

KEO1-09

DREADFOG

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

Version 1

by Sean Duff

A heavy fog pours from the Dreadwood, forcing you into the dwarven town of Curget. Will you be able to survive? An adventure for Characters level 1 to 6.

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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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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" among 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 will 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, a character sheet, and a LIVING GREYHAWK log 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six 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 an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

One year ago King Kimbertos himself led a military excursion into the Hold of the Sea Princes to capture the run down fortress town of Westgate. The success of the operation was largely due to the anarchy currently taking place in the rulership of the hold. Some of the troops that helped capture the town were a company of Dwarves from a small town within the Good Hills named Curget. The dwarves from the town are a clan of Hill Dwarves named Clan Stonecrow, a highly superstitious clan that holds long-standing traditions. While within the city they encountered a force of men lead by a cleric of the God of Slaughter Erythnul. The Dwarves where the better on the day but the cleric, Hexzor and his personal body guard, Violence managed to escape to the north fleeing from pursuit into the Dreadwood where most of the Kings Men would not follow.

Plotting his revenge on the dwarves from deep within the Dreadwood, he came across an ancient temple of his god in the foothills of the Good Hills just outside of the Dreadwood. The past year he has spent bringing the temple up to standards. Meanwhile studying the dwarves and taking revenge on lone dwarves he has encountered near the edge of the Dreadwood. One such dwarf was a cleric of the Clan, after much interrogation Hexzor came up with a plan for revenge.

Every year there is a holiday the clan holds for the dead, known as "Uga Dwoumer Grilen" or Day of the Fallen. It is said to appease the dead and celebrate how they perished. A week of ceremony leads up to the day, where in legend the dead rise up again if not remembered. Hexzor, knowing that many warriors of the clan are now in his old home, the town of Westgate, patrolling for King Skotti, leaving their own hometown of Curget exposed to his plans for revenge. Hexzor has decided the best way to exact his revenge was to indeed have the dead again rise and slaughter as many dwarves on their holiday as possible. To exact this he has raised seven dwarves he has managed to kill over the past year. Some are members of the clan, others unlikely travelers. For the past several weeks leading up to the celebration he has been calling upon Erythnul to aid him in his quest calling upon an ancient scroll he found within the temple. He calls forth an ancient spell to shroud the countryside deep into a heavy fog. Using the unnatural fogs ability to hide the small numbers he plans on exacting revenge on as many dwarves as is possible in the week, while celebrating his own gods glory with a divine slaughter.

In this adventure there are a multitude of ways for the players to deal with the threat. And it's up to the DM to allow for creativity. The adventure will provide the locations, maps, and statistics for the enemy, as well as a flowchart of events that occur on the week leading up to "The Day of the Fallen". PCs will have several options to solve this event over the week's time leading to the day Hexzor plans his revenge upon the clan. Any well thought out idea may work and the adventure will leave room for DM's to adjust rather than lead through the adventure by the nose. The event is broken down into four sections. One is the town of Curget's major buildings. Two will be the surrounding countryside's key event location and descriptors based on the time line. There will be the timeline of events set into motion by the priest of the god of slaughter. Finally will be the map of the ancient temple to Erythnul should the PCs manage to find their way back there.

Creative play and ideas should be rewarded. If PCs come up with some great idea to lure Hexzor and his zombies out, use your common sense as to a dm if such a plan could work. The adventure cannot account for all the plans a group of 4-7 players may come up with. Remember that Hexzor is an intelligent enemy and he will see through simple rouses. But a well-planned one could lead the priest, hell bent on revenge, into making a mistake.

KEY EVENT SUMMARY

1. PCs are driven into the town of Curget by an unnaturally thick fog. PCs here Mur's offer of reward to whoever can stop the fog.
2. Just before the party arrived Hexzor launched his first attack close to the town itself. He Violence and seven fog zombies launched an attack against the Brinstone Orchard. The farmer and 3 field hands where brutally killed making sure the scene was a sight to inspire horrific tales back to the town. Meanwhile Abe Stonecrow was abducted to give further information upon the clan and the holiday. After they slaughtered the dwarves using the cover of the fog to sneak in on the Dwarves before any could flee; Hexzor then animated them adding to the growing ranks of his Army of Slaughter.
3. The PCs either stop the attack on the Inn or ambushed by zombies while out on night patrol and find the remains of the wagonneers.
4. The PCs eventually track down the cause of the fog and stop it at the temple of Erythnul.
- 4b. The PCs still stuck within town must defend themselves and the town as Hexzor leads an army of undead against the town with his ritual complete. While staying in town, PCs can learn from several dwarves that live there are clues as to what may be happening.
5. Conclusion:
 - A. The PCs manage to find their way to the temple and stop the fog and attack on the town of Curget.
 - B. The PCs were not able to find the temple but did manage to stop the attack on the town.
 - C. The PCs either died or ran away leaving the dwarves to their fate.

Special Notes For the Adventure.

1. Sight is limited to fifteen feet while in the fog. As the whole adventure takes place with in it remember to use it properly. Missile weapons and area of effect spells will have a hard time being used. Gaining flanking with members of the party may also be difficult to coordinate. Use the combat map to limit what each PC can see.
2. Listen checks are going to be very important in this adventure. Do not always give PCs a hint that combat is coming with the listen check. Scatter them about. Make use of random roles to get the PCs paranoia rolling.
3. Having a tracker is very important to the adventure, but at several points trackers will make themselves available to the party. Do not assume PCs make the tracking rolls to track Hexzor, he is a smart opponent and will cover his tracks as best as possible. Determine the players at the table and the time it

may take before giving a talented tracker a chance to find them. If luck is on their side and they manage to find the Temple on day one so be it. Then try to fill the temple portion of the event with some more role-playing between Hexzor and the PCs and Abe when he is rescued.

INTRODUCTION

Why are they here? There are several possible reasons for PCs to have arrived here. One they where part of a caravan guard escort heading along the road north to Nicole Dra when the fog set in and now they and their caravan take shelter within the town of Curget till the heavy fog passes. Two they are within the town in search of Fine Dwarven Steel that the town produces, and travel here to get a cheaper price then buying it on the open market. There they where lone travelers when the fog hit and where forced to seek an inn till it passed. The closest town is Curget, which is not terribly far from the North-South Trade road.

ENCOUNTER 1: FOG!

"Sitting within the Blackbeak inn you notice several other adventures at tables near by. It seems the fog has driven many travelers off the road this day. As well the news of fine dwarven forged steel for sale seems to have bought many smiths and merchants into the town, as the normally sleepy inn is packed to capacity with travelers. A short tan skinned dwarven woman hustles between tables filling orders for mutton and ale alike as a stout aged dwarven bartender uses his long beard to polish the bar top free of any split ale. A dwarven bard, in the traditional black red and gray kilt of the Clan Stonecrow sits upon stage beaming to have a crowd so large as this. "Uga Dwoumer Grilen" he begins with a heavy dwarven accent that most of the clan speaks with. "Day of the fallen. It is the day that we remember those that fell before us in battle. "Ulla Dwoumer Grilen." Is the week we celebrate the dead and their deeds." explains the dwarven bard "With so many strangers within the Town on this week I thought a bit of explaining was in order. Now a tale of celebration." he says and most of the dwarven patrons clank tankards and salute "Ug Za!"

"This is a tale of Gurni "Stumblesword" Stonecrow I tell of this night. A brave young dwarf for all to see, he was always boastful, forever hopeful, a one dwarf army. Earned his name for felling an orc captain, but alas he was to drunk to tell us how it happened. Many brothers had witnessed his drunken lunge. As his sword found the mark and made the plunge. ..." The bard suddenly stops his poem mid verse and looks to the inn of the door where a young dwarven boy stumbles in to out of breathe to speak. "Uh...there has been trouble at the Brinstone Orchard," he says in a huff. "Matron Mur wants any fighting men to come to the keep. Even invited any sellswords or adventures the fog may have chased in to the town. Said there may be some good gold in it." He is brought a small mug of ale, which he sips on as he catches his breath as many of the dwarven men within the bar and even a few women quickly get up and make their way out of

the bar. A handful of other adventurers also rise and move off at the request of aid.

PCs can easily follow the other dwarves to the keep, or they can stay and drink. If they stay the fog will still keep them in town for following day's activities and missing the obvious hook will not end the event for them. For those that go to the Keep proceed with encounter. Any PC that simple stays the night as a restful nights sleep to awaken and find that the fog in the morning is thicker then it had been the night before. Any PCs that try to ask about the Brinstone Orchard with the intent of heading there themselves will be given no information on them as the dwarves do not want to displease the Matron Mother Mur.

"Following the other adventures and dwarves out of the inn and into the fog filled night you quickly make your way toward the unseen keep. Normally the Mot and Bailey style keep is easily seen from anywhere in town. However the fog is limiting visibility so badly that even the bonfire that usually alights the top of the tower cannot be seen. Following the dwarves to the keep the massive stone structure slowly rises up out of the fog to greet you. The 8 foot outer walls, hiding the moot on the other side, and then the steep hill that leads up to the massive 50 foot high tower, all eerily grim in the fog. Approaching the bridge to the fort you see a White haired dwarven woman looking about the crowd while two dwarves in Chain shirts wielding axes seem to keep her protection in mind at all times. "Ah glad the clan has so many brave warriors, and that the Fog has driven so many mercenaries our way as well. We have a very serious situation on our hands." she pauses and looks through the eerie fog at the gathered warriors. "I have spoken to the gods, Moradin and Fortubo they tell me this fog is a thing of evil. And now word comes from one of the outlying Olive Orchards near the boundary to the woods of a slaughter that has happened earlier this evening. The fog is unnatural and something must be causing it. I offer a reward to any that can bring an end to this fog before the Day of the Fallen. The gods tell me this, if it is not our holiday shall turn into our nightmare," she says showing a lightly glowing battle ax high. "For the warriors that stop the fog, I offer <insert name of the weapon cert used at this table>. I do not know how to stop it, or what its is, but I hope to the Gods that someone here can." she finishes her two guards quickly marching her back toward the keep and out of sight as the fog seems to envelope them.

Now at this point PCs may be a little confused as to what to do. They can go to Encounter 2: Attack on Brinstone Orchard. They can stay within town and learn all they can about the Day of the Fallen or pick up a map of the area. They can question locals about what is happening or they can simply do nothing and wait till the next encounter happens on the chart. If they look around town, skip to the appropriate entry in Encounter 7. If at any time they discover the location of the Temple of Slaughter and investigate it, go to Encounter 8.

ENCOUNTER 2: ATTACK ON BRINSTONE ORCHARD

Just before the party arrived Hexzor launched his first attack close to the town itself. He Violence and seven fog zombies launched an attack against the Brinstone Orchard. The farmer and 3 field hands where brutally killed making sure the scene was a sight to inspire horrific tales back to the town. Meanwhile Abe Stonecrow was abducted to give further information upon the clan and the holiday. After they slaughtered the dwarves using the cover of the fog to sneak in on the Dwarves before any could flee; Hexzor then animated them adding to the growing ranks of his Army of Slaughter.

After the incident at the farm he returns to the temple, to recover from the battle and receive his spells back. See the description below for more details on what PCs will experience when they visit the farmstead. If PCs some how manage to track him back to his temple on the evening of day one, he will not have *animate dead*, *sound burst* or *hold person* in his arsenal of spells.

BRINSTONE ORCHARD

The PCs should arrive here during the first day in town. Once here they will see a scene of slaughter Hexzor, Violence and some of his zombies did to Dunton Brinstone. Earlier in the day using the cover of the fog they surprised the group of four dwarves processing Olive into Olive oil. Quickly slaying the four apprentices and capturing Abe Brinstone they set about making the scene look as gruesome as possible, but with leaving as few clues as possible.

The farmstead itself is made up of four buildings. The Pressing house, Storage shed, Main house and bunk house. The attack and carnage took place in the Pressing house. Once PCs arrive and investigate with the dwarves read the following.

Arriving on the scene to get a better look at the destruction described earlier by the young dwarf you quickly see the reason for his hysteria. Upon the walls of the pressing room is the spattered blood of some unfortunate victim; only there are no bodies. On the wall the blood has been scrawled into some writing in dwarven. One of the dwarves with you solemnly read aloud. "We arise to show we should not be forgotten. And all should give remembrance. Not just those that remain behind." the dwarves quickly whisper among themselves. Looks of worry crossing their faces.

If PCs search they will find many dwarven-sized footprints in the blood. Even an old war ax caked with mud and rust can be found in the corner. This was all set up by Hexzor to frighten the dwarves and lead them to believe the dead have risen because they where not properly celebrating the Day of the Fallen with so many of the clan away.

The PCs should have several hints that this isn't what it may seem. One the message is written in common.

Second if the PCs search making a spot check (DC 25) and a Knowledge (religion) check (DC 15) they will see a small symbol of Erythnul drawn in blood covered over by some hiey. A PC must make both checks or they would not know the meaning of it and just view it as another random blood splotch. It's not fundamental that they find this information here. The adventure calls for many different ways to be completed. So do not force the issue of the spot unless PCs bring up the fact they're looking.

ENCOUNTER 3: SLEEPING IN

If the players have not found the temple during the first day of their investigation on the second Hexzor gets a little more daring and visits the town itself in the guise of a merchant driven into town by the fog. He uses his *alter self* and *nondetection* spells to slip into the town with little notice. On his wagon are seven barrels that he checks into the warehouse as pickled beats, that where on their way North from Gradsul. In reality he has stuffed the barrels with the bodies of seven of the dwarves he has slain and reanimated as fog zombies.

During the Evening he calls for the dead to rise and attack the Blackbeak Inn, where he had booked a room for the evening. He wants to first hand view the carnage while also wanting to scare off other merchants and drive away some of the dwarves business. During the middle of the night the attack will come, while Hexzor fakes an injury and watches the whole of the battle from the corner of the Inn. He will note any adventures that respond to the threat, learning their strengths and weaknesses in case they plan to stick around to intervene in his plans.

The PCs should be sleeping when the attack comes and only those on guard duty will be able to respond quickly. Note Donning Armor Chart on page 105 of the *Player's Handbook* for PCs that state they will take the time to armor themselves. If PCs did not sleep in the inn on night two they will hear the tale of the attack by dwarves who have risen from the dead displeased at the way the Stonecrows are remembering their ancestors.

☛Dwarven Fog Zombies (7): Medium-size undead; HD 2d12+3; hp 19; Init -2; Spd 30 ft.; AC 16 (touch 9; flat-foot 16); Atks +2/+2 melee (1d6+1, slam); SQ Undead; Darkvision 60 ft., Partial actions only; SR Nil; AL CE; SV Fort +0 Ref -1 Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Undead: Immune to mind effecting spells, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, ability 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).

Once PCs have defeated the Zombies or called for aid

from the Dwarven clan to do so Hexzor will speak to the PCs. Read the following Text once he speaks.

A portly merchant with thinning black hair in the corner of the room groggily moans as the last of the dwarven zombie's falls. "Oh my head."

If PCs check him he indeed does have a small head wound (self-inflicted). Once the PCs ask what happen he will speak.

"I was down here seeing if I could get a meal from the kitchen." says the round merchant as he rubs his head. "Suddenly the door burst open and the fog from outside began to creep in. I saw seven forms they looked like dwarves to me so I didn't think a second thought of it till one of the beasts came in a clubbed me over the head. I heard one scream "For lack of remembrance and honor" then I blacked out.

Hexzor wants to ruin the celebration and cause panic throughout the clan. So he purposely spreads the rumor to insight that the dead are rising at some slight the clan has treated them with lately. If PCs make a successful Sense Motive (DC 28) then they will sense something is amiss with his story. If PCs question him in detail he will simply repeat what he has already said. As they can prove he has done nothing wrong yet, they cannot detain him.

If they can search the bodies of the zombies they can learn some things. A successful Spot (DC 12) will show some of the bodies have a black leafy thorn bramble stuck to them. A successful Wilderness Lore (DC 15) will reveal it as a type of thorn bush that only grows within the Dreadwood. PCs can also gain this information if they go to Rungor's for help with tracking or with the thorn Bramble.

If PCs track to see where the zombies came from they can attempt a Search (DC 10) check and the tracks do not go far. Next door at the warehouse, a side door has been smashed through. Once inside they will see seven barrels over turned with their lids ripped off. Its apparent that they where brought into town in the barrels. Eventually the Maid of Trade Olnana will appear to confer with the PCs as to where the barrels came from. Once she arrives read the following text.

The member of the woman's council in charge of trade within Curget arrives in a sleepy state. "This better be good," she says as she stifles a yawn entering through another door. Upon seeing the smashed barrels and side door, then a quick glance at the armed outsiders she speaks "What's happened?"

Give the PCs a moment to relate details to her then continue.

"I see well let me see who brought these into town." she examines the barrels marks and compares it to a logbook in her right hand. "Ah yes now I remember, a portly merchant came into town today, a human with thinning black hair. He said he was on his way to Niole Dra and needed to get out of the fog."

At this point the PCs should realize it was the man they found in the inn. If they return they will find him long gone and just a note in the room he was renting (Player Handout 1). If PCs ask what name he gave upon the log it was Hexzor of Erythnul bluntly giving his name knowing it should be found. He wants the dwarves to know who is responsible.

Once the battle has ended one of the two high priests left within the town (Gunner or Aran) will come in and quickly identify the bodies as that of several missing dwarves from outlying farmsteads and the farmer from the Brinstone Orchard that was just attacked the day before.

Hexzor then spends the remainder of the evening riding back with Violence to his temple along the border of the Dreadwood. As he was in a greater hurry and euphoric over his success he took much less care in covering his tracks. Though many merchants coming and going on Shod horses makes picking up the trail right outside of the gates tough. If the PCs pick up on the clues that his temple lies near the Dreadwood and begin to head that way their tracks are fairly obvious (DC 19, 21, 23 at APL 2: 21, 23, 25 at APL 6: making 3 rolls to track all the way back to the temple.). Thou the fog will hinder their sight greatly and make seeing where they are going difficult at best. And if they fail any of the tracks they lose the trail and are unable to pick it up again in the Fog.

ENCOUNTER 3: CAMPING OUT

If PCs stay at a farmstead or go on patrol the first night they will have different results. Through the night they will hear eerie sounds in the fog. Eventually if the PCs stay outside their body heat will attract the second patrol of fog zombies. PCs can make a listen check (DC of 25) to hear the shuffling of the zombies. If they do not hear them the low visibility of the night and the fog the zombies will surprise them as they charge. These zombies are not dwarven; they are some of the human merchants that Hexzor killed to take their wagon to sneak into the town earlier in the day.

If they track the zombies (Search, DC 10) back to where they came from. They will come to the scene where Hexzor, Violence and the original dwarven Zombies attacked the merchant as he struggled through the fog. The Merchant and his guards were set upon in the fog and unable to defend themselves versus the combined forces. The attack happened a short way outside the Dreadwood. And some tracks lead into the woods but disappear at the edge.

They will notice a large collection of pickled fish thrown about on the ground (it was cleared from the barrels so the dwarven Zombies could fit in it.) They will also notice that the wagon was taken headed toward Curget. PCs that hustle back to the town will be told of the attack at the Inn. Instead of PCs dispatching the Zombies a Patrol of Dwarves and a paladin of Heironeous that was part of a merchant caravan took care of them,

thou several guests were killed.

The destination was easily discovered by the dwarves and soon all adventures that have been given a copy of Player handout one so they know the evil they face. If PCs relate the tale of the defeated merchant, it all quickly adds up as to how he got into the city.

➤ **Fog Zombies** (7): Medium-size undead; HD 2d12+3; hp 19; Init -2; Spd 30 ft.; AC 16 (touch 9; flat-foot 16); Atks +2/+2 melee (1d6+1, slam); SQ Undead; Darkvision 60 ft., Partial actions only; SR Nil; AL CE; SV Fort +0 Ref -1 Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Undead: Immune to mind effecting spells, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, ability 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).

Encounter 4: Raising the Alarm

If the party has not discovered the temple by the third day, the dwarven council will be holding an emergency town meeting in the keep for all residence of the town. Meanwhile Hexzor and Violence spend the day resting regaining their strength for a night raid on some of the outlying farms that still are occupied. PCs that investigated the Brinstone Orchard will be asked after the meeting if they can help with patrols and alert outlying farms to come within the walls of the city. PCs that have so far done nothing will hear rumors that they are calling in all the citizens outside the walls for fear of what the fog brings. Once outside of the city the PCs will be given a list of various farmsteads and a mine for the PCs to head to and alert the dwarves to come into town. The PCs will be given 3 farms and a copper mine close to the Dreadwood to help evacuate to the walls of the city. Once PCs awaken for day three, read the following.

Waiting around till the dwarves finish their meeting an older dwarven woman quickly approaches your group. "I know your adventures and have fought against the dead already having helped our town. Now would you be willing to help for a small fee?"

She will offer each PC 10 gold pieces if they can warn certain farms that border the Dreadwood. She will give the PCs a map to each location being fairly detailed, as with the fog the places will be fairly hard to find. If they agree continue, if not day three is fairly uneventful for PCs.

Good there are a few farms and a copper mine where the people living there haven't reported in to the town yet. Go out there and alert them of the problems and tell them the council has called all dwarves into Curget till the fog clears." she says unfolding a

parchment. "Follow this map and do little to stray and you should find them easily."

The first few farms the PCs will find easily and have no problem convincing the dwarven farmers to head into town. Have them give a brief explanation if there is time then move on to the encounter at the copper mine. Once they make it to the copper mine read the following.

Following the parchment as closely as you can through the now clearing fog you can tell you are making progress as your surroundings change to that of a mining camp. Quickly making your way to where the small map says the Mine should lie a disturbing sight greets your eyes as you move through the fog. An extraordinarily tall human holding a falchion over his shoulders is smiling at a shorter man in chain mail. The shorter man is standing over a fallen dwarf with a Holy Symbol held high in his hands. "Erythnul I call upon you to raise this carcass into a warrior of Slaughter!" he finishes. Suddenly the downed dwarves eyes snap open and his hands dart for a dagger on his belt loop, quickly jamming it above himself he tries to castrate the cleric. "What's the matter dope? Can't even tell when a dwarf is dead," he says smiling as he rolls into a kneeling position bloody dagger in hand. Seeing your group the dwarf's eyes alight anew, "now that should even the odds a bit more to my liking." The cleric and the human fighter quickly turn to see your group. The cleric calls out "To me." while the fighter takes up his falchion in both hands and moves to engage.

The fog here has been pushed away by Hexzor, so visibility is now at 50 feet for this encounter only. As Hexzor flees the fog will quickly close in around him. The dwarf upon the ground is not the miner but a brash young dwarf named Conar Stonecrow* (see NPC section for stats). He had gotten here earlier in the day and told the miners about the trouble. He then, being a dwarf very fond of elaborate traps decided to set one with himself as bait. Pretending to be working the mine while having several trip wires set to alert him of any trouble coming his plan paid off quickly. Thou he wasn't ready for the numbers he faced. He having seen the tracks at two previous ambush sights was convinced it was two men acting alone. He figured it was some kind of con or an old enemy of the clan trying to pay them back and using the clan members' superstition to aid them. What he didn't expect was so many undead from the man. So he quickly played dead once he was surrounded by the zombies and awaited his chance for an opportunity at the leader. Fortunately for Conar the PCs arrive in time for the battle to be joined. Along with Violence, Hexzor had his other squad of Fog zombies with him. Once done the text combat will ensue. Hexzor having taken a critical hit and being badly wounded will consume a potion of expeditious retreat and double time back to the temple to heal. Violence will fight till reduced to half of his hit points then will try to retreat. The zombies will attack until defeated. Use Violence's stats in the NPC section.

🐉 **Dwarven Fog Zombies** (7): Medium-size undead; HD 2d12+3; hp 19; Init -2; Spd 30 ft.; AC 16 (touch 9; flat-foot

16); Atks +2/+2 melee (1d6+1, slam); SQ Undead; Darkvision 60 ft., Partial actions only; SR Nil; AL CE; SV Fort +0 Ref -1 Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Undead: Immune to mind effecting spells, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, ability 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).

Once the battle is over Conar will relay the details of what happened here then insist on tracking the Cleric and Fighter back to wear they came from. Fortunately they finally have left a trail as they were both wounded; the ground was wet and their rush to get to safety. The trail to the temple is very easy to follow (DC 15), and if no PCs have the tracking feat Conar will do the tracking for them if they treat him with respect and for a equal share of the reward (minus the ax).

ENCOUNTER 5: RELUCTANT HEROES

(For players that have not found the Temple during the first 3 days.)

If the PCs refuse to do anything to help they will still be stuck within the town due to the heavy fog. Through the next couple days nothing obvious is happening. Hexzor has turned his attention on animating a larger army to attack the town. To this end he has found the old tomb where many of the Dwarven Clan is buried. There he spends his time animating skeletons for his planned assault upon the town of Curget, using the fog and the clan's beliefs against them.

If PCs haven't found a way to the temple on days one through three but where looking, then an old dwarf will approach them on day five. He will mention that he was walking by the old tomb when he heard chanting. To frightened to investigate himself and not wanting to tell any others in his clan of cowardice he turns to the PCs, as he is worried about what is going on. He will quickly give the PCs directions to the tomb. There the PCs may confront Hexzor alone and nearly out of spells, thou with a large number of skeletons raised. If PCs use this route they will have the chance to surprise the very busy cleric, who left his bodyguard Violence back at the temple of slaughter with the Fog Zombies to prepare for the assault upon the town. See DM map 2 for placement of skeletons and the layout of the tomb.

"Following the old dwarf through the fog you are quickly lead out of town and down a hill to a small cave mouth. From within an eerie glowing light penetrates the fog as chanting can be heard."

Give the PCs time to prepare. If they do not make too much noise they may be able to get surprise on the priest and his skeleton minions. Once the PCs approach read the following text for what they see.

Entering the tunnel you make your way down a small hallway that opens into a large well-lit tomb. Twelve caskets lie with their lids thrown to the ground. Dwarven skeletons stand in still silence, while a short man in chainmail has his back turned praying to a small altar in the far corner of the tomb.

The room is 100 feet wide by 100 feet long; there are twelve caskets in the room each five-foot long and spread through out the tomb. They will provide partial cover for the skeletons and Hexzor if needed. It will also prevent the PCs from initiating any charges. Hexzor is not stupid and will enter the small alcove to the back that he created and placed a small shrine to Erythnul, this will prevent any flanking the PCs may try to do and give him 75% cover from any missile weapons. Use Hexzor's statistics at the end with appropriate APL, minus all of his domain spells and his 3rd-level spells. Dwarven Skeleton stats listed below. Hexzor knows that his escape is cut off, as there is only one way out. He will fight to the death. Once PCs have defeated him they will be able to search his body and find a map back to the hidden temple of Erythnul hidden within the Dreadwood.

☛ **Dwarven Skeletons, medium-size skeletons (10):** hp 6 each; see *Monster Manual* page 165.

The dwarves will expect the PCs to leave the armor and the axes with the bodies of the fallen skeletons that Hexzor has animated. IF PCs take any of the armor it will be recognized and they will have to explain themselves or be called grave robbers. If they return it back to the crypt there will be no circumstances. But if they insist on keeping it as spoils of war they will be arrested and placed in Jail for the rest of the event, plus 2 additional time units and a 25 gold piece fine.

ENCOUNTER 6: FINAL ASSAULT

If the PCs have done absolutely nothing over the past six days except wait for the fog to clear so they could leave the town then this event will take place. It is very unlikely it will get this far as most PCs will have multiple opportunities to solve the problems of the dreadfog. However if it does come to the point where the PCs have done nothing then they will pay the price.

The entire dwarven population at midnight the night before has taken into crowd keep to celebrate their holiday the Day of the Fallen. Hexzor now knows this and plans to launch an attack upon the town hoping to cause as much slaughter as possible and gain his revenge for incidents in Westgate. He does not expect to take the keep or even cause huge problems. What he wants to do

is cripple the trade to and from the small town by attacking the merchants, and the warehouses. At dawn when the fog is at its heaviest he will launch his attack at the town by sneaking his forces past the human guards hired to guard the gate while the dwarves pay their respect. Hexzor using his domain power of Alter self will appear at the gate as a lone merchant carrying a small cart. Meanwhile Violence will be invisible with a couple of blocks for the gate. Once the gates are opened to admit the merchant Violence in invisible form places the blocks. While the undead begin to move into the town. The fog's limiting visibility allows for them to make it in before the guards can close the blocked gates.

Quickly overcome the dwarven zombies and skeletons lead by Hexzor and Violence enter town causing as much destruction and Slaughter as possible. PCs will be in Area 5 The Black Beak Inn when events happen unless otherwise stated. Read the following boxed text once you announce that day seven has started.

Awaiting the fog to clear so you can get out of this small dwarven town you hear the morning bells in the distance sounding dawn. The whole of the dwarven population now beginning their day of remembrance leaves the town with a eerie quiet as the usual sounds of dawn are replaced with silence. Suddenly the silence is pierced by screams of dying animals from the stables. And coming from down stairs you hear the sounds of the door being pounded upon as if something is trying to break into the Inn.

Now PCs have several choices here. They can head out the windows and run for the hills. They can find good hiding locations and wait till the undead have all withdrawn. Or they can fight the various undead within the city causing Havoc. If the PCs have waited this long then Hexzor has quiet a force of undead marching about Curget and the PCs will have their hands full without help from the dwarves. The PCs will be facing Violence, Hexzor and every undead mentioned in encounters above in higher numbers (20 dwarven skeletons, 14 dwarven fog zombies, 5 human fog zombies). In the fog roll for random encounters as PCs hunt down the undead or make a run for the gates. Take a six sided and roll. A one and the PCs will run into the group of dwarven skeletons. A two and they will run into Violence leading a group of five Fog Zombies, the human variety. A three and a four will mean the PCs will run into a lone Fog zombie destroying something. A five and the PCs will run into the dwarves slaughtered at the Brinstone orchard now raised as Fog Zombies. Finally a six will indicate that the PCs have brought the attention of Hexzor upon them. He will quickly call to all remaining undead forces and Violence (if he still lives) to dispatch the band of adventurers. Make six roles before the PCs reach the gates use dm map for layout of surroundings.

ENCOUNTER 7: EXPLORING THE VILLAGE

At some point during the adventure the players will almost certainly wish to explore their temporary home. This section contains the background and various important locations in the Village of Curget.

CURGET- KEY LOCATIONS

Population-

760 Hill Dwarves with a smattering of Mountain. Around 20 humans in support roles. Another 500 live in the immediate hills that swell the town's ranks in time of trouble, and who live within the town's charter.

Ruling Body and Laws-

In the town is lead by a matriarch and a council of six ruling women. The women earn their place on the council by the amount of offspring that they have reared and earned respectable places in the town's society. Mur Stonecrow who has 9 sons and 5 daughters herself rules the council. A widower that lives within the keep and hears complaints and grievances once a week, she is also responsible to travel to the good hills union meetings once every six months to pay fealty to the First Speaker Blaif Rinnar. The woman decide all in council including acts of war to keep the hotheaded warriors of the clan in line from declaring war or marching off after ever injustice they may see. This has let the one time small clan to prosper within the laws of the mostly human nation. Recently due to the war the population of the town has seen a sharp increase in numbers including some of their cousin mountain dwarves. Mur had decreed that any dwarven refugee without home or clan would be welcome among their walls so long as they would work and be a respectable member of the society. Fighting and heavy drinking are looked down on heavily within the town, and while most dwarves share a pint of ale after work or on Godsdays, there is hardly ever trouble within the town.

Alignment- LG, NG, N, CG

Religions- Bleredd, Fortubo, Moradin, Clangedinn some Heironeous

Resources- Coal, Steel, Copper, Olive Oil

Overview-

Built atop a large plateau in the good hills with one prominent hill standing above all other hills for miles about. It is a walled town with a ten-foot high log palisade circling the town. Most of the homes are made of stone or hard packed and dried earth. The lands around the town support farms that produce mainly root crops, orchards, a large coal and Iron Ore mine along with a small time copper mines.

Its main source of export is the steel and coal, and it

sells these goods to various merchants that distribute the fine materials throughout the Kingdom. It also exports a fair amount of olive oil that the hilly surroundings support very well.

As the town itself is so close to the border of the Hold of the Sea Princes and the Dreadwood, as well as the local humanoid threats that plague the area it is a very well armed city. While it doesn't have a standing army per se, the entire town is trained as militia, including the local farm help. There is also a large dwarven adventurer society within the clan.

Armed patrols of boar riders ride patrol around the town as well as the many smaller mines and farms that dot the surrounding hillside. These patrols generally consist of four trained war boars mounted by dwarven warriors, trained in riding these creatures. Usually one such patrol is out at all times ready to respond to humanoid threats. In times of great peril the farmers and small time miners come within the walls of the town.

The town itself is well suited to host non-dwarven visitors as it is a welcome stop for merchants from Gradsul to Niole Dra to even some places outside the kingdom. As the merchants that make the journey come to buy the well made dwarven steel. One of the inns is made for human and Elven height and even try to cater to their tastes. The forges at the east end of town are a favorite visit by many prominent minor noble or hedge knight wanting a set of elaborate plate mail designed by one of the master smiths of town specifically for tournament or show. This in fact is one of the most profitable enterprises within the town and the smiths often brag about which knight wears their armor and seal into the tourneys that often spring up around the kingdom.

The large stables in the southern part of the town near the warehouses are well suited to maintain several large caravans at once. The warehouses loaded with goods ready to ship out, and a second warehouse ready to accept all manners of goods the town may need. It is very efficient in its deliver of goods promised and the counting of goods owed. Making them a favorite spot of honest merchants, while cheats tend to avoid it due to the good record keeping and the quick temper of the Olnana the Maid of Trade (Woman's Council member in charge of overseeing trade) if the town is being treated.

History-

The Clan Stonecrow is an old small clan that in recent times has seen its number swell due to the invention of the Woman's council. For years and years the clan had a warlike tradition that often would see its men not come home and its numbers dip for a number of years. Two hundred years ago nearly every man of fighting age went off to fight a large humanoid band that was invading southern Keoland from the Hool marsh. None came home. At this the woman decide to take over leadership role so such events would never take place again. The clan does keep a strong force of dwarven warriors but never more then a third are ever allowed out upon a battle at once (unless its for the clan).

Mur Stonecrow, the current matriarch established the council in the year 381 CY and since has seen the clan prosper. With the more even headed woman in charge they saw the building of the town to its current size as well as its defenses being stepped up. Arranged marriages are made and at a very young 35 (young for dwarves) all clan members are required to marry and attempt to have children. A member of the clan is not considered a man until he takes a wife. This practice as well as the influx of new members through marriage of late has seen the once dwindling clan return from the brink of nonexistence.

The clan is very superstitious and worships its holidays in a devotee manner. Despite the general lack of religion within Keoland the Clan worships strongly the four dwarven gods of Greyhawk Bleredd, Fortubo, Clangedinn and the All Father Moradin, As well as the human god of valor Heironeous. As Keoland is a very old kingdom and the Clan has for so long been within the borders it has taken to more human standards of living. Building most of their living structures inside the walled town, they only underground for precious metals and coal. The clan symbol is a Double headed battleaxe with a large crow resting upon its heft. (See handout) The entire clan takes to wearing Kilts of the clan's colors of Gray, Red and Black. The warriors within the clan earn special names among themselves upon reaching a certain level of prominence (5th level) names like "Trollcutter, Orckicker, Stronggut." take place of the more common Stonecrow that most members of the clan used as Surnames.

In recent years clan warriors have served in King Kimbertos's conflicts in the Northern Reaches of The hold helping take the town of Westgate. The clan's strong presence in the Good Hills is a strong strategic advantage for the realm. The highland fort is an easy and safe stop off for many merchants, and is a significant threat to many of the humanoid tribes within the hills not to raid the roads and farmlands to the north.

Lately many in the clan have married foreigners that have decided to stay within the walls of Curget after the war had ended. This has also given the clan a new flux of blood and ideas and has helped the town thrive over the past five years.

IMPORTANT LOCATIONS

1. Crowkeep-

This motte and bailey fortress consists of a 50-foot tall 100 around tower with multiple arrow slits and two heavy catapults upon the roof. Sitting atop the highest hill for miles around the keep can see the whole town of Curget, which is built around the keep. There is a 100-foot section of cleared lands with a steep slope that leads up to the walls of the keep. This ends in a 12-foot deep 20-foot wide mote that has multiple retractable bridges spanning it to the gangplanks around the wall. The wall is a 12-foot tall wall that surrounds the top of the hill with two forecastle towers guarding the gate, each armed with a light ballista upon the roof as well as numerous arrow slits. The catwalks around the walls are collapsible encase any

threat ever breaches the walls.

If PCs ever approach the fort 4 gate guards send them away. Mur the head matriarch of the clan does not want visitors while she divines the nature of the attacks that happen through out the event.

The only time PCs will enter the wall of the fort is if the adventure reaches the point where the PCs are asked to help guard the population of the town upon the Day of the Fallen when Hexzor plans to launch his all out attack upon the town. If PCs stop his plans before then they will never enter the keep.

2. Temple of Bleredd-

This temple is part of the three temples that are seen when first entering the city. The god of Mines and Smiths holds a prominent place within Curget a town that has nearly four-fifth of its labor force tied up in the production of iron ore into steel, or coal into heating materials. Bleredd has the largest following of the three temples. It is a large three story building those houses 12 priests, who also happen to double as mining supervisors or in the towns many forges taking iron ore to steel.

The leader of the Temple is a ***Gunner "Flamehammer" Redclaw**. He is always on temple grounds and will tell the PCs any of the information given in the history of Curget section. He knows little of the Day of the Fallen as its a Clan holiday and observance not one of Bleredd. He will provide healing for any PCs as per prices in the DMG. He will also raise a dead PC for half price if they died in the defense of the town. If PCs enter the temple read the following to them.

As you approach the large three story stone temple to the god of smiths Bleredd you can feel the heat of the place before opening the door. Opening the door you can see three dwarves hard at work over a forge where in a normal temple an altar would appear. The clerics all wear the vestment of Bleredd a Blacksmith apron bearing the Iron Mule of their god. The loud clanks of hammer on worked steel reverberates through the temple when a powerful looking dwarf wearing a red apron approaches you with sweet slicked hair "Welcome to the temple of Bleredd Lads, what is can I do for you?"

PCs should not dwell within the temple. The goods they create in here are simple, and should be of no interest to the PCs. They have no potions for sale, nor will they buy any. Gunner is friendly enough but after five minutes of banter he will be anxious to get back to his worship and forge.

3. Temple of Fortubo-

The temple of Fortubo is right next to the temple of Bleredd and stands in equal importance to the clan, as he is also a god of smiths and ironwork. The temple is the same size and dimensions of its neighbor, except its priests are more into artistic work of steel and iron. They usually pound out the great helms that the knights of the realm request with their suits of platemail. Taking the

artistic aspect of their work to heart.

The temple houses five priests and several younger dwarves in training. The leader is ***Aran "Quarterling" Stonecrow** a small dwarf with large eyes and scrubby facial hair, some even say his blood is half Halfling and is in fact how he earned his Surname of quarterling. He is a very friendly man with a quick wit, and will chat newcomers years off on the virtues of Fortubo. He knows all the information in the Curget section as well as where to hire a good human tracker that would be willing to work during the week of the Fallen.

4. Temple to Moradin-

This temple dedicated to the all fathers of dwarves is strangely deserted. Only two acolytes now keep watch over the weekly ceremonies. The high priest and five of the clans more accomplished members of the clergy went south to Westgate with the contingent of soldiers that are helping keep the peace in the area surrounding the newly acquired town.

If PCs ask they will be told as much. The acolytes are still in training and can offer the PCs very little in the way of help other than a small amount of background on Moradin (located in *Player's Handbook*). If PCs visit here they should begin to realize that many of the clans better warriors are currently away from the town, helping patrol Westgate.

5. Blackbeak Inn. -

This is the Tavern and Inn where PCs will be staying through the course of the event. It is the only Inn within the town capable of housing larger guests, and having full-size beds, tables, chairs and some food and drink more suitable to a non-dwarven palate.

The price of the rooms will be figured into the cost of living the PCs must pay at the beginning of the event. PCs gear will be safely stored within the Inn with little no threat of being stolen. Their nights' rests will also be uninterrupted and not needing of guard watch. Thou many paranoid adventures may set one anyway.

Here is a great source of rumors for the PCs to pick up with a successful gather information roll (DC 15) or by talking with the some of the locals (Diplomacy, DC 12). The following is a list of Rumors the adventures can learn. One such rumor per PC making a successful gather or diplomacy check. If no one passes any of these you can replace a listen check for one PC overhearing a conversation between two of the dwarves.

1. *Several dwarves from farms near the border of the Dreadwood have gone missing of late. There were no signs of trouble at either of the homes. Thou they left without packing or letting anyone know.* (True)
2. *This fog is the creation of a powerful wizard from the hold hiding a large invasion force.* (False)
3. *Many merchants have been driven here by the fog and fear*

to travel in it. This has been good for business of the Inns and the Smiths. (True)

4. *Too many of the clans best warriors where called south to help with the patrol of Westgate. Mur is very angry with so many of the clan's warriors gone, but due to the king's feudal rights the call up of so many troops could not be denied.* (True)
4. *The fog is an ancient dragon's sign of breathing and reawakening.* (False)
6. *Vorntak heard that Burl heard that a traveling merchant saw a couple of orcs coming out of the fog along the northern trade road. Its what drove him here, from the fog.* (False)
7. *If the fog lasts through the Day of the Fallen the celebration will be taken into the keep.* (True)
8. *Some strange tracks where found near the orchard. Timrock says that it appeared almost skeletal.* (True)
9. *Alontar has been missing for six months. One of the priests of Moradin in the town he is now feared dead.* (True)

After the PCs have heard some of the rumors they may wish to follow up on some of the leads. Timrock the old dwarf sage that lives within town is in Area 10, Burl is in Area 8. Mur cannot be spoken too by the PCs despite their best attempts.

PCs can also hire a human trailblazer that is staying within the Inn brought in by his caravan being forced to house here till the fog overpasses. Rungor Barin a third level human expert with the tracking feat and skill focus wilderness lore (Wilderness Lore +8). Can be hired by the PCs for a ten gold piece per day fee. He can also be used to help identify the thorn brambles on the zombies for a 2 gold piece fee.

6. Steelclaws Weapons Shop-

PCs can visit here to purchase any standard or dwarven exotic weapon within the *Player's Handbook*. No masterwork items may be found here, though the weapons purchased here bear the mark of the Smith Gurnden Sawhammer's mark is upon each weapon. When coming into this shop they will notice he is quite busy. If asked he will tell the PCs that many of the merchants in town have been buying his weapons for they fear the rumors of the fog. Many of the outlying farmers have also purchased an additional weapon. While worried about the fog he is very happy at his recent increase in profits. Any item bought in his shop is at 20% higher then the listed price in the *Player's Handbook*.

He knows nothing of the fog, though his own feelings is that it's just a natural occurrence happening around the holiday that has caused so much paranoia. He feels that most of the missing probably is just some place else during the fog. And there hasn't been any out of the ordinary attacks near the Dreadwood border.

7. The Missing Links Armor Shop- The missing links armor shop is a simple forge and foundry worked by a large Mountain Dwarf that has joined the Clan via marriage and is a recent refuge from war torn lands. Dulran Bearbeard, formerly an armorer within the towns of Geoff came south when his forge and shop where destroyed by Ogre raids. Since he has bought the forge and shop and taken over most of the clans armor needs. He married the former Smiths daughter to forge his place within the clan's society.

He knows little of the weeklong holiday celebrating the dwarves that have fallen before him. Thou he fears the fogs timing near the holiday are a little too convenient for mere circumstance. His paranoia over events in Geoff leaves him to believe the fog some unnatural summoning of an enemy of the clan. He has listened to many of the rumors and takes them very seriously.

At the shop he can repair damaged armor or make a new suit for a PC at 20% increased cost from the *Player's Handbook*. None of the equipment is masterwork, though he is fairly good at making ornate helms, and can design one for a suit of plate mail if the PCs desire ((at 100% increased cost for the ornate helm)).

8. The Steel Mill-

Here is where the clan takes their iron ore and coal from the hills and super heats and form the steel into 5lbs ingots. Currently there is only 50 pounds of available ingots to be purchased as the fog has driven many merchants into town that have bought the high quality steel. The dwarven steel is capable of being formed into a masterwork weapon, shield or armor if sufficient steel is available to create the weapon.

Burl "Bigbeak" Stonecrow owns the forge and does the majority of the work within the Mill. Most of his help is down in Westgate so he is having trouble meeting his demand. Old Burl is a bit of a storyteller liking an audience to hear his tales. He will weave a yarn about the fog just to keep the PCs hear talking to him. With most of his help gone he doesn't have many ears to listen to his stories. If PCs ask about the merchant he told Vorntak he overheard talking about Orcs he will say that's an old story and I've got a better one to tell yeah. Read the following to PCs if they ask him about the fog, it's simply his boasting of events that never happened and is totally false. And a PC making a Sense Motive (DC 12) can determine he is simply making up most of the story as he talks.

"You done come to the right place it you want some news on that evil fog. Yep, Old Burl has lived so many years I remember one such fog just like this, oh about two hundred years ago. Yes sir, Old Burl took care of it I did. Went and killed this evil wizard sure did he was making sure all the countryside was bathed in fog to cover some evil plot he had. Didn't work cause Burls Nose sniffed him out. Yes sir," says the old dwarf, as he looks over at one of his two young apprentices each rolling their eyes. "Get back to work you whelps and stop listening to me talking to these fine adventurers." he says as he turns back to you "So anything else I can help you with?"

PCs can purchase 5 pounds of steel for 30 gold pieces. Once they have done shopping or simply no longer wish to hear tales of his boasting he will give them a fond fair well and wish them luck.

9. Warehouse- PCs should have no reason to visit this area until it is called for in the timeline. If the PCs do not find the temple to Erythnul on the first day then Hexzor plan for day two takes effect.

10. Timrocks Residence-

This is the home of an old dwarven sage who the PCs can consult with if they ever think of the idea of doing research on this. If they begin to ask around town about the symbol of Erythnul that was at the Brinstone Farmstead then they will be directed to Timrock Railsplitter a very old dwarf that is fond of old stories of adventure. If PCs ask him about the symbol he won't talk easy, his price is a good meal and ale at the Blackbeak and a good tale of adventure. If pressed he will say he is old and wont back down from his demands.

Timrock knows a tale of a band of adventurers that defeated a temple of Erythnul several hundred years ago. Once the food is bought he will tell the tale.

"Yep must have been oh I guess around 382, yes sir this band came into the hills looking for some evil clerics said something about the slaughter of the innocent and revenge needing to be done. Bah, revenge justice I forget but really sometimes those two ain't to far from one another." he pauses sipping his recently bought ale then licks the foam from his gray beard and continues. "Yep when they came back I remember them saying they found the old temple right on the heart of Doedrop creek. So I imagine if something be going on again with the religion you mentioned that would be a good place to check." he quickly gives you instructions on finding the source of the creek in the hills and how to follow it to the border of the Dreadwood. "Id be careful near them woods, lots of people that go to deep in ain't never return." he says slamming the rest of his ale and then closing his eyes for a moment as if remembering a found memory....

Timrock at this point will basically ignore the PCs leaving them to their means to find and deal with the temple. Based upon the day that the PCs visit the temple they could find all the forces away, or a fully manned temple. Refer to the day-by-day section to see where Hexzor and his undead are at given times they are always in and resting at night under the watchful eye of the undead. Careful PCs could surprise the group with careful preparations.

ENCOUNTER 8: TEMPLE OF SLAUGHTER

However the PCs arrive here, via getting the directions

from Timrock, tracking the Cleric back to the Temple, or extracting the information from Violence or Hexzor as a prisoner the place is unchanged. If the PCs manage to capture or kill Hexzor before they arrive then most of the defenses will be down. And the PCs will have an easy task of ending the fog. On their trip here along the border of the Dreadwood, the normally active and dangerous woods is quiet. Most creatures have elected to stay away from the area as the fog zombies that Hexzor has created over the past year have been hunting and the fog keeps the more dangerous predators and humanoids elsewhere in the forest.

When they arrive read the following text.

The trek through the hills has been perilous in the pea soup fog. The limited light and the fog make seeing all the obstacles in your way a problem, branches and brambles occasionally catching on gear and clothing impeding your progress. Finally you begin to make progress when a well-worn path is found. After about ten minutes of hiking on the path it begins to turn into the occasional bit of stone worked road. Showing signs that this portion of the hills once had people living around here. Suddenly out of the fog a huge stone face overgrown with ivy vines looms before you, leering at you out of the fog. Its now fairly obvious from where the unnatural fog has come from as from the mouth pours a billowy smoke. The twisted face jutting from the side of the hill seems to sneer at you from its stony visage.

A PC with a simple Knowledge (religion) check (DC 10) will be able to identify the visage as that of Erythnul the god of slaughter. This is the entryway into DM's Map 1. From here if the PCs go into the temple track their progress and give directions via the map. Each area will be described according to the corresponding number on the map.

1. Entryway-

As you step through the sneering stone mouth you come into a small entryway ten feet by twenty feet. A long hallway can be seen leading straight away from the mouth. Fog drifting down limits your sight.

Nothing of real entrance lies within the entryway. However a feeling of evil washes over them as they enter the temple. While within the temple the spell desecrate, with an altar, is in full effect. All turning checks will be made with a -6 charisma profane charisma penalty. While all undead have +2 hit points per hit die and are +2 to hit and damage. Be sinister to each PC when they enter the temple. After getting a feeling for the way their character roleplays through the event describe a feeling that would bother each of them. Have fun be creative and use the limited visibility to its full effect. Having PCs make multiple spot checks to think that a ambush is just ahead when it may be nothing more then a shadow seen in the fog casting a weird shadow from a torch.

2. Training Ground. –

Once PCs pass through the entryway they will come out

to the training grounds. This is where Hexzor has been training with his abilities to command the undead as well as various ceremonies to the evil god. PCs will have better visibility once at this point, as the fog isn't as bad within the temple. Instead of the usual 10 feet they can now see 20 feet. Once they enter they will still be to far from any of the doorways to make out a way out. Once here read the following text.

Passing through the entryway without any ill effect you make your way into a large room, while the fog has lessened in the room, you cannot see any of the other walls other then the one behind you.

If the PCs have tracked Violence and Hexzor back to the temple here is where they will be to ambush the PCs. Within the temple as a boon Hexzor has been granted fog sight and will use it to his full advantage casting from the boundaries of the PCs sight while Violence will step up and engage any PCs that actively search from the source of the spells being cast. If Violence is here and Hexzor is not there will be no undead. If both Hexzor and Violence are within the walls then they will have 4 dwarven fog Zombies with them. If PCs manage to kill Violence he will not be here to protect Hexzor so he will use the undead fog zombies (6) to serve as his blockers for the PCs. Use stats for the Dwarven Fog Zombies found earlier in the adventure for those with Hexzor. Adding +4 hit points and +2 to damage for them being within the effects of the desecrate spell.

3. Violence's Room-

Here is where the large evil warrior sleeps for the evening resting for their daily activities. The room is bare as fleeing from Westgate he lost all of his normal gear. All that is in the room is a straw and leave stuffed mattress, and several pouches of coin that the warrior stole from the merchants slaughtered in their quest for revenge on Curget and the Crows. PCs that search will find 22 sp and 12 gp in two separate bags hidden within the mattress (DC 15 search).

5. Hexzor's Room-

Hexzor has taken many of the rotting tapestries and carpets that were scattered about the temple and begun to repair them as best he could with mending spells. The walls are all covered with mold-covered tapestries depicting viscous battles and scenes of gruesome executions. The floor is lined with blood red carpet, while it appears he has made an old merchant wagon into a temporary bed. There is an unholy symbol of Erythnul hanging on one of the modified bedposts. All of the tapestries and carpets are too rotten with mold to sell for any value at all.

6. Inner Cloister Entryway-

Two small rooms open into the large Inner cloister. Fog will be heavily pouring out of these doors as the spell originates in the room beyond. Both entryways have

minor glyphs upon them. PCs that go beyond the doorway not bearing a symbol of Erythnul will be subject to a sonic glyph that will alert any combatant in the temple yet to respond

✧ **Sonic glyph:** 3d4 points of damage, DC 14 Reflex save for half.

7. The Inner Cloister-

Once PCs arrive here read the following text.

Stepping through the doorways to the large room beyond you suddenly comprehend where the unnatural fogs origin is from. In the heart of the room is a great symbol of Erythnul its grinning evil mouth open the fog pouring out at a rapid pace. Hanging upside down on chains is a lone dwarf moaning in agony. Small cuts and welts all along his body, his blood dripping into the eyes on the symbol seeming to complete the sick ritual.

The dwarf being strung up is old Abe Brinstone; the dwarf kidnapped in night one's event at the Orchard. He fought back against the zombies along with his sons and some farm hands only to watch them all slaughtered. Knocked unconscious he was brought here to add potency to the spell that called the fog. He has been forced to watch the raising of all of his sons and field hands into the demented form of the fog zombies. All the while entertaining Hexzor and Violence, while they tortured him in dedication to the god of slaughter.

Abe is missing one of his thumbs as Hexzor used it to pen the message to the town during his stint into the town to cause havoc on day 2. Once PCs arrive he will beg to be released and given water and or some food as he has not ate or drank since they have brought him here. He will relate the details of the ceremony's called forth to raise the undead and of the plan he and Violence had to disturb the Day of the Fallen in revenge for what the clans warriors did to him in Westgate.

Even after Abe is cut down the symbol will continue to pour forth smoke into the room. PCs must smash the symbol (Hardness 12 hp 24) or cast a spell from a good deity onto the symbol, which would cause it to immediately collapse. Once PCs have collapsed the symbol the fog will begin to immediately dissipate as the warm spring sun quickly melts away the now normal fog.

CONCLUSION

1-Success

On the return journey back to the small dwarven community of Curget the fog that has so plagued the region for the past few days begins to rapidly evaporate in the sun. Looking around you now realize you can see for hundred of feet in each direction, as the fog has fully gone away.

Arriving at the town to a small hero's welcome many dwarven children quickly circle you asking how you did it and for details of the battle. While many of the merchants that have

been stuck in town due to the fog come to give you hardy handshakes. The large female dwarf that first asked for your help now approaches you with a glowing axe in hand.

"Well I see you are the brave warriors that have stopped the fog and saved the day of the fallen. I am glad you helped the tormented souls of the dwarves that the mad man raised back to rest." she presents an axe to the group as a reward for their service. "Here is a special dwarven soul-link weapon. As the owner possesses it longer it shall bond and become more powerful as a piece of the owner's soul helps to enhance the magic. Decide among yourselves who shall receive this. For once I give the weapon and name the owner the bonding process shall begin and the magic of the ax will only ever answer to that one owner." she states simply and then pulls a bag of coin from her belt. "The rest of you also deserve something, for your efforts we shall hold a small party." she then hands the bag over. "Also here is 200 lions in the sack for your work in helping to save the ceremonies of our people. You have my thanks and gratitude."

2- Survival (If PCs did nothing except fight on the final day)

Surviving the onslaught of the evil cleric and his undead minions the fog begins to evaporate shortly after the deathblow to the worshipper of Erythnul. The rot of the dead dwarven bodies hang heavy in the air as heavily accented dwarven voices rise up in song from the keep. A lone dwarven figure comes from the keep approaching your group.

"You have fought well and defended the city against a threat to our town. Our gratitude is with you. Here is a bag of gold for your efforts. You have the thanks of the clan."

He says throws the bag to your group and then walks back to the tower leaving you alone with your gold.

Conclusion 3-Flight for your Life (PCs run during the final day attack)

Leaving the dwarven town and the cursed undead that seemed to swarm it out of nowhere you stumble about in the fog moving rapidly away from Curget. Suddenly from the town you hear a war cry, as the dwarves must have finally reacted to the assault. Sounds of battle unsure from the town and a short time later the fog seems to begin to clear up, showing you the road ahead.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

DAY ONE

Investigating the Brinstone Farm	25 xp
Finding the Symbol of Erythnul-	25 xp

DAY TWO

Defeating Fog Zombies (Either Group)-	150 xp
Finding Clues on Cause of Attacks-	25 xp

Enemies Defeated

Hexzor-	200 xp
Violance-	175 xp

Finding the Temple (Any day)	50 xp
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Stopping the fog and destroying the Symbol-	50 xp
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Role-playing xp	50 xp
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Total Possible Exp-	750 xp
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TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Conclusion

Stopping the Dreadfog- 200 gp and a dwarven soul-link weapon:

Dwarven Soul-Link Weapon:

This axe is attuned the personality and power of its wielder, the soul that it links to. In making that soul link this prized magical weapon follows one of three different paths. The path it chooses is decided by some of your personality (alignment on the law vs. chaos axis). Once a path is chosen the axe's destiny is set, and it can never be changed until the person it soul links with is dead for a month. Once a path has been chosen the axe only responds to the soul it is bound to. Until a month after your death, it functions only as a masterwork battleaxe in the hands of any other person.

— **Frostclaw (If you are of neutral [law vs. chaos axis] alignment)-** Within moments of your acceptance of this axe, its metal sheen turns a bluish hue and Dwarven script adorns its haft. That script reads “*And with a frosty claw, I persevere.*” Also, the head of the axe morphs into the likeness of a dwarf's hand gripping a curved and vicious talon-shaped icicle. An etching of Clan Stonecrows' symbol, a crow perched atop a double-headed battleaxe is engraved into the blue metal of the axe's head. Like all soul-link weapons, the power of this weapon is depended on its wielder's power. In the hands of a wielder with a base attack bonus of +2 or less, frost claw acts as a masterwork battleaxe. In the hands of a wielder with a base attack bonus of +3, +4, or +5 it acts as a +1 battleaxe. In the hands of a wielder with a base attack bonus of +6, +7, or +8 it acts as +1 frost battleaxe. And in the hands of a wilder with a base attack bonus of +9 or greater it acts as a +2 frost battleaxe.

— **Moradin's Grip (if you are of lawful alignment):** Within moments of your acceptance of this axe, its metal sheen turns a bluish hue and Dwarven script adorns its haft. That script reads “*And by the Soulforger's law, I triumph.*” Also, the shaft of the axe morphs into the likeness of Moradin's hand gripping the axe's head. An etching of Clan Stonecrows' symbol, a crow perched atop a double-headed battleaxe is engraved into the blue metal of the axe's head. Like all soul-link weapons, the power of this weapon is depended on its wielder's power. In the hands of a wielder with a base attack bonus of +2 or less, frost claw acts as a masterwork battleaxe. In the hands of a wielder with a base attack bonus of +3, +4, or +5 it acts as a +1 battleaxe. In the hands of a wielder with a base attack bonus of +6, +7, or +8 it acts as +1 shock battleaxe. And in

the hands of a wilder with a base attack bonus of +9 or greater it acts as a +2 *shock battleaxe*.

Inferno's Bite (if you are of chaotic alignment): Within moments of your acceptance of this axe, its metal sheen turns a reddish hue and Dwarven script adorns its haft. That script reads “*And by this flame, my enemies will burn.*” Also, the head of the axe morphs into the clawed hand of a demon, its long talons serving as the blade’s edge. An etching of Clan Stonecrows’ symbol, a crow perched atop a double-headed battleaxe is engraved into the blue metal of the axe’s head. Like all soul-link weapons, the power of this weapon is depended on its wielder’s power. In the hands of a wielder with a base attack bonus of +2 or less, frost claw acts as a masterwork battleaxe. In the hands of a wielder with a base attack bonus of +3, +4, or +5 it acts as a +1 *battleaxe*. In the hands of a wielder with a base attack bonus of +6, +7, or +8 it acts as a +1 *flame battleaxe*. And in the hands of a wilder with a base attack bonus of +9 or greater it acts as a +2 *flame battleaxe*.

DM AID 1: NPC APPENDIX AND COMBAT STATISTICS

THE VILLAINS

✚ **Hexzor (APL 4 version) male human Clr5:** CR 5; Medium-size humanoid (human); HD 5d8 +10; hp 38; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +4 melee (1d8+1, morningstar) SA spells, rebuke undead; SQ spells, spontaneous casting of inflict spells; AL CE; SV Fort +6, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +4, Concentration +6, Disguise +4, Intimidate (cc) +6, Heal +6, Knowledge (religion) +8; Sense Motive (cc) +4; Scry +6; Combat Casting, Blind-Fight, Improved Initiative.

Languages: Dwarven, Common.

Spells Prepared: (4/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *light*; 1st—*alter self**, *cause fear* (x2), *magic weapon*, *protection from good*; 2nd—*bull's strength*, *desecrate**, *hold person*, *sound burst*; 3rd—*animate dead*, *nondetection*.

* Domain Spell; *Deity:* Erythnul; *Domains:* Trickery (Bluff, Disguise and Hide are class skills) and Evil (evil spell cast at +1 caster level).

Possessions: Chainmail, large shield, stone anvil topped morningstar, holy symbol of Erythnul, 12 gp, 6 sp.

✚ **Hexzor (APL 6 version) male human Clr5/Ftr2:** CR 7; Medium-size humanoid (human); HD 2d10+5d8+10; hp 50; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +7 (1d8+1, morning star) SA spells, rebuke undead; SQ spells, spontaneous casting of inflict spells; AL CE; SV Fort +9, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +6, Concentration +8, Disguise +4, Intimidate (cc) +7, Heal +8, Knowledge (religion) +8, Sense Motive (cc) +5, Scry +6; Combat Casting, Blind-Fight, Improved Initiative, Weapon Focus (morning star), Dodge.

Languages: Dwarven, Common.

Spells Prepared: (4/4+1/3+1/1+1; base DC = 12 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *light*; 1st—*alter self**, *cause fear* (x2), *magic weapon*, *protection from good*; 2nd—*bull's strength*, *desecrate**, *hold person*, *sound burst*; 3rd—*animate dead*, *nondetection*.

* Domain Spell; *Deity:* Erythnul; *Domains:* Trickery (Bluff, Disguise and Hide are class skills) and Evil (evil spell cast at +1 caster level).

Possessions: Chainmail, large shield, stone anvil topped morningstar, holy symbol of Erythnul, 12 gp, 6 sp.

✚ **Violence (APL 4 version) male human Ftr4:** CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +8 melee (2d4+6/18-20, falchion) +6 ranged (1-10/19-20, heavy crossbow); AL CE; SV Fort +7, Ref +3, Will 0; Str 16, Dex 14, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +5, Intimidate (cc) +3, Ride +6,

Swim +4; Blind-Fight, Dodge, Improved Initiative, Track, Weapon Focus (falchion), Weapon Specialization (falchion).

Language: Common.

Possessions: Chainmail, heavy crossbow, 20 bolts, and falchion.

✚ **Violence (APL 6 version) male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+18; hp 58; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atks +10/+3 melee (2d4+6/18-20, falchion) +8/+3 ranged (1d10/19-20, heavy crossbow); AL CE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +6, Intimidate (cc) +4, Ride +6, Swim +5; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Track, Weapon Focus (falchion), Weapon Specialization (falchion).

Language: Common.

Possessions: Chainmail, heavy crossbow, 20 bolts, and falchion.

FOG ZOMBIES

Fog Zombies are exactly like the standard zombies found on page *Monster Manual* page 191, except that they have darkvision 60 ft. to help them navigate the fog. **Bleredd**).

PROMINENT DWARVES OF CRUST

✚ **Gunner "Flamehammer" Redclaw dwarf male Clr9CR 9;** Medium-size humanoid (dwarf); HD 9d8+18; hp 63; Init -1; Spd 20 ft.; AC 13 (touch 9, flat-footed 13); Atks +10/+5 melee (1d8+3/x3, warhammer); SA Spells, turn undead; SQ dwarven traits, spontaneous casting of cure spells; AL NG; SV Fort +8, Ref +2, Will +9; Str 16, Dex 9, Con 14, Int 12, Wis 16, Cha 7.

Skills and Feats: Craft (armor) +14; Concentration +7; Diplomacy +4; Heal +9; Knowledge (Religion) +5; Skill Focus (Craft [armor]), Combat Casting, Power Attack, Sunder.

Languages: Dwarven, Common, Halfling.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*mending* (x6); 1st—*bless*, *cause fear*, *inflict light wounds* (x3), *magic stone**; 2nd—*bull's strength* (x3)*, *endurance*, *hold person*, *sound burst*; 3rd—*create food and water*, *inflict serious wounds* (x2), *remove disease*, *stone shape**; 4th—*discern lies*, *divination*, *spike stones**; 5th—*raise dead*, *righteous might**.

*Domain Spells; *Deity:* Bleredd; *Domains:* Earth (Turn or destroy air creatures as a good cleric turns undead 1/day) and Strength (1/day perform a feat of strength).

Possessions: Masterwork warhammer, chain shirt, forge apron, thongs.

✚ **Aran "Quarterling" Stonecrow male dwarf Clr7:** CR 7; medium-size humanoid (dwarf); HD 7d8+7; hp 45; Init

+2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +7 melee (1d8+3/x3, warhammer); SA Spells, turn undead; SQ Dwarven traits, spontaneous casting of cure spells; AL NG; SV Fort +8, Ref +2, Will +9; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Craft (weaponsmith) +10, Concentration +5, Diplomacy +6, Heal +7, Knowledge (religion) 5; Extend Spell; Spell Focus (transmutation); Combat Casting.

Languages: Dwarven, Common, Halfling, Orcish

Spells Prepared (5/4+1/3+1/2+1/1+1; base DC = 12 + spell level): 0—*mending* (x5); 1st—*bles*s, *inflict light wounds* (x2), *magic stone*, *protection from evil*; 2nd—*aid*, *bull's strength*, *endurance*, *hold person*; 3rd—*inflict serious wounds* (x2), *magic circle against evil**; 4th—*greater magic weapon*, *holy*.

*Domain spells; Deity: Fortubo; Domains: Earth (Turn or destroy air creatures as a good cleric turns undead 1/day) and Good (cast good spells at +1 caster level).

☠ **Conar Stonecrow male dwarf Bbn2/Ftr1/Rgr1:** CR 4; Medium-size humanoid (dwarf); HD 2d12+2d10+12; hp 45; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +8 Melee (1d8+3/x3, battleaxe); SA Rage; SQ Dwarven traits; AL NG; SV Fort +10, Ref +2, Will +0; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Craft (Traps) +10, Hide +7; Wilderness Lore +7; Jump +5; Swim +5; Climb +8; Track, Ambidexterity, Two-Weapon Fighting, Power Attack, Cleave, Weapon Focus (battleaxe).

Possessions: Chain shirt, large steel shield, battleaxe.

DM AID 2: DWARVEN WOMAN'S CIRCLE.

☚ **Muir Stonecrow, female dwarf Wiz14:** Int 20; Leader; 357 year old dwarven female; 9 children, Leader and the woman that came up with woman's circle foundation to run the clan.

☚ **Olnanna Stonetalon, female dwarf Rog4/Exp3:** The Maid of trade; The second most influential woman in the clan as she over sees all of the goods being shipped in and shipped out of the town and surrounding area controlled by the clan.

☚ **Bukani Forgesight, female dwarf Exp7:** Overseer of production from mines and smithies; Will not allow unprofessional or poorly made equipment to be sold bearing the clans mark.

☚ **Niauo Cranok, female dwarf Clr4:** Responsible for the arrangement of marriages and the proper rearing of dwarven children within the means of the clans culture and views.

☚ **Cadleet Stonecrow, female dwarf Ftr4:** Oversees guard duty, militia recruitment, duty rosters and how many of the clan's warriors are away at one time. She strictly enforces the code of only 1/3 of the clans total warriors away at one time, unless for crown or crow.

☚ **Bolette Coppersmith, female dwarf Exp3:** Watches the production of all other goods within the city and arranges for shipments of nonessential but desired goods to make it into the city.

☚ **Guri Blackstone, female dwarf Brd13:** The clan historian and keeper of records; She is responsible for all high holidays. She makes sure the clan doesn't forget its bitter past. She also indoctrinates any new dwarves joining the ranks of the clan in the history and the customs of the clan. She has been very busy lately with the influx of refugee dwarves from Geoff and other regions accepting the open invitation for new clan members.

Player Handout #1

THE FALLEN SHALL RISE AND SLAUGHTER THE CRAVEN.
ALL DWARVES OF CLAN STONECROW SHALL SOON FEED THE RAVENS.
ERYTHNUL GOD OF SLAUGHTER BRINGS ABOUT THE FOG OF DREAD.
SOON NONE SHALL BE LEFT TO CELEBRATE THE DEAD.

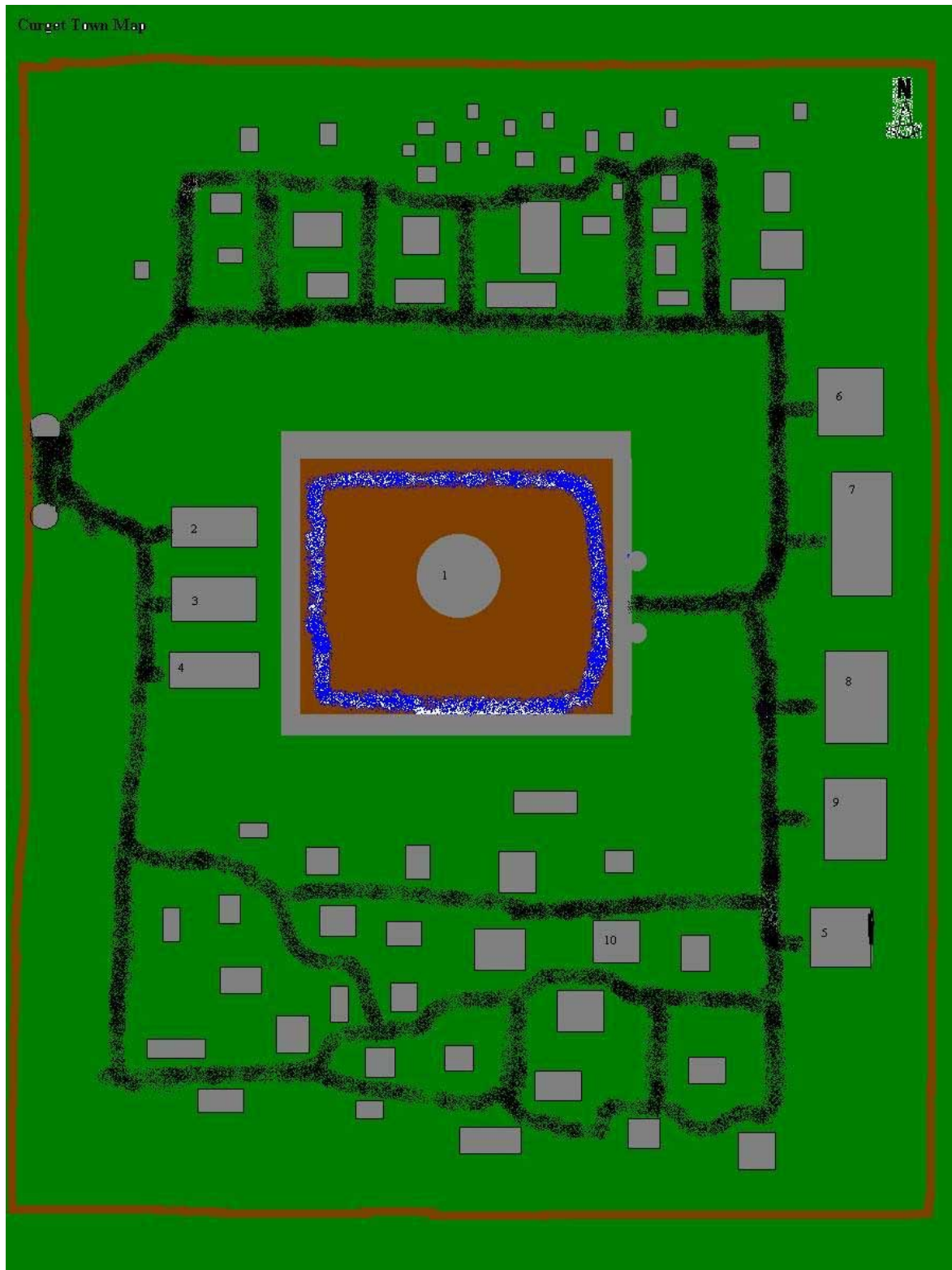
THEIR WARRIORS ALL GONE IN A PLACE KNOWN AS WESTGATE.
WHAT SHALL THE WARRIORS OF THE CLAN DO, WHEN THEY FIND OUT THEY CAME HOME TO LATE?

DO YOU LIKE MY POEM. NO NETHER DID MASTER BRINSTONE WHEN I WROTE IT WITH HIS OWN
BLOOD. SORRY FOR MY CHICKEN SCRATCH BUT WRITING WITH A DWARVEN THUMB BONE WHILE
ITS OWNER SCREAMS FOR MERCY MAKES GOOD PENMANSHIP HARD.

YOURS TRULY

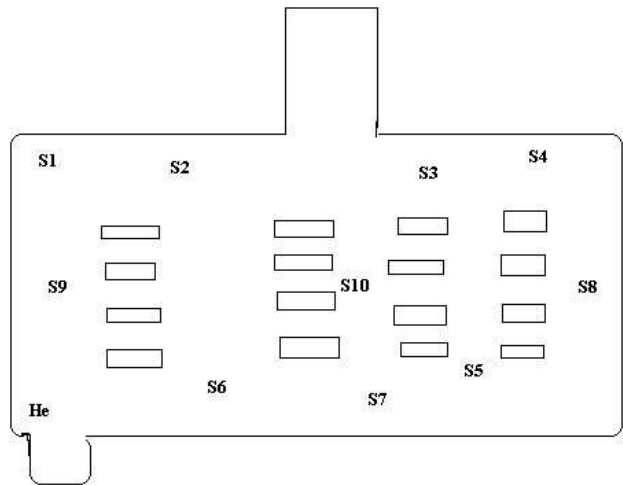
HEXZOR OF ERYTHNUL

DM'S MAP 1



DM MAP 2

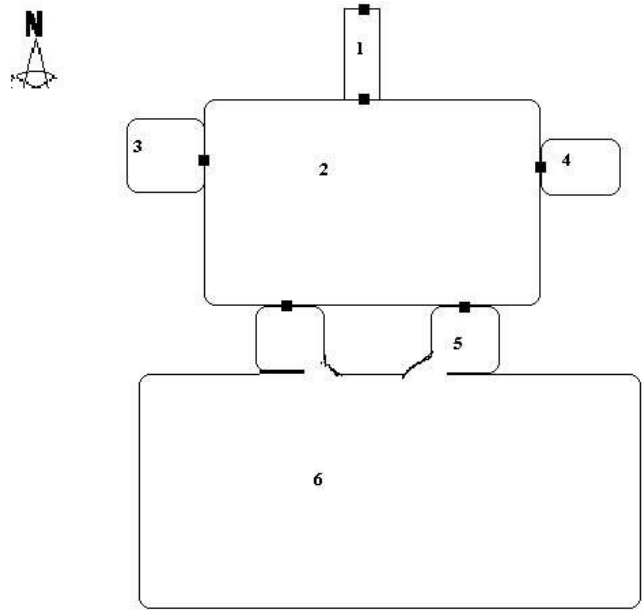
Dm Map 2



He- Hexzor
S1-S10 Skeletons

DM MAP 3

Dm Aid 3



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.