to do and offers to cast a *bull’s strength* and/or an *endurance* spell on one or two PCs (i.e. a PC gets both spells or one PC receives a *bull’s strength* and another an *endurance*, but two spells total.) The spells last for 10 hours unless dispelled.

Once the PCs are ready, read the following:

Following Ghanadar's instructions, you gather before his demesne and rap three times upon the door. Shortly after, the doors silently swing open and Ghanadar squeezes himself out. He straightens up to his full twenty-four (and three-quarters) foot height and pulls out a giant-sized scroll from his jerkin.

"Gather round together and join thy hands. Prepare thyselfes." Ghanadar's deep voice rumbles out strange arcane words. The world dims before you and for a time all is shadowy and insubstantial. Then, with a flash, you find yourselves on a snowy hilltop looking down into the valley where lies the city of Gorna.

Encounter Four: The Frightened Gnoll Knows

As before, PCs without cold weather gear (or suitable long-lasting magical protection) must make a Fortitude save (DC 15 + 1 per previous check) each hour of exposure or suffer 1d6 points of subdual damage. A PC with Wilderness Lore may receive a bonus to this saving throw and provide others with a bonus as well. For full details on the dangers of cold, see page 86 in the *Dungeon Master's Guide*.

Sirianna's ring is throbbing and pulsing with warm golden light. If PCs do not utilize the ring to determine their path, have the bearer make a Spot check (DC 10) to notice either the throbbing or the glowing. Other PCs may make a Spot check (DC 12) to notice the pulsing glow, if the ring is out in the open. The nearer the ring is to Sirianna, the more vigorous the throbbing and the brighter the glow.

Following the ring leads PCs on a trek through the foothills of the Stark Mounds towards Gorna, roughly following the White Oyt River. There are trees for cover and many an overgrown path. Travel is time consuming due to terrain, snow and the need not to be seen. Every so often, the PCs spot giant patrols in the distance. Few animals are about during the day, except for birds. The sun is shining but the day is quite cold.

In the afternoon, have all PCs make a Spot check (DC 15) to notice a trail of large booted footprints. For those with the Track feat, a successful Wilderness Lore check (DC 20) identifies the tracks as being a few days old and possibly

belonging to a large humanoid such as an ogre. A Wilderness Lore check meeting or exceeding DC 25 indicates the ogres were pulling something heavy, but there are no drag marks or any other physical indication (except the depth of their prints) they had been pulling anything. Following the tracks requires a Wilderness Lore check (DC 15).

The tracks lead to a trail that follows the river. At dusk, the PCs come to the remains of an enormous ornate enclosed litter. There are no bodies or evidence of combat. Blood may be found on the litter (Search check, DC 15). A successful Wilderness Lore check (DC 20) or a Heal check (DC 15) identifies the frozen blood as giant. A successful Search check (DC 25) allows the PC to uncover a hidden cache of food. The food is a mix of giant, Gyri, and things recently gathered from the woods. While investigating this scene, the DM should make Spot checks for all PCs and match the results against a Hide check by Rarkblak (DC 20). Rarkblak is skulking nearby. Since his escape from "Silverface" (Maldwyn), Rarkblak has been using the remains of the litter for shelter from the cold. If Rarkblak is seen and the PCs make a move, he yelps and tries to run away. If the PCs make any reasonable effort to catch him, let them, otherwise, Rarkblak runs off. If he is attacked, he runs away. If captured, Rarkblak pleads for his life in broken Common. Add hyena-like sound effects to his speech for that down-home gnoll touch.

All APLs (EL 7)

Rarkblak, Male Gnoll Rgr6: hp 69; see Appendix II.

"Eee-eee! Please! No hurt yip yip Rarkblak! No hurt! Me no spear! *slobber* Me just hungry. Me just scared iiyh-iiyh!"

The FIRST PC to show Rarkblak some genuine kindness should be noted by the judge. Rarkblak preferentially responds to this PC. Rarkblak responds to threatening postures by placing his tail between his legs, cowering, begging for his life, and the occasional piddle. A Heal check from a distance (DC 25) reveals signs of surgery in many places on his body. The PC who has shown compassion for Rarkblak may make a closer examination, learning the same information with a Heal check (DC 15).

A successful Diplomacy check (DC 25 or DC 15 from Rarkblak's "friend") calms Rarkblak down. Once calmed, Rarkblak answers questions to the best of his ability.

- What are you doing here?

"Rarkblak hungry yip! *slobber* Giant cart have good food, big food. You don't want any. Rarkblak find first!"

A successful Sense Motive check (DC 15) suggests Rarkblak is concealing something. He did not find the litter first and if confronted with his attempt to lie, he will come clean.

"Eee-eee! Rarkblak sorry! Me no want to be hurt anymore. Hurt by Silverface."

- Who is Silverface?

"Silverface good at first. Pack help Silverface rob wagons – much food. Then he hurt pack. Cut pack. Sew them up. Pack die one by one – if they lucky hrrr."

- What did Silverface do to you/your Pack?

"*moan* Bad things! *whisper* Terrible things. Evilheart help Silverface. Eee-eee! Pools of meat but meat alive! Meat come after Rarkblak iyyh!"

This remembrance is too much for Rarkblak and further questioning requires a successful Diplomacy check (DC 20 or DC 15 from his "friend").

- Tell me more about the raids.

"Silverface clever! He use great magic to attack. We go without travel, but long way back. Yip! Enemies become friends, but stink and move slow. Some of Pack become slow and stinky too. Evilheart always come with. Evilheart kill with one blow! Evilheart like to kill and kill again."

- Tell me more about Evilheart.

Paraphrase the paragraph above, leaving out the reference to teleportation.

- Tell me about this giant litter/coach.

"Rarkblak no believe what he see! Big giantess guard by nasty orcs. Nasty orcs die, die, die. Yip! Funny cart have no wheels and float on air! Stupid ogres pull wagon. All die but giantess, pretty giantess. Silverface want her – made her sleep. Evilheart shoot her but she not die. Me don't know. Bring back to Silverface home."

- Where is Silverface's home?

"Silverface live under dirt in strange place. He keep pretty giantess there in cage with no bars. Silverface call the place the Rusty Tower. *slobber*"

A successful Knowledge (local - Geoff) or Bardic Knowledge check (DC 20) provides the correct name: the Russet Tower. A Knowledge (local - Geoff) check (DC 15), Bardic Knowledge check (DC 15), or a Knowledge (nobility) check (DC 10) provides the names of the tower's former inhabitants, Magus Aedan and Maga Elspet. A Knowledge (local - Geoff) check (DC 20), Bardic Knowledge check (DC 20) or a Knowledge (nobility) check (DC 15) provides additional information on these two wizards (give the PCs Player Handout #1).

- How do we get into the Tower?/Is the Tower guarded?

"Yip! *slobber* Yip! I show way if you feed Rarkblak."

Rarkblak does not continue without a solid promise of food from his "friend" or a promise coupled with a successful Diplomacy check (DC 18). Showing Rarkblak the promised food provides a +4 circumstance bonus to the Diplomacy check. Rarkblak continues:

"Tower guarded by big smart ogre *slobber* Nignub and his bitch Buubag. They have whelp who big. Me no remember horag name. You no need fight them eee-eee for Rarkblak know secret entrance – know it yes!"

A Knowledge (arcana) check (DC 25) or a Knowledge (monsters & beasts) check (DC 20) identifies a horag as a hill giant/ogre crossbreed.

- Will you show us the secret entrance?

“Yip! Rarkblak show but Rarkblak not know how it works. You smart, you figure out. *slobber* Good food for Rarkblak now? Eee-eee!”

Rarkblak scurries into the litter and retrieves what is the last of the food he had hidden within. The ruined litter makes for a good camping spot for the evening. In the morning, unless someone takes precautions the night before, the PCs find Rarkblak contentedly asleep and his tummy bulging out of his tattered leather armor. He has gorged himself upon the food supplies of the PC who intimidated him the most during the questioning. Under no circumstances will Rarkblak steal food from the PC who befriended him.

If Rarkblak was not seen when the PCs were investigating the litter, he creeps into their camp that evening to steal food. PCs on watch should make Spot or Listen checks (DC 15) to notice Rarkblak's attempt at a good dinner. If he is noticed, proceed as previously described.

Treasure: The only possible treasure in this encounter is Rarkblak's possessions, if the PCs take them.

All APLs: L: 27 gp; C: 0 gp; M: 0 gp.

Encounter Five: The Russet Tower

Without Rarkblak's help, the PCs find their way to the Russet Tower at the end of the next day, leaving them with but one day to rescue Sirianna. With Rarkblak's assistance, the party reaches the Russet Tower in half a day, leaving one-and-half days to rescue Sirianna.

While some of the magical effects, which protected the Russet Tower and the Underhalls, are not currently in effect, some do still exist. The entire area comprising the tower ruins and the Underhalls, is under the influence of a *nondetection* spell effect (DC 30). A *dimensional anchor* field surrounds the Underhalls, except for Encounter Seven (Level B), Location 11. No PC, even those related to, or whose parents had ties to, Magus Aedan or Maga Elspet, has a complete

knowledge of the layout of the Underhalls. Aedan and Elspet did not allow their children past the first level of the Underhalls and only a select few ever visited or were allowed to venture deeper.

A break in the trees allows you to see a large clearing ahead. The clearing may have once been an estate garden, but the flowers and shrubs have gone wild. Amidst this horticultural chaos are the remains of a tower or keep. The remaining stones are the color of dried blood. Smoke rises from within the circular ruins. From this distance and your current vantage point, you cannot see into the interior of the ring of crumbling russet-colored stone walls, though you do hear someone or something “singing” in Giant.

The Easier Way

Rarkblak leads those parties who befriended him directly to the hidden entrance to the Underhalls of the Russet Tower. There is still a chance the guards may hear the party approach. Have all PCs make Move Silently checks, but allow a +10 circumstance bonus due to the distance and the path Rarkblak has chosen. Match this against the guards Listen checks. If the guards are successful, they investigate, possibly spotting the PCs and engaging them in combat. If Rarkblak does not have a weapon, he does not fight the guards, but instead runs and hides during the battle. Those parties without Rarkblak's aid may find the secret entrance as well. First, they must state they are looking for an alternate way into the tower, rather than face whatever is singing. Second, a Wilderness Lore check (if the PC has the Track feat) or Search check (DC 25) allows them to find the barest hint of a trail leading off to one side of the ruins. If the Wilderness Lore check succeeds by 10, some distinct tracks are found, one belonging to an average medium-sized humanoid and the other belonging to a smaller humanoid walking barefoot, possibly a human adolescent. Third, to actually find the entrance, a successful Search check (DC 30) is required. A PC using *detect secret doors* or the wedding band has a 25% cumulative chance per 10 minutes of searching to find the secret entrance.

Once the hidden entrance is located, it may be checked for traps (none – though there is some evidence of the entrance being magically trapped at one time) and the presence of magic (yes – moderate illusion [*permanent image*] and weak abjuration [*arcane lock*]). The hidden trap door is

made of stone and metal. The entrance is locked and cannot be unlocked and opened without activating the trigger, which is concealed in a nearby rock. A Search (DC 25), Wilderness Lore (DC 20), or a Knowledge (geology) check (DC 15) uncovers the trigger-rock. Dwarves may add their stonemasonry bonus to any of the above rolls. Pushing a portion of the stone causes a well-camouflaged trap door to open in the ground near the stone. Well-carved stone stairs lead into the earth. The stairs are not trapped. Rarkblak does not go with the PCs. The horrors he witnessed were too great. He tells the PC who befriended him that he may see Rarkblak again. Proceed to Encounter Seven (Level B), Location 13.

🔒 **Hidden, Well-camouflaged, Arcane-Locked Trap Door:** 12 in. thick; hardness 20; hp 200; Break DC 60.

The Hard Way

Without Rarkblak's help, the PCs may not find the secret entrance or they might just be spoiling for a fight. The only other way into the Underhalls is past the guards on the surface. Depending upon the APL, different members, or combinations of members, of Nignub's family and companions are present. Make hints to the PCs that the remainder could arrive at any time to help defend the entrance to the Underhalls (Hakat the horag is off playing "break the rock" in the woods with some of his father's ogre cohort).

APL 4 (EL 2)

👉 **Nignub, Male Ogre Bbn1/Ftr1:** hp 54; see Appendix II.

👉 **Ogres (2):** hp 30 each; see *Monster Manual*.

APL 6 (EL 4)

👉 **Nignub, Male Ogre Bbn1/Ftr2:** hp 63; see Appendix II.

👉 **Buubag, Female Hill Giant:** hp 102; see *Monster Manual*.

APL 8 (EL 6)

👉 **Nignub, Male Ogre Bbn3/Ftr4:** hp 101; see Appendix II.

👉 **Buubag, Female Hill Giant:** hp 102; see *Monster Manual*.

APL 10 (EL 8)

👉 **Nignub, Male Ogre Bbn4/Ftr4:** hp 111; see Appendix II.

👉 **Buubag, Female Hill Giant Ftr1:** hp 134; see Appendix II.

Treasure: The only treasure here is the possessions of the guards.

APL 4: L: 64 gp; C: 0 gp; M: *potion of expeditious retreat* (4 gp), *potion of cure serious wounds* (63 gp).

APL 6: L: 61 gp; C: 0 gp; M: *potion of expeditious retreat* (4 gp), *potion of cure serious wounds* (63 gp).

APL 8: L: 32 gp; C: 0 gp; M: +1 *large chain shirt* (113 gp), *potion of expeditious retreat* (4 gp), *potion of cure serious wounds* (63 gp).

APL 10: L: 30 gp; C: 0 gp; M: +2 *huge greatclub* (693 gp), +1 *large chain shirt* (113 gp), *potion of expeditious retreat* (4 gp), *potion of cure serious wounds* (63 gp).

In the center of the ruins is a spiral staircase descending into the earth. If the PCs descend the staircase, proceed to Encounter 6 (Level A), Location 1.

Encounter Six: The Underhalls, Level A

The Underhalls were created by Magus Aedan and Maga Elspet with a little help from some dwarven craftsmen and a great deal of magic. Much of the excavation was done using pulverizers, a type of semi-intelligent automaton. So as not to arouse suspicion during construction, the turnings from the excavations were often disintegrated or carefully spread around the surrounding gardens. The stonework and construction within the Underhalls are expertly done, showing signs of dwarven craftsmanship, but the finishing was accomplished by arcane means. A dwarven PC may notice these details, but all others must make a relevant Craft or Profession check (DC 15) or Knowledge check (DC 20) to understand the construction. Due to the magic used to finish the Underhalls, spells that allow the manipulation of stone will not function in the Underhalls.

Aedan envisioned the Underhalls as a grand tribute to Murlynd, the hero-deity of magical artifice

(see *Living Greyhawk Journal* #3, page 13). Aedan was very private in his worship of Murlynd; only his wife knew of his devotion. Elspet just wanted a private place, away from ignorant eyes, to further her necromantic research.

Three subterranean levels comprise the Underhalls. Level A contains a dining hall (for entertaining dignitaries), a well appointed kitchen and larder, a common room, and a private bed and bath chamber used by Aedan and Elspet, or by particularly special dignitaries. Level A is accessible by a spiral staircase, which terminates in the common room. The staircase originally serviced the entire tower, but it now terminates in the ruins of the tower on the surface and so is only useful for reaching Level A. Level B contains three wings: Aedan's Wing, Elspet's Wing, and the Cell Block. Access to this level is by either the hidden outdoor entrance or a drop-in-place spiral staircase from Level A. Access into the wings is controlled by *wall of force* wards (requires an Underhall sigil necklace to pass). Aedan's Wing contains his private study, an extensive laboratory and shrine to Murlynd (where Sirianna is being held), and the teleportation chamber, one of Magus Aedan's greatest creations. Elspet's Wing contains her private study, a necromantic laboratory (now usurped by Maldwyn), a storage room for spell components and other arcane materials, and a zombie pen. Level C, which may only be accessed from Level B, has three areas: the Water Room, the Wind Room, and the Forbidden Door. The Water Room contains an arcane artifice for heating, cooling, and distributing water to the Underhalls. The Wind Room contains an arcane artifice for distribution of fresh air throughout the Underhalls. The Forbidden Door seals off an entrance to some natural caverns discovered during excavation. Investigating Level C is an optional encounter for this scenario (see Encounter Eight for details).

Unless otherwise specified, all ceilings on Level A are 10 feet tall. Doors in the Underhalls, unless otherwise specified, fall into two categories: strong wooden and reinforced (locked iron) doors:

❖ **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; Break DC 25.

❖ **Reinforced (Locked Iron) Doors:** 2 in. thick; hardness 10; hp 60; Break DC 28; good lock (hardness 15; hp 30; Open Lock DC 30).

Encounters within the Underhalls are described by room or area, but are meant to be flexible depending upon PC actions. If the PCs enter the halls "spells blazing", this alerts the inhabitants, creating greater difficulty for the PCs.

The Underhalls were constructed with security in mind. Magus Aedan and Maga Elspet created sigil amulets and special keys that allowed access and control over the guardians and devices within the Underhalls. There are three types of sigil amulets, distinguished from one another by the material they are made from (bronze, hematite, and red gold). The amulets bear a droopy five-pointed star encased by an irregular pentagon. At the center of the star is a lidless eye with a flaming pupil. If detected for magic, all amulets radiate moderate abjuration magic, except for the hematite amulet, which also radiates moderate necromantic magic. The bronze amulet allows access past the *wall of force* wards on Level B and causes programmed undead to ignore the wearer. The hematite amulets act as bronze amulets but also allow the wearer to command up to 20 HD of undead *within the Underhalls only*, as if they had been created using the *animate dead* spell cast by a 10th level wizard. The red gold amulet acts as a bronze amulet and allows access to Magus Aedan's laboratory (see Encounter 7 (Level B), Location 9).

The protective ward generated by the amulets against the undead of the Underhalls is violated should a warded PC attack any of the undead guardians. None of these amulets have any magical power WHATSOEVER outside the Underhalls.

The major NPCs each have an amulet: Hergest, Talog, and Wedros each have a bronze one, and Maldwyn has a hematite one. Maldwyn keeps a red gold amulet hidden away in Maga Elspet's Private Study (see Encounter 7 (Level B), Location 16).

All undead encountered in the Underhalls gain a +2 turn resistance in addition to any they may already possess.

Location 1: Common Room

This area is large (40 ft. wide by 70 ft. long and 15 ft. tall) and contains the end of the tower's central spiral staircase in the center. An archway opposite the stairway exit leads to a hallway that encompasses Level A and provides a way to reach the Hidden Stair (see Location 7). There

are three doors (strong wooden), one in each of the remaining walls. The door to the west is the entrance to the bedchamber, the door to the east accesses the dining hall, and the door to the south allows entry into the kitchen.

The room contains furniture in styles representative of many nations. Portraits of Magus Aedan, Maga Elspet, and their family adorn the walls. In addition to the ap Aedan family portraits, there are portraits of Grand Duke Owen in full battle dress with his first wife Marian, Lord Darlon Lea and his family, Cuthalion Cuern long before his elevation to High Seneschal, Martinian Aldrake as a young man, and a stunning portrait depicting the Battle of Gorna, showing the heroes of Gyruuff much larger than life, hewing giants (Lord Darlon Lea is prominent in the painting, as is Magus Aedan, who is shown blasting great quantities of humanoids into oblivion with arcane power). The paintings are dusty, but unmolested.

An Appraise check (DC 20) notes these paintings are quite valuable and would fetch a handsome price (15,000 gp). However, taking these paintings (a difficult task itself as they are quite large) and selling them is theft, as they belong to Maga Elspet. When the PCs try to sell them, no one purchases the paintings from the PCs, but instead directs them to Maga Elspet. She gladly takes the paintings off their hands in exchange for a boon to be named later or access to one of her unique spells (see Conclusion).

This area is guarded by undead under Maldwyn's command. They attack anyone not wearing an Underhall sigil necklace. Combat with the undead guardians alerts So Ka Toth the ju-ju zombie cook in Location 3. So Ka Toth joins the fray in two rounds, having pre-cast *spider climb*.

APL 4 (EL 5)

☛ **Zombies, Medium-Size Fiendish (8):** hp 20 each; see Appendix II.

☛ **Bone Creature, Male Undead Sor2:** hp 19; see Appendix II.

APL 6 (EL 7)

☛ **Zombies, Large Fiendish (4):** hp 36 each; see Appendix II.

☛ **Bone Creature, Male Undead Sor4:** hp 33; see Appendix II.

APL 8 (EL 9)

☛ **Zombies, Large Fiendish (8):** hp 36 each; see Appendix II.

☛ **Bone Creature, Male Undead Sor6:** hp 47; see Appendix II.

APL 10 (EL 11)

☛ **Zombies, Huge Fiendish (5):** hp 64 each; see Appendix II.

☛ **Bone Creature, Male Undead Sor8:** hp 61; see Appendix II.

Location 2: Dining Hall

The dining hall was once ornate and some of this is still evident. Now, the area is a mess, as it has been converted into a combination living and dining area. A large dark wood table is in the middle of the room, bearing the scars of abuse by the current occupants. Rotting food sits piled in one corner. There are stained tapestries upon the walls, depicting battles fought against the giants from before the Fall of Gorna and the struggle fought by the Great Druid-King Llewellyn pushing the giants into the mountains several thousand years ago. In one portion of the tapestry, King Llewellyn seems to be depicted as the Green Man. One of the tapestries is quite abstract and is difficult to interpret.

A successful Knowledge (arcana) check (DC 20) suggests the abstract tapestry commemorates the formation of the Circle of Eight in CY 560.

During the day, this area is empty, except for flies buzzing around the rotting food. In the evening, Wedros comes here, to eat and sleep. He sleeps under the table in a hammock, which is concealed from view (Spot check or Search check, DC 25). Hidden within the hammock are 10 +2 bolts (Search check, DC 25).

Treasure: All APLs: L: 0 gp; C: 0 gp; M: 10 +2 bolts (140 gp).

Location 3: Kitchen

These kitchen facilities are quite extensive and well constructed. A large oven/cookplace dominates the south wall. There is a faint whistling sound coming from the chimneys. Hunched over a butcher-block table is a desiccated humanoid figure cutting hunks of

meat from some carcass with a vicious looking cleaver. The thing stops its dissection and spins around, a baleful glow emanates from its black eyes.

Aedan and Elspet were very busy mages when living at the Russet Tower. They kept unusual hours and Magus Aedan was always conscious of a need to keep the Underhalls secure. To this end, Elspet gifted her husband with a servant who never tired and was available at any hour. So Ka Toth was once a member of the Scarlet Brotherhood. He was captured by Magus Aedan, and after questioning, left to rot in the Holding Cells (see Encounter Seven (Level B), Location 12). Elspet turned So Ka Toth into a ju-ju zombie through an unpleasant ritual and bound him to service as the chef of the Underhalls. This gave rise to one of Maga Elspet's favorite jokes, which she told at dinner parties without revealing the nature of the chef: "There's a bit of our chef in everything he makes". So Ka Toth sees anyone without a sigil amulet as an enemy and attacks ruthlessly.

The chimney flews, instead of leading to the surface, lead into the Chamber of Winds (see Encounter Eight (Level C), Location 19). The flew pipes are size Tiny. A Tiny flying creature could traverse the pipes, but would ultimately end up in the Chamber of Winds facing a very angry air elemental. Investigating Level C is an optional encounter for this scenario (see Encounter Eight for details).

All APLs (EL 5)

✦ **So Ka Toth, Ju-ju Zombie:** hp 50; see Appendix II.

Location 4: Pantry

This room is a well-stocked pantry. Food of all kinds resides on shelves, drawers, and hooks. Some of the provisions are dated, yet despite being more than 10 years old, are still fresh. On the west wall is a rack with a dwindling supply of fine wine.

The contents of this room are subjected to a *purify food and drink* spell once per day. Some of the meat on the hooks is humanoid.

Treasure: An Appraise check (DC 20) indicates several of the bottles of wine are quite valuable and could fetch a handsome price if sold.

All APLs: L: 30 gp; C: 0 gp; M: 0 gp.

Location 5: Bedchamber

This large, nearly square, room is obviously a bedchamber, despite the piles of refuse, which litter the corners. On the north side of the room is an enormous four-poster canopy bed, complete with velvet privacy curtains, flanked by two small tables. Glass orbs float two feet above each table. A large fireplace is on the west wall near the corner. A sitting area is before the fireplace. There is a door in the south wall. Much of the floor is covered with fine rugs, some of which are not soiled with repugnant stains.

During the day, this room is empty, but Maldwyn sleeps here at night, which accounts for the room's disheveled appearance.

Treasure: The glass orbs on the nightstands light with *continual flame* if touched. PCs grasping an orb then releasing it into the air have the option of having the orb follow them.

All APLs: L: 0 gp; C: 0 gp; M: 2 *continual flame* orbs (83 gp each).

Read the following if the fireplace is examined:

The fireplace is ornate, carved with images of many strange beasts. Prominent are two ravens flanking the fireplace opening. Each holds a strange five-sided sigil in its beak. Above the mantle is an enormous portrait of Magus Aedan and Maga Elspet. There is a faint whistling coming from the fireplace.

The raven, holding the sigil that matches the one worn by Magus Aedan in the portrait, activates a secret door into the hallway when turned clockwise. The other sigil, when manipulated, delivers a nasty shock.

APL 4 (EL 3)

✦ **Sigil Shock Trap:** CR 3; magical; touch trigger; automatic reset; Reflex save (DC 20) for half; 2d6 electrical damage; Search (DC 25); Disable Device (DC 25).

APL 6 (EL 4)

✦ **Sigil Shock Trap:** CR 4; magical; touch trigger; automatic reset; Reflex save (DC 22) for half; 4d6

electrical damage; Search (DC 27); Disable Device (DC 27).

APL 8 (EL 5)

✦ **Sigil Shock Trap:** CR 5; magical; touch trigger; automatic reset; Reflex save (DC 24) for half; 6d6 electrical damage; Search (DC 29); Disable Device (DC 29).

APL 10 (EL 10)

✦ **Sigil Shock Trap:** CR 3; magical; touch trigger; automatic reset; Reflex save (DC 26) for half; 10d6 electrical damage; Search (DC 31); Disable Device (DC 31).

Location 6: Bath Chamber

This room does not bear as many signs of abuse as previous chambers. Perhaps this is because it does not see much use? Before you is a luxurious bathing chamber, complete with two throne-like privies bearing the family crests of Aedan and Elspet. An inviting pool of warm water is in the middle of the western end of the chamber, next to a small fireplace. There are currents visible within the pool. There are clean linens on a rack and a wash table whose basin is surrounded by bottles filled with scented oils and wrapped cakes of soap.

The bath chamber is magically self-cleaning. The privies have non-removable chamber pots concealed beneath the seats. The pots are enchanted with modified *disintegrate* spells. A PC who sticks an appendage into a pot must succeed at a Fortitude save (DC 21) or have that appendage disintegrated as per the spell. Even with a successful save, the PC takes 5d6 points of damage.

Treasure: A miniature chest near the basin contains scentbreaker (an alchemical mixture, see the Treasure Summary) and a nearby bottle contains a *potion of neutralize poison*. There is nothing unusual about the pool. Warm water, from the Well and Pump Room (Encounter Eight (Level C), Location 18) is constantly circulating within the basin through openings shaped like fish. Tiny or smaller aquatic creatures may attempt to swim through the pipes. They eventually lead into the hot water storage tank and death from the heat. Investigating Level C is an optional encounter for this scenario (see Encounter Eight for details).

All APLs: L: 0 gp; C: 0 gp; M: *potion of neutralize poison* (63 gp).

Location 7: Hidden Stair

This spiral staircase is constructed to fall into place when the trigger mechanism is activated. The trigger is an *invisible* lever (Spot or Search check DC 30) on the north wall just to the west of the staircase opening. The hidden stair is difficult to detect; it requires a successful Search check (DC 30) with a +6 circumstance bonus for PCs with stonemasonry. Any PC on the staircase opening when the stairs are activated tumbles down the stairs (a 50-foot drop) taking 5d6 points of damage. A successful Reflex save (DC 15) reduces this damage by half.

Size Large or Huge creatures can move up and down the stairway, but with great difficulty. They must move one at a time at one-half and one-quarter speed, respectively.

Encounter Seven: The Underhalls, Level B

Unless otherwise specified, all ceilings on Level B are 15 feet tall. Doors in the Underhalls, unless otherwise specified, fall into two categories: strong wooden and reinforced (locked iron) doors:

♣ **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; Break DC 25.

♣ **Reinforced (Locked Iron) Doors:** 2 in. thick; hardness 10; hp 60; Break DC 28; good lock (hardness 15; hp 30; Open Lock DC 30).

Location 8: Archway Chamber

The spiral stair terminates in the center of a square chamber, the opening facing north. In the centers of the west, south, and east walls are 15-foot tall ornamented archways. Above the west archway is Aedan's crest, above the east archway is Elspet's crest, and the shield of Geoff is above the south archway. Obvious magical glyphs are woven into the ornamentation. On either side of each archway are prominent sigils carved into the rock and filled with gold.

A Knowledge (arcana) check (DC 15) identifies the gold sigils as representing "danger" and "ward". The archways radiate faint evocation magic. Anyone or anything that passes through

the archway not bearing a bronze, hematite or red gold sigil amulet triggers the ward on the archway. A *wall of force* snaps into place, causing 2d8 points of damage to those PCs under the archway who fail a Reflex save (DC 15) and sealing the archway. This effect also damages and hedges out incorporeal or ethereal creatures. A *disintegrate* spell deactivates the archway for 10 minutes. PCs can relay an amulet through the archway but cannot take someone with them through at the same time.

The doors into the east and west wings are reinforced (locked iron) doors. The frames of the doors are enchanted with *alarm* spells. Anyone without a hematite or red gold sigil amulet passing through the doors generates an audible alarm in Locations 9 and 10 for the west wing door and Locations 15 and 16 for the east wing door. The *alarm* enchantment may be seen with a *detect magic* spell and suppressed with a *dispel magic* cast against a 15th level caster.

Unless activated from above, the stairway is blocked halfway up. An *invisible* lever (Spot or Search check DC 30) in the middle of the north wall activates the stairway. Size Large or Huge creatures can move up and down the stairway, but with great difficulty. They must move one at a time at one-half and one-quarter speed, respectively.

If PCs have triggered the encounter in Maga Elspet's Laboratory (see Location 15), the guardians from Encounter 6 (Level A), Locations 1 and 3 are present. Remember, the undead guardians cannot attack a PC wearing a sigil amulet unless that PC attacks first, voiding the protection.

Location 9: Aedan's Laboratory and Shrine to Murlynd

On the east wall, just down from the door opening into this hallway is a 15-foot-tall, 10-foot-wide metal plate. In the center of the metal plate, about 4 feet up from the floor is an impression of a lopsided pentagon.

The metal plate is the door to Aedan's laboratory. A red gold sigil amulet must be placed in the depression to activate the door. Examining the plate in anyway, other than visually activates a *wall of force* barrier exactly as described in Location 8.

■ **Metal Plate:** 3 in. thick; hardness 12; hp 60; Break DC 35.

Once the red gold sigil amulet is in place, read the following:

Extending from the impression, a seam splits the metal plate in twain. Large, 15-foot-tall heavy metal doors open revealing an enormous chamber, some 50 feet wide and possibly 100 feet long. The ceiling is 20 feet overhead. Floating glass globes burn with fire, providing illumination. On the southern end of the chamber is a T-shaped collection of tables, cabinets, and shelves, near which is a large metallic object. Directly across from the door is some kind of shrine. At the northern end of the chamber is a startling sight: columns of glass and crystal rise from the floor topped by strange blue-metal geodesic spheres. Raw magical power throbs away inside the crystal columns. The surrounding walls contain granite panels studded with colorful crystals that blink in strange, rhythmic patterns. Between the crystal columns is a shimmering sphere of force. Trapped inside is perfection: a giant blue-skinned female whose beauty would make even women swoon. This must be Sirianna. Her silken garments cling suggestively to her wonderfully apportioned frame. No tusks or fangs are visible when she speaks and her voice is serene and lovely, yet edgy with fear. "More Tyv to torture me? As if the vile depredations of Maldwyn were not enough! Please, do not hurt me. I have done nothing to you!"

The PCs must gain Sirianna's trust. A successful Diplomacy check (DC 25) convinces her the PCs are actually there to help her. Showing Sirianna the wedding band provides a +10 circumstance bonus to the Diplomacy check. The enchantments of the ring prevent it from being stolen, so she knows Ghanadar had to give it to the PCs willingly.

The PCs may parley with Sirianna, but she knows little. She was on "**holiday**" observing the "**quaint and amusing Tyv**" when her litter was attacked by undead and "**those three dirty Tyv**". She remembers being struck by something sharp, passing out, and waking within the *wall of force* bubble. The leader, Maldwyn, has spent hours berating and threatening her since she has been imprisoned. "**He often mentions his extreme**

loathing for my beloved Ghanadar.” If asked how to deactivate the wall of force generator, she says the following: ***“I have seen the Tyv Maldwyn fiddle with the gem-stone panels, but I did not see how the artifice was initially activated. I should think, however, that breaking the crystal columns a poor choice given the amount of magical power coursing through them. Much more power than one would expect to maintain such a small bubble.”***

Investigation of the gemstone panels requires a successful Knowledge (arcana) check (DC 35) to gain any useful information. Faint tracings of gold on the granite slabs and the patterns of lit/unlit gemstones suggest magical power has been redirected into the crystal columns away from another purpose. PCs with Knowledge (arcana) may pool their knowledge or further assistance may be needed (see below). Should the knowledge check be successful, the PC(s) may redirect the energy, terminating the *wall of force* bubble, and re-establishing the *wall of force* barrier around the Underhalls, sealing off all exits save the Teleportation Chamber (see Location 11). Once redirected, reversing the process requires a Knowledge (arcana) check (DC 50).

A PC making a successful Disable Device check (DC 35) may also redirect the energy, terminating the *wall of force* bubble, and re-establishing the *wall of force* barrier around the Underhalls, sealing off all exits save the Teleportation Chamber (see Location 11). If the PC fails the Disable Device check by 5 or more, they accidentally disrupt a critical process and cause the destruction of the crystal columns (see below). Once redirected, reversing the process requires a Knowledge (arcana) check (DC 50).

Breaking either of the crystal columns (Hardness 5, hp 25 each) results in an explosion of force energy doing 20d6 points of damage in a 40-ft. radius burst (Reflex save (DC 20) for half damage). Anyone protected by a *shield* spell at the time of the explosion takes one-quarter damage on a successful save, half-damage if unsuccessful. Destruction of the columns redirects the magical energy and re-establishes the *wall of force* barrier surrounding the Underhalls. Reversing the process is impossible once the columns are destroyed.

Once Sirianna is freed from her prison, she insists the PCs find a way to leave immediately and asks

for her wedding band. A Diplomacy check (DC 20) is required to get her to stay in the laboratory until the PCs find a method of escape, but no amount of Diplomacy allows the PCs to take the wedding band. On a side note, Sirianna cannot physically fit up the Hidden Stair (see Encounter 6 (Level A), Location 7).

All APLs (EL 14)

☛ **Sirianna, Female Cloud Giant Sor3:** hp 217; see Appendix II.

Should the PCs, for whatever reason, decide to attack Sirianna, she spends one round pleading for them to stop. If they do not stop, read the following:

“They told me, but I did not believe them. I thought there was more to the Tyv – but now I know you are just a bunch of FILTHY ANIMALS!” Sirianna, in one clean motion, breaks off one of the crystal columns and brandishes it as a weapon. The column still crackles with residual energy.

The column acts as a gargantuan greatclub and deals 4d6+18 points of damage per hit. In addition, the column still has residual force energy and can harm incorporeal creatures or objects and surrounds her in a *shield* spell effect for 1 minute.

Killing Sirianna is an evil act and has repercussions. The PCs gain no XP from murdering Sirianna. The PCs are subject to either Conclusion C or D.

The Shrine of Murlynd

On the middle of the east wall is a mosaic of a six-pointed star with rounded ends. Before the mosaic is a granite table topped with five crystals and a small hammer. Striking the crystals with the hammer produces clear notes in a major key. There is no apparent purpose to this area other than as a shrine to some obscure deity.

The shrine is to Murlynd, the White Paladin, hero-deity of magical artifice. A Knowledge (religion) check (DC 22) reveals this information. If the Knowledge (Religion) check is exceeded by 5 or more, the PC knows in what order to play the notes (strike the crystals with the hammer). Doing so bestows a *comprehend languages* spell upon that character cast as a 10th level wizard. Underneath the granite table is a shelf containing

a book in some unrecognizable language. Using either the altar's power or a like power from a PC, the book's title can be discerned as "Murlynd's Early Adventures & Subsequent Ventures". The cover bears the six-pointed star sign in gold on a royal blue background. The book takes weeks to read in its entirety. Skimming the tome provides some insights into the worship of Murlynd.

Workbenches

The shelves and workbenches are fairly devoid of anything outwardly interesting. The few books, which do exist, are written in some kind of code and contain bizarre diagrams. There are bits of metal, what look to be tools, and a few bottles. Near the workbench is a large metal construct squatting in the corner. The thing has an ovoid body on two stumpy legs and two stumpy arms that end in sharp-spiraled cones. Written in precise, neat handwriting, is a sign in Common reading "Needs repair" attached to the construct's body.

Deciphering the books on the benches requires a *comprehend languages* spell or a Decipher Script check (DC 25) and 20 minutes of study. The information gained provides a +10 circumstance modifier to a Knowledge (arcana) roll involving the *wall of force* generator's operation. None of the books mention the construct or why it needs repair. A Search check (DC 25) reveals a *wand of repair light damage* amongst the miscellaneous pieces of metal. A Search check (DC 20) locates a bottle labeled "*potion of fox's cunning*".

The construct is largely inactive, but have it twitch menacingly if any PC touches it. A successful Knowledge (arcana) check (DC 25) identifies the construct as a Pulverizer. No amount of tinkering reactivates it. Pacanan took the books detailing the construction and repair of this type of automaton.

Treasure: The book on Murlynd is valuable as are the potion and wand.

All APLs: L: 20 gp; C: 0 gp; M: *wand of repair light damage* (63 gp), *potion of fox's cunning* (25 gp).

Location 10 Magus Aedan's Private Study: ***This warm, wood paneled room has been carefully ransacked. Hundreds of books and scrolls are arranged in neat piles before the shelves, which surely must have housed them.***

A quick glance at the tomes reveals they span dozens of esoteric subjects. Many are written in incomprehensible languages. The right person could spend a lifetime digesting the knowledge contained within this room.

A thorough search of the room does not turn up anything useful with regards to the current situation. Pacanan removed certain volumes and departed with them. A casual search of the desk (no roll required) finds a note left by Pacanan for Maldwyn (see Player Handout #5). A detailed search of the desk (DC 30) does find an expertly hidden compartment. The compartment is a variation on the *rope trick* spell. The entrance into the compartment is through the side of bottom right-hand drawer. Within is a crystal ankh with gold tracings within the clear crystal. This is a spare operator key for the Teleportation Chamber (Location 11).

PCs may, after defeating/driving off all enemies and re-engaging the *wall of force* barrier, and after acquiring the ability to operate the Teleportation chamber, stay in the Underhalls to study the contents of this library. A PC wishing to do so must spend 4, 8, or 12 TUs (1, 2, or 3 months). This study nets the PC benefits detailed in the Treasure Summary.

The study benefits in the Underhalls are not mutually exclusive. A PC may study in Location 10 and Location 16, spending TUs for each effort, up to a maximum of 24 TUs (6 months).

Upon finishing their study, the PC must leave via the Teleportation Chamber (Location 11). Return to the Underhalls is not possible due to the *wall of force* barrier. The PCs lack the correct key to get back in.

Location 11: Teleportation Chamber

Beyond a heavy reinforced locked iron door is a chamber unlike any other you have seen within this complex. The walls and floor are polished to an unnatural shine. The room is square, but has an oval shaped platform recessed into the back wall. The platform is replete with mystical symbols. Before the platform, near the center of the room, is a pedestal upon which resides a disc. In the center of the disc is a crystal sphere. The disc is divided into sections and within the sections are glyphs and shapes of different color and size. Both the platform and the disc are made

of some strange blue-gray stone. A low throbbing-humming sound permeates the chamber.

This chamber is Magus Aedan's greatest accomplishment and was likely inspired by Murlynd himself. Once activated, the platform, in conjunction with the controls on the disc, can teleport anyone or anything upon it anywhere on Oerth. This chamber was Aedan's greatest secret. Only the Duke knew of its existence, or so Aedan thought. Pacanan suspected the something like it existed and used the chamber to reach a destination he would not have been able to reach through conventional means. Maldwyn, using the crystal ankh operator key left behind by Pacanan, has used the chamber to conduct lightning raids against Gyri and giant caravans. Unbeknownst to Maldwyn, a second crystal ankh operator key is hidden away in Magus Aedan's Private Study (see Location 10).

The teleporter works one-way only. It does not allow penetration of an area protected by spells barring extra-dimensional travel or those protected by scrying. To activate the platform, the operator must first insert a crystal ankh key into the appropriately shaped receptacle on the control disc. This energizes the operating controls. The quartz sphere at the center of the disc is a crystal ball used to visualize the desired destination using the control surfaces on the disc. An operator must make a Knowledge (arcana) check (DC 20) to decipher the controls (alternately, an Intelligence check or Use Magic Device check (DC 25) may be used). To target the desired location, a successful Scry check must be made. The DC is variable depending upon the PC's familiarity with the destination. A PC from Geoff attempting to scry on Hochoch would need to meet or exceed a DC 5. Scrying on Midwood is DC 10. A place the PC has never been to before is DC 20. If no clear destination is selected, the teleportation platform is not energized. PCs may also scry on people or things to nail down a destination. See the scry spell for more details. Once all steps have been successfully performed, the operator can teleport objects/creatures on the platform from the control disc, or set a short countdown for auto-activation. At all times during this procedure, the operator key must remain within the control disc. This device can transport a group of PCs nearly anywhere. Should a group of PCs decide to teleport somewhere other than a place described in the Conclusion, the Judge should collect the

characters and present them to the Triad for adjudication.

While the *wall of force* barrier protects this chamber, a hole is briefly made within the barrier to allow for the outbound teleportation. The PCs have no way to teleport back into the chamber. Such attempts always fail.

Location 12 A-F: Holding Cells

All holding cell doors are reinforced (locked iron) doors.

For cells A, C-D, and F, read the following description:

This 10-foot wide by 20-foot long room is sparsely furnished. Attached to one wall is a basin in a cabinet. Two short pipes ending in stopcocks protrude from the wall above the basin. A privacy screen is in the rear of the chamber. This chamber does not look to have been used in some time.

Behind the privacy screen is a privy chair.

Holding Cell B: Talog's Chambers

This 10-foot wide by 20-foot long room is lavishly furnished. An enormous cushion fills the center of the room. Smaller pillows and several exotic feathers are strewn about the surface of the giant plush cushion. Attached to one wall is a basin in a cabinet. Two short pipes ending in stopcocks protrude from the wall above the basin. From behind a privacy screen at the rear of the chamber you hear a light slap and boyish giggling. Two young men come scurrying out. Neither is clothed, though one is wearing a strange amulet and a pair of exotic armbands. Both stop and look at you. One man cowers, while the other looks disgusted and disappointed. "What do YOU want?" he says, hands defiantly placed upon his hips.

The defiant man is Talog. About his neck is a bronze sigil amulet. The cowering young man, Dwyth, is a prisoner from one of the raids. Talog has used his bardic powers to eliminate any resistance from him. Dwyth is completely uncommunicative; constantly looking to Talog for answers to any questions the PCs may put to him.

Unseen by the PCs, Talog has a dagger poised to strike Dwyth. An opposed Spot check to Talog's Hide check is needed to notice the dagger. Talog

bargains with the PCs for his life, using Dwyth as a bargaining chip (without directly threatening Dwyth, but through Innuendo). If Talog is hard-pressed, he attempts to *fascinate* the PCs by humming a catchy tune. PCs are only justified in killing Talog if he murders Dwyth, and Talog is aware of this. He is also aware he is not a murderer, and an opposed Sense Motive check to Talog's Bluff check can confirm his true feelings, if a clever PC suspects such a thing. Talog accepts terms of surrender that include the following: leaving the Underhalls of his own free will with Dwyth, and no reprisals by the PCs or their associates. In return for this, Talog promises to leave Geoff, give up his bronze sigil amulet, his other treasure, and provide minor amounts of information. Talog only fights the PCs as a last resort if they initiate combat; for he knows he is outnumbered.

Talog knows little about the Underhalls (truth). He does know the amulet is required to access certain areas (truth). He does not know where Maldwyn or Sirianna are located (lie). He does not know how to work the *wall of force* generator or the teleportation chamber controls (truth). If asked about defenses, he says undead patrol the halls (partial truth).

All APLs (EL 8)

☛ **Talog, Male Human Brd5/Rog3:** hp 42; see Appendix II.

Treasure: Talog's possessions are the only treasure here.

All APLs: L: 0 gp; C: 0 gp; M: +1 *dagger* (192 gp), +1 *light crossbow* (195 gp), +1 *whip* (192 gp), 20 +1 *bolts* (78 gp), *bracers of armor* +2 (333 gp).

Holding Cell E: Hergest's Chambers

This 10-foot wide by 20-foot long room is sparsely furnished. Attached to one wall is a basin in a cabinet. Two short pipes ending in stopcocks protrude from the wall above the basin. A privacy screen is in the rear of the chamber. This chamber is dank and filthy. It is unclear what could be living here. The only clues are crude stick-figure drawings on parchment, which adorn the walls.

Hergest is half-asleep behind the privacy screen in a pile of flea-ridden furs. He patrols the Underhalls at night and sleeps during the day. Unless the PCs have made attempts to be quiet

(in which case match his Listen check against the lowest PC Move Silently check to determine if he is surprised), Hergest hears their entry and reacts in anger to the intrusion. He yells at the PCs to get out. Clever PCs may be able to calm Hergest and offer him a better life. If the PCs do not recognize the opportunity presented by the drawings (see below), Hergest realizes the PCs should not be in the Underhalls and attacks.

The drawings are of Hergest and Niff, his pet otyugh back in Midwood (see Player Handout #3). What's left of Hergest misses Niff a great deal, but due to his current unnatural state, he lacks the motivation to leave on his own. This has led to a great deal of built-up rage. PCs making the connection and using this to overcome Hergest (promising to reunite him with Niff) are awarded full XP for the encounter. PCs must make good on their promise. If Hergest is betrayed, he immediately attacks the nearest PC with deadly force.

APL 4 (EL 6)

☛ **Hergest, Male Half-Human/Half-Flesh Golem**
Ftr3: hp 34; see Appendix II.

APL 6 (EL 8)

☛ **Hergest, Male Half-Human/Half-Flesh Golem**
Ftr5: hp 54; see Appendix II.

APL 8 (EL 10)

☛ **Hergest, Male Half-Human/Half-Flesh Golem**
Ftr7: hp 74; see Appendix II.

APL 10 (EL 12)

☛ **Hergest, Male Half-Human/Half-Flesh Golem**
Ftr9: hp 97; see Appendix II.

Treasure: Hergest's possessions are the only treasure here.

APL 4: L: 22 gp; C: 0 gp; M: +1 *heavy mace* (193 gp).

APL 6: L: 1 gp; C: 0 gp; M: +1 *heavy mace* (193 gp), +1 *chain shirt* (104 gp).

APL 8: L: 1 gp; C: 0 gp; M: +2 *heavy mace* (693 gp), +2 *chain shirt* (354 gp).

APL 10: L: 0 gp; C: 0 gp; M: +2 *heavy mace* (693 gp), +2 *chain shirt* (354 gp), +2 *large wooden shield* (346 gp).

Location 13: Puzzle Lock Security Door

At the bottom of the long spiral stairway leading deep into the earth, is a strange door. The material could be stone or metal. Carved in the surface at human-eye level are symbols that might be a sentence or instructions. Below the carving are seven ivory tumblers. Each tumbler has four symbols on it, but only one may be seen at a time. Near the tumblers is a large ornate metal handle.

❖ **Strange Door:** 4 in. thick; hardness 10; hp 200; Break DC 60; every round it resists the first 12 points of any energy damage done to it.

The carving and tumblers bear Draconic characters. The phrase, if translated (via a *comprehend languages* spell, skill with the language, or a successful Decipher Script check, DC 15), reads:

Mysteries abound in the world. Things are other things disguised by nothings real.

Give the players Player Handout #2. The tumblers, much like a slot machine, can be arranged to spell out the answer to the riddle: *facades*. Once a choice is dialed in, the handle must be turned clockwise to try to open the door. If the wrong answer is displayed, all PCs within a 10-foot radius of the door are struck by a sonic burst. If the door is struck in an attempt to break it, the trap goes off as well.

The above assumes the PCs arrive at the door from the staircase side. If they arrive from the Underhall side, they also need a sigil amulet to open the door.

APL 4 (EL 3)

⚡ **Sonic Burst Trap:** CR 3; magical; touch trigger; automatic reset; multiple targets (all within 10 ft radius of the door); Reflex save (DC 15) for half; 4d4 sonic damage; Search (DC 25); Disable Device (DC 25).

APL 6 (EL 5)

⚡ **Sonic Burst Trap:** CR 5; magical; touch trigger; automatic reset; multiple targets (all within 10 ft radius of the door); Reflex save (DC 18) for half; 6d4 sonic damage; Search (DC 27); Disable Device (DC 27).

APL 8 (EL 6)

⚡ **Sonic Burst Trap:** CR 6; magical; touch trigger; automatic reset; multiple targets (all within 10 ft radius of the door); Reflex save (DC 21) for half; 8d4 sonic damage; Search (DC 29); Disable Device (DC 29).

APL 10 (EL 9)

⚡ **Sonic Burst Trap:** CR 9; magical; touch trigger; automatic reset; multiple targets (all within 10 ft radius of the door); Reflex save (DC 24) for half; 10d4 sonic damage; Search (DC 31); Disable Device (DC 31).

The goal of this encounter is to not punish the PCs for triggering the sonic burst trap, but to reward them for figuring out the riddle. If a party is stumped, allow them to make a successful Intelligence check (DC 25) or Bardic Knowledge check (DC 20) to discover the answer to the riddle. If this option is taken, award only half XP for the encounter.

Location 14: Component Storage

The reinforced (locked iron) door to this chamber also requires either a hematite or red gold sigil amulet to open. Once opened, read the following:

The inside of this chamber is lined, floor to ceiling, with shelves. Bottles, urns, jars, books, paper, and more, are crammed into the space. Everything is neatly labeled but chaotically ordered.

This chamber holds spell components and materials to scribe spells into spellbooks or create magical scrolls. If PC spellcasters are without component pouches, they may gather enough materials to make full spell component pouches in 10 minutes. Enough additional material resides in this chamber to add 24 pages of spells to a spell book at no gp cost to the PC.

Location 15: Maga Elspet's Laboratory

Upon opening the squeaky reinforced door to this chamber, your ears are assaulted by hideous screams and howls. Beyond some workbenches, which divide the room in half, are three stone slab tables. Two figures are hunched over an unfortunate laboratory subject. One experimenter is a small man with black stringy hair, dressed in finery splattered with gore. A silver mask, with only one eye slit, obscures his face. He does not seem

aware of your presence. On your left is a large ceramic vat and on your right is a large glass tank filled with bubbling green liquid. Various limbs tumble and roil within the tank. Sputtering oil lamps on the workbenches provide light, but weave shadows in the corners and ceiling. The screams from the test subject continue.

Unless the PCs suppressed the *alarm* spell on the east wing door, Maldwyn and Wedros are readying a trap for whoever has violated the Underhalls. The screaming is coming from the corpse creature on the table, but it is a ruse. PCs, only if they ask, may make a Sense Motive check against the villains' Bluff (DC 20) to notice something is wrong.

If the *alarm* spell was repressed, then allow Maldwyn and Wedros Listen checks at –2 against Move Silently checks made by the PCs. If the PCs are not taking any precautions to be quiet, then the Listen DC for Maldwyn and Wedros is 12.

If they have heard the PCs, the ruse is as described. Otherwise, they are working on the corpse creature and it is not screaming. Maldwyn and Wedros do get another Listen check (at +2) when the PCs open the laboratory door, for it squeaks loudly on rusty interior hinges. Unless the PC opening the door is trying to be quiet, the Listen DC is 10.

Maldwyn, Wedros, and the corpse creature spring into action as soon as all the PCs are in the chamber or just before a PC is about to attack if they were tipped off ahead of time by the *alarm* spell (surprise round). Maldwyn directs the corpse creature to attack a PC who is a possessor of a Vengeance of Maldwyn certificate (free action), casts *sanctuary* and moves (5-foot step) for cover behind the stone slab (partial action). On his next action, he consumes a readied *potion of gaseous form* and flees. If the PCs have not eliminated the undead guardians in the Common Area (Encounter 6 (Level A), Location 1 and 3), Maldwyn calls them down to the Archway Chamber (Location 8) to hinder the PCs.

Wedros has cast, prior to the PCs entering the room, *spider climb* upon himself and hidden amongst the shadows on the ceiling (at APL 4, Wedros uses a *potion of spider climb*). Wedros spends the first 3 rounds lining up a death attack on a spellcaster (at APL 4, Wedros makes a sneak attack) if possible. After the first death attack, Wedros hides in another part of the room

by *spider climbing* along the ceiling to prepare another death attack. If a PC seems to be spotting him too easily, he targets that PC with regular ranged attacks. Wedros continues using ranged attacks until he is out of ammunition, at which point he tries to escape. Wedros does fight to the death if cornered, reveling in even his own blood being spilt.

If Maldwyn and Wedros did not get advance warning via the *alarm* spell, Wedros is not on the ceiling, but casts *spider climb* and gets up to the ceiling as soon as possible once combat starts. The corpse creature leaps off the stone slab, draws weapons, and heads for the nearest PC. Maldwyn drinks a *potion of gaseous form* and flees for the Teleportation Chamber (Location 11). If the PCs have not eliminated the undead guardians in the Common Area (Encounter 6 (Level A), Location 1 and 3), Maldwyn calls them down to the Archway Chamber (Location 8) to hinder the PCs.

During the combat, if any combatant rolls a 1 on an attack roll, they have somehow struck the large glass tank. This shatters the tank and the animated limbs spill upon the floor, creating even more chaos. The limbs are harmless, are AC 15, move up to 20 feet per round, and take only 2 points of damage to destroy. Use the animated limbs to create chaos and terror in this laboratory of horrors.

The ceiling in this chamber is 15 feet above the floor.

All APLs (EL 10)

✦ **Maldwyn, Male Human Rog5/Clr5:** hp 67; see Appendix II.

APL 4 (EL 7)

✦ **Wedros, Male Human Rog4:** hp 22; see Appendix II.

✦ **Corpse Creature, Male Corpse Gnoll Rgr5:** hp 40; see Appendix II.

APL 6 (EL 9)

✦ **Wedros, Male Human Rog5/Asn1:** hp 32; see Appendix II.

✦ **Corpse Creature, Male Corpse Ogre Bbn3/Ftr2:** hp 68; see Appendix II.

APL 8 (EL 11)

✦ **Wedros, Male Human Rog5/Asn3:** hp 42; see Appendix II.

✦ **Corpse Creature, Male Corpse Ogre Bbn4/Ftr3:** hp 82; see Appendix II.

APL 10 (EL 13)

✦ **Wedros, Male Human Rog5/Asn5:** hp 52; see Appendix II.

✦ **Corpse Creature, Male Corpse Ogre Bbn5/Ftr4:** hp 96; see Appendix II.

Some PCs may wish to see what is inside the ceramic vat. The closure is very complicated and resists all attempts to open it. A plaque on the vat, barely readable due to a build-up of dust and corrosion has the following written in Common: ***“Vile thing which crawled up from the deeper darkness. Do Not Listen.”*** Any PC within a foot of the vat hears the voices of several children pleading for release.

If the top of the glass tank is opened, the animated limbs scurry out and over the closest PC. This causes no bodily harm to the PC.

Treasure: Upon the benchtops are notes written in messy Common. The notes detail Maldwyn’s horrific experiments on prisoners, Rarkblak’s gnoll pack, and the “successful” experiments upon Hergest. A successful Search (DC 20) of the benchtops finds some other items of interest: a *wand of disrupt undead* (fully charged) and a *scroll of negative energy wave*. The only other treasure in this room is the possessions of Wedros and the corpse.

APL 4: L: 58 gp; C: 0 gp; M: *wand of disrupt undead* (63 gp), *scroll of negative energy wave* (58 gp), +1 *leather armor* (97 gp), 10 +1 *bolts* (39 gp), *potion of spider climbing* (4 gp).

APL 6: L: 19 gp; C: 0 gp; M: *wand of disrupt undead* (63 gp), *scroll of negative energy wave* (58 gp), +1 *leather armor* (97 gp), 2 +1 *short swords* (193 gp each), +1 *light crossbow* (195 gp), 20 +1 *bolts* (78 gp), *brooch of shielding* (125 gp).

APL 8: L: 17 gp; C: 0 gp; M: *wand of disrupt undead* (63 gp), *scroll of negative energy wave* (58 gp), +2 *leather armor* (347 gp), 2 +2 *short swords* (693 gp each), +1 *light crossbow* (195 gp), 20 +1 *bolts* (78 gp), *brooch of shielding* (125 gp), +1 *huge greatclub* (193 gp).

APL 10: L: 17 gp; C: 0 gp; M: *wand of disrupt undead* (63 gp), *scroll of negative energy wave* (58 gp), +2 *leather armor* (347 gp), 2 +2 *short swords* (693 gp each), +2 *light crossbow* (695 gp), 20 +2 *bolts* (280 gp), *brooch of shielding* (125 gp), +2 *huge greatclub* (693 gp).

Location 16: Maga Elspet’s Private Study

This ornate, and feminine, room is in complete disarray. Notes, papers, books, and scrolls are strewn about in no apparent order. Disturbing charts upon the walls depict several humanoid races in various states of dissection, each illustrated with a smiling face. Much could be learned here, if one safely had the time — and inclination.

A successful Search (DC 20) of the wall charts finds a hidden cavity behind the chart illustrating the dissection of a cheerful orc. Within the cavity is a red gold sigil amulet.

A quick perusal of the material here strongly indicates the horrific experiments and depredations of the laboratory were not continuations of the work of Maga Elspet, but perversions of her attempts to thwart such practices.

Much the same as Aedan’s Private Study (see Location 10), PCs could stay here, once the same conditions are met, and learn much arcane lore. A PC wishing to do so must spend 4, 8, or 12 TUs (1, 2, or 3 months). This study nets the PC benefits detailed in the Treasure Summary.

The study benefits in the Underhalls are not mutually exclusive. A PC may study in Location 10 and Location 16, spending TUs for each effort, up to a maximum of 24 TUs (6 months).

Upon finishing their study, the PC must leave via the Teleportation Chamber (Location 11). Return to the Underhalls is not possible due to the *wall of force* barrier. The PCs lack the correct key to get back in.

Location 17: Zombie Pen

When you open the door to this chamber, a horrific odor assaults your senses. The room is piled, floor to ceiling, with rotting corpses!

This chamber is full of various humanoid corpses Maldwyn uses to provide soldiers, guardians, and raw material for his experiments. Any PC digging

through the corpses (perhaps looking for loot) must make a Fortitude save (DC 20) or contract a particularly virulent form of Filth Fever (see the *DMG*, page 75, for more information).

↗ **Virulent Filth Fever:** Contact; Fort DC 20, Incubation 1d3 days; Damage 1d3 Dex, 1d3 Con.

Encounter Eight: The Underhalls, Level C (OPTIONAL)

Unless otherwise specified, all ceilings on Level C are 15 feet tall. This entire level is an optional encounter for this scenario. If the PCs have time to complete this optional encounter, the judge may offer it to them for their investigation. **Investigating Level C costs an additional 1 TU for PCs whose home region is Geoff and 2 TUs for all other PCs.** In return for this additional TU cost, the PCs can earn more xp and gp and discover additional information about the Underhalls.

Location 18: Well and Pump Room

This chamber, lit by floating glass globes filled with fire, contains two huge cylindrical metal tanks. Each tank is connected to the wall by two stout copper pipes, each interrupted with a large stopcock. Below each tank are iron boxes covered in mystical symbols.

One of the tanks is painted red and the other is painted blue. The red tank is hot to the touch, but the blue tank is icy cold. You can hear liquid moving through the pipes and a lub-dub sound —almost like the beating of a heart.

These arcane constructs provide pure hot and cold water to the entire complex. Turning either stopcock requires a Strength check (DC 15). This interrupts the flow of water to the complex, but does not cause any back pressure problems. A PC casting detect magic finds a faint aura on the tanks (*purify food and drink*), and moderate magic on the iron boxes (*magic circle against evil*). The intake and outlet pipes radiate faint magic (*levitate*).

If the iron boxes are closely examined, the PC notices they could be opened. Doing so without first speaking a command word, releases either an ice paraelemental (cold water tank) or a magma

paraelemental (hot water tank). These elementals are not happy and fight to the death to end their imprisonment on the Prime Material plane.

APL 4 (EL 3 or 5)

☄ **Ice Paraelemental, Medium-Size:** hp 26; see Appendix II.

☄ **Magma Paraelemental, Medium-Size:** hp 30; see Appendix II.

APL 6 (EL 5 or 7)

☄ **Ice Paraelemental, Large:** hp 60; see Appendix II.

☄ **Magma Paraelemental, Large:** hp 68; see Appendix II.

APL 8 (EL 7 or 9)

☄ **Ice Paraelemental, Huge:** hp 136; see Appendix II.

☄ **Magma Paraelemental, Huge:** hp 152; see Appendix II.

APL 10 (EL 9 or 11)

☄ **Ice Paraelemental, Greater:** hp 178; see Appendix II.

☄ **Magma Paraelemental, Greater:** hp 199; see Appendix II.

Location 19: The Chamber of Winds

At the center of this chamber, lit by floating flaming glass spheres, is an enormous metal box, covered in mystical symbols, sprouting large ceramic pipes that jut out and branch off in all directions before entering the surrounding walls. A constant, low, moaning fills this chamber.

This artifice provides fresh air for the entire complex. Air elementals held within the box generate the air and motive force. Some of the pipes return air to the box, where it is purged of all contaminants by a *filter* spell. A detect magic on the box and pipes finds only the box magical with one faint aura (*filter*) and one moderate aura (*magic circle against evil*). Like the elemental containment boxes in the Well and Pump Room (Location 18), opening this box, without the command word, looses angry elementals hell-bent on destruction.

APL 4 (EL 5)

✦ **Air Elemental, Medium-Size (2):** hp 26 each; see *Monster Manual*.

APL 6 (EL 7)

✦ **Air Elemental, Large (2):** hp 60; see *Monster Manual*.

APL 8 (EL 9)

✦ **Air Elemental, Huge (2):** hp 136; see *Monster Manual*.

APL 10 (EL 11)

✦ **Air Elemental, Greater (2):** hp 178; see *Monster Manual*.

Elemental Errata: Wizards of the Coast issued errata to correct errors in the entries for Air Elementals in the first printing of the *Monster Manual*. Please be sure to use the corrected version of this creature.

Location 20: The Sealed Door

A short hallway extends east from the stairwell chamber. The walls of this hall do not look as finished as the rest of the Underhalls and a side passage some twenty feet in terminates abruptly in a pile of rubble. At the end of the main passage is a great golden door set in an archway of glyphs and symbols. Upon the door, written in a dozen languages, is the phrase “Danger! Do Not Open!”

This door is well sealed. No amount of tinkering or application of spell has any effect except to trigger a magic mouth on the nearby wall. The mouth says: “Beyond that door are terrors unimaginable. Only Magus Aedan may open this portal.”

Conclusion

The PCs may wish to take things with them from the Underhalls, especially the sigil amulets. The sigil amulets, as previously stated, have no function or value outside the Underhalls. The sigil amulets are not the key to re-entering the Underhalls once the *wall of force* barrier is in place. The amulets may be returned to Maga Elspet (as well as any of the paintings). She repays this kindness by offering to teach any arcane spellcaster in the party or offer her expertise in the future (see *Treasure Summary*).

There are several ways to leave the Underhalls, depending upon what transpired during the module. The easiest way is to use the Teleportation Chamber (Encounter 7 (Level B), Location 11). The other way is to leave through one of the stairways to the surface. This latter option is not available if Sirianna was released from the *wall of force* bubble.

Should the PCs use the Teleportation Chamber, they may choose to send Sirianna and/or Hergest to Midwood but not themselves. They may teleport with Sirianna in hopes of a reward from Ghanadar. They may even want to teleport to Hochoch or Caer Rhyniog in the Oytwood to take Sirianna prisoner. Finally, they may teleport to Midwood without Sirianna because she has been killed or teleport to Hochoch, bypassing Midwood altogether, because the PCs were responsible for her death.

Conclusion A: Sirianna and/or Hergest teleported to Midwood without the PCs

A week later, you each receive notes delivered in private, by an invisible force. The note is written in Common. As you read the note, the invisible force makes a coughing sound, and a wooden token falls at your feet.

Give the players Player Handout #4. The PCs also each receive a Midwood Token (see *Treasure Summary*).

Conclusion B: Sirianna and/or Hergest teleported to Midwood with the PCs

You arrive in Midwood. It does not take long for your group to gather a crowd. Ghanadar exits his demesne and immediately runs to Sirianna, taking her up in an enormous embrace. His deep laughter fills the air, nearly drowning out her joyous cries.

Ghanadar announces the wedding is to take place the next day and asks Arglwyth Talvan to preside. Talvan gladly accepts and the village rushes to make ready.

The next day, the town square has been decorated and all the townsfolk have turned out in their finest. A pulpit has been placed atop Ghanadar’s demesne. Arglwyth Talvan performs the ceremony under the auspices of Allitur. You have a role as well: ringbearers.

Afterward, there is a great celebration. Three days of feasting and festival. At the end, Ghanadar presents each of you with a carved wooden token and explains its purpose. The token allows safe entry into Midwood. The tokens are specific to the individual and do not work for anyone else.

The PCs each receive a Midwood Token (see Treasure Summary).

“Though we be comrades, my Masters would look poorly upon what has been wrought. Tell thy Duke his people art safe and shall not be exploited whilst we live, and be circumspect in thy future affiliations. Before thee leave, I would present thee another gift.”

Ghanadar reaches into his pouch and pulls out a large metal ring or hoop. He explains it is another failed experiment. When the hoop is thrown to the ground, it generates a *stinking cloud* effect as cast by a 5th-level wizard. The hoop’s power diminishes with use, however, and only has 5 uses. The hoop can be thrown as an exotic ranged weapon with a 20-foot range increment. To hit the desired area requires a ranged touch attack (DC 10) unless a creature occupies the area (in that case, use the creature’s touch AC instead).

Treasure: All APLs: L: 0 gp; C: 0 gp; M: *Stinking Cloud Hoop* (125 gp).

Ghanadar teleports the PCs to Hochoch.

Conclusion C: Sirianna is dead and the PCs teleport to Midwood

Ghanadar’s response relies on how Sirianna died. If her death was truly accidental and the PCs tried to save her, Ghanadar reluctantly accepts his loss and teleports the PCs to Hochoch. The PCs lose the Favor of Ghanadar certificate.

Should the PCs have been directly responsible for her death, even to the point of actively attacking her, Ghanadar flies into a rage once their treachery is uncovered (recall he uses *detect thoughts* when dealing with non-giants). Ghanadar attacks the PCs with all his might. Arglwyth Talvan assists Ghanadar. Should the PCs survive, they receive no XP for killing Ghanadar or Talvan. They must now find a way to deal with the villagers, who do not survive without Ghanadar. Each PC must spend 2 TUs to lead

the villagers to safety in Hochoch. Such PCs should see the Triad to learn of their ultimate fate for committing these acts of evil.

Conclusion D: Sirianna is dead and the PCs teleport anywhere but Midwood

Such PCs should see the Triad to learn of their ultimate fate for committing these acts of evil. They may contemplate, in the meantime, why they decided to condemn an entire village to savage slavery, for, without word from them, Ghanadar is forced to leave the village to determine Sirianna’s fate.

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 (objectives plus roleplaying) to each character. **Only include the optional encounter xp awards if the PCs paid the additional TUs to partake in those encounters.**

Encounter One: The Frightened Gnoll Knows

Gaining useful information and Rarkblak’s aid
All APLs – 30 xp.

Encounter Five: The Russet Tower

Defeating the tower guardians

APL 4 – 180 xp;
APL 6 – 240 xp;
APL 8 – 300 xp;
APL 10 – 330 xp.

Encounter Six: The Underhalls, Level A

Location 1: Common Area

Defeating the undead guardians

APL 4 – 150 xp;
APL 6 – 210 xp;
APL 8 – 270 xp;
APL 10 – 330 xp.

Location 3: Kitchen

Defeating So Ka Toth

All APLs – 150 xp.

Location 5: Bedchamber

Bypassing or disarming the trap and discovering the secret door

All APLs – 30 xp.

Encounter Seven: The Underhalls, Level B
Location 12B: Talog's Chambers

Bargaining with Talog and gaining his amulet without killing him

All APLs – 30 xp.

Location 12E: Hergest's Chambers

Returning Hergest to Midwood or defeating Hergest

APL 4 – 180 xp;

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp.

Location 13: Puzzle Lock Security Door

Answering the riddle or disarming the trap (½ xp if the PCs required an Int or Knowledge check)

All APLs – 30 xp.

Location 15: Maga Elspet's Laboratory

Defeating Wedros and the Corpse Creature

APL 4 – 210 xp;

APL 6 – 270 xp;

APL 8 – 330 xp;

APL 10 – 390 xp.

Total possible experience w/o Optional Encounter (xp cap on this scenario):

APL 4 – 990 xp (675 xp);

APL 6 – 1,230 xp (900 xp);

APL 8 – 1,470 xp (1,125 xp);

APL 10 – 1,680 xp (1,350 xp).

Encounter Eight (OPTIONAL): The Underhalls, Level C

Location 18: Well and Pump Room

Defeating one paraelemental (Defeating both paraelementals)

APL 4 – 90 xp (150 xp);

APL 6 – 150 xp (210 xp);

APL 8 – 210 xp (270 xp);

APL 10 – 270 xp (330 xp).

Location 19: The Chamber of Winds

Defeating the air elementals

APL 4 – 150 xp;

APL 6 – 210 xp;

APL 8 – 270 xp;

APL 10 – 330 xp.

Total possible experience w/ Optional Encounter (xp cap on this scenario):

APL 4 – 1,290 xp (1,013 xp);

APL 6 – 1,650 xp (1,350 xp);

APL 8 – 2,010 xp (1,688 xp);

APL 10 – 2,340 xp (2,025 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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items

immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy (sell value)
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Encounter Three: Return to Midwood

All APLs: L: 0 gp; C: 0 gp; M: 140 gp.

Encounter Four: The Frightened Gnoll Knows

All APLs: L: 27 gp; C: 0 gp; M: 0 gp.

Encounter Five: The Russet Tower

APL 4: L: 64 gp; C: 0 gp; M: 67 gp;
APL 6: L: 61 gp; C: 0 gp; M: 67 gp;
APL 8: L: 32 gp; C: 0 gp; M: 180 gp;
APL 10: L: 30 gp; C: 0 gp; M: 873 gp.

Encounter Six: The Underhalls, Level A

Location 2: Dining Hall

All APLs: L: 0 gp; C: 0 gp; M: 140 gp.

Location 4: Pantry

All APLs: L: 30 gp; C: 0 gp; M: 0 gp.

Location 5: Bedchamber

All APLs: L: 0 gp; C: 0 gp; M: 83 gp.

Location 6: Bath Chamber

All APLs: L: 0 gp; C: 0 gp; M: 63 gp.

Encounter Seven: The Underhalls, Level B

Location 9: Aedan's Laboratory

All APLs: L: 20 gp; C: 0 gp; M: 88 gp.

Location 12B: Talog's Chambers

All APLs: L: 0 gp; C: 0 gp; M: 990 gp.

Location 12E: Hergest's Chambers

APL 4: L: 22 gp; C: 0 gp; M: 193 gp;
APL 6: L: 1 gp; C: 0 gp; M: 297 gp;
APL 8: L: 1 gp; C: 0 gp; M: 1,047 gp;
APL 10: L: 0 gp; C: 0 gp; M: 1,393 gp.

Location 15: Maga Elspet's Laboratory

APL 4: L: 58 gp; C: 0 gp; M: 261 gp;
APL 6: L: 19 gp; C: 0 gp; M: 905 gp;
APL 8: L: 17 gp; C: 0 gp; M: 2,445 gp;
APL 10: L: 17 gp; C: 0 gp; M: 3,647 gp.

Conclusion

All APLs: L: 0 gp; C: 0 gp; M: 125 gp.

Total Possible Treasure (Maximum Reward Allowed) w/o Optional Encounter

APL 4: L: 221 gp; C: 0 gp; M: 2,150 gp;
Total: 2,371 gp (600 gp);
APL 6: L: 158 gp; C: 0 gp; M: 2,898 gp;
Total: 3,056 gp (800 gp);
APL 8: L: 127 gp; C: 0 gp; M: 5,301 gp;
Total: 5,428 gp (1,250 gp);
APL 10: L: 124 gp; C: 0 gp; M: 7,542 gp;
Total: 7,666 gp (2,100 gp).

Total Possible Treasure (Maximum Reward Allowed) w/ Optional Encounter

APL 4: L: 221 gp; C: 0 gp; M: 2,150 gp;
Total: 2,371 gp (900 gp);
APL 6: L: 158 gp; C: 0 gp; M: 2,898 gp;
Total: 3,056 gp (1,200 gp);
APL 8: L: 127 gp; C: 0 gp; M: 5,301 gp;
Total: 5,428 gp (1,875 gp);
APL 10: L: 124 gp; C: 0 gp; M: 7,542 gp;
Total: 7,666 gp (3,150 gp).

Special

These items may appear on the adventure record. They should be crossed out if the PC did not encounter or earn them in the adventure.

Scentbreaker

This small bag contains a strongly scented alchemical mixture. It can confound any creature's sense of smell. You can toss the bag as a grenadelike weapon with a range increment of 10 feet, or you can scatter the contents someplace where a creature tracking by scent comes across it. It covers an area 5 feet square, and, once scattered, the contents remain potent for 1 hour.

A creature can sniff the bag's contents from a direct hit, from a splash, or from sniffing the area where the contents were scattered. If struck by a direct hit, the creature must make a Fort save (DC 18) or lose its scent ability for 1 minute. After the minute is up, the creature must make a second Fort save (DC 18) or lose its scent ability for another hour. Being splashed or sniffing the scattered contents has the same effect, but the Fort save is DC 15. A direct hit or splash affects only one creature of Small or larger size. The contents affect all creatures of Tiny or smaller size in the 5-foot area where the bag of scentbreaker strikes.

Market Price: 5 gp; *Weight:* - lbs.

From *Tome & Blood*, page 72.

Scroll of Negative Energy Wave

Caster Level: 7th; Prerequisites: Scribe Scroll, negative energy wave; Market Price: 700 gp; Weight: - lbs.

Spell from *Tome & Blood*, page 94.

☛ **Wand of Repair Light Damage**

Caster Level: 1st; Prerequisites: Craft Wand, repair light damage; Market Price: 750 gp; Weight: - lbs.

Spell from *Tome & Blood*, page 95.

☛ **Wand of Disrupt Undead**

Caster Level: 1st; Prerequisites: Craft Wand, disrupt undead; Market Price: 750 gp; Weight: - lbs.

Spell from *PH*, page 197.

☛ **Potion of Expeditious Retreat**

Caster Level: 1st; Prerequisites: Brew Potion, expeditious retreat; Market Price: 50 gp; Weight: - lbs.

Spell from *PH*, page 202.

☛ **Potion of Fox's Cunning**

Caster Level: 3rd; Prerequisites: Brew Potion, fox's cunning; Market Price: 300 gp; Weight: - lbs.

Spell from *Tome & Blood*, page 89.

☛ **Continual Flame Orb**

This glass orb contains a *continual flame* spell. In addition, the orb can be made to float in place by simply putting it in the desired location and letting go. If the orb is placed over a PC's shoulder, it levitates and follows the PC. The orb can only levitate itself, any additional weight causes the orb to sink to the floor. The orb has Hardness 1 and hp 5.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, Tenser's Floating Disc, continual flame; Market Price: 1,000 gp; Weight: - lbs.

☛ **Stinking Cloud Hoop**

When the hoop is thrown to the ground, it generates a *stinking cloud* effect as cast by a 5th-level wizard. The hoop's power diminishes with use, however, and only has 5 uses. The hoop can be thrown as an exotic ranged weapon with a 20-foot range increment. To hit the desired area requires a ranged touch attack (DC 10) unless a creature occupies the area (in that case, use the creature's touch AC instead).

Caster Level: unknown; Prerequisites: unknown; Market Price: 1,500 gp; Weight: - lbs.

☛ **Trove of Spellbook Materials**

This PC discovered a storage chamber full of spell components and materials to scribe spellbooks. They took enough material with them to add 24 pages of spells to a spellbook at no gp cost to the PC (other requirements and costs must still be met).

☛ **Midwood Token**

This token allows the wearer, and only the wearer, to enter and exit the warded area around Midwood at will.

☛ **Instruction from Maga Elspet**

This arcane spellcasting PC returned all of the paintings, amulets, and items of a personal nature discovered in Russet Tower to Maga Elspet. She repays this kindness by teaching the PC any spell from *Tome & Blood* (except those of the enchantment school) or, alternately, she provides instruction to the PC, giving them access to the Sacred Spell feat. The PC chooses to learn

☛ **Boon of Maga Elspet**

This non-arcane spellcasting PC returned all of the paintings, amulets, and items of a personal nature discovered in Russet Tower to Maga Elspet. She repays this kindness by offering her expertise. During any Geoff Regional adventure set in or around Hochoch, PCs may ask Maga Elspet questions. She provides a +15 competence bonus to any Knowledge (arcana) or Knowledge (undead) checks. The PC asking her the questions need not have ranks in the appropriate Knowledge skill to use this boon. The PC may request this boon of Maga Elspet three times. Only one PC may use this boon per scenario.

☛ **CAPTURED!**

This PC was captured by the Priestesses of Surtur. The PC is out of play, and the player should contact the Geoff Triad.

☛ **Knights of the Watch Valor Medal**

Although this PC failed to complete this scenario, he did assist the Knights of the Watch in battle against a humanoid horde. The PC is awarded a Valor Medal by Unrelenting Sphinx Gundar Kevitz for valorous bravery in combat. The medal grants the wearer a +5 circumstance bonus to Charisma based checks when dealing with NPC members of the Knights of the Watch.

☛ **Leading the Villagers to Safety**

This PC slew Ghanadar and must spend 2 additional TUs to lead the villagers once under his protection to safety. The player should contact the Geoff Triad.

☛ *Abandoned Villagers*

This PC failed to report to Ghanadar. He was forced to leave the village to determine his bride's fate and the villagers he once protected have been left to die or become slaves. The player should contact the Geoff Triad.

☛ *Magus Aedan's Study*

This PC has expended additional TUs studying the books and scrolls in Magus Aedan's study before departing the Russet Tower. Expending 4 TUs gives the PC a +2 competence bonus to Knowledge (architecture/engineering) checks and a +2 competence bonus to Knowledge (arcana) checks when related to Magical Items and Constructs. Expending an additional 4 TU (a total of 8 TU) gives the PC the previous bonuses and the ability to scribe a total of six levels of spells from *Tomb and Blood* (spells chosen cannot be from the conjuration or necromancy schools) into his or her spellbook at no cost. Expending an additional 4 TU (a total of 12 TU) gives the PC the previous bonuses plus the PC can select one *Tomb and Blood* feat from the following list: Arcane Defense, Chain Spell, Sculpt Spell, or Spell Specialization. The above grants access to the feat only; it still must be taken at normal leveling opportunities. Selecting this boon does not prevent the PC from undertaking study in Maga Elspet's Study. In this manner the PC may expend up to 24 TU studying in both areas (up to 12 in each).

☛ *Maga Elspet's Study*

This PC has expended additional TUs studying the books and scrolls in *Maga Elspet's* study before departing the Russet Tower. Expending 4 TUs gives the PC a +2 competence bonus to Knowledge (undead) checks and a +2 insight bonus to Spellcraft checks when related to Necromancy. Expending an additional 4 TU (a total of 8 TU) gives the PC the previous bonuses and the ability to scribe a total of six levels of spells from *Tomb and Blood* (spells chosen cannot be from the enchantment or evocation schools) into his or her spellbook at no cost. Expending an additional 4 TU (a total of 12 TU) gives the PC the previous bonuses plus the PC can select one *Tomb and Blood* feat from the following list: Arcane Defense, Chain Spell, Reach Spell, or Sacred Spell. The above grants access to the feat

only; it still must be taken at normal leveling opportunities. Selecting this boon does not prevent the PC from undertaking study in Magus Aedan's Study. In this manner the PC may expend up to 24 TU studying in both areas (up to 12 in each).

Appendix I: Major NPC Notes

Ghanadar

Ghanadar is a fog giant wizard put in charge of the town of Midwood after the failure of the former “governor”, B’gorguul, to meet any of the production quotas. Ghanadar approached this new task with logic and determination. He discovered how to motivate the populace and obtain the highest return possible from their labors without resorting to crude methodologies often employed elsewhere. Ghanadar is not evil. He 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. The recent kidnapping of his fiancé has put him in a foul mood and he has meted out some harsher punishments as of late, though these have not resulted in serious injury or death, as Ghanadar would never be sadistic or cruel. He is stuck in a quandary on how to save his bride and this gnaws at his heart.

Arglwyth Talvan, Priest of Allitur

Arglwyth (*ar-glweeth*, tr. baron) Talvan is an older human male. Prior to the giant invasion, he was often described as feeble, even needing a cane to walk. He currently appears quite vigorous and active as he performs his patrolling duties around Midwood in the Warded Area. Any who ask about this apparent transformation are told by Talvan it is the Will of Allitur. Talvan is the father of Maldwyn. Due to events, which unfolded in “A Wise Man’s Son”, Talvan has disowned his son and will not recognize him as such. In all other matters, Talvan is polite and direct. He is not one to carry on long conversations.

Maldwyn

Maldwyn, age 27, is the son of Arglwyth Talvan and has lived as much of a privileged life as he could squeeze out of his father’s position. When the giant’s invaded, Maldwyn was catapulted from noble to slave. This status change did not sit well with him. His excitable nature was pushed to near the breaking point during the occupation and then beyond after witnessing the horrible demise of his mother at the hands of the ogre chieftain B’gorguul. Maldwyn, already running with a bad crowd of spoiled young nobility, gathered these malcontents together to fight against the occupation of Midwood – no

matter what the cost. When Ghanadar replaced B’gorguul, Maldwyn began his campaign in earnest, to the detriment of the town. The culmination of his campaign is described in “A Wise Man’s Son”. Maldwyn is consumed with revenge – revenge against Ghanadar, revenge against his father whom he considers a sympathizer, and revenge against those who foiled his latest scheme. Balancing this desire for revenge are his cowardice and feelings of almost child-like vulnerability and insecurity. Maldwyn also has a problem with remembering people’s faces, which has caused him to exact revenge on the wrong person from time to time. Maldwyn accomplishes what he can by manipulating others to perform the dangerous portions of his plans. Recently, Maldwyn became initiated in the ways of Vecna and has been experimenting with the remains of Maga Elspet’s necromantic laboratory.

Wedros

Wedros is chief among Maldwyn’s cronies. He is a 19-year-old psychotic killer, reveling in the torture and murder of living things. His devotion to Maldwyn is his only redeeming feature. Maldwyn and Wedros have been close friends since childhood. Each fed into the passions of the other and Maldwyn used his position in Midwood to shield Wedros from retribution. Since the giant invasion, Wedros, with encouragement from Maldwyn, has become a proficient and remorseless killer. Wedros can barely wait to begin his slow mutilation of Sirianna. The necromantic laboratory beneath the Russet Tower has provided a great source of pleasure and amusement for Wedros as he assists Maldwyn in their twisted experiments.

Hergest

Hergest is a brute. Always large for his age and of mediocre intellect, others around him reinforced this perception. Hergest was content to let events move over and by him. When he was younger, Maldwyn gave him purpose and drive he would otherwise lack. Now 20 years old, Hergest acts as Maldwyn’s personal bodyguard. Since moving into the Russet Tower, Hergest has been a subject of Maldwyn’s experiments to a successful, yet horrific end. His drive to act independently, already low, is now nearly non-existent. His thoughts do dwell on his former life. The only

joy Hergest ever had was when he cared for the otyugh Niff, who lives in the sewage lagoon outside Midwood. Hergest misses Niff and would be completely content to go back to the lagoon and play “hide the honeypot” with Niff. A tremendous amount of rage is building within Hergest.

Talog

Talog is something of a dandy. He felt, when younger, by associating with a rough crowd, he would be seen as more manly and impressive. At 23 years of age, Talog is not enslaved to Maldwyn as are Wedros and Hergest. He has continued the relationship as it allows him to fully indulge in his twisted passions. He also enjoys the accumulation of wealth from the caravan robberies. Talog cares little about the occupation of Geoff or Maldwyn’s goals. Talog lives in the moment and heaps as much hedonistic pleasure he can within those moments.

Sirianna

Sirianna is a cloud giantess introduced to Ghanadar some 10 years ago. There was an immediate attraction between them. Soon they were betrothed and a date was set. Then, Ghanadar was assigned to Midwood. This caused a delay in their plans, but allowed Ghanadar time to construct a very special wedding band. For her part, Sirianna remained true to Ghanadar while continuing her campaign against the Invasion of Geoff. Sirianna feels there is no need to enslave the lesser species or take their land, not when her kind can live comfortably amongst the clouds. Sirianna is akin to a Victorian debutante taking on the “White Man’s Burden”. Her views and speeches have not made her popular with the Sakhut. Recently, she left one of the cloud fortresses to travel the lands of Geoff (a safari to view the quaint natives [Tyv], and strange animals). During her tour, she planned on visiting Ghanadar in Midwood. Her caravan, which was only lightly guarded, was attacked by Maldwyn’s forces, resulting in her capture.

Appendix II: NPCs

Encounter 2: Dogged Pursuit

All APLs

Fire Giant Priestess of Surtur: Female fire giant Clr5; CR 15; Large Giant (Fire); HD 20d8+100; hp 203; Init +0; Spd 30 ft.; AC 26 (touch 9, flatfooted 26) (AC 27 [touch 10, flatfooted 27]); Atk +26/+21/+16 (+27/+22/+17) melee (2d6+12 (2d6+13) [crit 19-20/x2], *large longsword* +2) or +14/+9/+4 ranged (2d6+10 (2d6+11) plus 2d6 fire, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spells, rock throwing; SQ Rock catching, fire subtype; AL LE; SV Fort +18, Ref +6, Will +12; Str 30 (33), Dex 10, Con 20, Int 12, Wis 18, Cha 20.

Skills and Feats: Climb +10, Concentration +12, Diplomacy +8, Jump +11, Knowledge (Religion) +5, Listen +6, Spot +8; Cleave, Great Cleave, Leadership, Power Attack, Sunder, Weapon Focus (longsword).

Spells Prepared (5/5/4/3, base DC = 14 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *guidance*, *resistance*; 1st—*burning hands**, *bane*, *command*, *cure light wounds*, ~~*shield of faith*~~; 2nd—*spiritual weapon**, ~~*bull's strength*~~, *cure moderate wounds*, *silence*; 3rd—~~*resist elements*~~ (~~*cold*~~)*, *dispel magic*, *invisibility purge*.

*Domain spell. **Domains:** Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Useable 8 times/day); War (Free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Rock Throwing (Ex): A fire giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 120 feet each. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A fire giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fire 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.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: *Large longsword* +2, *large breastplate* +1, *huge steel shield* +1, *potion of cure serious wounds*, *potion of fire breath*, ~~*potion of fly*~~, 10 flasks of oil, leather sack with 5 very hot rocks, tinderbox.

Notes: Spells lined-out have been precast. Their effects are noted in parenthesis in the statistics block.

Fire Giant Lieutenants: Male fire giant Ftr4; CR 14; Large Giant (Fire); HD 15d8+4d10+114; hp 216; Init +1; Spd 30 ft.; AC 24 (touch 10, flatfooted 23); Atk +28/+23/+18 melee (2d8+21 [crit 17-20/x2], *huge greatsword* +1) or +16/+11/+6 ranged (2d6+12 plus 2d6 fire, heated rock); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rock throwing; SQ Rock catching, fire subtype; AL LE; SV Fort +19, Ref +7, Will +7; Str 35, Dex 12, Con 22, Int 12, Wis 12, Cha 10. Height 12 ft.

Skills and Feats: Climb +13, Jump +13, Listen +5, Spot +13, Swim +16; Cleave, Great Cleave, Improved Critical (greatsword), Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rock Throwing (Ex): A fire giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 120 feet each. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A fire giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a fire 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.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Possessions: *Large breastplate* +1, *huge greatsword* +1, leather sack with 3 very hot rocks.

Hill Giant Bashers: Male hill giant Bbn3; CR 10; Large Giant; HD 12d8+3d12+90; hp 174; Init +1; Spd 50 ft.; AC 22 (touch 10, flatfooted 22); Atk +22/+17/+12 melee (2d6+13 [crit 19-20/x2], masterwork huge greatclub) or +13/+8/+3 ranged (2d6+9, rock); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rock throwing, rage once/day; SQ Rock catching, uncanny dodge; AL CE; SV Fort +17, Ref +6, Will +4; Str 29, Dex 13, Con 23, Int 8, Wis 8, Cha 4.

Skills and Feats: Climb +10, Jump +10, Listen +5, Spot +8, Wilderness Lore +2; Cleave, Improved Critical (greatclub), Power Attack, 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 204, AC 16, Atks +24/+19/+14 melee (2d6+16, huge masterwork greatclub), Will +6.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

Rock Throwing (Ex): A hill giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 120 feet each. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A hill giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a hill 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.

Possessions: Large masterwork hide armor, masterwork huge greatclubs, greasy sack with 2 rocks.

Ogre Lieutenants: Male ogres Bbn4; CR 6; Large Giant; HD 4d8+4d12+24; hp 75; Init +1; Spd 40 ft.; AC 16 (touch 10, flatfooted 16); Atk +16/+11 melee (2d6+12, masterwork huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage twice/day; SQ Darkvision 60 ft., uncanny dodge; AL CE; SV Fort +11, Ref +3, Will +2; Str 26, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Intimidate +5, Listen +5, Spot +3, Wilderness Lore +3; Power Attack, 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 91, AC 14, Atk +18/+13 melee (2d6+15, huge masterwork greatclub), Will +4.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker and cannot be flanked.

Possessions: Huge masterwork greatclub, large hide armor.

Coonak: Male orc Ftr8; CR 8; Medium-Size Humanoid (orc); HD 8d10+16; hp 68; Init +5; Spd 30 ft.; AC 16 (touch 11, flatfooted 15); Atk +15/+10 melee (1d12+8 [crit 18-20/x3], *keen greataxe* +1) or +9/+4 ranged (1d8+2 [crit x3], +2 mighty composite longbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +8, Ref +3, Will +2; Str 20, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Listen +3, Swim +1; Cleave, Great Cleave, Improved Critical (Greataxe), Improved Initiative, Power Attack, Sunder, Weapon Focus (Greataxe), Weapon Specialization (Greataxe).

Light Sensitivity (Ex): In the bright light of day or within magical light, orcs suffer a -1 penalty to attack rolls.

Possessions: *Keen greataxe* +1, *chain shirt* +1, +2 mighty composite longbow.

Notes: Coonak speaks Orc and Giant.

Konk: Male ogre Bbn6; CR 8; Large Giant; HD 4d8+6d12+30; hp 95; Init -1; Spd 40 ft.; AC 18 (touch 8, flatfooted 18); Atk +15/+10 melee (2d6+7, huge masterwork greatclub); SA Rage twice/day; SQ Darkvision 60 ft., uncanny dodge; AL CE; SV Fort +12 Ref +2 Will +3; Str 21, Dex 8, Con 16, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +5, Handle Animal +11, Listen +3, Ride +10, Spot +4, Wilderness Lore +2; Mounted Combat, Ride-By Attack, 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 115, AC 16, Atks +17/+12 melee (2d6+10, huge masterwork greatclub), Will +5.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker and cannot be flanked.

Possessions: Huge masterwork greatclub, large *chain shirt* +1.

Notes: Konk speaks Giant and Common. Precious is Konk's mount.

Precious, Howler, advanced 11 HD: CR 6; Huge Outsider; HD 11d8+44; hp 100; Init +6; Spd 60 ft.; AC 18 (touch 10, flat-footed 16) [[+2 Dex, -2 size, +8 natural]]; Atk +18 melee (4d6+9, bite), +13 melee (1d6+4, 1d4 quills); Face/Reach 10 ft. by 20 ft./10 ft.; SA Quills, howl; AL CE; SV Fort +11, Ref +9, Will +9; Str 29, Dex 15, Con 19, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +12, Listen +16, Move Silently +12, Search +6, Spot +16; Alertness, Improved Initiative.

Quills (Ex): The howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by the howler's quill attack must make a Reflex save (DC 16) or have the quill break off in his or her flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and

checks. Removing the quill deals 1d8 additional points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or more are subject to its effect, though it does not help the howler in combat. Those within a 100-foot spread must make succeed at a Will save (DC 12) or take 1 point of temporary Wisdom damage. The save must be repeated for each hour of exposure. This is a sonic, mind-affecting attack; deafened creatures are not subject to it.

Tragon and Urrk: Male trolls Bbn6; CR 11; Large Giant; HD 6d8+6d12+84; hp 159; Init +6; Spd 40 ft.; AC 21 (touch 11, flatfooted 19); Atk +16/+16 melee (1d6+7, 2 claws) and +11 melee (1d6+3, bite) or +17/+12 melee (2d4+8, *spiked chain* +1); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Rage twice/day, Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft., uncanny dodge; AL CE; SV Fort +17 Ref +6 Will +5; Str 24, Dex 14, Con 24, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +11, Intimidate +10, Jump +7, Listen +6, Spot +6, Swim +1; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Iron Will.

Rage (Ex): Gains +4 Str, +4 Con, +2 morale bonus on Will saves, -2 penalty on AC and lasts 12 rounds. Rage modified statistics are as follows: hp 183, AC 19, Atks +18/+18 melee (1d6+9, 2 claws) and +13 melee (1d6+4, bite) or +19/+14 melee (2d4+10, *spiked chain* +1), Will +7.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion re-grows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker and cannot be flanked.

Possessions: Studded leather armor, *spiked chain* +1.

Notes: Tragon speaks Giant. Tragon's reach with the spiked chain extends out to 20 ft.

Vrigdish and Vragdish: female orcs Bbn2/Ftr2; CR 4; Medium-Size Humanoid (orc); HD 2d12+2d10+12; hp 43; Init +5; Spd 40 ft.; AC 15 (touch 11, flatfooted 14); Atk +10 melee (1d12+7 [crit x3], greataxe) or +6 ranged (1d8+4 [crit x3], mighty composite longbow +4); SA Rage 1/day;

SQ Darkvision 60 ft., light sensitivity, uncanny dodge; AL CE; SV Fort +9, Ref +1, Will +0; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Intuit Direction +4, Jump +6, Listen +2, Spot +3, Swim +2; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (Greataxe).

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 115, AC 16, Atks +17/+12 melee (2d6+10, huge masterwork greatclub), Will +5.

Light Sensitivity (Ex): In the bright light of day or within magical light, orcs suffer a -1 penalty to attack rolls.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: Mighty composite longbow +4, 20 masterwork arrows, greataxe, masterwork chain shirt.

Encounter 3: Return to Midwood

All APLs

Ghanadar: Male fog giant Wiz12; CR 20; Huge Giant (Air); HD 14d8+ 12d4+104; hp 213; Init +1; Spd 40 ft.; AC 23 (touch 12, flatfooted 22); Atk +22/+17/+12/+7 melee (1d8+8 [crit 19-20/x2], medium-sized *returning dagger* +1), or +16 ranged (1d8+8 [19-20/x2], medium-sized *dagger returning* +1), or +16/+11/+6/+1 ranged (2d8+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 +19, Ref +11, Will +16; Str 24, Dex 12, Con 19, Int 19, Wis 14, Cha 12. Height 24 ft.

Skills and Feats: Alchemy +11, Climb +13, Concentration +15, Craft (pottery) +9, Craft (stonemasonry) +9, Hide -7*, Jump +13, Knowledge (arcana) +11, Knowledge (fog) +9, Knowledge (engineering) +9, Listen +8, Spellcraft +17, Spot +9; Alertness, Brew Potion, Cleave, Craft Wand, Craft Wondrous Item, Extend Spell, Improved Familiar, Leadership, Power Attack, Scribe Scroll.

Spells Prepared (4/5/5/5/4/3/2, base DC = 14 + spell level): 0 lvl—*detect poison, disrupt undead, ghost sound, ray of frost*; 1st lvl—*alarm, lesser sonic orb, magic missile (x2), obscuring mist*; 2nd lvl—*arcane lock, detect thoughts, fog cloud, mirror image, protection from arrows*; 3rd lvl—*fog cloud (extended spell) (x2), hold person, lightning bolt, protection from elements*; 4th lvl—*Evard's black tentacles, ice storm, minor globe of invulnerability, solid fog*; 5th lvl—*cone of cold, hold*

monster, mind fog; 6th lvl—acid fog, chain lightning.

Rock Throwing (Ex): A fog giant can hurl rocks weighing 40-50 pounds (Small objects) or 60 to 80 pounds (Medium-size objects), up to five range increments of 140 feet each. 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* +2, +3 *bracers of armor*, *brooch of shielding*, *headband of intellect* +2, *potion of gaseous form*, *potion of detect thoughts*, medium-sized *returning dagger* +1.

Notes: Ghanadar speaks Giant, Common, Ogre, and Auran.

Horashu: air elemental familiar; CR 5; Medium-Size Elemental (Air); HD 12; hp 106; Init +9; Spd Fly 100 ft. (perfect); AC 24 (touch 15, flatfooted 19); Atk +21/+16/+11/+6 melee (1d6+1, slam); SA Air mastery, whirlwind; SQ Elemental, granted abilities; SR 17; AL LN; SV Fort +15, Ref +13, Will +12; Str 12, Dex 21, Con 14, Int 11, Wis 11, Cha 11. Height 8 ft.

Skills and Feats: Listen +7, Spot +7 (or master's if better); Flyby Attack, Improved Initiative, Weapon Finesse (slam).

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental.

Whirlwind (Su): Once every 10 minutes, transform into whirlwind for 6 rounds; 5-foot wide base, up to 30-foot wide top, 30 feet tall. Move at fly speed. Creatures size small or below must succeed at a Ref save (DC 13) or take 1d6 points of damage and a second Ref save (DC 13) or be picked up and held. Flying creatures can attempt a Ref save to escape (still take damage). The elemental can eject carried creatures at any time. If the base of the whirlwind touches the ground, it

creates a swirling cloud of debris centered on the elemental, diameter half the whirlwind's height, obscuring all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have 50% concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check (DC 13) to cast a spell.

Elemental: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.

Granted Abilities: As a familiar, Horashu grants Alertness to Ghanadar, has improved evasion, may share spells with Ghanadar, deliver touch spells, speak with Ghanadar in a special common language, spell resistance, and an empathic link with Ghanadar. Full details on these abilities may be found on page 51 of the *Player's Handbook*.

Encounter 4: The Hungry Gnoll Knows

All APLs

Rarkblak: Male gnoll Rgr6; CR 7; Medium-Size Humanoid; HD 2d8+4+6d10+12; hp 69; Init +2; Spd 30 ft.; AC 16 (touch 12, flatfooted 14); Atk +12/+7 melee (1d4+5 [crit 19-20/x2], masterwork dagger) or +9/+4 ranged; SA Spells (2), favored enemy; 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, Combat Reflexes, Dodge, Mobility, Power Attack, Track, Two-Weapon Fighting.

Spells Prepared (2); base DC = 11 + spell level); 1st—*entangle*, *pass without trace*

Favored Enemy (elves) (Ex): +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using them against elves. The same bonus applies to weapon damage (ranged weapons when within 30 ft.) rolls against elves.

Favored enemy (orcs) (Ex): +1 bonus as above, but with orcs.

Possessions: Masterwork dagger, studded leather armor.

Notes: Rarkblak speaks Gnoll and broken Common.

Encounter 5: The Russet Tower

APL 4

Nignub: Male ogre Bbn1/Ftr1; CR 4; Large Giant; HD 4d8+1d10+1d12+18; hp 54; Init +4; Spd 40 ft.; AC 18 (touch 9, flatfooted 18); Atk +12 melee

(2d6+9, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; AL NE; SV Fort +11, Ref +1, Will +1; Str 22, Dex 11, Con 16, Int 8, Wis 10, Cha 8. Height 9 ft. 5 in.

Skills and Feats: Climb +6, Listen +3, Profession (cook) +1, Spot +4; Death Blow, Improved Initiative, Power Attack, 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 66, AC 16, Atk +14 melee (2d6+12), Will +3.

Possessions: Huge masterwork greatclub, masterwork large chain shirt, *potion of expeditious retreat*, *potion of cure serious wounds*, large iron stewpot.

APL 6

Nignub: Male ogre Bbn1/Ftr2; CR 5; Large Giant; HD 4d8+1d12+2d10+21; hp 63; Init +4; Spd 40 ft.; AC 18 (touch 9, flatfooted 18); Atk +13/+8 melee (2d6+9, huge greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; AL NE; SV Fort +12, Ref +1, Will +1; Str 22, Dex 11, Con 16, Int 8, Wis 10, Cha 8. Height 9 ft. 5 in.

Skills and Feats: Climb +6, Listen +3, Profession (cook) +1, Spot +4; Death Blow, Improved Initiative, Power Attack, Power Lunge, 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 77, AC 18, Atk +15/+10 melee (2d6+12), Will +3.

Possessions: Huge masterwork greatclub, masterwork large chain shirt, *potion of expeditious retreat*, *potion of cure serious wounds*, large iron stewpot.

APL 8

Nignub: Male ogre Bbn3/Ftr4; CR 9; Large Giant; HD 4d8+3d12+4d10+33; hp 101; Init +5; Spd 40 ft.; AC 20 (touch 10, flatfooted 20); Atk +17/+12 melee (2d6+9 [crit 19-20/x2], huge masterwork greatclub); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge; AL NE; SV Fort +14, Ref +4, Will +3; Str 22, Dex 12, Con 16, Int 8, Wis 10, Cha 8. Height 9 ft. 5 in.

Skills and Feats: Climb +7, Listen +6, Profession (cook) +2, Spot +5; Close-Quarters Fighting, Death Blow, Improved Critical (greatclub), Improved Initiative, Power Attack, Power Lunge, 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

123, AC 18, Atk +19/+14 melee (2d6+12 [crit 19-20/x2]), Will +5.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: Huge masterwork greatclub, +1 large chain shirt, *potion of expeditious retreat*, *potion of cure serious wounds*, large iron stewpot.

APL 10

Buubag: Female hill giant Ftr1; CR 8; Large Giant; HD 12d8+1d10+65; hp 134; Init +6; Spd 40 ft.; AC 23 (touch 11, flatfooted 21); Atk +19/+14 melee (2d6+12, masterwork huge greatclub) or +12/+7 ranged (2d6+8, rock); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rock throwing; SQ Rock catching; AL NE; SV Fort +15, Ref +6, Will +4; Str 26, Dex 14, Con 20, Int 8, Wis 10, Cha 8. Height 10 ft.

Skills and Feats: Climb +9, Jump +9, Handle Animal +0, Spot +7; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Rock Throwing (Ex): A hill giant can hurl rocks weighing 40-50 pounds (Small objects), up to five range increments of 120 feet each. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A hill giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a hill 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.

Possessions: Large hide armor, masterwork huge greatclub, large sack (4 rocks, chunk of cheese, haunch of meat, brush, sewing needle, thread).

Nignub: Male ogre Bbn4/Ftr4; CR 10; Large Giant; HD 4d8+4d12+4d10+36; hp 111; Init +5; Spd 40 ft.; AC 20 (touch 10, flatfooted 20); Atk +19/+14/+9 melee (2d6+11 [crit 19-20/x2], huge greatclub +2); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage 2/day; SQ Uncanny dodge; AL NE; SV Fort +15, Ref +4, Will +3; Str 22, Dex 12, Con 17, Int 8, Wis 10, Cha 8. Height 9 ft. 5 in.

Skills and Feats: Climb +7, Listen +7, Profession (Cook) +2, Spot +6; Close-Quarters Fighting, Death Blow, Improved Critical (greatclub), Improved Initiative, Power Attack, Power Lunge, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +4 Con, +2 morale bonus on Will saves, -2 penalty on AC and lasts 6 rounds. Rage modified statistics are as follows: hp

135, AC 17, Atk +21/+16/+11 melee (2d6+14 [crit 19-20/x2], *huge greatclub* +2).

Uncanny Dodge (Ex): Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: +1 *large chain shirt*, +2 *huge greatclub*, *potion of expeditious retreat*, *potion of cure serious wounds*, large iron stewpot.

Encounter 6: The Underhalls Level A

Location 1: Common Room

APL4

Zombies, Fiendish: CR ½; Medium-Size Undead; HD 2d12+3; hp 20; Init -1; Spd 30 ft.; AC 11 (touch 9, flatfooted 11); Atk +2 melee (1d6+1, slam); SA Smite good once/day; SQ Darkvision 60 ft., cold and fire resistance 5; SR 4; AL NE; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -; Int 4, Wis 10, Cha 1.

Skills and Feats: Hide +6, Move Silently +6; Toughness.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Bone Creature: Male human Sor2; CR 2; Medium-Size Undead; HD 2d12; hp 19; Init +3; Spd 30 ft.; AC 15 (touch 13, flatfooted 12); Atk +4/+4 melee (1d4, 2 claws); SA Spells; SQ Darkvision 60 ft., undead, immunities; AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 16, Con -; Int 12, Wis 12, Cha 16.

Skills and Feats: Alchemy +6, Concentration +10, Knowledge (Arcana) +6, Listen +1, Move Silently +3, Spellcraft +6, Spot +1; Combat Casting, Great Fortitude, Weapon Finesse (claws).

Spells Known (6/5, base DC = 13 + spell level): 0 lv—*daze*, *flare*, *ghost sound*, *open/close*, *ray of frost*; 1st—*magic missile*, *shield*.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

APL 6

Zombies, Large Fiendish: CR 2; Large Undead; HD 4d12+3; hp 36; Init -1; Spd 40 ft.; AC 11 (touch 8, flatfooted 11); Atk +4 melee (1d8+4, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Smite good once/day; SQ Darkvision 60 ft., damage resistance 5/+1, cold and fire resistance 10; SR 8; AL NE; SV Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -; Int 4, Wis 10, Cha 1.

Skills and Feats: Hide +7, Move Silently +7; Toughness.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Bone Creature: Male human Sor4; CR 4; Medium-Size Undead; HD 4d12; hp 33; Init +3; Spd 30 ft.; AC 15 (touch 13, flatfooted 12); Atk +5/+5 melee (1d4, 2 claws) or +6 ranged (ray); SA Spells; SQ Darkvision 60 ft., undead, immunities; AL NE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 16, Con -; Int 12, Wis 12, Cha 17.

Skills and Feats: Alchemy +6, Concentration +12, Knowledge (Arcana) +8, Listen +2, Move Silently +3, Spellcraft +8, Spot +1; Combat Casting, Great Fortitude, Weapon Finesse (claws), Weapon Focus (Ray).

Spells Known (6/7/4, base DC = 13 + spell level): 0 lv—*daze*, *flare*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*; 1st—*magic missile*, *negative energy ray*, *shield*; 2nd—*Melf's acid arrow*.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

APL 8

Zombies, Large Fiendish: CR 2; Large Undead; HD 4d12+3; hp 36; Init -1; Spd 40 ft.; AC 11 (flatfooted 11, touch 8); Atk +4 melee (1d8+4, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Smite good once/day; SQ Darkvision 60 ft., damage resistance 5/+1, cold and fire resistance 10; SR 8; AL NE; SV Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -; Int 4, Wis 10, Cha 1.

Skills and Feats: Hide +7, Move Silently +7; Toughness.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Bone Creature: Male human Sor6; CR 6; Medium-Size Undead; HD 6d12; hp 47; Init +3; Spd 30 ft.; AC 15 (touch 13, flatfooted 12); Atk +6/+6 melee (1d4, 2 claws) or +7 ranged (ray); SA Spells; SQ Darkvision 60 ft., undead, immunities; AL NE; SV Fort +4, Ref +5, Will +6; Str 10, Dex 16, Con -; Int 12, Wis 12, Cha 17.

Skills and Feats: Alchemy +6, Concentration +14, Knowledge (Arcana) +10, Listen +2, Move Silently +3, Spellcraft +10, Spot +2; Combat Casting, Empower Spell, Great Fortitude, Weapon Finesse (claws), Weapon Focus (Ray).

Spells Known (6/7/6/4, base DC = 13 + spell level): 0 lvl—*dancing lights, daze, flare, ghost sound, mage hand, open/close, ray of frost*; 1st—*cause fear, magic missile, negative energy ray, shield*; 2nd—*glitterdust, Melf's acid arrow*; 3rd—*lightning bolt*.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

APL 10

Zombies, Huge Fiendish: CR 5; Huge Undead; HD 8d12+3; hp 64; Init -1; Spd 40 ft.; AC 11 (flatfooted 11, touch 7); Atk +7 melee (2d6+7, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SA Smite good once/day; SQ Darkvision 60 ft., damage resistance 5/+2, cold and fire resistance 15; SR 16; AL NE; SV Fort +2, Ref +1, Will +6; Str 21, Dex 8, Con -; Int 4, Wis 10, Cha 1.

Skills and Feats: Hide +9, Move Silently +9; Toughness.

Smite Good (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Bone Creature: Male human Sor8; CR 8; Medium-Size Undead; HD 8d12; hp 61; Init +3; Spd 30 ft.; AC 15 (touch 13, flatfooted 12); Atk +7/+7 melee (1d4, 2 claws) or +8 ranged (ray) or +7 ranged (orb); SA Spells; SQ Darkvision 60 ft., undead, immunities; AL NE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 16, Con -; Int 12, Wis 12, Cha 18.

Skills and Feats: Alchemy +6, Concentration +16, Knowledge (Arcana) +12, Listen +3, Move Silently +3, Spellcraft +10, Spot +3; Combat Casting, Empower Spell, Great Fortitude, Weapon Finesse (claws), Weapon Focus (Ray).

Spells Known (6/7/7/6/4, base DC = 14 + spell level): 0 lvl—*dancing lights, daze, detect magic, flare, ghost sound, mage hand, open/close, ray of frost*; 1st—*cause fear, charm person, magic missile, negative energy ray, shield*; 2nd—*glitterdust, Melf's acid arrow, mirror image*; 3rd—*haste, lightning bolt*; 4th—*acid orb*.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Location 3: Kitchen

All APLs

Ju-ju Zombie: CR 5; Medium-Size Undead; HD 6d12+3; hp 50; Init +5; Spd 40 ft.; AC 17 (+1 Dex, +6 natural); Atk +7 melee (1d6+4, slam) or +7 melee (1d8+4 [crit x3], meat cleaver); SQ Undead, fire and acid resistance 10, damage reduction 10/+1, +2 turn resistance, immunities, spell-like abilities, conduction; SV Fort +2, Ref +3, Will +6; Str 18, Dex 12, Con —, Int 8, Wis 12, Cha 11.

Skills and Feats: Climb +6, Hide +10, Jump +6, Listen +5, Move Silently +10, Spot +4, Tumble +6; Improved Initiative, Toughness.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Immune to electricity and takes only half-damage from bludgeoning and piercing weapons.

Conduction (Ex): The alchemical mixture used to embalm the body causes electrical attacks to conduct harmlessly through the ju-ju zombie and into the ground. Any creature within 5 feet of a ju-ju zombie attacked by an electrical effect (*shocking grasp*, *lighting bolt*, *shocking weapon*, etc.) must make a Reflex save (DC 14) or take one-quarter of the electrical effect's damage.

Spell-Like Abilities (Sp): The ju-ju zombie can cast *spider climb* up to three times per day as a 3rd level sorcerer.

Encounter 7: The Underhalls Level B

Location 9: Magus Aedan's Laboratory

All APLs (EL 14)

Sirianna: Female cloud giant Sor3: CR 14; Huge Giant; HD 17d8+3d4+120; hp 217; Init +5; Spd 50 ft.; AC 21 (touch 9, flatfooted 20); Atk +23/+18/+13 melee (1d6+12, unarmed strike) or +13/+8/+3 ranged (2d8+12, rock); Face/Reach 10 ft. by 10 ft./15 ft.; SA Spells, spell-like abilities, rock throwing; SQ Rock catching; AL NG; SV Fort +17, Ref +7, Will +9; Str 34, Dex 12, Con 22, Int 12, Wis 12, Cha 22. Height 15 ft. Weight 3500 lb.

Skills and Feats: Climb +12, Concentration +6, Diplomacy +8, Jump +6, Knowledge (Arcana) +6, Knowledge (Nobility & Royalty) +5, Listen +8, Spellcraft +5, Spot +5; Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack.

Spells Known (6/7, base DC = 16 + spell level): 0—*arcane mark*, *daze*, *detect poison*, *mage*

hand, *prestidigitation*; 1st—*color spray*, *reduce*, *shield*.

Spell-Like Abilities (Sp): Cloud giants who dwell on cloud islands can use the following as the spells cast by a 15th-level sorcerer: 3/day-*levitate* (self plus 2,000 pounds) and *obscuring mist*; 1/day-*fog cloud*.

Rock Throwing (Ex): A cloud giant can hurl rocks weighing 60-80 pounds (Medium-size objects), up to five range increments of 120 feet each. Giants receive a +1 racial bonus on attack rolls when throwing rocks (included in ranged attack bonus).

Rock Catching (Ex): A cloud giant can catch Small, Medium-size, or Large rocks (or projectiles of similar size). Once per round, a cloud 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.

Possessions: Huge fine clothing.

Location 12: Holding Cells

Holding Cell 12 B

All APLs

Talog: Male human Brd5/Rog3; CR 8; Medium-Size Humanoid; HD 8d6+8; hp 42; Init +7; Spd 30 ft.; AC 15 (touch 13, flatfooted 15); Atk +10 melee (1d2+1 subdual, *whip* +1) or +9 ranged (1d8+1 [crit 19-20/x2], light crossbow or +7 melee (1d4+2, *dagger* +1); SA Bardic music, sneak attack; SQ Uncanny dodge, evasion; AL CN; SV Fort +3, Ref +10, Will +6; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Balance +8, Bluff +12, Climb +7, Decipher Script +4, Disable Device +7, Escape Artist +7, Hide +4, Jump +7, Listen +10, Move Silently +9, Open Lock +9, Perform +12, Search +7, Sense Motive +9, Tumble +8, Use Rope +4; Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (*whip*).

Bardic Music: Performances can create varied magical effects. Talog may perform a bardic music trick up to 5 times/day.

Inspire Courage (Su): While singing, all allies who can hear the singing gain a +2 morale bonus to saves against *charm* and *fear* effects, and a +1 morale bonus to attack and weapon damage rolls. Effect starts after ally(s) hear the performance for one round and lasts as long as the singing continues plus 5 rounds.

Countersong (Su): Talog can counter any sonic or language-dependent magical effect.

Anyone within 30 feet can use his Perform check in place of his or her saving throw. A countersong can be maintained for 10 rounds.

Fascinate (Sp): Talog can fascinate a single creature within 90 feet. A successful Will save with a DC equal to Talog's Perform check is needed to avoid listening quietly for up to 5 rounds.

Inspire Competence (Su): Talog can help an ally succeed at a task by providing a +2 competence bonus to skill checks as long as they are able to see and hear Talog and Talog is within 30 feet. This may be maintained for up to 2 minutes.

Suggestion (Sp): Talog can make a suggestion (as the spell) to a fascinated creature.

Bardic Knowledge: Talog possess a special Knowledge skill for stray bits of trivia. The Knowledge check is 1d20+6.

Sneak Attack (Ex): Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range. A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Talog inflicts an additional 2d6 points of damage with a successful sneak attack.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half-damage, the rogue takes no damage with a successful saving throw.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: +1 dagger, +1 light crossbow, +1 whip, 20 +1 bolts, bracers of armor +2, peacock feather, bronze sigil amulet.

Holding Cell 12E

APL 4

Hergest: Male human flesh half-golem Ftr3; CR 6; Medium-Size Humanoid; HD 3d10+12; hp 34; Init +0; Spd 30 ft. (can't run); AC 21 (touch 10, flatfooted 21); Atk +11 melee (1d8+7, *heavy mace* +1); SQ Berserk, damage reduction 5/silver, magic immunity; AL CN; SV Fort +9, Ref +1, Will +3. Str 22, Dex 10, Con 18, Int 6, Wis 10, Cha 4. Height 6 ft. 1 in.

Skills and Feats: Climb +4, Handle Animal +3, Hide -3; Jump +3, Listen +5, Move Silently -2, Profession (stablehand) +2, Ride +5, Spot +3, Swim +6; Alertness, Dirty Fighting, Iron Will, Weapon Focus (*heavy mace*).

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and penalty are cumulative with the barbarian rage class feature. Rage modified statistics are as follows: hp 40, AC 19, Atk +13 melee (1d8+8).

Magic Immunity (Ex): Flesh half-golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a flesh half-golems hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The half-golem rolls no saving throw against electricity effects.

Possessions: Masterwork chain shirt, large wooden shield, +1 *heavy mace*, peasant outfit, bronze sigil amulet.

APL 6

Hergest: Male human flesh half-golem Ftr5 CR 8; Medium-Size Humanoid; HD 5d10+20; hp 54; Init +4; Spd 30 ft. (can't run); AC 22 (touch 10, flatfooted 22); Atk +13 melee (1d8+9, *heavy mace* +1); SQ Berserk, damage reduction 5/silver, magic immunity; AL CN; SV Fort +10, Ref +1, Will +3. Str 23, Dex 10, Con 18, Int 6, Wis 10, Cha 4. Height 6 ft. 1 in.

Skills and Feats: Climb +4, Handle Animal +5, Hide -3; Jump +3, Listen +6, Move Silently -2, Profession (stablehand) +3, Ride +5, Spot +4, Swim +6; Alertness, Dirty Fighting, Improved

Initiative, Iron Will, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and penalty are cumulative with the barbarian rage class feature. Rage modified statistics are as follows: hp 64, AC 20, Atk +15 melee (1d8+10).

Magic Immunity (Ex): Flesh half-golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a flesh half-golems hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The half-golem rolls no saving throw against electricity effects.

Possessions: +1 *chain shirt*, large wooden shield, +1 *heavy mace*, peasant outfit, bronze sigil amulet.

APL 8

Hergest: Male human flesh half-golem Ftr7 CR 10; Medium-Size Humanoid; HD 7d10+28; hp 74; Init +4; Spd 30 ft. (can't run); AC 23 (touch 10, flatfooted 23); Atk +16/+11 melee (1d8+10, *heavy mace* +2); SQ Berserk, damage reduction 5/silver, magic immunity; AL CN; SV Fort +11, Ref +4, Will +4. Str 23, Dex 10, Con 18, Int 6, Wis 10, Cha 4. Height 6 ft. 1 in.

Skills and Feats: Climb +5, Handle Animal +6, Hide –3; Jump +3, Listen +7, Move Silently –2, Profession (stablehand) +3, Ride +5, Spot +6, Swim +6; Alertness, Blind-Fight, Dirty Fighting, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and penalty are cumulative with the barbarian rage class feature. Rage modified statistics are as follows: hp 88, AC 20, Atk +17/+12 melee (1d8+11).

Magic Immunity (Ex): Flesh half-golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a flesh half-golems hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The half-golem rolls no saving throw against electricity effects.

Possessions: +2 *chain shirt*, large wooden shield, +2 *heavy mace*, peasant outfit, bronze sigil amulet.

APL 10

Hergest: Male human flesh half-golem Ftr9 CR 12; Medium-Size Humanoid; HD 9d10+36; hp 97; Init +4; Spd 30 ft. (can't run); AC 25 (touch 10, flatfooted 25); Atk +19/+14 melee (1d8+11, *heavy mace* +2); SQ Berserk, damage reduction 5/silver, magic immunity; AL CN; SV Fort +12, Ref +5, Will +5. Str 24, Dex 10, Con 18, Int 6, Wis 10, Cha 4. Height 6 ft. 1 in.

Skills and Feats: Climb +10, Handle Animal +7, Hide –1; Jump +7, Listen +7, Move Silently +1, Profession (stablehand) +3, Ride +5, Spot +6, Swim +9; Alertness, Blind-Fight, Dirty Fighting, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and penalty are cumulative with the barbarian rage class feature. Rage modified statistics are as follows: hp 115, AC 22, Atk +20/+15 melee (1d8+12).

Magic Immunity (Ex): Flesh half-golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a flesh half-golems hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The half-golem rolls no saving throw against electricity effects.

Possessions: +2 chain shirt, +2 large wooden shield, +2 heavy mace, peasant outfit, bronze sigil amulet.

Location 15: Maga Elspet's Laboratory

Wedros and Maldwyn

All APLs

Maldwyn: Male human Rog5/Clr5; CR 10; Medium-Size Humanoid; HD 5d6+5d8+20; hp 67 (77); Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 17); Atks +8/+3 melee (1d4+2 [crit 19-20/x2], *returning dagger* +2), or +10/+5 ranged (1d4+2 [crit 19-20/x2], *returning dagger* +2); SA Sneak attack +3d6; SQ Evasion, rebuke undead, spontaneous casting, uncanny dodge; AL NE; SV Fort +7, Ref +7, Will +7. Str 10, Dex 14, Con 14 (17), Int 14, Wis 14, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Appraise +6, Balance +9, Bluff +9, Climb +0, Concentration +7, Decipher Script +7, Disguise +3, Escape Artist +10, Gather Information +6, Hide +10, Jump +4, Knowledge (Arcana) +7, Knowledge (Religion) +3, Knowledge (Undead) +6, Listen +5, Move Silently +8, Open Lock +5, Pick Pocket +10, Scry +3, Search +6, Spellcraft +5, Spot +5, Tumble +10; Close-Quarters Fighting, Dodge, Improved Initiative, Mobility, Spring Attack.

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, detect poison, inflict minor wounds, resistance*; 1st—*Nystul's undetectable aura*, cause fear, cure light wounds, sanctuary, shield of faith*; 2nd—*detect thoughts*, endurance, hold person, silence*; 3rd—*dispel magic*, cure serious wounds*.

*Domain spell. *Domains:* Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Sneak Attack (Ex): Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range. A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target

well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Maldwyn inflicts an additional 3d6 points of damage with a successful sneak attack.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half-damage, the rogue takes no damage with a successful saving throw.

Spontaneous Casting (Sp): An evil cleric can convert spells to *inflict* spells.

Rebuke Undead (Su): Maldwyn may attempt to rebuke undead 4 times/day.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: Noble's outfit, hematite sigil amulet, +3 *leather armor, potion of cat's grace, potion of cure moderate wounds, potion of gaseous form, potion of invisibility, wand of magic missiles* (3rd level caster 20 charges), +2 *returning dagger*.

Notes: Maldwyn speaks Common and Giant. Spells lined-out have been precast. Their effects are noted in parenthesis in the statistics block.

APL 4

Wedros: Male human Rog4; CR 4; Medium-Size Humanoid; HD 4d6+4; hp 22; Init +4; Spd 30 ft.; AC 17 (touch 14, flatfooted 17); Atk +6/+6 melee (1d6/1d6 [crit 19-20/x2], masterwork short swords), +9 ranged (1d8+1 [crit 19-20/x2], masterwork light crossbow with +1 *bolt*); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +6, Climb +7, Craft (Trapmaking) +8, Disable Device +5, Disguise +3, Escape Artist +10, Hide +11, Jump +2, Listen +7, Move Silently +11, Pick Pocket +7, Search +5, Spot +6, Tumble +8; Ambidexterity, Two-Weapon Fighting, Weapon Finesse (short sword).

Sneak Attack (Ex): Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range. A rogue can

only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Wedros inflicts an additional 2d6 points of damage with a successful sneak attack.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half-damage, the rogue takes no damage with a successful saving throw.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: Soiled clothing, bronze sigil amulet, +1 *leather armor*, 2 masterwork short swords, light crossbow, 10 +1 *bolts*, *potion of spider climb*.

APL 6

Wedros: Male human Rog5/Asn1; CR 6; Medium-Size Humanoid; HD 6d6+6; hp 32; Init +8; Spd 30 ft.; AC 17 (touch 14, flatfooted 17); Atk +6/+6 melee (1d6+1/1d6+1 [crit 19-20/x2], *short swords* +1), +9 ranged (1d8+2 [crit 19-20/x2], *light crossbow* +1 with +1 *bolt*) or +9 ranged (1d8+2 plus poison [crit 19-20/x2], *light crossbow* +1 with poisoned +1 *bolt*; SA Sneak attack +4d6; SQ Evasion, death attack, poison use, uncanny dodge (Dex bonus to AC, can't be flanked), spells; AL NE; SV Fort +2, Ref +10, Will +1; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 8. Height 5 ft. 3 in.

Skills and Feats: Balance +6, Climb +8, Craft (Trapmaking) +8, Disable Device +7, Disguise +4, Escape Artist +11, Hide +13, Jump +4, Listen +8, Move Silently +13, Pick Pocket +10, Search +6, Spot +8, Tumble +10; Ambidexterity, Improved Initiative, Two-Weapon Fighting, Weapon Finesse (short sword).

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

Sneak Attack (Ex): Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range. A rogue can

only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Wedros inflicts an additional 4d6 points of damage with a successful sneak attack.

Death Attack (Ex): Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+1 rounds) or kill the target. Fortitude save (DC 12) to avoid effects.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half-damage, the rogue takes no damage with a successful saving throw.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker and cannot be flanked.

Possessions: Soiled clothing, bronze sigil amulet, +1 *leather armor*, 2 +1 *short swords*, +1 *light crossbow*, 10 +1 *bolts*, 10 poisoned +1 *bolts*, *brooch of shielding*.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

APL 8

Wedros: Male human Rog5/Asn3; CR 8; Medium-Size Humanoid; HD 8d6+8; hp 42; Init +9; Spd 30 ft.; AC 19 (touch 14, flatfooted 19); Atks +10/+10 melee (1d6+2/1d6+2 [crit 19-20/x2], *short swords* +2), +12 ranged (1d8+2 [crit 19-20/x2], *light crossbow* +1 with +1 *bolt*) or +12 ranged (1d8+2 plus poison [crit 19-20/x2], *light crossbow* +1 with poisoned +1 *bolt*); SA Sneak attack +5d6; SQ Evasion, death attack, poison use, uncanny dodge (Dex bonus to AC, can't be flanked), spells; AL NE; SV Fort +3, Ref +12, Will +2; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 8. Height 5 ft. 3 in.

Skills and Feats: Balance +7, Climb +10, Craft (Trapmaking) +8, Disable Device +7, Disguise +6, Escape Artist +14, Hide +16, Jump +4, Listen +9, Move Silently +16, Pick Pocket +11, Search +6, Spot +9, Tumble +11; Ambidexterity, Improved Initiative, Two-Weapon Fighting, Weapon Finesse (short sword).

Spells Prepared (2; base DC = 11 + spell level): 1st—*spider climb*, *spring sheath*.

Sneak Attack (Ex): Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range. A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Wedros inflicts an additional 5d6 points of damage with a successful sneak attack.

Death Attack (Ex): Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+1 rounds) or kill the target. Fortitude save (DC 14) to avoid effects.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half-damage, the rogue takes no damage with a successful saving throw.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker and cannot be flanked.

Possessions: Soiled clothing, +2 *leather armor*, 2 +2 *short swords*, +1 *light crossbow*, 10 +1 *bolts*, 10 poisoned +1 *bolts*, *brooch of shielding*.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

APL 10

Wedros: Male human Rog5/Asn5; CR 10; Medium-Size Humanoid; HD 10d6+10; hp 52; Init +9; Spd 30 ft.; AC 19 (touch 15, flatfooted 19); Atks +11/+6/+11 melee (1d6+2/1d6+2 [crit 19-20/x2], *short swords* +2), +15/+10 ranged (1d8+4 [crit 19-20/x2], *light crossbow* +2 with +2 *bolt*) or +15/+10 ranged (1d8+4 plus poison [crit 19-20/x2], *light crossbow* +2 with poisoned +2 *bolt*); SA Sneak attack +6d6; SQ Evasion, death attack,

poison use, uncanny dodge (Dex bonus to AC, can't be flanked), spells; AL NE; SV Fort +3, Ref +13, Will +2; Str 10, Dex 19, Con 12, Int 12, Wis 10, Cha 8. Height 5 ft. 3 in.

Skills and Feats: Balance +8, Climb +12, Craft (Trapmaking) +8, Disable Device +8, Disguise +7, Escape Artist +16, Hide +18, Jump +4, Listen +10, Move Silently +18, Pick Pocket +11, Search +6, Spot +9, Tumble +11; Ambidexterity, Improved Initiative, Rapid Reload, Two-Weapon Fighting, Weapon Finesse (short sword).

Spells Prepared (2; base DC = 11 + spell level): 1st—*spider climb*, *spring sheath*; 2nd—*darkness*.

Sneak Attack (Ex): Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range. A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Wedros inflicts an additional 6d6 points of damage with a successful sneak attack.

Death Attack (Ex): Study a target for 3 rounds then make a successful sneak attack within the next 3 rounds to paralyze (for 1d6+1 rounds) or kill the target. Fortitude save (DC 16) to avoid effects.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half-damage, the rogue takes no damage with a successful saving throw.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker and cannot be flanked.

Possessions: Soiled clothing, bronze sigil amulet, +2 *leather armor*, 2 *short swords* +2, +2

light crossbow, 10 +2 bolts, 10 poisoned +2 bolts, brooch of shielding.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

The Thing on the Slab

APL 4

Corpse Creature: Male gnoll Rgr5; CR 6; Medium-Size Undead; HD 5d12; hp 40; Init +1; Spd 30 ft.; AC 15 (touch 11, flatfooted 14); Atk +8/+3 melee (1d8+5 [crit x3], battleaxe) and +8 melee (1d8+2 [crit x3], battleaxe) or +11/+6 melee (1d6+7, slam); SA Spells; SQ Undead; AL CE; SV Fort +7, Ref +2, Will +2; Str 20, Dex 12, Con–, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +5, Hide +4, Intuit Direction +2, Jump +5, Listen +6, Spot +8, Wilderness Lore +7; Ambidexterity, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (battleaxe).

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

Favored Enemy (dwarves) (Ex): +2 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using them against dwarves. The same bonus applies to weapon damage (ranged weapons when within 30 ft.) rolls against dwarves.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: Leather armor, 2 battleaxes.

APL 6

Corpse Creature: Male ogre Bbn3/Ftr2; CR 8; Large Undead; HD 9d12; hp 68; Init +4; Spd 40 ft.; AC 18 (touch 9, flatfooted 18); Atk +16/+11 (2d6+12 [crit 19-20/x2], huge greatclub) or +15/+10 melee (1d8+12, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge, undead; AL CE; SV Fort +10, Ref +2, Will +2; Str 26, Dex 11, Con –, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +8, Jump +8, Listen +6, Spot +5; Cleave, Improved Critical (greatclub), Improved Initiative, Power Attack, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +2 morale bonus on Will saves, -2 penalty on AC and lasts 3 rounds. Rage modified statistics are as follows: AC 16, Atk +18/+13 melee (2d6+15 [crit 19-20/x2], huge greatclub) or +17/+12 melee (1d8+15, slam), Will +4.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: Huge greatclub, large chain shirt.

APL 8

Corpse Creature: Male ogre Bbn4/Ftr3; CR 10; Large Undead; HD 11d12; hp 82; Init +4; Spd 40 ft.; AC 18 (touch 9, flatfooted 18); Atk +19/+14 melee (2d6+13 [crit 19-20/x2], huge greatclub +1) or +17/+12 (1d8+12, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage 1/day; SQ Uncanny dodge, undead; AL CE; SV Fort +11, Ref +3, Will +3; Str 26, Dex 11, Con –, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +8, Jump +8, Listen +7, Spot +6; Cleave, Improved Critical (greatclub), Improved Initiative, Power Attack, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +2 morale bonus on Will saves, -2 penalty on AC and lasts 3 rounds. Rage modified statistics are as follows: AC 16, Atk +21/+16 melee (2d6+16 [crit 19-20/x2], huge greatclub) or +19/+14 melee (1d8+15, slam), Will +5.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 huge greatclub, large chain shirt.

APL 10

Corpse Creature: Male ogre Bbn5/Ftr4; CR 12; Large Undead; HD 13d12; hp 96; Init +4; Spd 40 ft.; AC 19 (touch 9, flatfooted 18); Atk +22/+17/+12 melee (2d6+14 [crit 19-20/x2], huge greatclub +2) or +19/+14/+9 (1d8+12, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage 2/day; SQ Uncanny dodge, undead; AL CE; SV Fort +12, Ref +6, Will +3; Str 26, Dex 12, Con –, Int 8, Wis 10, Cha 8. Height 9 ft. 5 in.

Skills and Feats: Climb +8, Jump +8, Listen +8, Spot +7; Cleave, Improved Critical (greatclub), Improved Bull Rush, Improved Initiative, Lightning

Reflexes, Power Attack, Weapon Focus (greatclub).

Rage (Ex): Gains +4 Str, +2 morale bonus on Will saves, -2 penalty on AC and lasts 3 rounds. Rage modified statistics are as follows: AC 17, Atk +24/+19/+14 melee (2d6+16 [crit 19-20/x2], *huge greatclub* +2) or +21/+16/+11 (1d8+15, slam), Will +5.

Uncanny Dodge (Ex): Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. Cannot be flanked.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +2 *huge greatclub*, large chain shirt.

Encounter 8: The Underhalls Level C (Optional)

Location 18: Well and Pump Room

APL 4

Ice Paraelemental: CR 3; Medium-Size Elemental (Air, Cold); HD 4d8+8; hp 26; Init +3; Spd 30 ft.; AC 17 (touch 13, flatfooted 14); Atk +6 melee (1d6+1 plus 1d6 cold, icicle); SA Chill metal; SQ Elemental, cold subtype; AL N; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11. Height 8 ft.

Skills and Feats: Listen +7, Spot +7; Combat Reflexes, Weapon Finesse (icicle).

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except it affects everything within a 10 ft. radius of the elemental, Will save (DC 12) to negate. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Notes: Ice paraelementals speak Aquan and Auran.

Magma Paraelemental: CR 3; Medium-Size Elemental (Earth, Fire); HD 4d8+12; hp 30; Init -1; Spd 30 ft.; AC 17 (touch 9, flatfooted 17); Atk +8 melee (1d8+7, slam); SA Burn; SQ Elemental, fire

subtype; AL N; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11. Height 8 ft.

Skills and Feats: Listen +7, Spot +7; Power Attack.

Burn (Ex): Those grappled by a magma paraelemental or hit by its slam attack must succeed at a Reflex save (DC 11) or catch fire (see *Catching on Fire*, page 86 of the *Dungeon Master's Guide*). The fire burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Notes: Magma paraelementals speak Ignan and Terran.

APL 6

Ice Paraelemental: CR 5; Large Elemental (Air, Cold); HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 19 (flatfooted 14, touch 14); Atk +10/+5 melee (2d6+2 plus 2d6 cold, icicle); Face/Reach 5 ft. x 5 ft./10 ft.; SA Chill metal; SQ Elemental, damage reduction 10/+1, cold subtype; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11. Height 16 ft.

Skills and Feats: Listen +12, Spot +12; Combat Reflexes, Dodge, Weapon Finesse (icicle).

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except it affects everything within a 15 ft. radius of the elemental, Will save (DC 14) to negate. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Notes: Ice paraelementals speak Aquan and Auran.

Magma Paraelemental: CR 5; Large Elemental (Earth, Fire); HD 8d8+32; hp 68; Init -1; Spd 30 ft.; AC 17 (touch 8, flatfooted 17); Atk +12/+7 melee (2d8+10, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Burn; SQ Elemental, damage reduction 10/+1, fire subtype; AL N; SV Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11. Height 16 ft.

Skills and Feats: Listen +12, Spot +12; Cleave, Power Attack.

Burn (Ex): Those grappled by a magma paraelemental or hit by its slam attack must succeed at a Reflex save (DC 13) or catch fire (see *Catching on Fire*, page 86 of the *Dungeon Master's Guide*). The fire burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Notes: Magma paraelementals speak Ignan and Terran.

APL 8

Ice Paraelemental: CR 7; Huge Elemental (Air, Cold); HD 16d8+64; hp 136; Init +7; Spd 30 ft.; AC 20 (flatfooted 13, touch 15); Atk +17/+12/+7 melee (2d8+4 plus 2d8 cold, icicle); Face/Reach 10 ft. x 5 ft./15 ft.; SA Chill metal; SQ Elemental, damage reduction 10/+2, cold subtype; AL N; SV Fort +9, Ref +17, Will +5; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11. Height 32 ft.

Skills and Feats: Listen +18, Spot +18; Combat Reflexes, Dodge, Mobility, Weapon Finesse (icicle).

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except it affects everything within a 20 ft. radius of the elemental, Will save (DC 18) to negate. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Notes: Ice paraelementals speak Aquan and Auran.

Magma Paraelemental: CR 7; Huge Elemental (Earth, Fire); HD 16d8+80; hp 152; Init -1; Spd 30 ft.; AC 17 (touch 7, flatfooted 17); Atk +19/+14/+9 melee (2d10+13, slam); Face/Reach 10 ft. by 5 ft./15 ft.; SA Burn; SQ Elemental, damage reduction 10/+2, fire subtype; AL N; SV Fort +15, Ref +4, Will +5; Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11. Height 32 ft.

Skills and Feats: Listen +14, Spot +14; Cleave, Great Cleave, Improved Bull Rush, Power Attack.

Burn (Ex): Those grappled by a magma paraelemental or hit by its slam attack must succeed at a Reflex save (DC 17) or catch fire (see *Catching on Fire*, page 86 of the *Dungeon Master's Guide*). The fire burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Notes: Magma paraelementals speak Ignan and Terran.

APL 10

Ice Paraelemental, Greater: CR 9; Huge Elemental (Air, Cold); HD 21d8+84; hp 178; Init +8; Spd 30 ft.; AC 25 (flatfooted 17, touch 16); Atk +19/+14/+9 melee (2d8+5 plus 2d8 cold, icicle); Face/Reach 10 ft. x 5 ft./15 ft.; SA Chill metal; SQ Elemental, damage reduction 10/+2, cold subtype; AL N; SV Fort +11, Ref +20, Will +7; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11. Height 36 ft.

Skills and Feats: Listen +23, Spot +23; Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse (icicle).

Chill Metal (Su): The ice paraelemental's chill metal power functions like the druid spell of the same name, except it affects everything within a 25 ft. radius of the elemental, Will save (DC 20) to negate. As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Notes: Ice paraelementals speak Aquan and Auran.

Magma Paraelemental, Greater: CR 9; Huge Elemental (Earth, Fire); HD 21d8+105; hp 199; Init -1; Spd 30 ft.; AC 19 (touch 7, flatfooted 19); Atk +23/+18/+13 melee (2d10+15, slam); Face/Reach 10 ft. by 5 ft./15 ft.; SA Burn; SQ Elemental, damage reduction 10/+2, fire subtype; AL N; SV Fort +17, Ref +6, Will +7; Str 31, Dex 8, Con 21, Int 6, Wis 11, Cha 11. Height 36 ft.

Skills and Feats: Listen +23, Spot +23; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Power Attack.

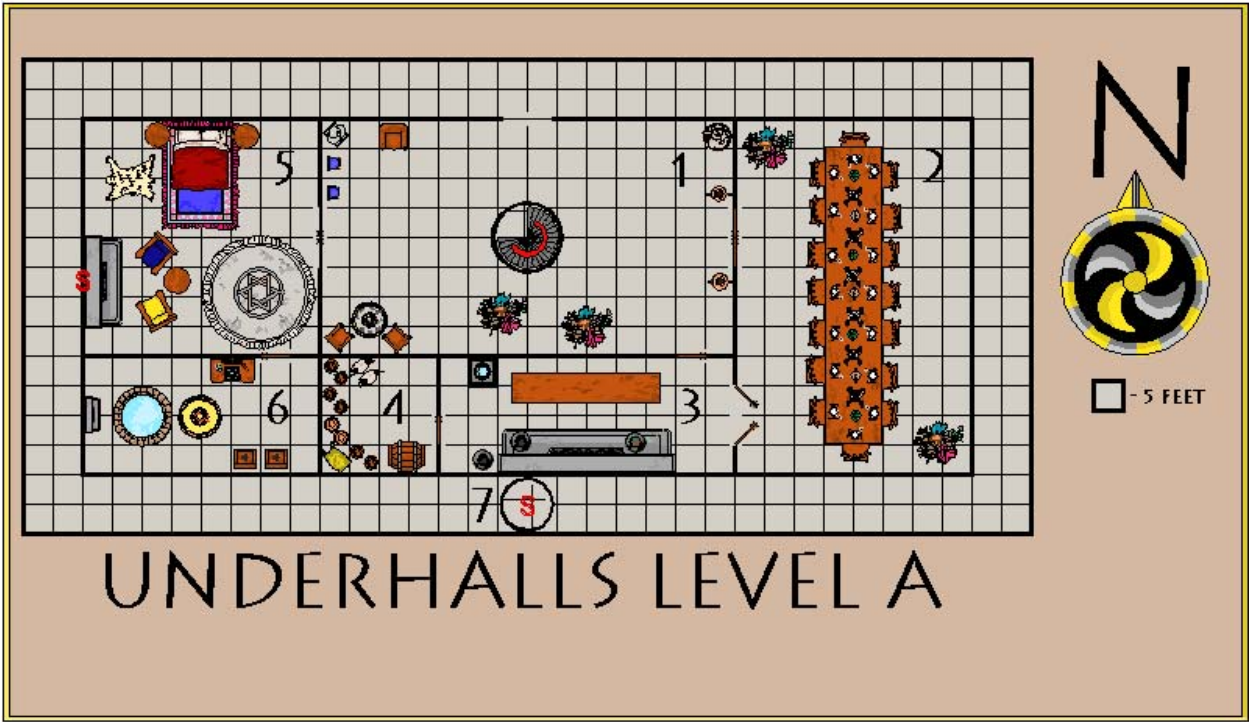
Burn (Ex): Those grappled by a magma paraelemental or hit by its slam attack must succeed at a Reflex save (DC 19) or catch fire (see *Catching on Fire*, page 86 of the *Dungeon Master's Guide*). The fire burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame.

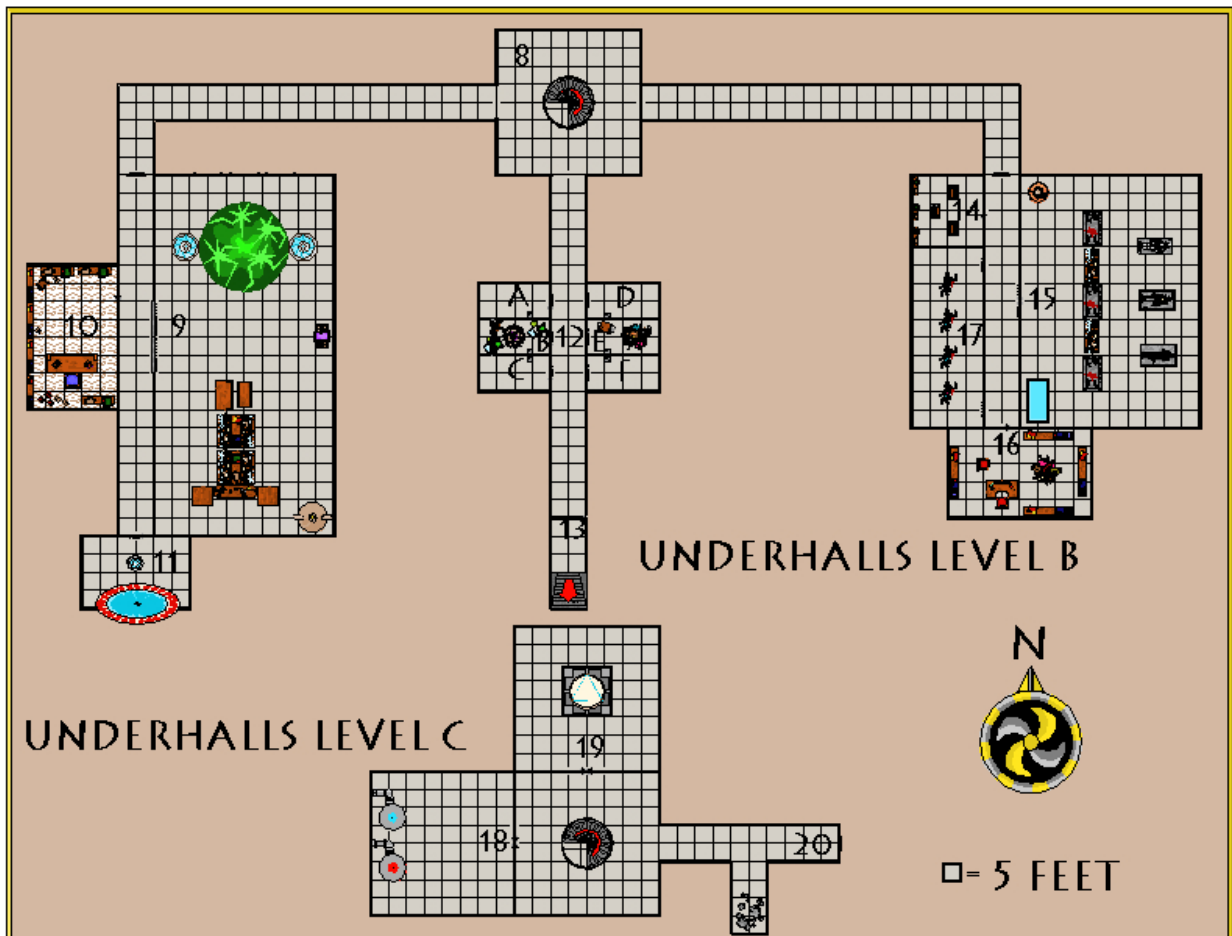
Elemental: Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Notes: Magma paraelementals speak Ignan and Terran.

DM Aids: Maps





Player Handout #1: Information on Magus Aedan and Maga Elspet

Aedan, the Magus of the Russet Tower, does not appear to be a native of Gyruuff, but has evidently lived there for some time. Aedan is physically unremarkable but possesses a tremendous intellect and magical prowess. Before the Fall of Gorna, most would not have recognized him on the street as anything but an average Gyri. This was due, in no small part, to his acerbic personality and brutally candid manner, which did not endear him to Court.

This detachment served Aedan well (though the disrespect of the nobles grated upon him), as he filled an important role for Grand Duke Owen. In exchange for his services in tracking down and eliminating Gyruuff's enemies, Aedan was provided the Russet Tower as residence. Aedan and his wife, the Maga Elspet, raised their children there and provided a deterrent to would-be aggressors. Aedan was good friends with Arglwyth Darlon Lea, and the three of them traveled often together. During the Fall of Gorna, Aedan aided Lea and played prominent roles in the later missions to retake Gyruuff.

Aedan's courage and mastery of the wizardry arts were there for all to see during the battle to reclaim Hochoch. Whilst assisting the small remnants of the Army of Liberation that attacked the reinforcements bound for the then besieged Hochoch, fire giants struck down Magus Aedan. His sacrifice allowed the Gyri forces to withdraw without routing and slowed the giants enough that Hochoch fell. Relief forces searching the area after the battle were unable to locate Aedan's body.

Maga Elspet has continued to serve Grand Duke Owen, though the exact nature of her services is not known. Rumormongers say Maga Elspet is a necromancer of considerable power and wonder what business she has working for the Grand Duke. It is also said she tutors young children in the ways of magic. Maga Elspet lives in a large farmhouse just outside of Hochoch. Local farmers claim she protects the house with vicious zombie chickens.

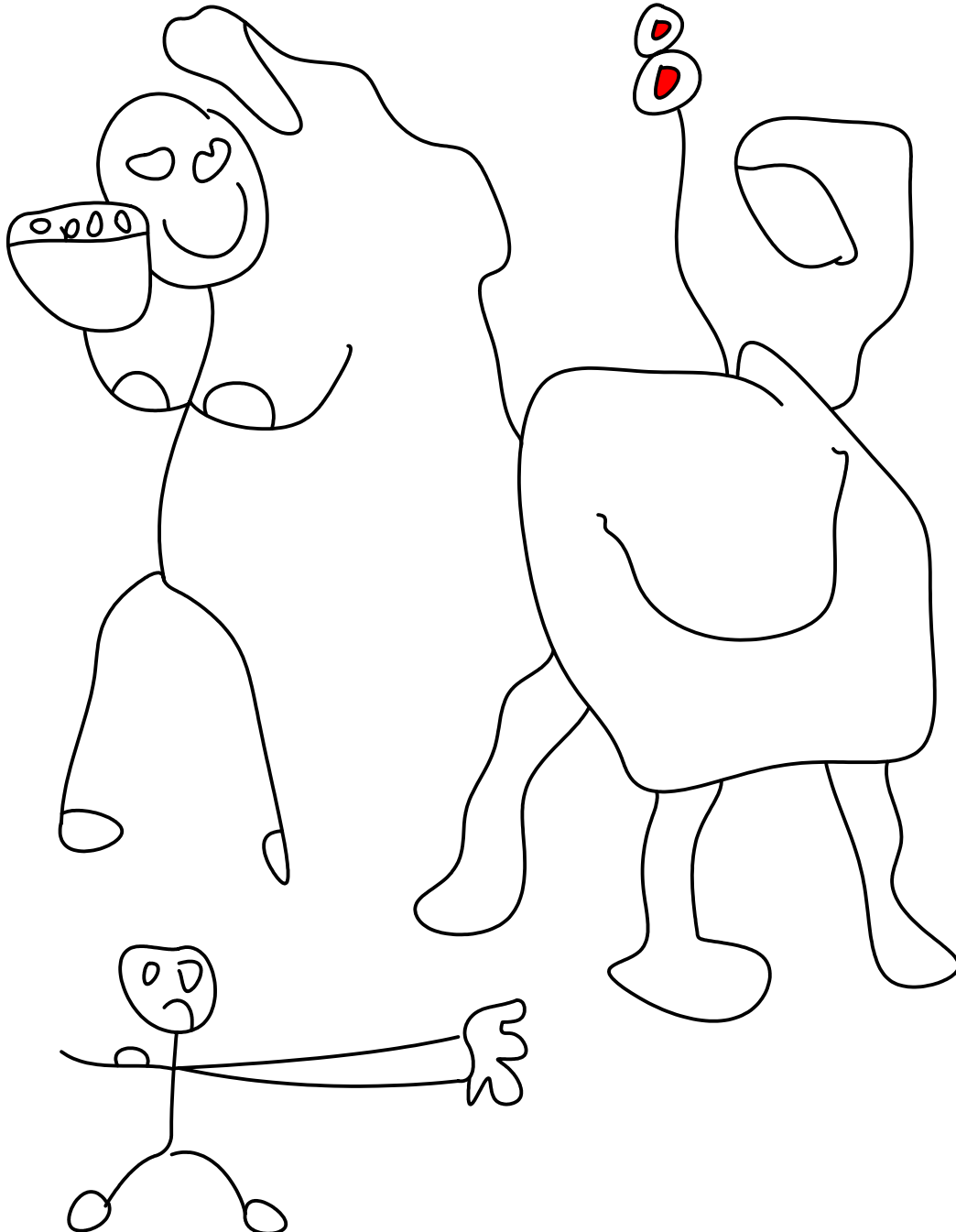
Magus Aedan and Maga Elspet have four children: Celeste, Turloh and Adric (identical twins), Aeron and Nia (fraternal twins), and Morien, the youngest.

Mysteries abound in the
world. Things are other
things disguised by
❧ nothing real. ❧

A	S	K	G	A	W	G
N	A	C	H	I	N	S
T	R	U	E	D	M	N
F	O	T	A	M	E	E



Player Handout #3: Drawings on Holding Cell Walls



Player Handout #4: Note from Ghanadar

Dear <insert PC name>,

Thy noble efforts hast returned to me my Sirianna. Neither she, nor I, shall forget what thy hast accomplished. Once more thee hast proven thy merit. Thee and thy compatriots art always welcome in Midwood. Know that so long as Sirianna and I are here, Midwood shall be protected from those who would seek to harm our charges. I have strengthened the Wards about the village against arcane travel. Should thee wish to enter Midwood, use the enchanted token given to thee with this letter. Be warned, the token only protects thee – no one else.

I close this letter with another warning, given in good grace: though we be comrades, my Masters would look poorly upon what has been wrought. Tell thy master his people art safe and shall not be exploited whilst I live, and be circumspect in thy future affiliations.

G

Player Handout #5: Note found in Magus Aedan's Study

Mendicant:

If you have found this note you know I have left the underhalls. The secrets I came here to learn have been revealed to me. Praise the Undying One! One of the Magus' tomes has provided me with the location of that which I have sought—the first step in providing our master with a vessel here on Oerth! Yea, His wrath shall be great! He will sweep away the Old One and his minions and establish Himself as Ruler over All.

Do not yet attempt to follow me, Mendicant. The way is too perilous. Delve further into the mysteries of the travel device. I fear the device may record our journeys. My destination cannot be known to our Enemies.

P