

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Ogre Magi of Jade Rock

Mini-Adventure WS3.6

by Scott Taylor

The Ogre Magi of Jade Rock is a companion adventure made to go along with the events unfolding in Folio #16. It is designed for 1E & 5E mechanics and is for characters levels 7–9. It contains the information needed to run a side adventure that will help characters in their journey through Distant Turtle City.

The ogre magi of Jade Rock has invited the characters to reclaim his lost home, and in turn collect valuable supplies of magical healing that will certainly be required to win the day against the corrupted forces of the city's fortified castle.

Mini-Adventure WS3.6

THE OGRE MAGI OF JADE ROCK

A mini-adventure for use with Distant Turtle City
Characters Levels 5–7

Dungeon Master Notes

When going through the adventure of Folio #16, you'll find that it is possible for the characters to be approached by Fu-Lung, the ogre magi who is looking to free his beloved consort from the clutches of Molo's spell. Fu-Lung has many interesting powers, but the base of his power came from the Jade Rock, a large jade mound to the northeast of the city. It was there that Molo stole Gajara, trapping her free will behind powerful charm magic. Fu-Lung tried to resist the wizard, but he was badly beaten and forced to flee, licking his wounds until Molo left the city and then trying to find a way to get into the fallen castle to free Gajara. He can certainly go with the characters at any time, but he knows of magical items within the Jade Rock (known as the Jade Quarry, E on the map in Folio #17) that can help them achieve their mutual goal. He must convince them to divert their course and free his home first.

1. Primary Purpose: To provide the characters with more experience in dealing with Fu-Lung, while also giving them helpful magical items.

2. Secondary Purpose: Experience points, of course, and the ability to meet the ratmen of Distant Turtle Isle.

3. Time for running: This adventure should be run AFTER the events of Folio #16, but BEFORE the entry into the castle in Folio #17.

All 'grey blocks' are for 5E conversions in this section.

The Entry of a New NPC

Fu-Lung is a character that can come along with the party and spend an entire module with them. He is gruff, but in need, and this adds to the impact of how he interacts with the characters. The party should first meet Fu-Lung in Distant Turtle City while defending the temple from a zombie attack. Fu-Lung will help by destroying some of them, then ask to be admitted to the temple for safety, stating, 'The enemy of my enemy is my friend.' Once inside, he will talk of freeing the castle and those inside. If pressed about why he wishes to do so, he'll admit that his consort, the epically beautiful Gajara, was taken by Molo from their

home in the Jade Rock and now resides in the castle. It is at this point he could introduce the thought of going to the Jade Rock as there is much magic there, especially healing magic that he stored away for a rainy day.

How to Play Fu-Lung

Fu-Lung is a tall, slim, and horned ogre with various tattoos of koi fish and other Asian fauna on his skin. He is gruff and will bully if he can, but he is also highly intelligent and will back down as needed to gain the party's help. He has a great lust for women of all races and will ogle those in the party, even boasting of his sexual prowess, but he will not force any issue as he is utterly devoted to his beloved Gajara.

Encounters along the Path

The most 'aside' type encounter along the path to the Jade Rock would be the inclusion of ratmen martial artists who are currently seeking answers to the fall of the town. They might even send an agent NPC along with the party to keep an eye on its progress and report back to the clan, so keep that in mind (if you'd like to add another cool NPC). Otherwise, you'll only be finding the wandering zombies of the townsfolk that didn't escape Molo's destruction.

The Layout of the Jade Rock

The Jade Rock is a massive creamy-green stone the size of a warehouse and covered with thick brown moss in its many crevices. A single entry will allow access to the inner chambers, each carved by ancient dwarven hands when the island was first settled.

Fu-Lung Statistics

Fu-Lung is no ordinary ogre magi, and his power is evident when the characters watch him fight. There is a reason the dwarves of the city left him be in his hall—his magic is strong, especially in the way of enchantment. The dwarves used him to create powerful weapons and armor for their clan.

Fu-Lung [AC 2, HD 10+10, HP 70, #AT 2, D (1–12)+2 (Naginata), Spells (Fly, Invisibility, Cause Darkness, Polymorph (to a human)), Regeneration 1/HP round, Greater Spells (Fire Breath (10–60), Thunder Clap (save vs. petrification or be stunned 1–4 actions in a 20' radius), Racial Rage (+2 HP per Hit Die, +4 Damage, -3 AC). All spells and greater spells can be used once per day.]

TREASURE

NAGINATA +2, RING OF PROTECTION +2, NECKLACE OF EXPLODING SKULLS (5 SKULLS, EACH DOES 6D6 DAMAGE)

Fu-Lung [AC 18, HD 12d12+36, HP 108, Initiative +5, #AT 2, Hit +8, Dam Naginata 15 (1d10+10), Multiattack, Spells (Fly, Invisibility, Darkness, Polymorph (to a human)), Regeneration 1/HP round, Greater Spells (Fire Breath 30 (10d6), Thunder Clap (DC 15 Will save or be stunned 1–4 actions in a 20' radius), Racial Rage (+2 HP per Hit Die, +4 Damage, -3 AC). All spells and greater spells can be used once per day.]

Ratman Karate

As you will have the opportunity to use a ratman NPC in this adventure, I'll include a detailed example of their martial arts.

The ratmen of the T'ung are something of a fringe culture, born of high alteration magic and not truly accepted by T'ungese society as a 'seen' race. This means they often fall through the cracks, but it doesn't mean they haven't learned a great deal from the society that shuns them. The greatest of these learnings come in the way of their martial arts techniques. Although many wouldn't consider them to be 'masters', that is xenophobic view as a ratman who devotes himself to his craft is dangerous indeed.

Their offensive martial arts techniques revolve around the use of their long, leathery tail as a weapon, but their main focus lies in

their movement techniques within combat. Some have said a well-trained ratman is nearly impossible to hit in combat, and if you study their style, you can see how this could be true.

The style incorporates only a single attack per round (1/1 at 1–6 damage), a tail lash that most humans would quantify as a type of kick attack (principle kick). Utilizing movement, their armor class is very low (starting AC 5), even in simple adepts, and learned movement techniques make them harder and harder to deal with. They prefer to wear a target down, or if overmatched, strike and then flee, surviving to fight another day. They can know up to 6 Movement Maneuvers, 4 Mental Maneuvers, and 1 Kick.

Kick

1. Tail Lash (supplants Circle Kick)

Utilizing this attack, the ratmen offer a shoulder to the defender, then suddenly spin and snap their heavy tail at the target, doing double normal damage (2–12).

Movements

1. Twitch (supplants Feint)

Ratmen love to attack and slip away, often appearing weak in the process and drawing attackers in. If they successfully hit a target, the next round their attacks are made at +2.

2. Four-Legged Fighting (supplants Prone Fighting)

As bipedal versions of rats, these creatures continue to study techniques that can bolster their abilities, including walking on all fours. If a ratman is knocked prone, he is considered to be fully functional.

3. Sway (supplants Immovability)

Training their muscles and utilizing their tail for balance, the ratmen can avoid being knocked down on a successful saving throw versus paralyzation **[DC 12 Dex]**.

4. Tail Slap (supplants Missile Deflection)

Utilizing the whip-quick nature of their tail, ratmen of this discipline can knock incoming missiles from the air on a successful saving throw versus paralyzation **[DC 14 Dex]**.

5. Spring (supplants Leap)

Coiling their tail like a spring, ratmen can leap over an opponent and still utilize their attacks, now from the rear.

6. Whirlwind (supplants Speed)

Mastering the flow of movement, ratmen with this discipline can move themselves and their tail at incredible speeds, effectively allowing them to double their number of attacks.

Mentals

1. Meditation

One hour of meditation equals 2 hours of sleep.

2. Whisker Tuning (supplants All-Around Sight)

Ratmen whiskers pick up the vibrations of opponents, allowing them to detect foes in all directions, but they do not have any better ability to detect the invisible.

3. Mental Resistance

Ratmen are known to focus their minds against the manipulations of magic, and disciplined subjects achieve a +2 on saves versus charm effects.

4. Dark Sense (supplants Blind Fighting)

Having sprung from the darkness, these creatures are formidable in the dark, so much so that a disciplined adept, utilizing his whiskers, is at no disadvantage when dealing with invisible foes or fighting in complete darkness.

Running Combat

Combat in this mini-adventure will be pretty straightforward. You will have the opportunity to fight undead throughout the town on the way to the Jade Rock, but from there, encounters will turn into more of a dungeon crawl with combat going from room to room.

Telling the Story

The story of Gajara and Fu-Lung can be a sweet one if you choose to portray it as such. Fu-Lung, while evil, is also strongly lawful, and therefore can be trusted when it comes to keeping his promises. Keep that in mind and be sure to try to include other side deals with him as it would be fun to make bets along the way that could carry over into Folio #17.

Setup from Folio #17

After the players have taken over the temple, they will likely post a guard. Once posted, and as the night falls and shadows grow long, you can read them the following.

If the dead could scream, they certainly would be, but all they can do is sizzle as a massive blast of blue flame engulfs the lurking figures in the darkness. From the light of the flame, a large humanoid with the tattooed body of a man and the horns of a black stag breathes fire onto your enemies. Once the heat dies down and the dead quiver pitifully on the scorched ground, a hissing voice calls to your sentry, ‘There are more of them, and I need your aid. Allow me entry before it is too late’.

1.

Undead Mob

A mob of the dead shambles along the road, their white eyes staring into nothingness and mouths agape with wordless screams.

These are the shadow stuff zombies found in Folio #16, and they can be used as a hammer to drive the characters toward the Jade Rock and also the encounter with the ratmen.

10 Shadow Stuff Zombies [AC 7, HD 3+3, HP 21, #AT 2, D 1–4 (Claw) and 1–6 (Bite), Head Vulnerability (if struck with an 18 or above, the zombie is instantly killed as it is considered to have been hit in the head)]

TREASURE

NONE

10 Shadow Stuff Zombies [AC 13, HD 4d12+8, HP 32, Initiative +2, #AT 2, Hit +4, Dam Bite 6 (2d6) and Claw 6 (1d8+2), Head Vulnerability (if struck by a blow that is 18 or higher, the zombie’s head is destroyed and it collapses)]

2.

The Clearing of the Ratmen

The rice paddies give way to low palms that obscure your vision of all but the mountains to the north. Soon, the heat and smell of death are heavy amid the trees before more shambling shapes appear.

Another collection of zombies will attack, but as they do so, many will fall to the martial arts of the ratmen who have been following them.

After the undead have been slain, the ratmen will approach the characters (and Fu-Lung) to see what they are doing and why the town has fallen. If the characters offer no aggression, the ratmen will assign one of their number to assist the characters at least to the Jade Rock (after that is up to the DM).

10 Shadow Stuff Zombies [AC 7, HD 3+3, HP 21, #AT 2, D 1–4 (Claw) and 1–6 (Bite), Head Vulnerability (if struck with an 18 or above, the zombie is instantly killed as it is considered to have been hit in the head)]

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The following are the stats for the NPC ratman that could be assigned to help the characters. His name is Wu-Shun.

1 Ratman Martial Artist [AC 3, HD 6+6, HP 42, #AT 1, D 2–12 (Circle Tail Strike), Martial Arts (Kick 1, Movement 1, 2, 3, Mental 1)]

TREASURE

NONE

1 Ratman Martial Artist [AC 17, HD 6d10+12, HP 42, Initiative +3, #AT 1, Hit +5, Dam Tail 11 (2d6+4), Martial Arts (Kick 1, Movement 1, 2, 3, Mental 1)]

3.

Jade Rock Entry

A thunderous boom shakes the ground as a lumbering monstrosity of flesh leaps from the rockface and lands before the dark opening to the Jade Rock. Dozens of swirling eyes, screaming mouths, and pulsing muscles mark this as some kind of construct of undeath, bound with the flesh of villagers trapped within the demonic golem.

Left by Molo as a guard, this towering amalgamation of flesh and bone (poor villagers) is rather mindless and simply destroys anything its dozens of eyes see.

1 Undead Monstrosity [AC 0, HD 10+3, HP 63, #AT 2/1, D 2–20 (Slam), +1 or better weapon to hit]

TREASURE

NONE

1 Undead Monstrosity [AC 20, HD 10d12+30, HP 102, Initiative +4, #AT 3, Hit +7, Dam Slam 20 (2d10+10), Damage Immunity: non-magical weapons, Multiattack (3 slams)]

4.

The Grand Hall

This large open chamber stretches back into the depths of the rock. A single guttering torch makes shadows jump, and several alcoves mark either exits or secret hiding places.

Here Molo has summoned three powerful shadow hounds, creatures that are from the Elemental Plane of Shadow and feed on the life energy of the living world.

3 Shadow Hounds [AC 5, HD 9+2, HP 58, #AT 2/1, D (1–8)+2 (Bite), +1 or better weapon to hit, saving throw versus spell or lose 1 point of Strength per bite]

TREASURE

NONE

3 Shadow Hounds [AC 15, HD 9d10+18, HP 73, Initiative +3, #AT 2, Hit +5, Dam Bite 6 (1d8+2) + Necrotic 6 (1d8+2), Damage Immunity: non-magical weapons, Multiattack (2 bites)]

5.

Chamber of Dimensions

A swirling mass of twinkling energy, like the whole of a cosmic storm, moves slowly around the roof of this circular chamber. The floor is decorated with small gems that gleam and reflect the magical light from above, and strange algorithms have been etched into the jade walls of this chamber.

Fu-Lung can explain that this is his ‘Chamber of Dimensions’, a place where he contemplates the universe and talks to spirits of other worlds. He also has a secret cache of Potions of Extra-Healing that can be accessed by pressing the floor gems in a certain sequence. He will share these with the party.

TREASURE

(7) POTIONS OF EXTRA-HEALING [GREATER HEALING]

Sharn the Blind, one of the undead magical apprentices of Molo, awaits within a pocket dimension to ambush the party. Once the party enters, he will appear with his Fire Shield spell up and then drop a Fireball on all those in the room.



1 Minor Lich [AC 3, HD 9, HP 30, #AT 1, D (1–6)+2, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

BAG OF BONES (IF BONES ARE ROLLED, THEY GIVE THE ROLLER A SINGLE +2 [ADVANTAGE] TO ANY ACTION THE NEXT 24 HOURS)

1 Minor Lich [AC 17, HD 9d8+9, HP 49, Initiative +3, #AT 1, Hit +7, Dam Staff 7 (1d6+4), Spellcasting (DC 14 saves and

+6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Fireball, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

6.

Star Hole Chamber

An opening to the sky above has been smoothly cut into the ceiling of this chamber, allowing the floor to grow a fine layer of moss. As you walk below

the opening, the sounds of skittering legs can be heard from above...

Molo has left more ‘gifts’ here, those being huge tree spiders that he has enlarged and then turned to undeath. Although the transformation dried out their poison, they now cause extra necrotic damage.

6 Undead Giant Spiders [AC 4, HD 7+7, HP 49, #AT 1, D (3–12)+6 (Bite)]

TREASURE

NONE

6 Undead Giant Spiders [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 1, Hit +5, Dam Bite 12 (2d8+4) + Necrotic 8 (1d10+3)]

7.

Vault

A massive bronze door is flanked by twin waterfalls that disappear into the floor. The noise of the water reverberating around this small room makes hearing anything else unlikely.

Fu-Lung is the only one who can get through the door, and that requires him to place his palm on the door.

Inside, a small chamber houses a number of Oriental Adventures themed weapons, all at +1 magical level (including peasant weapons), as well as a Staff of Healing, and a suit of ogre-sized armor that Fu-Lung will put on (providing a bonus of 4 to his AC). There are also several chests, which he says are filled with his gold reserves. He will share any weapons with the party, and he also offers up a samurai helmet with a demonic facemask that is +2 to AC, saying the dwarf who once wore it won't be using it again.

8.

Sleeping Chamber

This large room is filled with a heavy table, two stout chairs, two fine wardrobes, three chests, and a shelf containing four ivory and gold coffers. The jade walls are covered with heavy tapestries depicting great battles, and the floor is covered with various skins and pelts. There is a large bed, big enough to house the entire party, in an alcove to the north.

This is the sleeping chamber of Fu-Lung and Gajara. Beneath the bed, Fu-Lung kept another store of healing potions, but Molo discovered them and switched them out with a chest that contains a Necrotic Cloud.

Greater Necrotic Cloud [AC 4, HD 12+12, HP 96, #AT 3, D 1–8 (Necrotic) + 1–4 (Wisdom drain), +2 or better weapon to hit]

TREASURE

NONE

Greater Necrotic Cloud [AC 16, HD 12d10+24, HP 84, Initiative +4, #AT 3, Hit +6, Dam Necrotic Slam 7 (1d10+2), Damage Resistance: non-magical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage with each hit)]

9.

The Dark Lab

This chamber emanates a strong magical glow of its own and is filled with three heavy tables decorated with all manner of alchemical instruments and scrolls.

This room was enchanted by Gajara to keep it bright so she could always easily see what she was working on. This light, however, kept the minions of Molo at bay, so he left the room to its own accord.

TREASURE

(5) POTIONS OF EXTRA-HEALING [GREATER HEALING],
(2) POTIONS OF GIANT STRENGTH (FIRE), (1) POTION OF
ETHEREALNESS

Resolution

When the lair has been cleared, the characters should then be encouraged by Fu-Lung to continue on to the castle as he anxiously hopes to find his abducted paramour.

Credits:

Author: Scott Taylor

Editing: G. Scott Swift

Cartography: G. Scott Swift & Scott Taylor

Design/Layout: Andrew Rodgers

Cover Art: Travis Hanson

B/W Interior Illustration: Travis Hanson

Playtesters: Sean Murphy, Kelli Lind, Peter Gordon, Jeremy 'Pugs' Osteen, Sean '2.0' Maher, Ray Crum, David 'British Dave' Warne, and 'The Monon Group'

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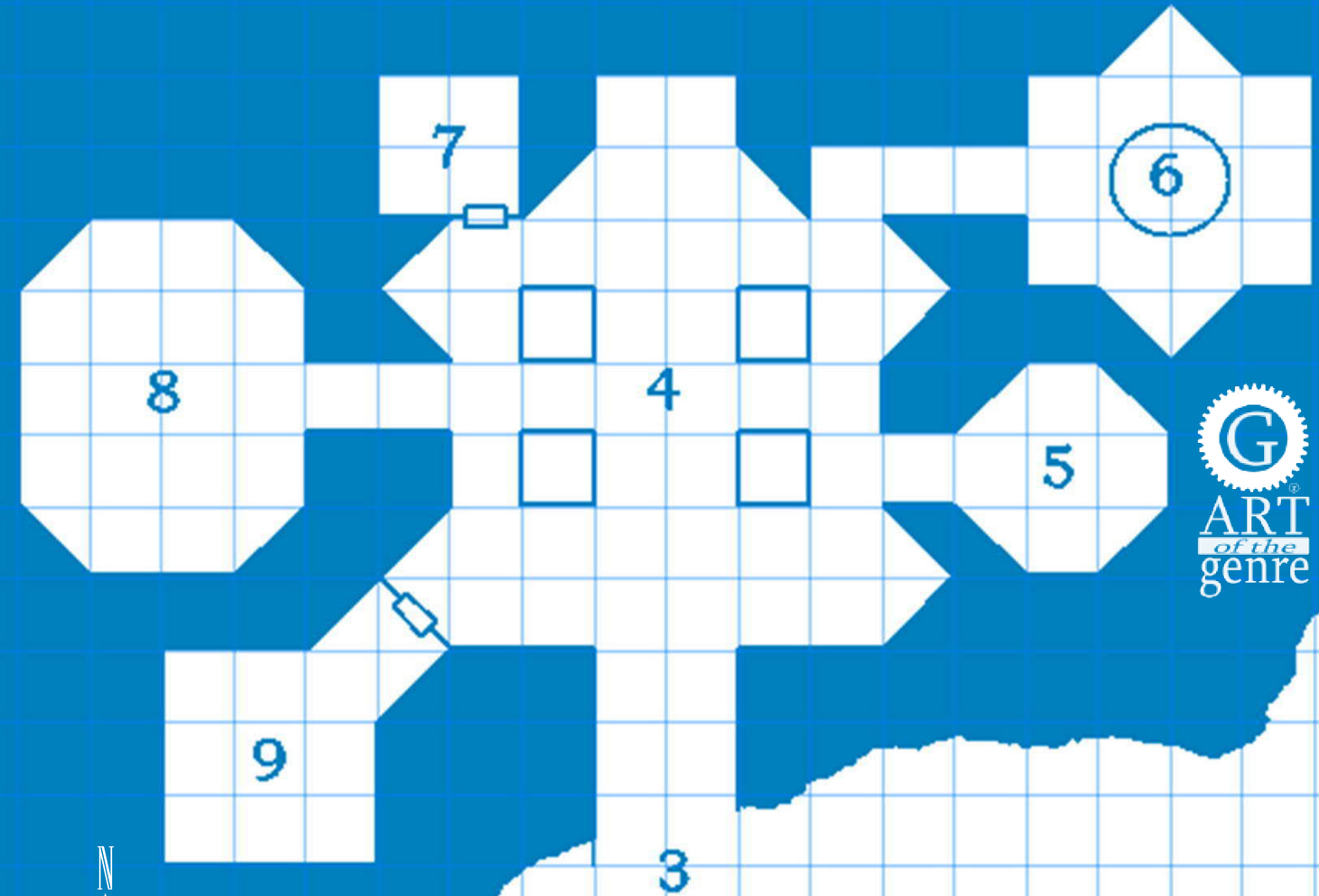
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