

URC2-01



OGRE ISLAND

A One-Round D&D[®] LIVING GREYHAWK[®]
County of Urnst Regional Adventure

Version 1

by Timothy Creese

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The Crook of Rao was supposed to have banished all of Iuz's fiends from Oerth, but something has survived. Pray that your previous adventures have strengthened you to be able to deal with a growing threat before the Old One can unleash another army of demon-spawned monsters...An adventure for characters level 3-8.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the County of Urnst. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

This is the first module in a series about the conflict to control the islands on the Artonsamay River, which borders the Bandit Kingdoms and the County of Urnst. Because the river is the border, disputes about ownership of its numerous islands is an ongoing struggle between the forces of Iuz, and the County of Urnst.

In the past, Iuz ruled much of the lands north of the Artonsamay River. He set demons on thrones to rule cities throughout his realm. Throughout the Bandit Kingdoms, demon rulers had their hands full dealing with rebellious, decent folk that opposed the tyranny within their realm.

In the battles against Iuz during the Greyhawk Wars, an artifact known as the Crook of Rao was used to thwart the demons, and send them back to their planes. This cleansing was thought to be complete, but at least one being survived the rebuking powers of the artifact, and that was By-Tor, the Ogre Fiend.

The ruling demon of the Bandit Kingdom city of Stoink left its seed with many females of various races. One particular seed was in the womb of an ogre that lived on a large island of humanoids on the Artonsamay River.

The impregnated ogre dwelt in the ruins of an underground fortress. Built long ago by Urnstmen, the castle on the island was called 'the Mouse.' High atop the cliffs of the river immediately to the south, rise the towered walls of the ancient castle known as 'the Cat.'

'The Cat' had long ago been converted to a dungeon prison to serve the County of Urnst in Ventnor. The prison warden, the Ironfist of Ventnor, knows humanoids fester and breed on Ogre Island, and wishes to rise in favor of the Countess Belissica. Dispatching a company of armed guards would be in violation of treaties the Countess has signed with many of the northern kingdoms, but he did so none-the-less. Not hearing from the forces he dispatched last week, the Ironfist wants to manipulate a group of adventurers to explore the island and see what has happened.

The warden's goal is for the adventurers to not only dispatch the humanoids on Ogre Island, but to rescue his troops. With the island secured and again the rightful property of the County of Urnst, the Ironfist wants to put his prisoners to labor and rebuild 'the Mouse' once again.

Fate has the characters in the city of Ventnor. Ventnor is renown for its prison castle, and the very capable guards that keep captured enemies of the County. Even more famous is the military unit of griffon riders that are based at the castle. This strike squad excels at keeping determined humanoids from climbing the cliff walls.

The characters are sought out as adventurers, and taken into Castle Ventnor (called 'the Cat'). There they meet the Ironfist of Ventnor. He is the warden of the prison, and explains the particulars of existing treaties that forbid an all out military raid on Ogre Island.

If the characters agree to venture forth, 'as concerned citizens of the County of Urnst,' then the warlords in treaty with the Countess would still be bound by the terms pertaining to the lack of military involvement. The Ironfist cannot even pay the characters from his personal funds, so as to avoid any connection between the County and the raid.

Once the characters reach the island, they must defeat the hoards of humanoids, and investigate the ruins of 'the Mouse.' Some areas in and around 'the Mouse' experience a curse. The curse drains peoples' Dexterity, and is a result of an ancient Rhennee burial site. This curse influences much of the ruins because many tribal mothers were buried at this site long before 'the Mouse' was originally constructed.

By'Tor has a few humanoids inhabiting the ruins. Characters that simply rush into the fray, most likely suffer great, if not total loss.

The characters discover the ancient graves that were unearthed by the ogres. There is also some clay jars containing Rhennee curses written upon them.

When the characters finally encounter the Rhennee, the barge folk do not want the Urnstmen to populate

their holy burial grounds again. The characters have to decide if Ogre Island should belong to the County of Urnst, or if the Urnstmen should abandon the island castle for the goodwill of the Rhennee.

Character influence depends upon the characters' decision of island ownership. It is impossible for the characters to gain both Influence Points, as their decision does not bode well for both the Ironfist of Ventnor, and the Rhennee.

INTRODUCTION

Castle Ventnor sits high atop the cliff walls of the Artonsamay River. In addition to flying the green flag of the County of Urnst, Castle Ventnor flies a long tapered flag with yellow and black stripes. This second standard is the herald for official prisons throughout the realms.

The rich, fertile croplands throughout the County of Urnst are absent here. This region is more craggy rock than worked fields. Despite this rocky region, the soil is perfect for growing grapes. Grape vineyards cover the surrounding hills for as far as the eye can see.

The locals here depend upon trade caravans to bring foodstuffs to this rocky region. They barter with their wine barrels, and easily fetch a good price to maintain the various buildings that make up the village of Ventnor.

The Griffon's Wing is but one of several taverns in this community. The house wine is excellent and the stocked kegs of dwarven ale from a recent trade are equally excellent. Currently, some off-duty guardsmen are here, eating supper, drinking glasses of wine, and paying for upstairs rooms for the evening – with company.

There are two types of guardsmen here, the green clad militia of the County, and the yellow and black clad prison guards. Most tables are full, and the militiamen tend to sit by themselves.

Zener is the male human innkeeper. He charges the characters for sleeping accommodations. The price for a private room is 2 gold nobles (gp), but there are only three rooms left. Common accommodations cost 5 silver sovereigns (sp), and is a shared room with sleeping rolls and pillows on the upstairs wooden floor. For a single silver sovereign a character can sleep on the tavern floor near the hearth.

Zener also offers food and drink, as it is evening. A good meal consists of bread, butter, honey, jams, lamb, peas, and a bottle of good wine for a 5 sovereign price. A common meal consists of bread, a small piece of butter, lamb stew, peas, and a bottle of lesser quality wine for three sovereign coins.

After the dinner, trouble breaks out in the Griffon's Wing. The Urnst Militia assigned to Castle Ventnor doesn't get along with the local guards. This becomes evident, as one particular local guard, Pekham, harasses one of the militia, Coyter, a man that has goiter (swelling around the neck). Pekham calls the militiaman Goiter, and belittles the man until Coyter speaks up for himself.

Coyter proclaims that Pekham is an annoying little bug. In fact, Pekham reminds Coyter of a bothersome little bee. All of the militiamen (dressed in green leggings and

tunics), as well as a number of local guardsmen (all clad in yellow and black) find Pekham's retort amusing. This irritates Pekham to the point where he draws a dagger, and attacks Coyter. "Well, Goiter, since I'm a bee, I'll just give you a sting..."

The characters can involve themselves in stopping the attack, or watching the scene unfold before them. Coyter is unarmed and lacks armor, but he is a monk and has unarmed combat and can subdue Pekham in a few rounds. Pekham is a skilled warrior, and will successfully strike with his dagger each round.

Pekham has to walk past the characters to fight Coyter. This leaves Pekham vulnerable to Attacks of Opportunity should the characters decide to take advantage of that situation. If the characters don't get involved, a ranking militiaman tells Pekham to stop his nonsense. The ranking guardsman replies that Pekham was provoked into the attack, and insist Coyter apologize to Pekham.

If emotions are left to deteriorate, a bar fight ensues. The characters may decide to take part in the brawl, but they notice that it is only fist to cuffs; no weapons are drawn, except the dagger Pekham is attacking Coyter with.

No stats are provided for this encounter as it is supposed to be a roleplaying encounter only. However, if things do deteriorate into a fight, use the NPC statistics provided in the *DUNGEON MASTER'S Guide* page 53. Coyter is a 3rd-level monk; Pekham and the other soldiers are 1st-level fighters. There are about a dozen men in the room who are not the characters. You may want to cut any bar fight that occurs down to about 3 rounds, so as not to take up too much time. After that, have the groups break off fighting as their respective superior officers step into the room and separate them with sharp commands.

ENCOUNTER 1: THE IRONFIST OF VENTNOR

The next morning, as the characters make their way down stairs for their morning meal, a group of local guards are waiting for them. One of the local guards that were at the Griffon Wing last night identifies each character as they enter the common room. He will say things such as, "Yeah, that's one of them," or "I remember him/her from last night. S/He was with (identifies another few characters), and there was (tells of the remaining characters)."

The characters are given the opportunity to follow the guards quietly. If anyone tries to ask a question, they are gagged and bound as they are taken to Castle Ventnor. A few militiamen are in the company of the local guards, and they are equally as stern as the guards are.

You are led out of the Griffon Wing past some of the townsfolk. They mutter amongst themselves, wondering what you strangers have done. You are marched through the middle of town, up to and into Castle Ventnor.

Many yellow and black-garbed local guards are gathered in a large hall. There is also a crowd of County of Urnst militiamen in

attendance, and they are clad in traditional green garb. All conversation stops as you enter.

An older looking man sits in a high-backed wooden chair behind a large table. He asks, "Are these the people that took part in (or witnessed) last night's confrontation between the accused?"

One by one, the characters have to state their names and tell a little bit about themselves, including their experiences as adventurers. Then each character is asked to give an account of last night's activities to the warden, the Ironfist of Ventnor. The Ironfist is a very stern man, and tolerates no silliness.

Pekham was beheaded at dawn for his deadly assault upon one of the Countess' militia. If the characters make any reference to asking Pekham to verify any portion of their statements, the Ironfist informs them that Pekham was beheaded a dawn. Also, if a character continues his/her silliness, the warden asks if they would like to join Pekham.

The Ironfist is hearing if Coyter should be imprisoned for his actions last night. If the characters should convince the warden that Pekham antagonized Coyter and that it was Pekham that was embarrassed by Coyter's wit. If the characters can convince the Ironfist that Pekham first attacked Coyter with a dagger, then the Ironfist orders Coyter released from his cell. The Ironfist dismisses the guards and militia, but ask the characters to remain a while longer.

The Ironfist is impressed with the characters statements, at least enough to ask them to undertake an adventure that may benefit the County of Urnst. The adventure is to reclaim the nearby island in the Artonsamay River, Ogre Island.

These are the facts that the Ironfist must make known to the characters:

- Because of treaties signed by the Countess Belissica, neither militia nor guards can take part this adventure. Using troops from the County of Urnst could break existing treaties.
- He cannot pay the adventurers, as the act of hiring the characters would put the characters in a status of working directly for the Ironfist.
- The characters can claim all treasures found on the island during their adventure. The stock of arms and armor in Castle Ventnor are dangerously low, and the Ironfist can guarantee payment for captured equipment.
- The island is occupied by humanoids in service to Iuz. He knows their quantities, but does not tell the characters
- There is an orc camp on the western end of the island.
- There is a goblin camp along the northern shore toward the middle of the island.
- The island's dominant feature is the ruin of an old castle at the eastern tip of the island. Ogres inhabit the ruins.
- The characters could access the island via Rhennee barges that regularly dock at the village of Rivendale. Rivendale is about a day's travel across land.

- Rivendale is up river from Castle Ventnor, and has large Rhennee population.
- Of course, if the characters have their own way of getting to the island, that is fine.
- If the characters think to ask, the Ironfist can make arrangements for a military exercise as the adventurers land on the island. Allow the characters to organize any such diversion.
- The warden has a dozen griffon riders that could swoop down to harass the humanoids, but they cannot risk fighting. The diversion should allow the characters a safe landing.

ENCOUNTER 2: RIVENDALE

A path travels upriver and a gradual slope descends from the high cliffs of Ventnor to a hamlet beside the Artonsamay River. A few thatch-roofed houses are clustered a league from the river. Soil rich fields are worked, yielding some of the best crops in the County.

Rivendale also has a dock extending to a cluster of Rhennee barges. There are over a dozen barges tethered together and tied off to the dock. A rope bridge extends from the dock to the barge cluster.

If the characters arrive in the evening, torches are lit at end of the dock to illuminate the rope bridge. There are also torches in many holders around the cluster of barges.

Penik owns a barge, and is willing to help the characters land on "...what you Urnst people call Ogre Island." Penik is willing to brave a landing at any time, but suggests that the characters do so in the morning, "...when Liga is low in the sky, and her brightness reflects off of the waters. Then the orcs and goblins are blind..."

Penik's oldest son Pevlik, assists with the barge, but the rest of his family remains safe with the barge colony. Penik lands wherever the characters direct him to, with the exception of the castle ruins. The landing is very brief, and he shoves off as soon as the characters have landed.

Getting back off of the island has to be negotiated. Penik is willing to return and pass by the island each and every morning for a week. The characters should come up with some signal Penik can look for to signify a pick up is necessary. The characters have to direct Penik where exactly to land for the pick up, but it won't be at the ruins of the old castle.

Penik becomes nervous and rejects any notion that he drops off or picks up the characters from the ruins. Penik knows that area of the island is a sacred burial place of the Rhennee. That area is also cursed, but the Rhennee bargeman does not divulge that information. The characters find this out themselves.

Penik informs the characters that the island is sacred to his people. Several generations of 'Grand Mothers' were ceremonially buried on that island, but that was hundreds of years ago. Since the Urnst folk built that castle on their site, the Rhennee haven't had a sacred place to properly bury their 'Grand Mothers.'

ENCOUNTER 3: OGRE ISLAND

When the characters are ready to be taken to the island, read or paraphrase the following:

Penik and Pevlik unhitch their barge from the flotilla, and let the vessel drift with the current of the Artonsamay River. To position the barge away from the bank, the two Rhennee work long paddlepoles. Calls for their good luck, and warnings to "be careful" are hollered from the Rhennee gathered at the flotilla.

"Keep a watchful eye for Lake Monsters," warns the boy. "They are known to swim up this deep river, and are frequently seen this far north."

"Pay no attention to the boy," says Penik. "He's having fun at your expense. Lake Monsters only make it this far up the river only three or four times – a month." The bargeman concludes his warning with a wink.

At this point, Penik discusses the particulars of the drop off point (if the characters haven't done so already). The leading tip of this long island holds the remains of "Castle Mouse." Penik refuses to land there, lest he and his son fall victim of the curse.

The left side of the island is unknown to the Rhennee, as they travel the Artonsamay River at its center. The bargeman knows that a den of goblins inhabit the right side of the island. Those goblins are known to launch missile attacks at passing vessels. Penik also knows that a small company of orcs inhabits the farthest tip of the island.

Where the barge lands should decide the first encounter the characters face. If they land near the far end of the island, proceed to Encounter 4: The Orc Camp. If they land on the right side of the island, proceed to Encounter 5: The Goblin Den. If they land on the left side of the island, proceed to Encounter 6: The Bog.

The island is fertile dirt supporting numerous trees, bushes, tall grass, and flowers. Characters will be able to move about using the island's foliage for concealment. There are many muddy areas, especially near the river's edge.

There is an area of quicksand that can be found with a successful Spot Check (DC 20), or a character will fall in. The character will sink in 2d6 rounds unless he/she struggles, in which case the character has 1d6 rounds before being pulled into the quicksand. Other characters can attempt to pull the victim out of the quicksand with ropes, branches, vines, etc. A successful Reflex Save is needed for the victim (DC 10 with no Dex modifiers) to cling onto item. Characters rescuing the victim need to make a Fortitude Save (DC 18) to pull the character out of the quicksand. Multiple characters can assist, granting a +2 to the save check.

NOTE: If a victim is not rescued from the quicksand, they suffer the normal drowning rules per the DMG.

ENCOUNTER 4: THE ORC CAMP

When the characters reach the orc camp, read or paraphrase the following:

At the island's western tip are a group of wooden buildings clustered behind a high wooden fence. This fence is made of tree trunks set into the ground, and their tops have been sharpened to spikes. A large wooden gate is shut, preventing your entry.

Unless the characters have taken specific steps to approach the orc camp unseen and unheard, the orcs have spotted the intruders and will first attack with javelins. The orcs will stay within the protective confines of their camp as their spell casters use their preparation spells to full effect. Only after all missile weapons have been spent, the orcs will open the gate and fight hand to hand. The orcs will also abandon their camp if need be, such as if the characters set fire to the buildings inside the walls.

APL 4 (EL 6)

🔥 **Orcs (4):** Male orc Ftr1; hp 13 each; see Appendix I.

🔥 **Orc Cleric:** Male orc Clr1 (Gruumsh); hp 8; see Appendix I.

🔥 **Orc Sorcerer:** Male orc Sor1; hp 6; see Appendix I.

APL 6 (EL 8)

🔥 **Orcs (4):** Male orc Ftr3; hp 25 each; see Appendix I.

🔥 **Orc Cleric:** Male orc Clr3 (Gruumsh); hp 18; see Appendix I.

🔥 **Orc Sorcerer:** Male orc Sor3; hp 16; see Appendix I.

APL 8 (EL 10)

🔥 **Orcs (4):** Male orc Ftr5; hp 42 each; see Appendix I.

🔥 **Orc Cleric:** Male orc Clr5 (Gruumsh); hp 28; see Appendix I.

🔥 **Orc Sorcerer:** Male orc Sor5; hp 28; see Appendix I.

The orc compound appears to be extremely understaffed, as most buildings show no signs of recent use. One building serves as the barracks for the fighters, and has four bunks and a wooden table with three wooden chairs.

One of the other buildings has a single bed and a table cluttered with various material components. There is an iron banded wooden chest that is locked. The sorcerer has the key in his pocket. The chest is trapped with a poison gas trap.

🔥 **Poison Gas Trap:** CR 8; no attack roll necessary (see note below); Search (DC 20); Disable Device (DC 20). *Note:* Trap releases burnt othur fumes. Victim must succeed at a Fortitude save (DC 18); Initial (1 Con); Secondary (3d4 Con).

The burnt othur fumes were installed second hand, and are aging, thus having a lesser effect than normal. The chest contains gold nobles.

ENCOUNTER 5: THE GOBLIN DEN

When the characters reach the goblin den, read or paraphrase the following:

The northern shore of this island contains numerous enlarged burrows. Even from a distance, dozens of goblins can be seen scurrying about their holes. One particular goblin is dressed in the tattered remains of a Ventnor prison guard's uniform.

A large iron pot is in the center of the cluster of burrow holes. Wisps of steam rise from the man sized pot, as something is stewing over the flames.

Unless the characters have taken specific steps to approach the goblin den unseen and unheard, the goblins attack with surprise and in force. Such an ambush is one of their favorite tactics. If the characters surprise the goblins, the little creatures attack in waves emerging from their burrow holes.

The pot contains a thick stew primarily made up of a Ventnor prison guard that was ordered to cleanse this island. The remaining four prison guards are in the ruins of Castle Mouse. Stirring the stew reveals noticeable human body parts. YUMMY!

APL 4 (EL 6)

🔥 **Goblins (12):** hp 4 each; see *Monster Manual* page 107.

Possessions: morningstar, 3 javelins, studded leather armor.

🔥 **Goblin Fighters (6):** Male goblin Ftr1; hp 10 each; see Appendix I.

APL 6 (EL 8)

🔥 **Goblin Fighters (9):** Male goblin Ftr1; hp 10 each; see Appendix I.

🔥 **Goblin Sergeants (3):** Male goblin Ftr2; hp 16 each; see Appendix I.

APL 8 (EL 10)

🔥 **Goblin Fighters (12):** Male goblin Ftr2; hp 16 each; see Appendix I.

🔥 **Goblin Sergeants (4):** Male goblin Ftr3; hp 25 each; see Appendix I.

Development: If the characters search through the numerous burrow holes, a number of caches of gold is found stored in clay jars.

ENCOUNTER 6: THE RUINS OF 'THE MOUSE'

When the characters reach the castle ruins, read or paraphrase the following:

The ruins of 'Castle Mouse' occupy the entire eastern tip of this island. Once a prominent and formidable structure in the middle of the Artonsamay River, this site has been reduced to piles of blocks and cut stone. Much of the rubble lies in the river, some blocks are jutting out of the waterline, and some stones are completely submerged.

A flash of bright yellow color is seen barely visible on the ground behind a nearby bush. Although muddied, the clothing cannot be mistaken for the yellow and black patterned material easily identifies the uniform of a Ventnor prison guard. The garment is also bloodied and torn.

Unless the characters have taken precautions to approach the ruins quietly and under cover, the three ogres that occupy the above ground ruins rush forward to attack. If the characters surprise the ogres, they can confront them one at a time until the alarm is raised. When possible, an ogre takes a free action to holler an alarm. Once sounded, reinforcements arrive in 1d4+1 rounds.

A well-used pathway weaves between stone blocks and castle rubble, and leads to an open area. There is an ogre (*Thick-Neck*) on guard here, and has a good chance to spot the advancing characters. See Appendix A for the tiered stats for *Thick-Neck*.

At the opening are two giant passages, one stays on the ground level and leads deeper into the ruins, and the other huge passage descends into darkness. The ground level passage leads to an inner chamber that serves as lair for the ogres. Unless the alarm is sounded, two ogres (*Sickafish* and *Old Greybeard*) are enjoying a meal. *Sickafish* says things, such as, "I'm sure glad we got human flesh to eat. I can't stomach no more fish..." or "I can't remember how long it's been since I had a proper belly full o' human flesh..." There is a third ogre (*Thickneck*) a short distance away.

Old Greybeard

Old Greybeard is the oldest of the ogres on this island. He stands about nine and a half feet tall, and wields a giant spiked greatclub. Wedged through Old Greybeard's club is a single giant fang of some mighty beast.

Old Greybeard is armored in steel chain mail, enhanced with overlapping scales of copper. He carries a giant wooden shield in his left hand. Old Greybeard's shield is reinforced with a steel edge, and covered in some sort of green colored hide, held in place with copper rivets.

Old Greybeard is further armored in a skirt of studded leather strips. He wears a steel helm that has chain mail faceted around its base as a neck guard.

In addition to Old Greybeard's armor, he wears brown leathery hide boots. Several humanoid skulls and a fresh orc head dangle from Old Greybeard's belt, an apparent ogre decoration, or a testament of power among other ogres.

APL 4

🐾 **Old Greybeard:** Male ogre Bbn1; hp 41; see Appendix I.

APL 6

🐾 **Old Greybeard:** Male ogre Bbn3; hp 59; see Appendix I.

APL 8

🐾 **Old Greybeard:** Male ogre Bbn5; hp 77; see Appendix I.

Thickneck

Thickneck is the strongest and fiercest of the ogres living on Ogre Island. He stands ten feet tall, and wields a giant spiked greatclub. Wedged through Thickneck's club are three giant fangs of some mighty beast. Thickneck also has a wooden handled stone hammer hanging on a cord at his waste.

Thickneck is armored with a thick black bear's hide. Three large fangs help protect his large back and shoulders, as these teeth lay on top of the bear hide.

In addition to Thickneck's hide armor, he wears boots made of black bear hide. Three humanoid skulls are fastened to the cord at his waist, an apparent ogre decoration, or a testament of power among other ogres.

APL 4

🐾 **Thickneck:** Male ogre Bbn1; hp 53; see Appendix I.

APL 6

🐾 **Thickneck:** Male ogre Bbn3; hp 74; see Appendix I.

APL 8

🐾 **Thickneck:** Male ogre Bbn5; hp 95; see Appendix I.

Sickafish

Sickafish is the runt of the ogres living on Ogre Island. He only stands nine feet tall, and wields a greatclub. OK, the greatclub is nothing more than the trunk of a medium sized tree, but it works fine as a weapon for this dolt. He has not earned any spikes for his greatclub.

Sickafish has no armor, but wears a skirt of black bear hide. This skirt is held in place by a thick belt. Fastened to his belt hangs a big femur bone measuring over 3' in length. Also tethered to his belt is a large bag containing odds and ends.

Sickafish wears a tooth necklace. He lacks any skulls to signify any superiority among other ogres. Sickafish wears black bear skin boots – just like his hero, Thickneck. Sickafish hopes to be a mighty ogre, just like Thickneck.

APL 4

➤ **Sickafish:** Male ogre; hp 26; see Monster Manual.
Possessions: hide armor, masterwork greatclub

APL 6

➤ **Sickafish:** Male ogre Bbn1; hp 53; see Appendix I.

APL 8

➤ **Sickafish:** Male ogre Bbn3; hp 74; see Appendix I.

ENCOUNTER 7: BY'TOR

A ten-foot drop into a darkened basement is the only other passage from the 'Castle Mouse' ground floor. Although there is ample light from the broken structure of the castle ruins, the basement refuses to allow any light beyond a certain point. The smell of death hangs heavy in the air...

Unless the characters have a way to avoid damage from leaping 10 ft. down into the basement, each character suffers 1d6 damage from the fall.

The basement's air is damp and reeks of a foul odor. The characters can only see about 20 ft. forward before By'Tor's magical darkness engulfs them. By'Tor is an ogre-fiend that is terrified of sunlight, and lives his life in this underground lair.

If the magical darkness is removed, or By'Tor is slain, causing the magical darkness to dissipate, the characters see hundreds of darkened, old skeletons unearthed in the far corner of the basement. They also see four white skeletons that have teeth marks all over them, and a pile of ripped prison uniforms mixed with the broken equipment (no value) of the unfortunate guards that the Ironfist initially sent to cleanse the island.

By'Tor's ogre mother gave birth to him in the Bandit Kingdom city of Stoink. By'Tor's father is a fiend, sent home by the Crook of Rao. His mother returned to this island and made her lair in the basement of the ruined castle. She dug a birthing pit in the corner, and uncovered the burial site of the ancient Rhennee 'Old Grandmothers,' and loosened their curse.

This curse was also a blessing in disguise for By'Tor, because the ancient magic shielded the half-fiend from the powers of the Crook of Rao.

By'Tor is a huge ogre brute! He has large black bat-like wings sprouting from his back. These wings enable him to fly at his normal movement with average maneuverability. By'Tor also has goat-like horns protruding from his forehead.

APL 4 (EL 6)

➤ **By'Tor:** Male half-fiend ogre Bbn2; hp 62; see Appendix I.

APL 6 (EL 8)

➤ **By'Tor:** Male half-fiend ogre Bbn4; hp 92; see Appendix I.

APL 8 (EL 10)

➤ **By'Tor:** Male half-fiend ogre Bbn6; hp 116; see Appendix I.

Tactics: At APL 8, on the first round of combat, By'Tor casts *darkness*, and drinks a *potion of blur*. He fully expects the characters to eliminate his *darkness* spell.

Once By'Tor is eliminated, the characters are able to examine the room. In one corner is an old chest, in which By'Tor has stored the entirety of the ogres' monetary treasure.

Development: Several clay tablets near the Rhennee burial site tell of the sacred site, and of the curse to any that disturbs or approaches. By'Tor's mother died of such a curse.

If the characters leave the island without returning the bones of the ancient Rhennee to their final resting place they are, at that time, under the effects of a *bestow curse* spell, which lowers their listed statistic by –6. (see below) For multi-class characters, this affects the higher level of their classes, if all the character's classes are exactly the same level, then determine randomly. The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

- Barbarians, Fighters (Str)
- Bards, Paladins, Sorcerers (Cha)
- Clerics, Druids (Wis)
- Rangers, Rogues (Dex)
- Wizards (Int)

If the characters are wise, they return the bones of the ancient Rhennee to their final resting place. Such an action appeases the spirits and removes the curse, just as if *remove curse* had been cast upon them.

ENCOUNTER 8: DIPLOMACY WITH THE RHENNEE

When the characters are ready to be picked up read or paraphrase the following:

Penik navigates his barge to the landing. As he does, several more Rhennee barges approach and cluster near Penik's landing site.

Dozens of Rhennee folk anxiously await your return, wanting to hear the details of your expedition.

"It does my heart good to see you again," says Penik. "I am wondering if you accomplished all you set out to? I will take you to my family for healing, food, and rest. Come. You should tell your tale to my people. They gather to learn your story. Much can be decided after you have spoken..."

Penik and Pevlik row their barge to the cluster of Rhennee vessels awaiting the characters. If healing is needed, the Rhennee clerics tend to the wounded.

When the characters are ready, they appear before a gathering of the Rhennee. An 'Old Grandmother' asks the characters to tell their tale, and ask a few questions during the dialog:

- Is the den of goblins cleansed?
- Is the orc camp destroyed?
- Are the ogres destroyed?
- Was the demon-spawn destroyed?
- Did you enter the cursed castle?
- Do you still carry the curse of the castle?
- Did you find any artifacts of Rhennee origin in or near the castle ruins?
- (If the characters mention the remains of the ancient Rhennee): Did you lie to rest those bones you found?
- Replacing the bones is the only way to remove the curse.
- Prophecy says that only a 'non-blood' can undo the curse, which is why we could not.
- The prophecy also told that those capable of breaking the curse would seek us out.

If the characters have not tended to the burial of the ancient Rhennee 'Old Grandmothers,' Penik and Pevlik row the characters back to the island. If the characters refuse to cooperate, they permanently lose a point of Dexterity. This Dexterity drain only applies to characters that entered the castle.

CONCLUSION

Jacobis Underley, the Court Mage for the County of Urnst, has arrived in Ventnor. He has called for an official meeting to discuss the recent activities surrounding Ogre Island. Gathered in a hall within the prison castle are a dozen green clad Urnst Militia, a half dozen Rhennee folk, and the yellow and black dressed warden, the Ironfist of Ventnor.

Jacobis immediately begins by saying, "Though my duties keep me in Radigast City for much of the time, I am still charged to govern the affairs of Ventnor. I have heard from the Ironfist, and I now call upon you to hear what has transpired here."

The Court Mage asks, "Did the Ironfist hire you to go to Ogre Island and attack the forces of the Bandit Kingdoms? Why, would you go on such a dangerous mission when the Ironfists' own men could not defeat these humanoids? And tell me, why do these Rhennee make a claim to own this island?"

Jacobis Underley takes his responsibilities seriously. He is concerned that the Ironfist is taking on more authority than he has. Jacobis realizes that the treaties the Countess has signed could be jeopardized by the recent attack.

More importantly, Jacobis wants to gather as much information from the adventurers to decide the ownership of the island taken back from the forces of Iuz. Jacobis asks the characters, "Who do you think ownership of Ogre Island should now belong to?" Depending on their answer, the characters receive an influence point from either the Ironfist or the Rhennee, but not both.

"I have gathered all the information I require," says Jacobis Underley. "The final decision for ownership of the island these good adventures wrestled from the 'Old One's' forces is a delicate matter. I will have to confer with others in Court. The final decision will be issued before year's end. Until then, I rule that no citizen of the County may set foot upon that island until ownership is resolved."

To the Rhennee, Jacobis says, "My ruling has no authority over you, unless a future decision to include Ogre Island as rightful lands of the County of Urnst. You may access the island on your own decision, but I expect that 'the Old One' will not part with the land so easily. Venture upon the island at your own risk, Barge Folk. May the peace between our peoples continue."

With those words, the Rhennee depart from hall. Jacobis turns his attention to you, one more time. "Do not think your efforts were anything less than heroic. Although the deed was questionable, the results are favorable for our homeland. I am impressed with your abilities, and hope to hear more of you in the future. The Countess considers herself fortunate with such talented subjects."

With those words, Jacobis Underley, the Court Mage to the Countess Belissica, departs. Leaving you alone with the Ironfist. As soon as Jacobis is out of the room, the Ironfist address you. "I should have been more forthright and told you that a band of my less experienced men went to 'Castle Mouse' a week before you. I was hoping you would have found them victorious, and enjoying an extended absence from their duties, but such was not the case."

"You have acted noble, more so than I. For that I thank you. I'm sure Lord Underley will make the right decision with (or without) your recommendation. Your services are no longer required, and I have many tasks to attend to." With those words, the Ironfist departs through a door, guarded by two prison guards.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: The Orc Camp
Defeat the orcs

APL 4

150 XP

APL 6	210 XP
APL 8	300 XP

Encounter 5: The Goblin Den

Defeat goblins

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP

Encounter 6: The Ruins of 'The Mouse'

Defeat ogres

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Encounter 7: By'Tor

Defeat By'Tor

APL 4	150 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 4: The Orc Camp

L: The orc's weapons and armor.

C: Coin from locked and trapped chest.

APL 4: L: 31 gp; C: 50 gp; M: 0

APL 6: L: 151 gp; C: 100 gp; M: 0

APL 8: L: 151 gp; C: 100 gp; M: 0

Encounter 5: The Goblin Den

L: The goblin's weapons and armor.

C: Coin gathered from clay jars.

APL 4: L: 61 gp; C: 50 gp; M: 0

APL 6: L: 148 gp; C: 100 gp; M: 0

APL 8: L: 178 gp; C: 100 gp; M: 0

Encounter 6: The Ruins of 'the Mouse'

L: The ogre's weapons and armor.

APL 4: L: 131 gp; C: 0 gp; M: 0

APL 6: L: 131 gp; C: 0 gp; M: 0

APL 8: L: 131 gp; C: 0 gp; M: 0

Encounter 7: By'Tor

L: By'Tor's armor.

C: Gold from a chest in his den.

M: Collect By'Tor's potions of blur.

APL 4: L: 1 gp; C: 500 gp; M: 0

APL 6: L: 1 gp; C: 800 gp; M: 0

APL 8: L: 31 gp; C: 1200 gp; M: Up to 5 *potions of blur* (value: 60 gp per potion retrieved for each character).

Total Possible Treasure

APL 4: 824 gp

APL 6: 1331 gp

APL 8: 2181 gp

Influence Point: Ventnor Prison

The Ironfist of Ventor admires the success you've displayed in ridding Ogre Island of its evil humanoids. Your success ensures his rise in political favor with the Countess Belissica, and the warden of 'the Cat' owes you a favor.

Influence Point: Rhennee Diplomacy

The Rhennee have given you a colorful silk scarf, honoring your decision to leave Ogre Island to the rule of

the barge folk. If ever you present this silk scarf, any Rhennée will do what they can to assist you.

APPENDIX I: NPCS

APL 4 (EL 6)

➤ **Orcs (4):** Male orc Ftr1; CR 1; Medium-size humanoid; HD 1d10+3; hp 13 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +1, Will -1; Str 16, Dex 12, Con 11, Int 9, Wis 8, Cha 8

Skills and Feats: Jump +5, Listen +2, Spot +2; Alertness, Toughness

Possessions: greataxe, 3 javelins, scale mail

➤ **Orc Cleric:** Male orc Clr1 (Gruumsh); CR 1; Medium-size humanoid; HD 1d8; hp 8; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d8+3/x3, shortspear) or +2 ranged (1d8+3/x3, shortspear); SA Spells; SQ Rebuke undead; AL CE; SV Fort +2, Ref +1, Will +4.

Str 16, Dex 12, Con 10, Int 9, Wis 15, Cha 8

Skills and Feats: Concentration +4; Combat Casting, Weapon Focus (shortspear)*.

Possessions: shortspear, holy symbol of Gruumsh, scale mail.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – create water, detect magic, mending; 1st – doom, magic weapon*, shield of faith.

*Domain spells. *Domains Evil* (May cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with Gruumsh's favored weapon).

➤ **Orc Sorcerer:** Male orc Sor1; CR 1; Medium-size humanoid; HD 1d4+2; hp 6; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atks +0 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, dagger); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +4, Will +2; Str 10, Dex 18, Con 14, Int 9, Wis 10, Cha 15

Skills and Feats: Concentration +4; Combat Casting.

Possessions: dagger, spell component pouch, key

Spells Prepared (5/4; base DC = 12 + spell level): 0 – daze, detect magic, ray of frost, read magic; 1st – obscuring mist, ray of enfeeblement.

Familiar: Talon-Hawk; Tiny animal; HD 1d8; hp 3; Init +3 (Dex); Spd 10 ft., fly 60 ft.; AC 18 (touch 15, flat-footed 15); Atks +5 melee (1d4-2, claws); AL CE; SQ Alertness, improved evasion, share spells, empathic link; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6*; Weapon Finesse (claws).

*+8 racial bonus to Spot checks in daylight.

APL 6 (EL 8)

➤ **Orcs (4):** Male orc Ftr3; CR 3; Medium-size humanoid; HD 3d10+3; hp 25 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +8 melee (1d12+3/x3,

greataxe) or +4 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +2, Will +0.

Str 16, Dex 12, Con 11, Int 9, Wis 8, Cha 8

Skills and Feats: Jump +7, Listen +2, Spot +2; Alertness, Combat Reflexes, Toughness, Weapon Focus (greataxe)

Possessions: masterwork greataxe, 3 javelins, scalemail

➤ **Orc Cleric:** Male orc Clr3 (Gruumsh); CR 3; Medium-size humanoid; HD 3d8; hp 18; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +6 melee (1d8+3/x3, shortspear) or +4 ranged (1d8+3/x3, shortspear); SA Spells; SQ Rebuke undead; AL CE; SV Fort +3, Ref +2, Will +5.

Str 16, Dex 12, Con 10, Int 9, Wis 15, Cha 8

Skills and Feats: Concentration +6; Combat Casting, Combat Reflexes, Weapon Focus (shortspear)*.

Possessions: shortspear, holy symbol of Gruumsh, scalemail.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – create water, detect magic, mending, resistance; 1st – doom, magic weapon*, protection from good, shield of faith; 2nd – bull's strength, hold person, spiritual weapon*.

*Domain spells. *Domains Evil* (May cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with Gruumsh's favored weapon).

➤ **Orc Sorcerer:** Male orc Sor3; CR 3; Medium-size humanoid; HD 3d4+6; hp 16; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atks +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 18, Con 14, Int 9, Wis 10, Cha 15

Skills and Feats: Concentration +6; Combat Casting, Spell Focus (necromancy).

Possessions: dagger, spell component pouch, key

Spells Prepared (6/6; base DC = 12 + spell level): 0 – daze, detect magic, ray of frost, read magic, resistance; 1st – cause fear*, obscuring mist, ray of enfeeblement*.

*Necromancy spells: base DC = 14 + spell level.

Familiar: Talon-Hawk; Tiny animal; HD 3d8; hp 8; Init +3 (Dex); Spd 10 ft., fly 60 ft.; AC 19 (touch 15, flat-footed 16); Atks +5 melee (1d4-2, claws); AL CE; SQ Alertness, improved evasion, share spells, empathic link, touch; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6*; Weapon Finesse (claws).

*+8 racial bonus to Spot checks in daylight.

APL 8 (EL 10)

➤ **Orcs (4):** Male orc Ftr5; CR 5; Medium-size humanoid; HD 5d10+8; hp 42 each; Init +1 (Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +10 melee (1d12+5/x3, greataxe) or +6 ranged (1d6+3, javelin); SQ Darkvision 60

ft., light sensitivity; AL CE; SV Fort +4, Ref +3, Will +1; Str 16, Dex 12, Con 12, Int 9, Wis 8, Cha 8

Skills and Feats: Jump +9, Listen +2, Spot +2; Alertness, Combat Reflexes, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork greataxe, 3 javelins, scalemail

☛ **Orc Cleric:** Male orc Clr5 (Gruumsh); CR 5; Medium-size humanoid; HD 5d8; hp 28; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +7 melee (1d8+3/x3, shortspear) or +5 ranged (1d8+3/x3, shortspear); SA Spells; SQ Rebuke undead; AL CE; SV Fort +4, Ref +3, Will +6; Str 16, Dex 12, Con 10, Int 9, Wis 16, Cha 8

Skills and Feats: Concentration +8; Combat Casting, Combat Reflexes, Weapon Focus (shortspear)*.

Possessions: shortspear, holy symbol of Gruumsh, scalemail.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – create water, detect magic, mending, resistance, virtue; 1st – cure light wounds, doom, magic weapon*, protection from good, shield of faith; 2nd – cure moderate wounds, bull's strength, hold person, spiritual weapon*; 3rd – bestow curse, magic vestment*, protection from elements.

*Domain spells. Domains Evil (May cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with Gruumsh's favored weapon).

☛ **Orc Sorcerer:** Male orc Sor5; CR 5; Medium-size humanoid; HD 5d4+10; hp 28; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atks +2 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, dagger); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +6, Will +4.

Str 10, Dex 18, Con 14, Int 9, Wis 10, Cha 16

Skills and Feats: Concentration +8; Combat Casting, Spell Focus (necromancy).

Possessions: dagger, spell component pouch, key

Spells Prepared (6/7/5; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ray of frost, read magic, resistance; 1st – cause fear*, obscuring mist, ray of enfeeblement*, shield; 2nd – ghoul touch*, spectral hand*.

*Necromancy spells: base DC = 15 + spell level.

Familiar: Talon-Hawk; Tiny animal; HD 5d8; hp 14; Init +3 (Dex); Spd 10 ft., fly 60 ft.; AC 20 (touch 15, flat-footed 17); Atks +5 melee (1d4-2, claws); AL CE; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; SV Fort +2, Ref +5, Will +6.

Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6*; Weapon Finesse (claws).

*+8 racial bonus to Spot checks in daylight.

APL 4 (EL 6)

☛ **Goblin Fighters (6):** Male goblin Ftr1; CR 1; Medium-size humanoid; HD 1d10; hp 10 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +2 melee

(1d8-1, morningstar) or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +4, Hide +6, Jump +4, Listen +3, Move Silently +4, Spot +3; Alertness, Weapon Focus (morningstar).

Possessions: morningstar, 3 javelins, studded leather armor.

APL 6 (EL 8)

☛ **Goblin Fighters (9):** Male goblin Ftr1; CR 1; Medium-size humanoid; HD 1d10; hp 10 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +2 melee (1d8-1, morningstar) or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +4, Hide +6, Jump +4, Listen +3, Move Silently +4, Spot +3; Alertness, Weapon Focus (morningstar).

Possessions: morningstar, 3 javelins, studded leather armor.

☛ **Goblin Sergeants (3):** Male goblin Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +4 melee (1d8-1, morningstar) or +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +5, Hide +6, Jump +5, Listen +3, Move Silently +4, Spot +3; Alertness, Combat Reflexes, Weapon Focus (morningstar).

Possessions: masterwork morningstar, 3 javelins, studded leather armor.

APL 8 (EL 10)

☛ **Goblin Fighters (12):** Male goblin Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +3 melee (1d8-1, morningstar) or +4 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +5, Hide +6, Jump +5, Listen +3, Move Silently +4, Spot +3; Alertness, Combat Reflexes, Weapon Focus (morningstar).

Possessions: morningstar, 3 javelins, studded leather armor.

☛ **Goblin Sergeants (4):** Male goblin Ftr3; CR 3; Medium-size humanoid; HD 3d10+3; hp 25 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +5 melee (1d8-1, morningstar) or +5 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +6, Hide +6, Jump +6, Listen +3, Move Silently +4, Spot +3; Alertness, Combat Reflexes, Toughness, Weapon Focus (morningstar).

Possessions: masterwork morningstar, 3 javelins, studded leather armor.

APL 4

➤**Old Greybeard:** Male ogre Bbn1; CR 3; Large giant; HD 4d8+1d12+10; hp 41; Init -1 (Dex); Spd 40 ft.; AC 19 (touch 8, flat-footed 10); Atk +10 melee (2d6+5, greatclub); SA Rage; SQ Fast movement; AL CE; SV Fort +8, Ref +0, Will +3

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +4, Jump +9, Listen +2, Spot +2; Iron Will, Weapon Focus (greatclub)

Possessions: scalemail, large wooden shield, masterwork greatclub

➤**Thickneck:** Male ogre Bbn1; CR 3; Large giant; HD 4d8+1d12+13; hp 53; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 7); Atk +11 melee (2d6+9, greatclub); SA Rage; SQ Fast movement; AL CE; SV Fort +8, Ref +0, Will +1; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +5, Jump +10, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

Possessions: hide armor, 2 masterwork greatclubs

APL 6

➤**Old Greybeard:** Male ogre Bbn3; CR 5; Large giant; HD 4d8+3d12+14; hp 59; Init -1 (Dex); Spd 40 ft.; AC 19 (touch 8, flat-footed 10); Atk +12 melee (2d6+5, greatclub); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +3, Will +4; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +6, Jump +11, Listen +2, Spot +2; Iron Will, Lightning Reflexes, Weapon Focus (greatclub)

Possessions: scalemail, large wooden shield, masterwork greatclub

➤**Thickneck:** Male ogre Bbn3; CR 5; Large giant; HD 4d8+3d12+20; hp 74; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 7); Atk +13 melee (2d6+9, greatclub); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +7, Jump +12, Listen +2, Spot +2; Toughness (2), Weapon Focus (greatclub)

Possessions: hide armor, 2 masterwork greatclubs

➤**Sickafish:** Male ogre Bbn1; CR 3; Large giant; HD 4d8+1d12+13; hp 53; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 7); Atk +11 melee (2d6+9, greatclub); SA Rage; SQ Fast movement; AL CE; SV Fort +8, Ref +0, Will +1

Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +5, Jump +10, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

Possessions: hide armor, masterwork greatclub

APL 8

➤**Old Greybeard:** Male ogre Bbn5; CR 7; Large giant; HD 4d8+5d12+18; hp 77; Init -1 (Dex); Spd 40 ft.; AC 19 (touch 8, flat-footed 10); Atk +15/+10 melee (2d6+6, greatclub); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +10, Ref +4, Will +5; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +8, Jump +13, Listen +2, Spot +2; Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

Possessions: scalemail, large wooden shield, masterwork greatclub

➤**Thickneck:** Male ogre Bbn5; CR 7; Large giant; HD 4d8+5d12+27; hp 95; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 7); Atk +15/+10 melee (2d6+6, greatclub); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +10, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +6, Jump +9, Listen +2, Spot +2; Toughness (3), Weapon Focus (greatclub)

Possessions: hide armor, 2 masterwork greatclubs

➤**Sickafish:** Male ogre Bbn3; CR 5; Large giant; HD 4d8+3d12+20; hp 74; Init -1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 7); Atk +13 melee (2d6+9, greatclub); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills and Feats: Climb +7, Jump +12, Listen +2, Spot +2; Toughness (2), Weapon Focus (greatclub)

Possessions: hide armor, masterwork greatclub

APL 4 (EL 6)

➤**ByTor:** Male half-fiend ogre Bbn2; CR 6; Large outsider; HD 4d8+2d12+24; hp 62; Init +1 (Dex); Spd 40, fly 40 ft.; AC 19 (touch 10, flat-footed 18); Atks +12 melee (1d8+7, bite) and +7 melee (1d6+7, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Darkness 3/day, desecrate, unholy blight, rage; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +11, Ref +2, Will +1; Str 25, Dex 12, Con 19, Int 10, Wis 10, Cha 9

Skills and Feats: Climb +6, Intimidate +4, Jump +12, Listen +2, Spot +2, Swim +12, Wilderness Lore +5; Weapon Focus (bite), Weapon Focus (claws)

Possessions: hide armor

APL 6 (EL 8)

➤**ByTor:** Male half-fiend ogre Bbn4; CR 8; Large outsider; HD 4d8+4d12+40; hp 92; Init +1 (Dex); Spd 40, fly 40 ft.; AC 19 (touch 10, flat-footed 18); Atks +14 melee (1d8+7, bite) and +9 melee (1d6+7, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Darkness 3/day, desecrate, unholy blight, poison 3/day, rage; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire

resistance, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +13, Ref +3, Will +2

Str 25, Dex 12, Con 20, Int 10, Wis 10, Cha 9

Skills and Feats: Climb +8, Intimidate +6, Jump +14, Listen +2, Spot +2, Swim +12, Wilderness Lore +7; Combat Reflexes, Weapon Focus (bite), Weapon Focus (claws)

Possessions: hide armor

APL 8 (EL 10)

➤**ByTor:** Male half-fiend ogre Bbn6; CR 10; Large outsider; HD 4d8+6d12+50; hp 116; Init +1 (Dex); Spd 40, fly 40 ft.; AC 19 (touch 10, flat-footed 18); Atks +16 melee (1d8+7, bite) and +11 melee (1d6+7, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA *Darkness 3/day, desecrate, unholy blight, poison 3/day, contagion, rage*; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +14, Ref +4, Will +3; r 25, Dex 12, Con 20, Int 10, Wis 10, Cha 9

Skills and Feats: Climb +10, Intimidate +8, Jump +16, Listen +2, Spot +2, Swim +14, Wilderness Lore +9; Combat Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claws)

Possessions: masterwork hide armor, 5 potions of blur

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.