

BDK3-04

Torrocks Bane

A One Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1.0

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Torrocks, a powerful ogre leader, continues to spread evil, death and ruin throughout the Bluff Hills region. Can you bring an end to his rampage? An adventure for characters levels 3-13. Part two of the Bluff Hills Silver series.

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. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar 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.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
 1. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Background

This adventure takes place in and around the Bluff Hills region of the Bandit Kingdoms. A powerful ogre, Torrock, has united the tribes of ogres, orcs, and hill giants in this region. His forces have been attacking settlements and caravans around the Bluff Hills and into the Fellreev. Life in these areas has become increasingly hazardous.

Within the Bluff Hills is the Perdicion silver mine. Until recently the human wizard, Traflgar the Transmogriifier had conned a group of over 200 ogres into guarding the mine for him (see Iuz the Evil), while his friends, posing as human slaves, mined the silver. Xavendra, Iuz's governor over this area of the BK, has long lusted for the Perdicion mine's silver and came up with a scheme to gain control. She found an exceptionally intelligent ogre named Torrock, gave him special training, and assigned him the task of infiltrating the ogres guarding the Perdicion Silver Mine. He then was to report back to her so she could plan a way to take the mine as her own.

In his search to find the Perdicion silver mine, Torrock came near the greatsword Soul Forge and was magically drawn to the sword. This soul-draining greatsword was previously owned and used by the demon Fronuex during Iuz's invasion. The demon was in the Bluff Hills when the Crook of Rao was activated. Rather than being forced back to the Abyss, Fronuex deliberately impaled his prime material body on the Soul Forge, allowing his soul to be drawn into the sword. Fronuex used his powers to enslave the souls already trapped within the sword and twisted the magic of the sword to his own purposes.

Once Torrock found the Soul Forge, a magical bond was formed between Fronuex and Torrock. As long as Torrock possesses the Soul Forge, Fronuex can share Torrock's body. In essence Torrock became an Ogre shaped demon.

With the help of the Demon Froneux, Torrock easily discovered the location of the Perdicion silver mine. He exposed Traflgar the Transmogriifier as the wizard that he was and the ogres joyfully killed him. At least that is what the Ogres and Torrock thought. In reality what they killed was a simulacrum of the wizard, who was away at the time gathering spell components. The wizard has remained in the area awaiting the opportunity to recover some lost spell books, magical possessions, and to free his men.

Meanwhile, Torrock successfully challenged the ogre chieftain for leadership of the tribe, and truly enslaved the silver miners who were already posing as slaves. Since ogres are too large to enter the mines and control the human slaves, Torrock successfully

convinced the Eiger tribe of orcs to join forces with him and act as overseers of the human slaves, as well as grunts in his fast growing army. Torrock was now in possession of a working silver mine and in control of a large group of ogres and orcs. This is when the demon blade Froneux started planting seeds of rebellion in Torrock's black heart.

Torrock continued to unite other tribes of ogres, orcs, and hill giants under his control until he became a powerful force to be reckoned with. With his power swelled to greater levels, he turned stag.

When Torrock failed to report in, Xavendra attempted to use her powers to scry on him, without success. Reports reached her that Torrock had betrayed her and had begun attacking settlements in and around the Bluff Hills. Xavendra was furious. Not only had she not gained control of the Perdicion Silver Mine, but also the attacks on settlements under her control reflected badly on her leadership. Xavendra fears that if the other governors learn that she is responsible for the Torrock fiasco they will report this information to Iuz and insure her destruction.

Xavendra is therefore extremely interested in solving the Torrock problem without anyone learning of her involvement in the ogre leader's rise to power. She needs to end the threat Torrock poses to her rule of the area, and, as a bonus, put herself in the role of a hero by ridding the land of a serious threat. Finally, Xavendra's desire to control the Perdicion Silver Mine remains as strong as ever.

Along with her other efforts to solve this problem, Xavendra has assigned Captain Blain the task of running Torrock to ground at all cost. In the scenario, BDK1-07 Torrock's Lair, the captain inducted a group of characters to find out the location of Torrock's main base of operations.

Since then Captain Blain was promoted to Major. He has been gathering forces, by inducting every able bodied man he can find, for an assault on Torrock's base camp. Unbeknownst to the Major, his right hand man, Sergeant Aramil, is a double agent. Aramil is very loyal to the Major but has no love for Xavendra or the Old One. He is secretly working with Fort Hendricks. With the Major inducting any able body he can, including members of that organization and Torrock's forces sending raiding parties into the Fellreev, the people in the Fellreev are anxious to see the Torrock threat ended.

Meanwhile, Traflgar the Transmogriifier has learned of Xavendra's involvement in sending Torrock to the Perdicion mines. He is very angry with both Torrock and Xavendra and is seeking ways to kill Torrock and undermine Xavendra. He is working with Sergeant Aramil. They hope to find a group of adventures to both kill Torrock and find evidence linking Xavendra to

Torrock. They hope that during an attack by the Major's forces, this group can infiltrate Torrock's camp to find proof of this connection and make sure that Torrock is defeated. Aramil is wisely using Traflgar as a buffer between the PC's and Blain, so as to keep his identity as a spy a secret.

Adventure Summary

Encounter One: Traveling south of Senningford the characters are spotted by an invisible ogre mage. After defeating a patrol of Torrock's forces the characters are driven southward by an overwhelming force.

Encounter Two: Continuing southward the party encounters a press gang forcefully recruiting people in to Major Blain's army. Depending on their response, the characters could willingly join Major Blain's forces, they could flee west into the Fellreev, or they could be captured and coerced into helping out. If the characters end up helping Major Blain's forces, Traflgar the Transmogripher will contact them and ask them to find proof of any connection between Torrock and Xavendra.

Encounter Three: After fleeing into the Fellreev the characters are contacted by Traflgar the Transmogripher and asked to infiltrate Torrock's camp, find proof of any connection between Torrock and Xavendra, and make sure that Torrock dies.

Encounter Four: While Major Blain's forces stage a frontal attack, the characters infiltrate the camp from the rear. They will do so by drinking potions of featherfall and then jumping from the cliff to a rear escape tunnel from Torrock's private quarters. At APL's eight and ten they will then attack any sentries standing guard and enter the cave to Torrock's quarters.

At APL's four, six, and eight the characters must make their way past a pit trap covered by an illusionary floor. Within the pit is an ooze.

At all APL's the characters will navigate through Torrock's quarters, and possibly find a collection of letters from Xavendra to Torrock.

Encounter Five: The character will engage Torrock and his personal guards in combat.

DM Preparation

Before beginning play the DM needs to obtain the following information about any of the characters played at the table:

- ☛ Did they play Torrock's Lair?
- ☛ Are they a member of or do they have influence with either the Defenders of Greenkeep, Fanlareshen Elves, or Fort Hendricks?
- ☛ Are any of the characters on the wanted list?

- ☛ Are any of the characters taking any special precaution to hide their identity?

Introduction

Your adventures have brought you east of the Fellreev, and south of Senningford during the fall of the year. Xavendra's forces directed by Major Blain and Torrock's forces of orcs, ogres, and hill giants are locked in combat throughout the region. Davil Dunlap, a well-to-do merchant and wheelwright, hired you to go to Senningford to collect his family and escort them to a safer location. But as is often the case in the Bandit Kingdoms, things have not gone according to plan.

Arriving at Senningford you discovered the Dunlap manor to be a burned-out ruin. According to town folk, last month Major Blain's forces rode into town and conscripted every able-bodied man, including the Dunlap guards, into Xavendra's army. They then rode off leaving a small contingent behind.

A week later a large band of Torrock's forces attacked the Dunlap manor and several other outlying areas. They killed anyone who resisted and carried away the others, including the Dunlap family, as captives. The commander of the contingent sent messengers off to alert the Major of the situation but there has been no response.

You left town just in time. As you moved southward away from Senningford you were forced into hiding as hundreds of orcs, ogres and hill giants marched past your hiding place and laid siege to Senningford.

Encounter One

The Rock...

Once the coast was clear, you put more distance between yourselves and Torrock's forces. Tired and exhausted, the sun is setting as you set up camp in a small glade of trees. Now is the time to decide what your next course of action will be.

Give the characters a chance to discuss what they want to do next. While they don't know it an invisible ogre mage spotted the party and trailed them to their current location. Once the party settles down and darkness has fallen, he will leave to get reinforcements. He will cast *invisibility* on the first of these reinforcements and they will move in and attack the party. The ogre mage will continue on to collect more reinforcements, which will arrive at the end of this encounter.

Have party member make a Listen check (DC 10) to hear the approach of their invisible opponents.

APL 4 [EL 6]

👉 Orc Soldier, Orc War3 (5): hp 22; see Appendix I.

APL 6 [EL 8]

👉 Ogre Lieutenant, ogre Bbn2/Ftr2: hp 66; see Appendix I.

👉 Orc Soldier, Orc War3 (5): hp 22; see Appendix I.

APL 8 [EL 10]

👉 Ogre Lieutenant, ogre Bbn2/Ftr2 (4): hp 66; see Appendix I.

APL 10 [EL 12]

👉 Ogre Lieutenant, ogre Bbn2/Ftr2 (8): hp 66; see Appendix I.

APL 12 [EL 14]

👉 Hill Giant Captain, hill giant Ftr4: hp 156; see Appendix I.

👉 Hill Giant Guard, hill giant Bbn2 (4): hp 137; see Appendix I.

Tactics: These opponents will take advantage of their reach and huge weapons to strike and disarm opponents without provoking attacks of opportunities. The giants and ogres both use huge weapons so they are +4 vs large weapons and +8 vs medium weapons.

Once a character is disarmed, they will use Bull rush to propel characters away from their weapon and into as many of their buddies threatened areas as possible. Movement out of these threatened areas will provoke attacks of opportunity.

Treasure: There is no time to do a through loot but characters can grab weapons and shields.

APL 4

Three battleaxes (5gp ea.), three mty comp longbows +4 (250gp ea.), three large shields (10gp ea.). Loot value – 795gp.

APL 6

Greatclub (2.5gp), four battleaxes (5gp ea.), five mty comp longbows +4 (250gp ea.), four large shields (10gp ea.). Loot value – 1312.5 gp.

APL 8

Four great clubs (2.5gp ea.), four mty comp longbows (250gp ea.). Loot value – 1010gp.

APL 10

Eight great clubs (2.5gp ea.), eight mty comp longbows (250gp ea.). Loot value – 2020gp.

APL 12

Five greatclubs (2.5gp ea.). Loot value – 12.5gp.

If the characters defeat these forces, read the following:

As the last of your foes fall, the harsh sound of a battle horn echoes in the air somewhere above you. Off in the distance, you see a ten-foot tall blue skinned humanoid flying in the air. Pointing in your direction he yells out a phrase in Giant. Even if you don't speak Giant, his meaning is clear, "There they are, get them!" As you hear the battle roar of scores of orcs and ogres coming from the north, the humanoid vanishes from sight. You judge that the horde could be upon you within minutes!

Make it clear that an overwhelming number of opponents are heading towards the characters and their only hope of survival is to flee southward. They have time to grab weapons but no time for in-depth looting. At higher APLs occasional views of ogre mages or wyverns flying through the sky should prevent characters from attempting to use flight northward as an escape option.

After a trying night of fleeing Torrock's forces, the pressure has let up a little. However, the gestures and comments made as you were pursued left little doubt of what your fate would be should these forces overtake you. From what you observed during your flight, it appears that Senningford has been completely cut off and that Torrock's forces are making a major push forward from the north and northeast. Torrock's forces appear to be setting up camps to rest for the day and may resume their push southward come nightfall.

Allow the characters to choose in which direction they wish to flee now. They can head to the south, in which case they will encounter a press gang of Major Blain's men searching for recruits to join the army (go to encounter 2) or west into the Fellreev where they will encounter the Fellreev Elves (go to encounter 3).

Encounter Two ...and the Hard Place

Major Blain has been sending press gangs out to forcibly recruit people into his army. Those refusing to volunteer are executed. He has even sent patrols into the Fellreev to capture "volunteers" from the ranks of Fellreev elves and the Defenders of Greenkeep.

If the characters are moving south they will encounter one of the Major's press-gangs at mid-morning. Read the following:

Coming over a rise you see a small group of mounted men. They clearly wear the livery of the forces of Iuz. One of them looks at your group and with a cautious wave they ride in your direction.

The press gang is 900 feet away and will ride in and out of sight behind hills and corpse of trees several times before reaching the characters. Give the characters a chance to react before continuing. If the characters attempt to avoid the press gang keep in mind that the wizard has a raven as a familiar, one of many flying in the area (spotting and identifying one raven as the wizard's familiar is extremely difficult DC 35), and has been watching the party for some time now. If the characters attempt to flee, the press gang will give chase and attempt to capture them. If the characters stand their ground continue.

As the group rides forward you can see insignias identifying them as members of Xavendra's personal forces. Some of you may even recall the particular symbol on their left breast. While most of this group stops about 30 feet away, one man with a sergeant insignia on his shoulders rides up to you. Speaking gruffly he states, "Don't you know there's a war going on? What is your business here?"

The symbol on the soldiers will be recognized as Major Blaine's crest if the PC's have played Torrock's Lair or succeed at a Knowledge: Local – Bandit Kingdoms check (DC 15).

If the characters tell them of Torrock's forces heading south the sergeant will tell them:

"Well, you're lucky to be alive. As a matter of fact it's my lucky day as well. I've been looking for smart skilled fighters such as yourselves. Major Blain has need of your services. Will you come along willingly or do you need to be persuaded?" He rests his hand meaningfully upon his weapon.

Provided the characters agree to come with him he'll continue.

"Good, after you've had a chance to get some food and rest, I'll talk with you about a special task I think you might be uniquely qualified for. By the way, if some of you have any trouble with the powers that be, just know that out here in the front lines we overlook this kind of thing."

Otherwise the sergeant will respond:

"From the looks of your gear and the fact that you're still alive, I can tell that you must be skilled fighters. Major Blain has need of your skills. Will you come along willingly or do you need persuading?" He rests his hand meaningfully on his weapon.

Provided the characters agree to come along, he'll continue.

"Good, come with me. After you've had a chance to get some food and rest, I'll talk with you about a special task I think you might be uniquely qualified for. By the way, if some of you have any trouble with the powers that be, just know that out here in the front lines we overlook this kind of thing."

If the party has questions the sergeant can, depending on what they ask impart the following information:

- ☛ If the characters attempt to flee from their responsibility they will be considered deserters. The penalty for desertion is death by one of many different creative and painful methods devised by the clerics of Iuz.
- ☛ By completing this task you will be doing a great services to the people of the area. Save many lives and end much pain and suffering.
- ☛ If you are successful in completing this task there is a significant financial reward. (100 gold pieces per APL total for the party, not for each character.)
- ☛ If you are successful in this task, the Government of Lady Xavendra will owe you a debt of gratitude and may be able to grant a pardon for past minor transgression (i.e. revoke Wanted!! status).

At this point the characters can choose to go willingly with the press gang or they can attempt to resist.

This encounter can have one of several different outcomes:

- ☛ The characters could successfully resist the press gang and then flee westward into the Fellreev. An outcome titled **Heck No, We Won't Go**.
- ☛ The characters could agree to join Major Blain's forces and accept a special assignment. An outcome titled **You're In The Army Now**.
- ☛ The character could unsuccessfully resist the press gang, be captured, and accused of desertion. An outcome titled **You Really Put Your Foot In It This Time**.

If the characters attack the press gang, on the first round of combat the one of the fighters will blow on a horn three times. On the next round the character will hear three horns respond from different points to the south. This will summon the aid of additional near-by troops, which will begin arriving in ten minutes.

The wizard will throw a Web spell (be sure to include some trees on the battle mat) and the press gang will initially attempted to capture the characters. If the press gang began to take substantial damage they will switch to lethal attacks. If a character is incapacitated one of the press gang will attempt to drag that character from combat and threaten to kill the character if the other characters do not drop their weapons and surrender.

If several members of the press gang go down the rest will retreat and wait for the coming reinforcements.

APL 4 [EL 6]

- **Privates, human Ftr2 (2):** hp 15, see Appendix II.
- **Cavalry, male human Ftr3:** hp 23, see Appendix II.
- **Wizard 1st Class, female human Wiz4:** hp 21, see Appendix II.

APL 6 [EL 9]

- **Sergeant, male human Ftr6:** hp 45, see Appendix II.
- **Cavalry, human Ftr 3 (4):** hp 23, see Appendix II.
- **Wizard 1st Class, female human Wiz4:** hp 21, see Appendix II.

APL 8 [EL 9]

- **Sergeant, male human Ftr6:** hp 45, see Appendix II.
- **Cavalry, human Ftr3 (4):** hp 23, see Appendix II.
- **Wizard 2nd Class, female human Wiz6:** hp 30, see Appendix II.

APL 10 [EL 10]

- **Sergeant, male human Ftr6:** hp 45, see Appendix II.
- **Cavalry, human Ftr3 (6):** hp 23, see Appendix II.
- **Wizard 3rd Class, female human Wiz8:** hp 39, see Appendix II.

APL 12 [EL 12]

- **Sergeant, male human Ftr6 (2):** hp 45, see Appendix II.
- **Cavalry, human Ftr3 (8):** hp 23, see Appendix II.
- **Wizard 3rd Class, female human Wiz8 (2):** hp 39, see Appendix II.

Tactics: In addition to their regular weapons, members of the Press Gang will carry saps for doing 1d6+3 subdual damage. Earlier in the day the wizard cast *mage armor* on herself, *bear's endurance* on herself and the Sergeant, and

bull's strength on the Sergeant and one of the other fighters. Roll for these spell prior to combat.

Heck No, We Won't Go!

If the characters attack and defeat or successfully drive off the press gang it will only be a matter of time before large numbers of Major Blain's forces will arrive and attack them. Do everything you can to urge the character to depart the area as rapidly as possible. The sound of approaching horns could be a great way to remind characters that trouble is on the way. If characters attempt to search the bodies point out that they do not have time to loot the bodies unless they want to be caught by the approaching reinforcements.

Read the following:

Congratulations, you've managed to tick off two different armies. You now have three choices. You can head south straight into Major Blain's forces, you can head north or east and play with Torrock's forces some more, or you can retreat into the Fellreev. The only safe way out is to head into the Fellreev. What do you do?

One minute after the end of the first battle, nine cavalry, one Sergeant, and one Wizard 3rd Class ride into the area every other round. At APL's 8 and up, every other group to enter the area will be mounted on Hippogriffs instead of horses.

If the party decides to go to the Fellreev go to Encounter 3.

You're In The Army Now

Once the characters have agreed to accompany the press gang the Sergeant will address them again.

If one or more of the characters played in Torrock's Lair the Sergeant will address them by name.

"(Character's name) it will be a real good working with you again. I doubt you remember me but I remember you, I was there when the Major gave you that medal, "The Hero of Littlehill Fort". Do you still have it? You know I was only a private back then. Now I'm a Sergeant, Sergeant Darton. Follow me and I'll find you a place to sleep and see that you get some grub."

If none of the characters played Torrock's Lair the Sergeant will address them:

"Welcome to the army. Follow me and I'll find you a place to sleep and see that you get some grub."

Following your guides you head to the southeast. An hour latter you ride into an army camp. At the entrance two clerics of Iuz glare balefully at you and then proceed to look through a small stack of drawings. The Sergeant directs you to a tent, stating someone will be there shortly with some food. He then closes the tent flaps and leaves you alone.

Give the characters a couple of minutes to discuss their situation. Secretly roll Spot and Listen checks (DC 15, but make sure that at least one character is successful). Success indicates that they either heard someone walk up to their tent and stand quietly listening at the door or they spotted the shadow of two feet underneath the tent flap. One of the two clerics is standing outside their tent trying to listen in on any conversations. If confronted he will be rude and arrogant and will continue to stand outside of their tent. This event is used to create an appropriate atmosphere so don't spend too much time on it.

A short time later some men will bring by some plates of food and a half hour after that Sergeant Darton will return with Sergeant Aramil. Characters who played Torrock's Lair will recognize Sergeant Aramil as their liaison during that adventure and Sergeant Aramil will recognize them. Sergeant Darton will inform the characters that Sergeant Aramil is in charge of special operations and will be the individual working with them from here on out. He will wish everyone a good evening and leave.

As stated previously, Sergeant Aramil is a double agent working for Fort Hendricks and Major Blain. He knows the following information about the characters.

- If they played Torrock's Lair he knows the name that they went by and what their skills were.
- He knows if they are hunted and why.
- He knows if a character is a member of the Defenders of Greenkeep, the Fanlareshen Elves, or Fort Hendricks.

Looking each of you in the eye, Sergeant Aramil addresses the party. "As I'm sure you know, Torrock as been raiding villages and caravans in the area and killing or enslaving the people. In spite of all our efforts his forces have continued to grow and he has been expanding his territory. This needs to be stopped at all cost.

The Major will soon mount a frontal assault on Torrock's base camp. It is a heavily fortified position and the assault is most likely doomed to failure. However, the attack is merely a cover so that you can successfully accomplish your mission. We know of a back way into Torrock's camp. With the majority of

Torrock's forces fighting the Major's forces, a group of skilled operative, you, will be able to sneak in through the back and attack Torrock as he directs his forces from the rear.

By the way, it might interest you to know that there is a bounty placed on Torrock's head. I'd rather see you collect it than someone else."

If any of the characters are being hunted read the following:

"In addition it has come to my attention that some of you have managed to get yourselves in trouble with the powers that be. While you're serving in Xavendra's army you will be immune to arrest and prosecution for those offences. Accomplish your mission and the Major may be able to clear your record entirely.

Any questions?"

Give characters a chance to answer any questions. Aramil will only answer question pertaining to the mission itself.

He does not know what the PC's will encounter once they enter the rear exit. He does know that occasional patrols have been spotted entering or leaving through the exit. When the characters finish asking questions, continue.

"Good, get some rest. You'll be leaving to get into position tomorrow morning."

Latter that night characters on watch will hear someone whisper through the tent flap, "May I come in?" A haggard-looking man quietly enters the tent.

Provided the characters agree to allow him to, the man will enter. If the characters on watch haven't already awakened the rest of the party he will suggest that they do so. Once they are awake he will address the party.

"Good evening, I'm Trafsgar the Transmogrifier" he says quietly. "I need your help. It has come to my attention that you will be entering Torrock's lair soon. If you happen to find any documentation linking Torrock to any forces within the government I would very much appreciate it if you could get them to me. In addition, Torrock has my spellbooks. If you can recover them for me, I will be willing to let you copy some of the ones that you need for your own studies. Are you willing to do this?"

If the party questions him about what he wants with the information. He will inform them that he has taken

great risk just coming to talk with them tonight and can't risk telling them any more than he already has.

Provided the party agrees to give him any documentation they find, he continues:

"Great. Complete these tasks for me and I'll be sure to return the favor with interest at some point in the future." He then backs out of the tent and disappears into the night.

Move on to Encounter 4 Leap of Faith.

You Really Put Your Foot In It This Time

Hands tied behind your backs and your equipment piled on the back of a mule, you are driven across the hills to an army camp, like pigs to market. Your captors briefly divert you to the side of camp and the buzz of flies. Several bodies hang from trees like overripe fruit while others sway softly in the wind on the pikes they were impaled on.

"This is the fate of deserters," the Sergeant states. Just then a scream can be heard coming from the camp. "Will the lucky ones anyway. The unlucky ones are entertaining the clerics." He shudders briefly. "I wouldn't wish that fate on anyone. Well, let's get moving."

As your captures drive you into camp two clerics of Iuz, with a pail of water, stop each of you, wipe down your faces with a wet rag, and then look through a stack of drawings that they have.

If any of the characters are on the wanted list, the cleric will smile evilly, call the character by name and state,

"Welcome, we've been looking for you. I'm sure you and I will have a great time together."

You are then herded into a corral where your bonds are checked and tightened. Leaving a dozen men watching over you the Sergeant walks off. He returns a short time later with a tall, blond, gray-eyed man in chainmail. From the insignias on his uniform you can tell that he is also a Sergeant. However, he is also a member of Xavendra's special forces. From the deference shown by the other troops it appears that he may have more authority than most Sergeants.

"Listen up," states the first Sergeant, "this is Sergeant Aramil, he's in charge of special operations and you are now under his command." He then salutes Sergeant Aramil and leaves.

Inform characters who played Torrock's Lair that they recognize him. He was their liaison with Major Blain during that scenario.

As stated previously, Sergeant Aramil is a double agent working for Fort Hendricks and Major Blain. He knows the following information about the characters.

- ☛ If they played Torrock's Lair he knows the name that they went by and what their skills were.
- ☛ He knows if they are hunted and why.
- ☛ He knows if a character is a member of the Defenders of Greenkeep, the Fanlareshen Elves, or Fort Hendricks.

He looks at each of you briefly, and shakes his head. "This well never do," he states, "Members of my units are not trussed up like pigs and treated with disrespect."

Looking each of you in the eye, he softly asks, "If I have you untied, do you give me your word not try to escape?"

Give each character a chance to respond. Provided they are willing to give their word not to try to escape the Sergeant will have their bonds cut.

If anyone then attempts to escape a dozen archers (use stats for sergeants) will shoot at the character and then draw weapons and attack.

Sergeant Aramil looks at each of you again. "You know many men in this camp live in fear of offending one of the clerics. If you want a real reason to know fear, give me your word and then break it. Do we understand each other?"

"Good, lets get out of this sun, get you something to eat and drink, and then we can discuss what I need done and if you are the ones I need to do it."

The Sergeant will escort them to a tent arrange for some food and water to be brought and then leave the characters on their own for a short while to discuss their situation.

Two guards are stationed at the front of their tent, and one guard is stationed at each of the other three sides. If characters attempt to leave the tent the guards will gruffly inform the characters that they are not to leave their tent.

A short while later the Sergeant returns.

"Let's get to know each other a little."

He'll address characters that played Torrock's Lair first.

"(Character's names) I remember you from when we worked together before. Do you still have that medal?"

Allow some discussion, having Aramil introduce himself to the PC's and attempt to determine their skills.

"Ok, listen up, this is how this is going to work. I'm going to explain what I would like for you to do. If you are willing to do this then let me know and you will then be a temporary member of the Special Forces under my command."

If any of the characters are being hunted read the following:

"In addition it has come to my attention that some of you have managed to get yourselves in trouble with the powers that be. While you're serving with me you will be immune to arrest and prosecution for those offences. Accomplish the mission and the Major may be able to clear your record entirely."

"If what I propose is not something your willing to do, let me know and you'll spend the next couple of months doing nice safe jobs for the army like washing potatoes, digging latrines or waiting on the clerics."

"As I'm sure you know, Torrock has been raiding villages and caravans in the area and killing or enslaving the people. In spite of all our efforts his forces have continued to grow and he has been expanding his territory. This needs to be stopped at all cost."

The Major will soon mount a frontal assault on Torrock's base camp. It is a heavily fortified position and the assault is most likely doomed to failure. However, the attack is merely a cover so that you can successfully accomplish your mission. We know of a back way into Torrock's camp. With the majority of Torrock's forces fighting the Major's forces, a group of skilled operative, you, will be able to sneak in through the back and attack Torrock as he directs his forces from the rear."

By the way, it might interest you to know that there is a bounty placed on Torrock's head. I'd rather see you collect it than someone else."

Any questions?"

Give characters a chance to answer any questions. Aramil will only answer question pertaining to the mission itself. He does not know what the PC's will encounter once they enter the rear exit. He does know that occasional patrols have been spotted entering or leaving through the exit. When the characters finish asking questions, continue.

"Alright then are you willing to work with me or should I contact the clerics about finding you some other kind of work?"

Assuming the characters agree continue on.

"Good, get some rest. We'll be leaving to get into position tomorrow morning."

If the characters refuse the special assignment the adventure ends here. Have the players mark off an additional four time units on their AR's as their characters spend the next month digging latrines.

Latter that night characters on watch will hear someone whisper through the tent flap, "May I come in?" A haggard-looking man quietly enters the tent.

Provided the characters agree to allow him to, the man will enter. If the characters on watch haven't already awakened the rest of the party he will suggest that they do so. Once they are awake he will address the party.

"Good evening, I'm Trafigar the Transmogrifier" he says quietly. "I need your help. It has come to my attention that you will be entering Torrock's lair soon. If you happen to find any documentation linking Torrock to any forces within the government I would very much appreciate it if you could get them to me. In addition, Torrock has my spellbooks. If you can retrieve them and bring them to me, I will let you copy those you need for your studies. Are you willing to do this?"

If the party questions him about what he wants with the information. He will inform them that he has taken great risk just coming to talk with them tonight and can't risk telling them any more then he already has.

Provided the party agrees to give him any documentation they find, he continues:

"Great. Complete this one task for me and I'll be sure to return the favor with interest at some point in the future." He then backs out of the tent and disappears into the night."

Move on to Encounter 4: Leap of Faith.

Encounter Three Fellreev Meeting

Entering beneath the shade of the Fellreev is almost like entering a different world. Behind you are the battles and cares of the Bluff Hills; ahead of you are

songbirds, trees, babbling brooks, peaceful meadows, and shaded tranquility. And then you come upon the battle site. Huge trees have been uprooted and used as clubs. The dead bodies of elves, humans, orcs, ogres, and hill giants lay tangled together like a gruesome game of pick-up-sticks. Obviously the troubles of the Bluff Hills have spilled over into the Fellreev as well.

As you travel deeper into the Fellreev suddenly a fox in front of you changes form becoming an elf. She confronts you. Speaking in Elven she demands, "Oi ep dono boi enoiran?"

Translated this means, "What are you doing in our forest? This is Navine, a Druid and representative of the Fanlareshen Elves. While she speaks and understands Common perfectly, she has chosen not to stoop to using this lesser tongue. Besides people are much more likely to let secrets slip if they think you can't understand what they're saying. Navine is not alone. Surrounding the party is a group of ten elven Rangers, three other Druids in animal form, and all their animal companions. The Rangers can be spotted with a successful spot check (DC 25). If none of the party members can speak Elven, then one of the Rangers will stoop to speaking in common and come forward and act as translator.

With Torrock sending raiding parties into the Fellreev and Major Blain sending press gangs into the Fellreev things are really tense right now. It will require a successful diplomacy check (DC 28) by a character (assistance from the rest of the party is helpful) to convince the elves that the party can be trusted. Please do not make this simply a matter of dice rolling. Make the characters roleplay.

Modifiers that will affect this check:

- Half-orc in the party: -5 per half-orc
- Rude behavior: -1 to -10
- Polite consolatory behavior: +1 to +10
- Members of the party are Elves: +2 per Elf
- No one speaks Elven: -10
- A character is a member of Fanlareshen Elves meta-org: +10
- Characters have favors with the Fanlareshen Elves meta-org: +5 per favor
- Character is a member of the Defenders of Greenkeep meta-org +5
- Characters have favors with the Defenders of Greenkeep meta-org: +5 per favor
- Character is a member of Fort Hendricks meta-org: +5
- Characters have favors with Fort Hendricks: +5 per favor

Once the characters have gained the Elves' trust they will be directed to campsite, helped to set up camp, and provided with food and water. If the characters cannot gain the Elves trust they will be directed to sit down where they are and make no hostile moves. They will be required to remain where they are and the elves will rebuff any efforts to make conversation until Traflgar the Transmogrieffier arrives to speak with them. The Elves will send runners off to Fort Hendricks. Three hours later a group of men including Traflgar the Transmogrieffier will arrive to talk with the characters. Read the following:

There is a flurry of activity in the area. A young elf boy runs into your tent. "You, come quickly. Some men here to see you, yes." He gestures for you to follow him.

He leads you to another tent with a unknown banner hanging over the entryway. Inside a group of Fanlareshen Elves and stern haggard faced men are engaged in conversation. They fall silent as you enter. One of the men, a haggard-looking human in blue robes, addresses the party.

Looking each of you in the eye, he smiles. "So you're what all the fuss is about. Good afternoon, I'm Traflgar the Transmogrieffier. Please have a seat." He gestures at some stools that have been set out.

"I'm glad you're here. I'm looking for some people to perform a special mission for me and I think you might be just the people I need.

As you probably know, Torrock as been raiding villages and caravans in the area and killing or enslaving the people. In addition to raiding the Bluff Hills area he is now making raids into the Fellreev. This group of concerned citizen here would very much like to see Torrock dead.

However, that is only part of the problem. Major Blain has been very busy forcibly recruiting the people, human and elves, of the Fellreev into his army. Some of these people here feel that joining an army loyal to the Old One violates certain oaths they have taken. However, if Torrock were dead Major Blain would no longer be inducting people into his army and this problem also would be solved.

I'm in a position to know that Major Blain will soon mount a frontal assault on Torrock's base camp. It is a heavily fortified position and it seems unlikely that the Major will be successful in killing Torrock. However, I know of a back way into Torrock's camp. With the majority of Torrock's forces fighting the Major's forces, a group of skilled operatives, such as you, should be able to sneak in through the back and attack Torrock as he directs his forces from the rear.

By the way, it might interest you to know that there is a bounty placed on Torrock's head. I'd rather see you collect it than some complete strangers. Are you interested?"

Provided the party answers in the affirmative, Aramil will continue.

"Excellent! There are a couple of other matters I would like your help with. If you happen to find any documentation linking Torrock to any forces within the government I would very much appreciate it if you could get them to me. In addition, Torrock is in possession of my spellbooks, and I would very much like them back. If you can manage to get them from him, I would be willing to let you copy any spells that you wish to further your studies. Are you willing to do this?"

If the party agrees he will continue.

"Due to the fact that Major Blaine's forces are attacking from the front, it might be a difficult position for yourselves were you discovered during the battle. It therefore behooves yourself, and myself, that you be given permission to do this deed.

Indeed, it is the case that I have a very good working relationship with Major Blaine and I can see to it that you are in fact inducted into the army of Iuz. He will have to be made aware of your existence and the thrust of your mission. In exchange, any of you that are wanted for any transgressions against the Old One will be granted immunity for the course of your service to the Major. Indeed, if you succeed in your mission, it could be that the Major may decide to put in a good word for you and take your name from the annals of those wanted for transgressions against Old Wicked.

Is this acceptable?"

If the PC's agree, then continue:

"Good. Do this favor for me and I will be willing to use my skills to assist you at some point in the future. We need to leave to get into position first thing in the morning. I suggest that we all get some rest."

If the party does not agree they will be escorted to the southern edge of the Fellreev and the adventure is over.

If the party accepts the mission, go to Encounter 4: Leap of Faith.

Encounter Four Leap of Faith

The party travels into the Bluff Hills alongside a military patrol, either from Blaine's forces or from Fort Hendrix. If necessary, use the stats for sergeants and one wizard 3rd class from Appendix II.

The next morning, you and a group of twelve men - eleven fighters and a wizard begin riding towards the Bluff Hills. You ride hard for two days dodging occasional orc and ogre patrols and camping at night. On the third day you turn off the road and ride up into the red rock of the Bluff Hills. Following narrow winding canyons the trail eventually becomes too rugged to ride and you leave your mounts with one of the fighters to continue on foot.

Over the next day you travel down and up the sides of rugged canyons, hills, and buttes. Exhausted and coated in red dirt you stop for the night at the top edge of a cliff. One of the men motions you to silence and indicates that you should follow him to the edge of the cliff.

From here you can see the rugged landscape of the Bluff Hills stretching off into the distance. Deep canyons cut through the red stone of the hills forming a maze of canyons, cliffs, and hilltops. As the sun sets, staining the hills the deep scarlet of fresh blood, you look down at Torrock's camp at the base of the cliff. A large force of orcs, ogres, and a few hill giants move about between tents. Their guttural voices carry easily in the crisp, evening air.

You move back away from the edge of the cliff, and you set up a cold camp half a mile northeast of Torrock's base near the top edge of another cliff. You are informed that the back exit to Torrock's cavern is at the base of this cliff. You are each handed a potion vial.

The wizard explains, "These are potions of featherfall. Tomorrow morning, two hours before sunrise, Major Blain's forces will begin their assault on Torrock's camp. When that attack begins you are to drink these potions and then make a running leap off the edge of this cliff and fall to the rear exit below. There should be enough light that you can descend safely, but enough darkness to provide you some cover. Get in the cavern and out of sight as quickly as you can."

He clears his throat; "These potions will get you safely to the bottom, but only if you jump as soon as it is activated. If you waste time dilly-dallying the spell could run out before you reach the bottom with some rather nasty results.

"Any questions?"

Answer any questions the party may have and continue on.

"Good luck to you then. We'll be providing missile and spell support from the top of the cliffs once the battle begins. We should all get some sleep."

It seems that you have just closed your eyes, when its time to awaken. It is not quite dark and there is a slight fog, the perfect cover for your ambush. You don your equipment and gather at the edge of the cliff.

A short while later, the quiet of the night is disturbed by the sound of a trumpet blaring. Two bright flashes of light momentarily brighten the night in the direction of Torrock's camp. In the distance you can hear the sounds of combat being waged.

Let the players role-play the jump. Once a potion is drunk, they have five rounds of feather fall. After jumping they will fall at 60 ft per round and land at the bottom near the end of the third round. The total length of the fall is 180 feet. Throwing spells or firing missile weapons while falling requires a successful concentration check at DC 15.

Rear Guard (APL 10-12 Only)

At APL's 10 and 12 there is a group of rear guards stationed directly in front of the exit. The first person or persons down will have to deal with the rear guards by themselves for at least one round. Visibility is too poor for this character to be aware of the guard until the last round of their fall. If PC's cast spells before jumping off the cliff, or make lots of noise, give the guards a Listen check (DC 0) -1 for every 10 feet between them and the party. At the top of the cliff, the DC is 20 (-2 circumstance for the fog). If they cast on the way down, give them Listen checks again. If the PC's talk to each other on the way down allow another Listen checks.

Although it is not dark, the fog is obscuring vision to a range of 60 feet. As soon as the PC's have breached this distance, they automatically see the guards. If the guards are aware of the PC's, they also spot them automatically. If the guards are unaware of the PC's, they will not Spot the PC's, and the PC's that land during the first round will get a surprise round.

APL 10 [EL 12]

🐉 **Ogre Subchief**, ogre Ftr4/Bbn2/FrnzBzrk1: hp 103; see Appendix III.

🐉 **Ogre Fighter**, ogre Ftr6 (3): hp 91, see Appendix III.

APL 12 [EL 14]

🐉 **Ogre Warlord**, ogre Ftr4/Bbn1/FrnzBzrk4: hp 127; see Appendix III.

🐉 **Ogre Fighter**, ogre Ftr6 (6): hp 91; see Appendix III.

Tactics: Each of the fighters has been trained to strike to disarm their opponents with their spiked chains. Spiked chains give a +2 to disarm attempts, and since it is a huge weapon, it gets a +4 for every size category that it is larger than the weapon it is striking. As a part of its attack routine, it will disarm its opponent, and then (as a free action) retrieve the tanglefoot bag from its glove of storing, and hurl it on the unattended weapon, gluing it to the solid rock floor.

In addition, the Ogre subchief will use its improved bull rush to push PC's through as many threatened squares as possible, provoking attacks of opportunity by its buddies (note that there is a 75% chance to hit the PC and a 25% chance to hit the subchief with this attack).

Treasure:

APL 10:

MW great club (152.5gp), four suits of scalemail (25gp ea.), three MW spiked chains (162.5gp ea.), four mty comp longbows +4 (250gp ea.), three Gloves of Storing (1100gp ea.), nine tanglefoot bags (25gp ea.). Loot value – 5265gp

APL 12:

Mw great club (152.5gp), seven suits of scalemail (25gp ea.), Periot of Proof Against Poison (2000gp), seven mty comp longbows +4 (250gp ea.), six MW spiked chains (162.5gp ea.), six Gloves of Storing (1100gp ea.), 18 tanglefoot bags (25 gp ea.). Loot value – 12102.5gp.

Once the characters defeat the guard they will be in position to enter the exit cavern. Read the following:

Behind a thick stand of shrubs you find a rough cavern entrance. The entrance is approximately ten feet wide by twenty feet high. Piercing the red rock of the cliff it extends off into the darkness.

Once the characters find a light source they can enter the cavern. Read the following:

You follow a mostly natural corridor into the red rock of the Bluff Hills. While heading mostly to the southwest, the corridor has many twist and turns. Abruptly the corridor shifts to the south and the natural formations are replaced with worked stone.

The Pit Trap (APL 4-8 Only)

Thirty-five feet from where the tunnel heads south is a 10 ft. x 10 ft. wide pit trap leading into an ooze occupied cavern. This is concealed beneath an illusionary floor. All of this fun can be avoided by taking a bypass tunnel, hidden by illusionary walls.

On the east wall of the tunnel 20 feet south of the turn is the entrance to the bypass tunnel. Illusionary walls conceal this bypass tunnel entrance and exit. All those familiar with the lair take this route.

To find the bypass tunnel:

- ☛ A successful check for tracks (DC 20) will show tracks leading into the side of the wall.
- ☛ If a dwarf walking within 10 ft of the illusionary wall secretly roll a Search check (DC 29). With a successful check the dwarf will notice a difference in the stones of the illusionary wall.
- ☛ If someone touches the illusionary wall, his or her hand will go through the wall. The character may then attempt to disbelieve with a successful Will save (DC 17).

To find the pit:

- ☛ After somehow interacting with the illusionary floor a character may attempt to disbelieve the illusionary floor with a Will save (DC 17).
- ☛ Make a successful Search check (DC 21)
- ☛ Step on the floor (and likely fall into the pit).

Once discovered, characters will be able to see the ten-by-ten foot pit dropping into darkness.

Characters may attempt a Climb check (DC 15) to crawl along the rough walls to the far side of the pit.

APL 4 [EL 1]

☛ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; automatic reset; Reflex save (DC 20) avoids; 20 ft. deep (2d6, fall); Search (DC 21); Disable Device (DC 20).

APL 6 [EL 2]

☛ **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; automatic reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 21); Disable Device (DC 20).

APL 8 [EL 5]

☛ **Camouflaged Pit Trap:** CR 2; mechanical; location trigger; automatic reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 21); Disable Device (DC 20).

Ice Storm Trap: CR 4; magic device; proximity trigger (living creature passes within 10 ft.); no reset; spell effect (*ice storm*, 7th level sorcerer, 3d6 impact and 2d6 cold, no

save); Search (DC 29); Disable Device (DC 29). This trap is located on the north wall 10 ft. below the floor level of the pit.

On the far side of the pit is a five foot section of floor will suddenly tilt back if 20 lb. or more is placed on it, dumping unsecured items (and people) into the pit.

APL 4 [EL 1]

☛ **Tilting Floor Trap:** CR 1; mechanical; location trigger; automatically resets; Reflex save (DC 15) avoids; 20 ft. deep (2d6, fall); Search (DC 21); Disable Device (DC 20). The Reflex save DC increases by 5 if the character landed on the tilting floor after jumping across from the far side of the pit.

APL 6 [EL 2]

☛ **Tilting Floor Trap:** CR 2; mechanical; location trigger; automatically resets; Reflex save (DC 15) avoids; 40 ft. deep (4d6, fall); Search (DC 21); Disable Device (DC 20). The Reflex save DC increases by 5 if the character landed on the tilting floor after jumping across from the far side of the pit.

APL 8 [EL 2]

☛ **Tilting Floor Trap:** CR 2; mechanical; location trigger; automatically resets; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 21); Disable Device (DC 20). The Reflex save DC increases by 5 if the character landed on the tilting floor after jumping across from the far side of the pit.

Got rope?

The pit is a wet, dark chamber 35 feet across. Waiting in the muck is a gray ooze. It will attack characters in the pit after one round. If a character has darkvision or a light source, a Spot check (DC 15) will reveal that some of the water in the pit is oozing towards them, otherwise the ooze will get a surprise round.

APL 4 [EL 5]

☛ **Advanced Gray Ooze (6 HD):** hp 43, see Appendix III.

APL 6 [EL 6]

☛ **Advanced Gray Ooze (9 HD):** hp 68, see Appendix III.

APL 8 [EL 6]

☛ **Advanced Gray Ooze (9 HD):** hp 68, see Appendix III.

Climbing out of the pit requires three climb checks (the first at DC 25, the second at DC 30, and the third at DC 25). If a rope has been lowered from the tunnel above, the DC's drop to 15, 10, and 10 or 10, 5, and 5 if the rope is knotted.

Treasure: After defeating the ooze, characters with a light source searching the pit (DC 10) will discover gems scatter about the floor of the pit (100 gp per APL). This is all that remains of a previous victim of this trap.

After the Pit Trap (for all APL's)

After passing the trap, the characters travel an additional 80 feet before coming to an apparent dead end. Read the following:

Traveling an addition 80 feet the tunnel you are in ends. Strangely, the smell of roasted meat hangs strongly in the air. What do you do?

The dead end is actually an illusory wall that covers the rear entrance to Torrock's private quarters. If a dwarf comes within ten feet of the illusory wall secretly roll a Search check (DC 29). Success indicates that the dwarf notices inconsistencies in the stonework. If characters attempt to search the dead end, ask them to describe how they are searching. If a character touches the illusory wall their hand it will pass through. Once a character has interacted with the illusory wall, the character may disbelieve with successful Will save (DC 17) with a +4 circumstance bonus. Once the characters have passed through the illusory wall they will be able to see Torrock's lamp-lit chamber. Read the following:

Torrock's Chambers

You've just entered a 30 by 60 feet chamber. Oil lamps burn along the edge of the room. Directly in front of you is a large 10 by 15 feet bed. At the foot of the bed is a dark oak chest. Halfway down the right hand wall is a double iron bound, oak door. The doorway is ten feet wide and fifteen feet tall. On the far side of the room is a tall wooden table with a huge wooden chair. The smell of roasted meat seems to be coming from the table.

The locked (DC 17) wooden chest contains huge articles of clothing, some of it ogre-sized finery that you never expect to see an ogre wear. There is also a large black book with no title on the spine or cover. The book is written in Abyssal and is titled on the inside cover page, as The Fate of the Damned.

The book is cursed. If a person begins to read it, they feel compelled to continue reading it and be unable to put it down unless they make a Will save (DC 18). If

another character takes the book from them, they will not resist.

The text of the book details at great length the fate of damned beings, their hopelessness, and torment. It is so distressing that for one day after reading the text the character is filled with dread and despair. They feel like curling up in a ball and moaning. Anytime that the character wants to do anything other than this they must make a successful Will save (DC 18) in order to do it. All skill checks, attack rolls, and saving throws suffer a -2 morale penalty. This effect can be countered with a remove curse.

In the lid of the chest is a hidden compartment (DC 20 Search check to locate) that is open by pressing on a small metal stud. If a character presses the stud with their finger they will be pricked with a poison needle trap.

APL 4-6 [EL 1]

↗ **Poisoned needle trap:** CR 2; mechanical touch trigger; repair reset; Atk +8 melee (1 plus poison, needle); poison (greenblood oil, Fort save [DC 13] resists, 1 Con / 1d2 Con); Search (DC 21); Disable Device (DC 20).

APL 8-12 [EL 6]

↗ **Poisoned needle trap:** CR 6; mechanical touch trigger; repair reset; Atk +17 melee (1 plus poison, needle); poison (wyvern poison, Fort save [DC 17] resists, 2d6 Con / 2d6 Con); Search (DC 21); Disable Device (DC 20).

Within the compartment is a leather satchel containing a collection of letters sent to Torrock from Xavendra (See Player Handout I). This is the information linking Xavendra to Torrock that Sergeant Aramil, Traflgar the Transmogrifier, and Fort Hendricks are hoping to find. Additionally, the wizard's spellbooks are here.

If a character examines the table they will discover a partially eaten warm meal, complete with portions of a human calf and foot. It's much easier to forage when you can eat your opponents.

Other than its large size, the bed is unremarkable.

Guard Chamber

As the characters enter this Chamber from Torrock's chamber. Read the following:

The room is roughly 40 feet by 55 feet with a 20 feet high ceiling. There is a large fire pit in the center of the chamber but other than this the chamber is bare. On the far side of the chamber a ten feet wide by fifteen feet high tunnel continues on.

Normally this is where Torrock's personal guards are stationed but right now they are out side with Torrock.

After the party leaves the guard chamber the tunnel continues on for 50 feet before opening up to the canyon outside. When the party is leaving the guard chamber read the following:

As you leave this chamber fifty feet down the tunnel you can see the dim light of near dawn. As you get closer to the exit you can hear the sounds of battle coming from outside. What do you do?

Encounter Five Torrock

The characters will exit the caverns in a cul-de-sac in the cliff. Torrock and his personal guard will be outside of the cul-de-sac on a ledge overlooking the battle. Torrock is using his telepathic communication to direct the battle.

If the characters have a chance to observe the battle they will note that things are not going well for Major Blain's forces.

As Torrock is concentrating on the battle the party will not be immediately noticed, if they do not draw attention to themselves. It is important to note that Torrock is utilizing his *See Invisibility* Spell Like Ability as he monitors the battle. Each character that makes a successful opposed Hide and Move Silently checks will surprise opponents. For those who make their opposed roles, both characters and their opponents will get a free partial action before everyone else gets to act.

APL 4 [EL 7]

☛ **Torrock/Fronuex, ogre shaped Babau:** hp 73, see Appendix IV.

☛ **Orc Soldier, War3 (2):** hp 22 see Appendix I.

APL 6 [EL 9]

☛ **Torrock/Fronuex, ogre shaped Babau:** hp 73, see Appendix IV.

☛ **Ogre Lieutenant, ogre Bbn2/Ftr2:** hp 66, see Appendix I.

☛ **Orc Soldier, War3 (2):** hp 22 see Appendix I.

APL 8 [EL 11]

☛ **Torrock/Fronuex, ogre shaped Babau Rog2:** hp 91, see Appendix IV.

☛ **Ogre Mage:** hp 43; see Monster Manual.

☛ **Orc Soldier, War3 (2):** hp 22 see Appendix I.

APL 10 [EL 13]

☛ **Torrock/Fronuex, ogre shaped Babau Rog4:** hp 109, see Appendix IV.

☛ **Ogre Lieutenant, ogre Bbn2/Ftr2:** hp 66, see Appendix I.

☛ **Ogre Mage (2):** hp 43; see Monster Manual.

APL 12 [EL 15]

☛ **Torrock/Fronuex, ogre shaped Babau Rog6:** hp 127, see Appendix IV.

☛ **Hill Giant Guard, hill giant Bbn2:** hp 137, see Appendix I.

☛ **Ogre Mage (2):** hp 43; see Monster Manual.

Tactics: Once combat is begun, Torrock will drink his *potion of haste*, and as a free action send out a telepathic message to his troops that he is being attacked. There is a narrow path leading up to the ledge Torrock is on and reinforcement in the form of one orc (see Orc Soldiers in the appendix) per round will begin reaching Torrock's position two rounds after the he issues his telepathic message.

Torrock's guards will attempt to get PC's into a flanking position with Torrock so he can do his sneak attack damage. Remember that Torrock as 10' reach and can flank from that distance.

If Torrock is seriously injured be sure and have him use his potions of cure serious wounds. Remember that Torrock is an intelligent foe and uses his melee and magical abilities to the best of his abilities. Have Torrock readily use his *dispel magic* spell like ability to cancel PC's buffs and magical effects.

If any of Torrock's guards still survive when Torrock is defeated, they will flee if it is feasible to do so. Torrock's defeat will greatly demoralize his troops and they will flee the battlefield as well.

Treasure:

APL 4:

Two throwing axes (4gp ea.), mithral shirt (550 gp), three mty comp longbows +4 (250gp ea.), two potions of cure serious wounds (375gp ea.), two battleaxes (5gp ea.), two large steel shields (10gp ea.), two suits of scalemail (25gp ea.). Loot value – 2138gp.

APL 6:

Two throwing axes (4gp ea.), mithral shirt (550 gp), four mty comp longbows +4 (250gp ea.), two potions of cure serious wounds (375gp ea.), great clubs (2.5gp), three suits of scalemail (25gp ea.), two battleaxes (5gp ea.), two large steel shields (10 gp ea.). Loot value – 2385gp.

APL 8:

50 +1 arrows (1175gp), Two throwing axes (4gp ea.), +1 mithral shirt (1050 gp), two mty comp longbows +4 (250gp ea.), +1 mty comp longbow +4 (1300gp), two potions of cure serious wounds (375gp ea.), two battleaxes (5gp ea.), two suits of scalemail (25gp ea.), 2 large steel shields (10 gp ea.), chain shirt (50gp), greatsword (25gp), longbow (37.5 gp). Loot value – 4925.5 gp.

APL 10:

50 +1 arrows (1175gp), Two throwing axes (4gp ea.), +1 mithral shirt (1050 gp), mty comp longbows +4 (250gp), +1 mty comp longbow +4 (1300gp), two potions of cure serious wounds (375gp ea.), great club (2.5gp), scalemail (25gp), two chain shirts (50gp ea.), two greatswords (25gp ea.), two longbows (37.5 gp ea.). Loot value – 4735.5gp.

APL 12:

50 +1 arrows (1175gp), Two throwing axes (4gp ea.), +1 mithral shirt (1050 gp), +1 mty comp longbow +4 (1300gp), two potions of cure serious wounds (375gp ea.), great club (2.5gp), chainmail (75gp), two chain shirts (50gp ea.), two greatswords (25gp ea.), two longbows (37.5 gp ea.). Loot value – 4535.5gp.

Conclusion

If the characters defeat Torrock, read the following:

Torrock lies dead at your feet. On the battlefield, his forces are in full retreat. Still it will be some time before any of Major Blain's forces can get to you. On the ground lies a huge black greatsword that seems to throb with menacing dark power. Dark lightning crackles around Torrock's body then suddenly jumps from Torrock's body to the sword. However, whatever dark magics are taking place appear to be too much for the sword. Cracks of red light form along in its length, what do you do?

Give characters a partial action then have the Soul Forge explode in a 20' spread doing the party's APL in d6 damage (half from fire and half piercing from the shrapnel), Reflex save for half damage.

Read the following:

Congratulations, you've defeated a major force of evil and made the Bluff Hills a safer place for everyone. Of course with the defeat of a major opposing army Iuz's forces are now free to tighten their grip on the region. But hey, that's better than an army or orcs and ogre over running the region. Isn't it?

Major Blain

Characters successfully defeating Torrock will receive one influence point with the Church of Iuz.

Perdition Wizard

Traflgar the Transmogriker will meet up with the characters a short time later. If they turn over documents linking Torrock to Xavendra and return his spellbooks, the characters will earn The Favor of Traflgar the Transmogriker. Once they have returned his spellbooks, they can scribe one spell per level they have into their own spellbooks (PC's must still pay any costs they may incur in doing so). In addition to spells in the PH, characters have access to the following spells from Tome & Blood: 2nd level spells – Eagles Splendor, Foxes Cunning, & Owls Wisdom, and the 4th level spell – Mass Darkvision.

The PCs also gain access to a number of possibly upgrades as noted on the AR.

Fort Hendricks

With Torrock gone, his forces will no longer be making organized raids into the Fellreew. Major Blain will no longer be recruiting people from the area including from the Fellreew. Party member will earn Influence with Fort Hendricks.

The End

Experience Point Summary

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

Encounter One

Defeat Torrock's scouts

APL4 180 xp; APL6 240 xp; APL8 300 xp;

APL10 360 xp; APL12 420 xp.

Encounter Four

Defeat the Rear Guard

APL10 360 xp; APL12 420 xp.

Disarm / Trigger or bypass the Pit Trap

APL4 30 xp; APL6 60 xp; APL8 150 xp.

Defeat or avoid the Ooze

APL4 150 xp; APL6 180 xp; APL8 180 xp.

Disarm/Trigger the Poison Needle Trap

APL4 30 xp; APL6 30 xp; APL8 180 xp;

APL10 180 xp; APL12 180 xp.

Encounter Five

Defeat Torrock and his guards

APL4 180 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp; APL12 480 xp.

Discretionary Roleplaying Experience:

APL4 135 xp; APL6 150 xp; APL8 195 xp;
APL10 240 xp; APL12 255 xp.

Total Possible Experience:

APL4 675 xp; APL6 900 xp; APL8 1125 xp;
APL10 1350 xp; APL12 1575 xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: The Rock...

APL 4: L: 132 gp; C: 0 gp; M: 0 gp.
APL 6: L: 218 gp; C: 0 gp; M: 0 gp.
APL 8: L: 168 gp; C: 0 gp; M: 0 gp.
APL 10: L: 336 gp; C: 0 gp; M: 0 gp.
APL 12: L: 2 gp; C: 0 gp; M: 0 gp.

Encounter Four: Leap of Faith

APL 4: L: 0 gp; C: 66 gp; M: 0 gp.
APL 6: L: 0 gp; C: 100 gp; M: 0 gp.
APL 8: L: 0 gp; C: 133 gp; M: 0 gp.
APL 10: L: 327 gp; C: 0 gp; M: *glove of storing* (3 @ 183 each).
APL 12: L: 583 gp; C: 0 gp; M: *glove of storing* (6 @ 183 each), *periapt of proof against poison* (333 gp).

Encounter Five: Torrock

APL 4: L: 231 gp; C: 0 gp; M: *potion of cure serious wounds* (2 @ 62 gp), *potion of haste* (62 gp).
APL 6: L: 272 gp; C: 0 gp; M: *potion of cure serious wounds* (2 @ 62 gp), *potion of haste* (62 gp).
APL 8: L: 108 gp; C: 0 gp; M: *+1 mithral shirt* (175 gp), *+1 mighty composite longbow (+4)* (216 gp), *+1 arrows* (50 @ 3 gp each), *potion of cure serious wounds* (2 @ 62 gp), *potion of haste* (62 gp).
APL 10: L: 76 gp; C: 0 gp; M: *+1 mithral shirt* (175 gp), *+1 mighty composite longbow (+4)* (216 gp), *+1 arrows* (50 @ 3 gp each), *potion of cure serious wounds* (2 @ 62 gp), *potion of haste* (62 gp).
APL 12: L: 106 gp; C: 0 gp; M: *+1 mithral shirt* (175 gp), *+1 mighty composite longbow (+4)* (216 gp), *+1 arrows* (50 @ 3 gp each), *potion of cure serious wounds* (2 @ 62 gp), *potion of haste* (62 gp).

Conclusion

APL 4: L: 0 gp; C: 66 gp; M: 0 gp.
APL 6: L: 0 gp; C: 100 gp; M: 0 gp.
APL 8: L: 0 gp; C: 133 gp; M: 0 gp.
APL 10: L: 0 gp; C: 166 gp; M: 0 gp.
APL 12: L: 0 gp; C: 200 gp; M: 0 gp.

Total Treasure

APL 4: 600 gp
APL 6: 800 gp
APL 8: 1250 gp
APL 10: 2100 gp

APL 12: 3000 gp

Items found during the Adventure:

Cross off all items NOT found

APL 4-6

Potion of Haste (Adventure, DMG)

Potion of Cure Serious Wounds (Adventure, DMG)

Traflgar's Spellbook (Adventure, see above)

Mithral Shirt (Adventure, DMG)

APL 8 (All of APL 4-6 plus the following)

+1 mighty composite longbow (+4) (Adventure, DMG)

+1 mithral shirt (Adventure, DMG)

APL 10 (All of APL 4-8 plus the following)

Glove of Storing (Adventure, DMG)

APL 12 (All of APL 4-10 plus the following)

Periapt of Proof against Poison (Adventure, DMG)

Special

Favor of Traflgar

Traflgar the Transmogrifier is willing to upgrade a magic weapon or suit of armor if the character pays the difference in cost. Chose one of the following upgrades (Any BK regional). Write used across this text when the favor is redeemed.

- A +1 weapon, suit or armor, or 50 arrows or bolts can be upgraded to +2
- Magical armor can be upgraded with the glamered ability
- A magical weapon can be given the defending ability

Access to Traflgar's Spellbooks

Traflgar allows the above named PC to scribe one spell per level into their own spellbooks from his private collection (PC's must still pay any costs they may incur in doing so). In addition to spells in the PH, characters have access to the following spells from Tome & Blood: *Eagles Splendor*, *Foxes Cunning*, *Owls Wisdom*, and *Mass Darkvision*.

Characters who killed Torrock earn the following rewards: However, individuals using any sort of disguise or who hide or leave before Major Blain's forces arrive do not get the following:

Influence of Major Blain

You have influence with Major Blain. If adventuring near the Bluff Hills, you may elect to stay at Little Hills

Fort and receive free room and board (free standard lifestyle for that adventure).

Characters who defeat Torrock will receive one influence point with the church of Iuz.

Reknown as the Person who Killed Torrock

Characters successfully defeating Torrock have done a valiant deed for the Bandit Kingdoms citizenry, of all faiths and creeds.

PC's that played Torrock's Bane and Torrock's Lair receive a +2 Great Prestige bonus to apply to their leadership score if they have the Leadership feat. Those that played only Torrock's Bane still receive a +1 Great Prestige bonus to their Leadership score. These Great Prestige scores do not stack with any other Great Prestige scores.

In group situation, tavern, etc. there is a 50% chance that someone within the group will recognize you. They may depending on their motivation ask for autographs, stories, to shake hands, or help with problems they are having. Evil NPC's seeking to make a name for themselves may attempt to kill you. If you are willing to act as a draw for customers, tavern keepers may offer you free room and drinks.

Powerful NPC within this region likewise have a 50% chance of having heard of you and your exploits.

Characters who turn over to Traflgar the Transmogrifier documents linking Xavendra to Torrock will earn the following:

Influence with Fort Hendricks

You've earned influence with Fort Hendricks Character who have earned one influence point with Fort Hendricks will, if they meet all entrance requirement and agree to abide by their code of conduct, be invited to become a member of Fort Hendricks meta-org.

Appendix I: Torrock's Army

🐉 **Orc Soldier, Orc War3:** CR 2; Medium Humanoid (orc); HD 3d8+9; hp 22; Init +1; Speed 20 ft.; AC 17 (+1 Dex, +4 scale, +2 large shield; touch 11; flatfooted 16); Atks +8 melee (1d8+4 [x3], battleaxe), +4 ranged (1d8+4 [x3], composite longbow); SQ Darkvision 60ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Speak Languages (Orc), Climb +5, Listen +1, Spot +1; Toughness, Weapon Focus (Battleaxe).

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Battleaxe, scale mail, large steel shield, mighty composite longbow(+4), 20 arrows.

🐉 **Ogre Lieutenant, ogre Bbn2/Ftr2:** CR 6; Large Giant; HD 4d8+2d12+2d10+24; hp 66; Init +1; Speed 40 ft.; AC 20 (-1 size, +2 Dex, +5 natural, +4 Scale; touch 11; flatfooted 18); Atks +13/+8 melee (2d6+9, huge greatclub), +8/+3 ranged (1d8+4 [x3], composite longbow); Face/Reach 5 ft. x 5 ft. /10 ft.; SQ Fast Movement, Uncanny Dodge (Dex), Rage 1/day; AL CE; SV Fort +11, Ref +4, Will +1; Str 22, Dex 14, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Speak Languages (Giant), Climb +5, Listen +3, Spot +3; Combat Reflexes, Improved Bull Rush, Power Attack, Weapon Focus (Greatclub).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 26, Con 20, hp 86, Fort +13, Will +3, AC 18, huge greatclub attack bonus +15/+10, huge greatclub damage 2d6+12. This fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Possessions: Huge greatclub, scale mail, mighty composite longbow (+4), arrows (20).

🐉 **Hill Giant Captain, hill giant Ftr4:** CR 11; Large Giant; HD 12d8+4d10+80; hp 156; Init +1; Speed 40 ft.; AC 27 (-1 size, +1 Dex, +9 natural, +8 Full Plate; touch 10; flatfooted 26); Atks +22/+17/+12 melee (2d6+14,

huge greatclub) or +14/+9/+4 (2d6+8, rock); Face/Reach 5 ft. x 5 ft. / 10 ft.; SA Rock Throwing; SQ Rock Catching; AL CE; SV Fort +17 Ref +5 Will +5; Str 26, Dex 12, Con 20, Int 6, Wis 10, Cha 7.

Skills and Feats: Speak Languages (Giant), Climb +9, Jump +9, Listen +3, Spot +4; Blind Fighting, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Weapon Focus (Greatclub), Weapon Specialization (Greatclub).

Rock Throwing (Ex): Adult Giants are accomplished rock throwers and receive a +1 racial bonus when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 lbs. Up to 5 range increments. Hill giants have a range increment of 120'.

Rock Catching (Ex): A Giant of at least Large size can catch Small, Medium-sized, or Large rocks (or projectiles of similar shapes). Once per round, a giant that would normally be hit by a rock can make a reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-sized one, or 25 for a Large-sized one. (If the projectile has a magical bonus to attack, the DC increases by that amount). The giant must be ready for and aware of the attack.

Possessions: Huge Greatclub, Huge Full Plate, stones (9).

🐉 **Hill Giant guard, hill giant Bbn2:** CR 9; Large Giant; HD 12d8+2d12+70; hp 137; Init +2; Speed 50 ft.; AC 25 (-1 size, +2 Dex, +9 natural, +5 Chainmail; touch 11; flatfooted 23); Atks +20/+15/+10 melee (2d6+12, huge greatclub) or +13/+8/+3 ranged (2d6+8, rock); Face/Reach 5ft by 5 ft by 10 ft; SA Rock Throwing; SQ Rock Catching, Fast Movement, Uncanny Dodge, Rage 1/day; AL CE; SV Fort +16, Ref +5, Will +4; Str 26, Dex 14, Con 20, Int 6, Wis 10, Cha 7.

Skills and Feats: Speak Languages (Giant), Climb +9, Jump +9, Listen +3, Spot +4; Blind Fighting, Cleave, Power Attack, Weapon Focus (Greatclub).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 30, Con 24, hp 165, Fort +18, Will +6, AC 23, huge greatclub attack bonus +22/+17/+12, huge greatclub damage 2d6+15, rock damage 2d6+10. This fit of rage lasts for 10 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per

encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Rock Throwing (Ex): Adult Giants are accomplished rock throwers and receive a +1 racial bonus when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 lbs. Up to 5 range increments. Hill giants have a range increment of 120'.

Rock Catching (Ex): A Giant of at least Large size can catch Small, Medium-sized, or Large rocks (or projectiles of similar shapes). Once per round, a giant that would normally be hit by a rock can make a reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-sized one, or 25 for a Large-sized one. (If the projectile has a magical bonus to attack, the DC increases by that amount). The giant must be ready for and aware of the attack.

Possessions: Huge greatclub, huge chainmail, rocks (9).

Appendix II: Major Blaine's Forces

☛ **Privates, male human Ftr2:** CR 2; HD 2d10+4; hp 15; Init +2 (Dex); Spd 30ft (60 while mounted); AC 18 (+2 dex, +5 chainmail, +1 small shield; flatfooted 16, touch 12); Atks +6 melee (1d6+3 [18-20/x2], scimitar), +5 melee (1d8+3 [x3], heavy lance), +4 ranged (1d8 [x3], composite longbow); AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -1, Handle Animal +4, Jump +1, Ride +7; Mounted Archery, Mounted Combat, Ride-by Attack, Weapon Focus (Scimitar).

Possessions: heavy lance, composite longbow, scimitar, chainmail, small steel shield, military saddle, saddlebags, light warhorse.

☛ **Cavalry, male human Ftr3:** CR 3; HD 3d10+6; hp 23; Init +2 (Dex); Spd 30ft (60 while mounted); AC 18 (+2 Dex, +5 chainmail, +1 small shield; flatfooted 16, touch 12); Atks +7 melee (1d6+3 [18-20/x2], scimitar), +6 melee (1d8+3 [x3], heavy lance), +5 ranged (1d8 [x3], composite longbow); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +4, Jump +1, Ride +8; Mounted Archery, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (Scimitar).

Possessions: heavy lance, comp longbow, scimitar, chainmail, small steel shield, military saddle, saddlebags, light warhorse.

☛ **Wizard 1st Class, female human Wiz4:** CR 4; HD 4d4+11; hp 21; Int +6 (+2 Dex, +4 Imp. Init.); Spd 30; AC 12 (flatfooted 10, touch 12, mage armor 16, mage armor & shield 23), Attacks +2 melee (1d6, quarterstaff) or +2 melee (1d4 [19-20/x2], dagger) or +4 ranged (1d8 [19-20/x2], light crossbow); SA spells; AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Knowledge (Local - Bandit Kingdoms) +10, Knowledge Military +6, Knowledge (Arcana) +10, Knowledge (Religion) +7, Ride +3, Spell Craft +10; Dodge, Improved Initiative, Scribe Scroll, Toughness.

Spells (4/4/3) DC 13 + spell level) 0 level – [*daze, detect magic, mage hand, mending*]; 1st – [*mage armor, sleep, shield, magic missile*]; 2nd – [*glitterdust, mirror image, web*].

Possessions: light crossbow, 10 bolts, dagger (2), quarterstaff, spell book, *potion of cure moderate wounds*, 2 *arcane scrolls of bull's strength*, 2 *arcane scrolls of bear's endurance*, raven familiar.

☛ **Sergeant, male human Ftr6:** CR 6; HD 6d10+12; hp 45; Init +2 (Dex); Spd 30ft (60 while mounted); AC 18 (+2 Dex, +5 chainmail, +1 small shield; flatfooted 16, touch 12); Atks +11/+6 melee (1d6+6 [18-20/x2], scimitar) or +9/+4 melee (1d8+3 [x3], heavy lance) or +8/+3 ranged (1d8 [x3], composite longbow); AL CN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Handle Animal +6, Jump +3, Ride +11; Dodge, Mounted Archery, Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: heavy lance, comp longbow, +1 *scimitar*, chainmail, small steel shield, military saddle, saddlebags, light warhorse.

☛ **Wizard 2nd Class, female human Wiz6:** CR 6; HD 6d4+15; hp 30; Int +6 (+2 Dex, +4 Imp. Init.); Spd 30; AC 12 (flatfooted 10, touch 12, mage armor 16, mage armor & shield 23), Atks +3 melee (1d6, quarterstaff) or +3 melee (1d4 [19-20/x2], dagger) or +5 ranged (1d8 [19-20/x2], light crossbow); SA spells; AL LE; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +11, Knowledge (Local - Bandit Kingdom) +10, Knowledge (Military) +6, Knowledge (Arcana) +12, Knowledge (Religion) +7, Ride +4, Spell Craft +12, Scry +8; Brew Potion, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Toughness.

Spells (4/4/4/3) DC 13 + spell level) 0 level – [*daze, detect magic, mage hand, mending*]; 1st – [*burning hands, mage armor, magic missile, shield*]; 2nd – [*glitterdust, mirror image, see invisible, web*]; 3rd – [*dispel magic, slow, stinking cloud*].

Possessions: light crossbow, 10 bolts, dagger (2), quarterstaff, spell book, *potion of cure moderate wounds*, 2 *arcane scrolls of bull's strength*, 2 *arcane scrolls of bear's endurance*, wand of hold person, raven familiar.

☛ **Wizard 3rd Class, female human Wiz8:** HD 8d4+19; hp 39; Int +6 (+2 Dex, +4 Imp. Init.); Spd 30; AC 12 (flatfooted 10, touch 12, mage armor 16, mage armor & shield 23), Atks +4 melee (1d6, quarterstaff) or +4 melee (1d4 [19-20/x2], dagger) or +6 ranged (1d8 [19-20/x2], light crossbow); SA spells; AL LE; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +13, Knowledge (Local - Bandit Kingdoms) +15, Knowledge (Military) +10, Knowledge (Arcana) +15, Knowledge (Religion) +10, Ride +7, Spellcraft +15, Scry +15; Brew Potion, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Toughness.

Spells (4/5/4/4/3) DC 14 + spell level) 0 level – [daze, detect magic, mage hand, mending,] 1st – [burning hands, mage armor, magic missile, magic missile, shield,] 2nd – [glitterdust, mirror image, see invisible, web,] 3rd – [dispel magic, lightning bolt, slow, stinking cloud,] 4th – [Evard's black tentacles, fire shield, wall of ice.]

Possessions: light crossbow, 10 bolts, dagger (2), quarterstaff, spell book, *potion of cure moderate wounds*, 2 *arcane scrolls of bull's strength*, 2 *arcane scrolls of bear's endurance*, *wand of hold person*, raven familiar.

Other Forces of Major Blaine

☛ **Cleric of Iuz, male human Clr6:** CR 6; HD 6d8+15; hp 42; Int +5 (+1 Dex, +4 Imp. Init.); Spd 20 ft.; AC 16 (+1 Dex, +5 breastplate), Attacks +4 melee (1d8, morningstar), +5 ranged (1d8 [19-20/x2] light crossbow); SA Spells, spontaneous casting (inflict), rebuke/command undead; AL CE; SV Fort +7, Ref +3, Will +8; Str 10, Dex 13, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Bluff 6, Concentration +8, Disguise +6, Hide +3, Knowledge (Religion) +7, Spellcraft +7; Combat Casting, Combat Reflexes, Improved Initiative, Toughness.

Spells (5/5/5/4, DC 13 + spell level): 0 level – [detect magic, detect magic, detect poison, light, resistance,] 1st – [bane, command, cure light wounds, obscuring mist, protection from good*,] 2nd – [bull's strength, cure moderate wounds, hold person, invisibility*, silence,] 3rd – [dispel magic, inflict serious wounds, magic circle against good*, prayer,] *indicates domain spell.

Domains: Trickery (Bluff, Disguise, and Hide are class skills); Evil (Evil spells are cast at +1 caster level).

Possessions: Breastplate, light crossbow, morningstar, 20 bolts.

☛ **Sergeant Aramil, male human Ftr10:** CR 10; HD 10d10+20; hp 75; Init +6 (+2 Dex, +4 Imp. Init.); Spd 20 ft. (60 ft. while mounted); AC 20 (+2 Dex, +6 chainmail, +2 small shield; touch 14, flat-footed 17); Atks +17/+12 melee (1d6+7 [18-20/x2], +1 scimitar) or +13/+8 melee (1d6+3 [x3], light lance) or +13/+8 ranged (1d8+4 [x3], composite longbow); AL LN; SV Ref +5, Fort +9, Will +3; Str 16, Dex 14, Con 14, Int 13, Wis 11, Cha 14.

Skills and Feats: Climb +4, Gather Information +7, Handle Animal +8, Jump +4, Ride +13, Swim 0; Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: light lance, +1 *mighty composite longbow* (+3), +2 *scimitar*, +1 *chainmail*, +1 *small steel shield*, military saddle, saddlebags, light warhorse.

Appendix III: Leap of Faith

APL 4

➤ **Advanced Gray Ooze (6 HD):** CR 5; Medium Ooze; HD 6d10+10; hp 43; Init -5 (Dex); Spd 10 ft.; AC 5 (-5 Dex); Atks +5 melee (1d6+1 and 1d6 acid, slam); SA improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ blindsight, cold & fire immunity, ooze, camouflage; AL N; SV Fort +2, Ref -3, Will -3; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

APL 6 & 8

➤ **Advanced Grey Ooze (9 HD):** CR 6; Large Ooze; HD 9d10+18; hp 68; Init -5 (Dex); Spd 10 ft.; AC 6 (-1 Size, -5 Dex, +2 Natural); Atks +10 melee (1d8+7 and 1d6 acid, slam); SA improved grab, acid, corrosion, constrict 1d8+7 and 1d6 acid; SQ blindsight, cold & fire immunity, ooze, camouflage; AL N; SV Fort +5, Ref -2, Will -2; Str 20, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

➤ **Ogre Subchief, Ogre Ftr4/Bbn2/FrnzBzrk1:** CR 9; Large Giant; HD 4d8+3d12+4d10+44; hp 103; Init +2; Speed 40 ft.; AC 20 (-1 size, +2 Dex, +5 natural, +4 Scale; touch 11; flatfooted 18); Atk +19/+14 melee (2d6+12, huge greatclub) or +12/+7 ranged (1d8+4 [x3], composite longbow); Face/Reach 5 ft. x 5 ft. / 10 ft.; SQ Fast Movement, Uncanny Dodge (Dex), Rage 1/day, Frenzy 1/day (8 rounds duration); AL CE; SV Fort +16, Ref +4, Will +2; Str 24 (34 Frenzy), Dex 14, Con 18, Int 6, Wis 10, Cha 7.

Skills and Feats: Speak Languages (Giant), Climb +5, Listen +3, Spot +3; Cleave, Destructive Rage, Great Cleave, Intimidating Rage, Power Attack, Remain Conscious, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 28, Con 22, hp 125, Fort +18, Will +4, AC 18, huge greatclub attack bonus +21/+16, huge greatclub damage 2d6+15. This fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Frenzy (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. While in a frenzy, the berserker gains a +6 bonus to strength and a single extra attack at his highest bonus. (This latter effect is not cumulative with haste). However, he also suffers a -4 penalty to AC and takes 2 points of subdual damage per round. The effects of frenzy stack with those from rage. Entering a frenzy takes no time by itself, but the berserker can do it only during his action, not in response to someone else's action.

In addition, if he suffers damage from an attack, spell, trap, or any other source, he automatically enters frenzy at the start of his next action, as long as he still has at least one daily usage of the ability left. To avoid entering the frenzy in response to damage, the berserker must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of his next action.

A frenzy lasts for seven rounds (nine if raging as well). To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues.

When the frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first.

Possessions: Masterwork huge greatclub, scale mail, mighty composite longbow (+4).

🐉 **Ogre Fighter, ogre Ftr6:** CR 8; Large Giant; HD 4d8+6d10+40; hp 91; Init +2; Speed 30 ft.; AC 20 (-1 size, +2 Dex, +5 natural, +4 Scale; touch 11; flatfooted 18); Atk +17/+12 melee (2d6+11, huge spiked chain) or +11/+6 ranged (tanglefoot bag) or +11/+6 ranged (1d8+4 [x3], composite longbow); Face/Reach 5 ft. x 5 ft. / 10 ft. (20 ft. huge spiked chain); AL CE; SV Fort +13, Ref +5, Will +5; Str 22, Dex 14, Con 18, Int 6, Wis 10, Cha 7.

Skills and Feats: Speak Languages (Giant), Climb +9, Listen +7, Spot +7; Alertness, Blind Fighting, Combat Reflexes, Exotic Weapon Proficiency (Huge spiked chain), Iron Will, Weapon Focus (Greatclub), Weapon Focus (Huge spiked chain), Weapon Specialization (Huge spiked chain).

Possessions: Masterwork huge spiked chain, mighty composite longbow (+4), scale mail, *glove of storing*, tanglefoot bags (3) each. One tanglefoot bag is stored in the *glove of storing*.

🐉 **Ogre Warlord, ogre Ftr4/Bbn1/FrnzBzrk4:** CR 12; Large Giant; HD 4d8+5d12+4d10+56; hp 127; Init

+2 (Dex); Speed 40 ft.; AC 20 (-1 size, +2 Dex, +5 natural, +4 Scale; touch 11; flatfooted 18); Atk +20/+15/+10 melee (2d6+12, huge greatclub) or +13/+8/+3 ranged (1d8+4 [x3], composite longbow); Face / Reach 5 ft. x 5 ft. / 10 ft.; SQ Uncanny Dodge (Dex), Rage 1/day, Frenzy 1/day, Supreme Cleave, Deathless Frenzy; AL CE; SV Fort +18, Ref +5 Will +3; Str 25, Dex 14, Con 18, Int 6, Wis 10, Cha 7.

Skills and Feats: Speak Languages (Giant), Climb +14, Listen +8, Spot +8; Cleave, Destructive Rage, Great Cleave, Intimidating Rage, Power Attack, Power Lunge, Remain Conscious, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 29, Con 22, hp 153, Fort +20, Will +5, AC 18, huge greatclub attack bonus +22/+17/+12, huge greatclub damage 2d6+15. This fit of rage lasts for 8 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Frenzy (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. While in a frenzy, the berserker gains a +6 bonus to strength and a single extra attack at his highest bonus. (This latter effect is not cumulative with haste). However, he also suffers a -4 penalty to AC and takes 2 points of subdual damage per round. The effects of frenzy stack with those from rage. Entering a frenzy takes no time by itself, but the berserker can do it only during his action, not in response to someone else's action.

In addition, if he suffers damage from an attack, spell, trap, or any other source, he automatically enters frenzy at the start of his next action, as long as he still has at least one daily usage of the ability left. To avoid entering the frenzy in response to damage, the berserker must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of his next action.

A frenzy lasts for seven rounds (nine if raging as well). To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues.

When the frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first.

Supreme Cleave: The berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is still limited to one such adjustment per round, so she cannot use this ability during a round in which he has already taken a 5-foot step.

Deathless Frenzy (Ex): The frenzied berserker can scorn death and unconsciousness while in a frenzy. Should his hit points fall to 0 or below because of hit point loss, he continues to fight normally until his frenzy ends. At that point, the effects of his wounds apply normally. This ability does not prevent death from spells such as *slay living* or *disintegrate*.

Possessions: Masterwork huge greatclub, scale mail, mighty composite longbow (+4), *periapt of proof against poison*.

Appendix IV: Torrock

For practical purposes Torrock is an ogre shaped Babau, Tanar'ri except he doesn't have the claw and bite attacks, doesn't have the protective slime, and can't gate in other Tanar'ri.

APL 4 & 6

➤ **Torrock/Fronuex, male ogre shaped Babau:** CR 6; Large Outsider, Tanar'ri; HD 7d8 + 35; hp 73; Init +1; Spd 30 ft.; AC 23 (+1 Dex, +8 natural, +4 mithril shirt, (touch 11, flat-footed 22); Atks +13/+8 melee (2d8+8 [19-20/x2], +1 *huge greatsword*), +12/+7 melee (1d8+5 [x2], throwing axe), +7/+2 ranged (1d8+4 [x3], composite longbow); Face / Reach: 5 ft. x 5 ft. / 10 ft.; SA Sneak Attack +2d6, spell like abilities; SQ DR 10/+1, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 14, Telepathic Communication 100'; AL CE; SV Ref +6, Fort +10, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Speak Languages (Common, Giant, Abyssal); Climb 15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +17, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 follow tracks), Use Rope +1 (+3 with bindings; Cleave, Power Attack, Weapon Focus (greatsword).

Spell Like Abilities (at will, cast at 7th level), (base DC = 13 + spell level): *Darkness*, *Dispel Magic*, *See Invisibility*, *Greater Teleport* (self + 50 lbs of objects only)

Possessions: *Soul Forge* (+1 *greatsword*), throwing axes x2, mithral shirt, mighty composite longbow (+4), arrows (40), *potion of cure serious wounds* x2, *potion of haste*.

APL 8

➤ **Torrock/Fronuex, male ogre shaped Babau Rog2:** CR 8; Large Outsider, Tanar'ri; HD 7d8 + 2d6 + 45; hp 91; Init +1; Spd 30 ft.; AC 24 (+1 Dex, +8 natural, +5 +1 mithril shirt, (touch 11, flat-footed 23); Atks +15/+10 melee (2d8+10 [17-20/x2], +1 *huge keen greatsword*), +14/+9 melee (1d8+6 [x2], throwing axe), +10/+5 ranged (1d8+6 [x3], composite longbow); Face / Reach: 5 ft. x 5 ft. / 10 ft.; SA Sneak Attack +3d6, evasion (takes no damage when a Reflex save is made), spell like abilities; SQ DR 10/+1, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 14, Telepathic Communication 100'; AL CE; SV Ref +9, Fort +10, Will +6; Str 22, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Speak Languages (Common, Giant, Abyssal); Climb 17, Disable Device +14, Disguise +13, Escape Artist +13, Hide +19, Listen +19, Move Silently +19, Open Lock +13, Search +20, Sleight of Hand +11, Spot +7, Survival +1 (+3 follow tracks), Use Rope +1 (+3 with bindings; Cleave, Power Attack, Weapon Focus (greatsword).

Spell Like Abilities (at will, cast at 7th level), (base DC = 13 + spell level): *Darkness*, *Dispel Magic*, *See Invisibility*, *Greater Teleport* (self + 50 lbs of objects only)

Possessions: huge +1 Arrows (50), Throwing Axes (2), +1 Mithral Shirt, +1 Mty Comp Longbow +4, Potion of Cure Serious Wounds (2), Potion of Haste, Greatsword, the Soul Forge a huge +1 keen greatsword.

APL 10 (EL 13)

➤ **Torrock/Fronuex, male ogre shaped Babau Rog4:** CR 10; Large Outsider, Tanar'ri; HD 7d8 + 4d6 + 55; hp 109; Init +1; Spd 30 ft.; AC 24 (+1 Dex, +8 natural, +5 +1 mithril shirt, (touch 11, flat-footed 23); Atks +18/+13 melee (2d8+11 [17-20/x2], +2 *huge keen greatsword*), +16/+11 melee (1d8+6 [x2], throwing axe), +12/+7 ranged (1d8+6 [x3], composite longbow); Face / Reach: 5 ft. x 5 ft. / 10 ft.; SA Sneak Attack +4d6, evasion (takes no damage when a Reflex save is made), uncanny dodge (can't be caught flat footed), spell like abilities; SQ DR 10/+1, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 14, Telepathic Communication 100'; AL CE; SV Ref +10, Fort +11, Will +7; Str 22, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Speak Languages (Common, Giant, Abyssal); Climb 18, Disable Device +16, Disguise +13, Escape Artist +15, Hide +20, Listen +20, Move Silently +20, Open Lock +13, Search +20, Sleight of Hand +11, Spot +15, Survival +1 (+3 follow tracks), Use Rope +1 (+3 with bindings; Cleave, Power Attack, Weapon Focus (greatsword), Blindfighting.

Spell Like Abilities (at will, cast at 7th level), (base DC = 13 + spell level): *Darkness*, *Dispel Magic*, *See Invisibility*, *Greater Teleport* (self + 50 lbs of objects only)

Possessions: +1 Arrows (50), Throwing Axes (2), +1 Mithral Shirt, +1 Mty Comp Longbow +4, Potion of Cure Serious Wounds (2), Potion of Haste, Greatsword, the Soul Forge is a +2 keen greatsword.

APL 12 (EL 15)

☛ **Torrock/Fronuex, male ogre shaped Babau Rog6:**

CR 12; Large Outsider, Tanar'ri; HD 7d8 + 6d6 + 65; hp 127; Init +1; Spd 30 ft.; AC 24 (+1 Dex, +8 natural, +5 +1 mithril shirt, (touch 11, flat-footed 23); Atks +19/+14 melee (2d8+11 [17-20/x2], +2 *huge keen greatsword*), +17/+12 melee (1d8+6 [x2], throwing axe), +13/+8 ranged (1d8+6 [x3], composite longbow); Face / Reach: 5 ft. x 5 ft. / 10 ft.; SA Sneak Attack +5d6, evasion (takes no damage when a Reflex save is made), uncanny dodge (can't be caught flat footed), improved uncanny dodge (can't be flanked), spell like abilities; SQ DR 10/+1, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 14, Telepathic Communication 100'; AL CE; SV Ref +11, Fort +12, Will +11; Str 22, Dex 12, Con 20, Int 14, Wis 14, Cha 16.

Skills and Feats: Speak Languages (Common, Giant, Abyssal); Climb 20, Disable Device +18, Disguise +13, Escape Artist +17, Hide +22, Listen +23, Move Silently +22, Open Lock +13, Search +22, Sleight of Hand +11, Spot +16, Survival +2 (+4 follow tracks), Use Rope +3 (+5 with bindings; Cleave, Power Attack, Weapon Focus (greatsword), Blindfighting, Iron Will.

Spell Like Abilities (at will, cast at 7th level), (base DC = 13 + spell level): *Darkness*, *Dispel Magic*, *See Invisibility*, *Greater Teleport* (self + 50 lbs of objects only)

Possessions: +1 Arrows (50), Throwing Axes (2), +1 Mithral Shirt, +1 Mty Comp Longbow +4, Potion of Cure Serious Wounds (2), Potion of Haste, Greatsword, the Soul Forge a +2 keen greatsword.

Appendix V: New Feats

Destructive Rage [General]

You shatter barriers and objects when enraged.

Prerequisite: Ability to rage.

Benefit: While you're raging, you gain a +8 bonus on any Strength checks you make to break open doors or break inanimate, immobile objects.

(Source: *Masters of the Wild* pg. 22)

Intimidating Rage [General]

Your rage engenders fear in your opponents.

Prerequisite: Ability to rage.

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a –2 morale penalty on attack rolls, saves, and checks.) A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

(Source: *Masters of the Wild* pg. 24)

Remain Conscious [General]

You have a tenacity of will that supports you even when things look bleak.

Prerequisites: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: After your hit points are reduced to 0 or below, you may take one partial action on your turn every round until you reach –10 hit points.

(Source: *Masters of the Wild* pg. 25)

Power Lunge [General]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition the attacks damage. You provoke an attack of opportunity from the opponent you charged.

(Source: *Sword and Fist* pg.8)

Appendix VI: Frenzied Berserker Class Excerpt

As presented in Masters of the Wild

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses – it is the thrill of combat that draws her. For the frenzied berserker, the insanity of battle is much like an addictive drug – she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types – and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate towards situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers – a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarf barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self. Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12

Requirements

To become a frenzied berserker, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack.

Class Skills

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no weapon or armor proficiencies.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste.) However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At first level, the character can enter a frenzy once per day. Thereafter, she gains one additional use of the ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering the frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable

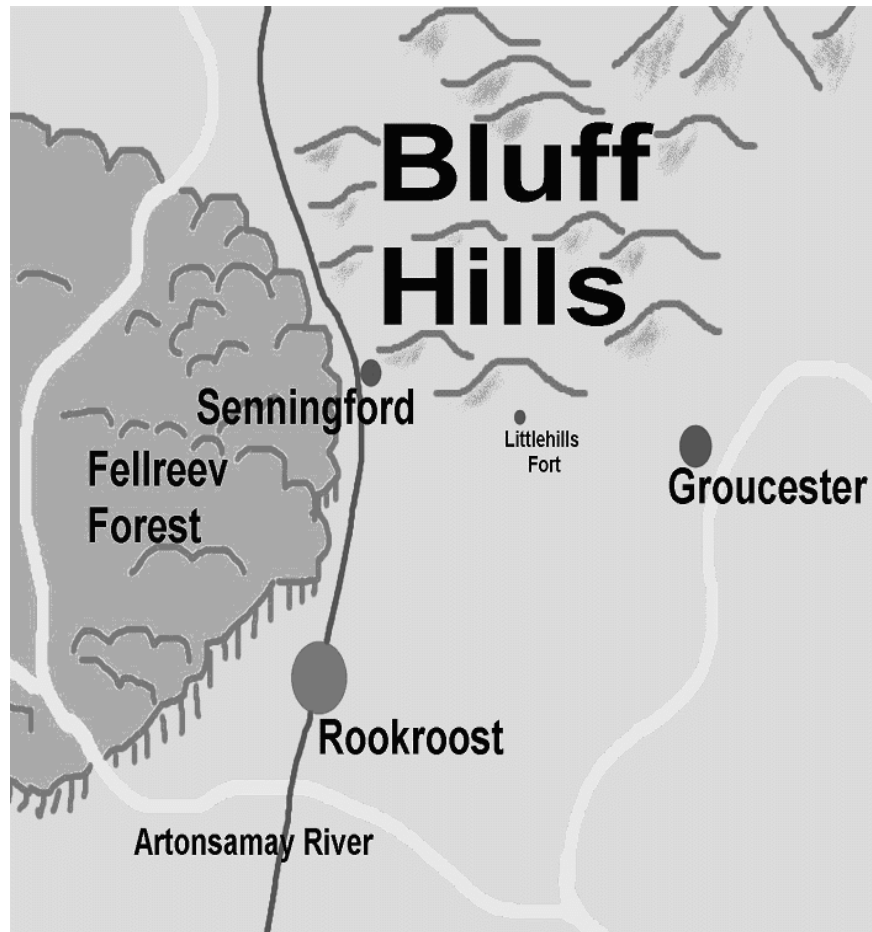
to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first.

Remain Conscious: The frenzied berserker gains Remain Conscious as a bonus feat.

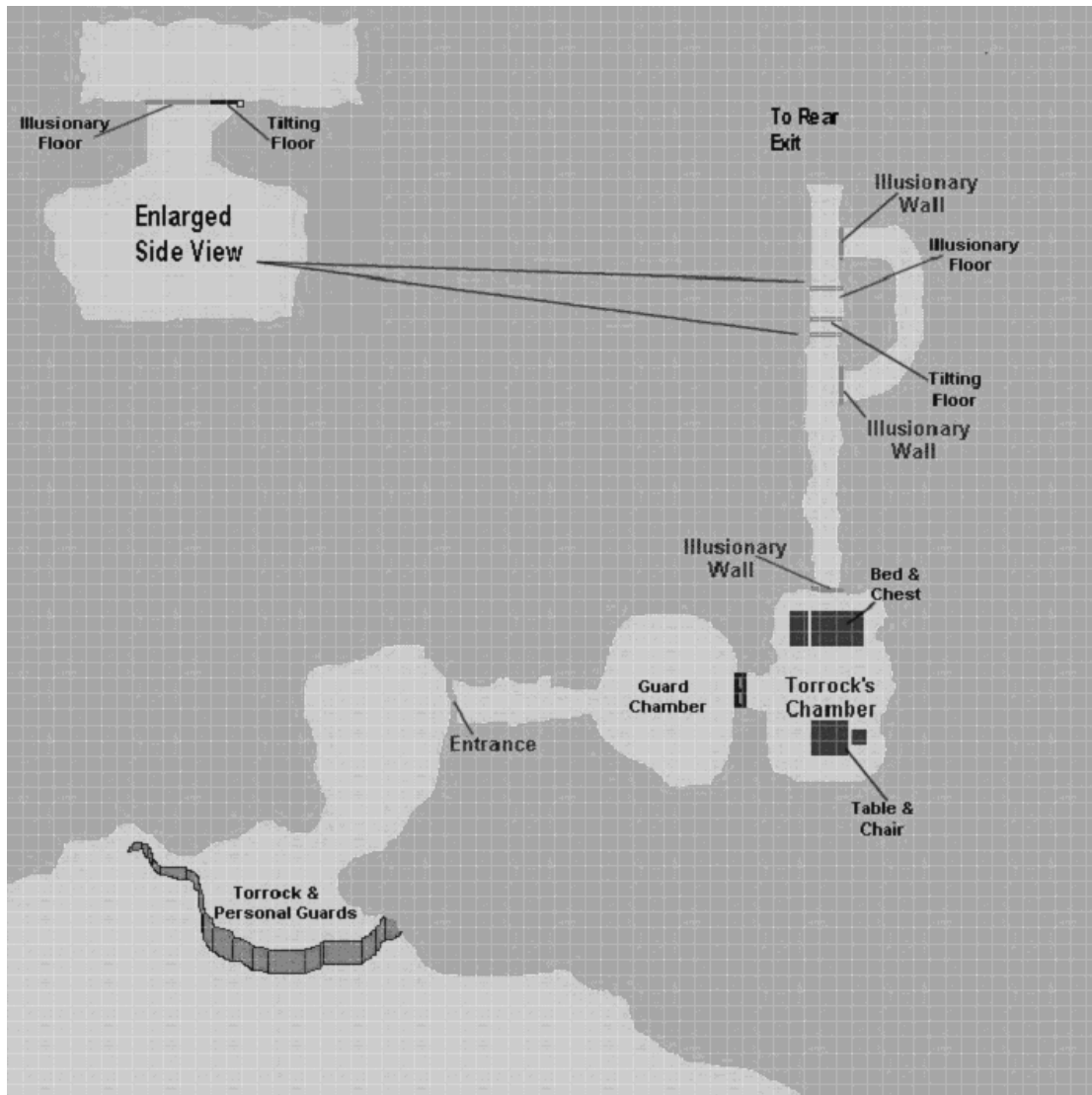
Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy. Should her hit points fall to 0 or below because of hit point loss, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally. This ability does not prevent death from spells such as *slay living* or *disintegrate*.

Appendix VI: Map of the Bluff Hills Area



Appendix VII: Torrock's Lair



Player's Handout: A Letter to Torrock

Coldeven 15, 590 cy

Torrock:

You are to infiltrate the tribe of ogres guarding the Perdition Silver Mine. Find out the locations of the mine, what forces are guarding it and report back to me.

Xavendra

Patchwall 5, 590 cy

Torrock,

I have not received a progress report from you in sometime. You are to respond immediately and inform me on the progress of your mission.

Xavendra

Readying 2, 591 cy

Torrock,

Reports indicate that forces claiming loyalty to you have been attacking my forces, caravans, and towns. You are to cease these activities immediately. Return and report at once. If you do not have an extraordinary explanation for your actions, expect to spend a long painful time entertaining my guest below.

Xavendra