

Forgotten Realms

Adventures

VOLUME 2

Two fantasy adventures for GURPS

by J.C. Connors

River Demons

An old widow asks a simple task. But terrors from the darkest myths await those who begin this journey.

Ogre Prince

Three ogres terrorize a town, but the town refuses to raise a hand against them.

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River Demons

Eldara was old. She knew that. But now that her husband, the respected priest of Tymora, Donwald Dundane had died, she felt positively ancient.

Donwald's last request was that his ashes be given to his youngest brother, Cordove. The two were very close in their youth, and had remained so in their twilight years.

Cordove, however, lived a good distance away from Eldara. She did not have the energy to go on a long journey down the River Mirar. So, she set her husband's ashes on the window sill and waited.

She knew some brave fellows would come along and help. As luck would have it, she didn't have to wait too long.

Adventure Summary

This adventure is suitable for 4-6 100-point characters. It is set in the northland of the Forgotten Realms. Specifically, it is set on the River Mirar, the cold river that runs between the dangerous port city of Luskan, and the rich mining town of Mirabar. This adventure, however, works equally well with any river in any fantasy world.

Along the way is the sleep village of Eara. A tiny shrine to Tymora is the biggest feature in this farming town. Unfortunately, their beloved priest, Donwald Dundane, recently passed away. He wished that his ashes be delivered to his youngest brother, Cordove.

Cordove lives about fifteen miles down river in a sizeable house that used to belong to the brothers' parents. As far Donwald's widow knows, Cordove has been renovating the house for several years.

Unknown to the widow (and to the PCs), Cordove was recently slain. A flood moved a segment of the river Mirar, putting the house on a muddy island in the middle. The flood also uncovered an old sunken river boat whose captain, Koi Ciffur, was a sadistic, evil man. When his ship went down (some say cursed by the gods as he was torturing several elves), he and his crew became ghouls. These ghouls slew Cordove, and have taken up residence in his old home.



Gamemaster Introduction

This adventure does not need much of a setup. The PCs simply need to get from one place to another, and a fast river boat is the best way to take the trip.

GMs running games with selfish or evil player characters beware: the NPCs in this adventure do not offer much reward for the PCs' services. GMs may have to come up with a more tangible reward to lure PCs into helping.

The Boat Trip

The journey from Luskan to Mirabar takes about a week. Fortunately, the river is not very fast flowing this time of year, and thus special boats can make this trip upstream. The reverse journey takes about half as long.

Average fare for this trip is about \$200. PCs with good bartering skills can get this price lowered, however.

The Voyage

It's always a bit chilly on the Mirar, especially when traveling east towards Mirabar. Many of the paying travelers ask for some physical labor to do on the boat just to keep their hands warm.

The captain of the particular boat the PCs book passage on is a young man by the name of **Uzzi**. Flamboyant and overly confident, he will secretly confide to a willing conversationalist that he's always dreamed of being a pirate. But the scoundrels that run the ports in Luskan scare the wits out of him, so he sticks to running his father's boat back and forth on the river to earn a nice profit.

Trouble

Although Uzzi is a good sailor and better navigator, he is a poor judge of his ship's seaworthiness. His father gave him several thousand silvers to repair the ship, but Uzzi spent a good deal of it on his beautiful associate, **Tania**.

Tania is absolutely ravishing, intelligent, and an incurable flirt. She proudly wears the jewelry that Uzzi bought her, and shows it off to anybody who looks remotely interested. She loves the trips back and forth to Mirabar, because she hates the crowded streets of Luskan.

Two days into the journey, the winds pick up and the ship starts to groan in protest. A Seamanship roll will tell a PC that the groans aren't normal -- the mast is about to crack!

One strong gust will indeed crack the mast in half! Anyone who investigated the mast ahead of time can make a Seamanship-3 or Shipbuild-

ing roll to figure out which way the mast is going to fall. Anyone on the deck in the area where the mast falls must make a Dodge roll to scramble out of the way! (PD doesn't help, the mast does 8d damage!)

Fearing that his ship may be taking on water, Uzzi orders the ship anchored until the storm blows over.

The Village of Eara

As luck would have it, the river boat anchors just a few hundred yards from the farming community of Eara. In fact, when dawn comes, the sailors will find several curious villagers staring at the damaged boat inquiring if they need any help.

Uzzi will order his men off the boat to secure a new mast. He expects it will take them only a day or so because the villagers seem exceptionally helpful.

One of the first people the PCs meet in the village is the town elder, **Zeiman**. He regretfully apologizes that the town is not in its usual good spirits, as the village's only priest, the beloved Donwald Dundane passed away only a few days ago. Zeiman has many good stories to tell about Donwald. He too accidentally found his way to this village when his homemade raft sank. He paid annual visits to the village for five years before he finally decided to make it his home. He married Eldara and built a small shrine to Tymora, because he believed it was pure luck that guided him to this town.

And more luck came once the shrine was built. Once plagued by orcs and gnolls, the raids suddenly stopped once Donwald arrived. There has been nothing but peace and prosperity for this village, and Zeiman hopes it will continue even after Donwald's death.

The Shrine

The shrine is truly small. It is a building, if it can be called that, made of green Mirabar marble and covered in ivy. Five men could lie down side by side in the shrine and take up all the

floorspace. Still, it is well-maintained. Flowers fill it now.

Eldara can be found tending the lovely gardens outside; tending them was Donwald's favorite activity. He especially loved the exotic yellow roses.

Eldara is an old woman, perhaps seventy, and looks sad. She will offer homemade tea to anyone who pays their respects.

Eldara

It is during tea when Eldara mentions her husband's final wish. He and his brother were very close, and his last request was that his ashes be given to his brother, who would "know what to do with them."

Donwald's brother, Cordove, however, lives many miles up the river. He was renovating his parents old house which lies just a few dozen yards from the river. Eldara asks the PCs to deliver the ashes to Cordove, and give him her best wishes.

Eldara has nothing to offer the PCs except her gratitude and a good meal.

The Nightmare

During the night, one of the PCs will receive a horrible nightmare. Preferably, this will be the PC who showed the most interest in the shrine, since the dream is actually an omen of warning. This omen is not without a price; the PC who suffers it takes 5 fatigue for the next day.

The Next Day

The mast is repaired and Uzzi is ready to go on his way. He has no problem with dropping the PCs off for a while to deliver the urn of ashes.

If Zeiman is asked about the dream, he will recall that there was a dreaded pirate named Coi Ciffur who was killed in a like manner. He was a sadistic man if there ever was one, and many people were glad when his ship sank to the bottom of the river.

You awaken in a cold sweat, a cold, gloved hand on your throat. You feel the strong fingers tighten, you feel your breath gasp away...

Then you truly awaken, and you realize it was just another horrible dream.

But not as bad as the first nightmare. You saw a dozen disgusting men laughing at a bleeding elf. You saw a masked man in man in black, laughing, cracking open a barrel of brine and telling his men to stuff the elf in.

Then, in a blast of lightning, the mast cracked and slammed into the deck. The masked man was crushed, but still his eyes darted back and forth. He opened his mouth to scream, but could not, so the ship screamed for him.

You are unable to sleep for the rest of the night.

The Voyage Continues

Uzzi estimates that the house that Eldara mentioned is about a day away. He thinks he remembers it from his past journeys. A bit overgrown and in disrepair, but a nice enough place, he recalls.

Voyage down the river is unusually slow this day. The currents seem stronger than before, and Uzzi orders several of his men to the oars.

A IQ roll will reveal that the likely cause of the slowdown is river flooding. Apparently, the mountain thaws have happened a bit late this year, causing the river to flood in some segments. Uzzi will point this out after a while if the PCs don't figure it out.

Night Two

The weather has calmed sufficiently this night, although the water has grown more rapid. A Weather Sense roll (IQ-5) will reveal that there are no more storms coming.

Uzzi orders the ship anchored again, since his men are tired from rowing all day. He breaks out a bottle of snirfneblin ale and shares it with everybody all around.

(GMs using the optional drinking rules from *Compendium II* will find snirfneblin ale extremely intoxicating to humans! It has an alcohol rating of 15 per oz!)

The Koi Attack

During the night, the PCs will hear something on deck. A Hearing roll is required to wake up.

A quick investigation will reveal that three men are on deck. Two are dressed in dark gray, their faces covered by skull masks. The third is dressed in gray, billowing robes made complete with a gray cloak. His face is covered in an ominous hood, which seems to always shadow his face.

This is **Koi Supher**, who has come to commandeered the vessel and use it to find Koi Ciffur's ghoulish ship! See the Appendix for Koi Supher's statistics.

Koi Pirates

ST 14	Move/Dodge: 6/7
DX 14	PD/DR: 1/2
IQ 12	Damage: 1d+1 cr (punch)
HT 12	Reach: C

Advantages: Combat Reflexes, Magic Resistance +4, Night Vision, Toughness

Disadvantages: Bloodlust, Sadism, Berserk

Skills: Acrobatics-14, Brawling-16 (Parry 8)

A History of Koi Ciffur

Of all the river pirates in Faerun, Koi Ciffur is the one who should be feared the most. But more feared than him and his demonic crew is his ship.

Nobody knows the name of Koi Ciffur's ship, but indeed it has been passed down to dark apprentices for centuries. It is a demon itself, a ship that rides the waves of the abyss as it does the waves of the sea.

The ship chooses a master, and that master is possessed, gaining vast abilities and deadly powers of darkness. The master comes for the ship, slaying any previous master that might get in his way. Then he begins a horrible journey of fear and terror until he, in turn, is slain by the ship's new chosen one.

No Koi has ever been known to have been defeated in combat by a non-Koi.

If he and his two comrades are given a good fight, Koi Supher will leave the ship, diving into the water. He will silently "thank" the most capable warrior before leaving. Koi Supher, like all the Koi pirates before him, loves a good challenger.

An Occultism roll will recall the brief history of Koi Ciffur and his demon ship (see hand-out, below). If none of the PCs are capable of discerning this, Tania will provide the information. She has long had an interest in the occult, and is simply fascinated that a Koi attacked the ship. She seems oblivious to the danger of it.

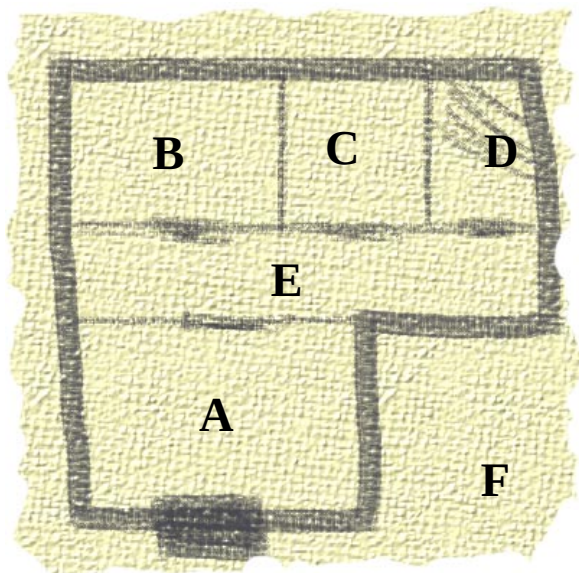
The House

The next morning, Uzzi will be surprised to find that the house is not where he remembered. Furthermore, a small, muddy island is in the middle of the river where there was none before!

A Vision roll will spot a mucked-up abode in the middle of the overgrown isle.

Furthermore, anyone who makes their Vision roll by 5 or more will spot what looks to be an old river ship sticking up out of the water far in the distance. This old river ship the Koi demon ship, though it is partially submerged.

Investigating the Koi ship (anyone with Danger Sense won't like this area one bit) will discover claw marks on the hull.



A – The Entrance

A broken table lies on the floor, and several chairs are scattered about. There are several tools lying on the muddy floor as well, including nails, hammers, and a saw.

A Vision roll made by 3 or more will find a holy symbol of Tymora in the corner mixed with some foul-smelling mud.

B – The Kitchen

The cabinets look new and recently

painted. Since this part of the house is actually a few steps higher than the rest of the house, there is no mud or water in here.

There is a pot of stew over the fireplace, but it smells quite rancid.

C – The Shrine

This was once a bedroom, but has been turned into a shrine of Tymora. A small, humble bed lies in the corner, though it is overturned. The rest of the room is in shambles, as well. There is blood on one wall.

A page ripped from a diary can be found here with a successful Vision roll.

D – The Staircase

A broken table lies on the floor, and several chairs are scattered about. There are several tools lying on the muddy floor as well, including nails, hammers, and a saw.

A Vision roll made by 3 or more will find a holy symbol of Tymora in the corner mixed with some foul-smelling mud.

The rains continue to pour, my friend. Good luck, I imagine for the gardens will be lush indeed!

My brother wrote to me today. He said he is sick. Ah, but Tymora will take care of him. He also says he has grown yellow roses! I am envious!

When we were young, both of us got our ears boxed by our father because we said we could grow green roses. Although we haven't quite managed yet, Tymora willing, we shall before we grow too old to tend them anymore!

E – The Hall

A new carpet was recently tacked into place here. An Architecture roll will reveal that the floor has become very unsteady, and possibly dangerous.

Any heavy PC walking down the center of the hall risks falling through to the basement. A DX-3 roll will allow the PC to catch on to the carpet before falling into the darkness below. The fall is only 3 yards (3d-9 damage), but will certainly give the ghouls living below a snack.

F – Rose Gardens

This is where Cordove grew his own roses. They are still vibrant and very much alive. There are several colors, ranging from deep reds and purples to bright yellows and whites.

If both brother's ashes are thrown into the rose gardens, they will all turn a beautiful shade of lime green.

The Basement

The basement is the home of the several ghouls, including the ghoul of Koi Ciffur. Recently freed from the sunken demon ship, they feast on the body of Cordove.

GM's Note: In undeath, Koi Ciffur lost all of his dark powers. Even now, his soul is being tormented by the demons of the abyss. Still, Koi Supher feels he must defeat this old master before taking command of the ship. If the PCs defeat Koi Ciffur, Koi Supher will be disappointed, but not adversely affected in any way.

The number of ghouls depend on how many PCs there are. Two per PC is a good amount.

Ghouls

ST 12	Move/Dodge: 5/5
DX 10	PD/DR: 0/0 (scales)
IQ 8	Damage: 1d cut
HT 10/15	Reach: C, 1

Ghouls lash out with vile claws. Anyone hit must make a HT roll or contract a nasty disease. This disease puts the victim at -3 ST, HT, and DX until he makes a HT-3 roll to recover.



The body of Cordove is a nasty sight, and probably warrants a Fright Check!

Cordove apparently died fighting here, as there are the bodies of two more ghouls lying smashed in the corner. His hammer, little more than a carpentry tool, lies embedded in one's skull.

Retreat is Not an Option

Once the PCs enter the basement, Koi Supher enters the house, most likely alone if his comrades were slain before. He will not let any of the PCs pass, but silently challenges them.

Anyone who puts up a good fight against Kai Supher will receive his only spoken words:

"Join me."

Kai Supher would love a quality crew, though most sane PCs will not take him up on this offer.

The Ship

Kai Supher does not go out of his way to maul the PCs. He just wants to show his superiority by testing his newfound abilities. Once he has grown tired of the PCs, he will walk on the water to his ship, where it will rise for him.

Clever or capable PCs may be able to prevent this from happening. Perhaps a PC could beat him in combat, though that is unlikely. The ship is immune to fire, but a powerful mage or priest may be able to destroy it using creative spell use. Ultimately, it's up to the GM, but it should be remembered that it took the power of a good god to sink the ship the first time.

Character Points

Each player should receive 1 to 3 character points for roleplaying and creativity. If the players managed to create the green roses by putting the ashes of both brothers to rest, they receive an extra character point.

Koi Supher

The latest in a long line of demonic pirates, Koi Supher is perhaps one of the few with a sense of humor, though it rarely surfaces. Quiet, deadly, and arrogant, Koi Supher knows full-well that he is one of the most deadly warriors in all of the Realms.

ST 15 **Move/Dodge:** 8/9
DX 17 **PD/DR:** 0/0
IQ 12
HT 16

Advantages: Alertness +4 [20], Ambidexterity [10], Combat Reflexes [15], Danger Sense [15], Magic Resistance +5 [10], Strong Will +2 [8]; Toughness [10], Weapon Master (Staff) [20]

Disadvantages: Overconfidence [-10], Megalomania [-15], Sadism [-15]

Quirks: Rarely speaks [-1], Vengeful [-1], Enjoys “testing” worthy opponents [-1], Whites of his eyes are actually dark gray [-1], Despises blades as weapons [-1]

Skills: Acrobatics-16 [2]; Blind Fighting-16 [6]; Immovable Stance-17 [4]; Navigation-12 [2], Power Blow-16 [12]; Precognitive Parry-15 [10]; Seamanship-12 [2]; Staff-21 [32]; Survival-12 [2].

Using the chambara rules, Koi Supher gets 4 attacks per turn. He has Parry 16 with his staff (includes the +1 for Precognitive Parry and +1 for Combat Reflexes). His gray cloaks provide no protection.

Koi Supher’s staff is enchanted with Shatterproof, Quick-Draw, Loyal Sword, and Puissance +1. It does 3d+1 cr with a thrust or 4d+1 cr with a swing.

If Koi Supher concentrates for 4 turns he can use his Power Blow, which increases his damage to 5d/7d+2 with his staff!

Combat Notes:

OGRE PRINCE

"Kobolds! Dozens of them!"

Katerine just nodded.

"The men are on their roofs with crossbows, the women inside with hammers and sickles. We won't take a casualty this time," said the man, breathing laboriously from his long run.

Again, Katerine only nodded her head.

"I was thinking..." started the man, his eyes darting back and forth as if looking for the rest of his words.

"Yes?" asked Katerine.

"Oswald is one of the three. Perhaps we should tell the men..."

"No!" Katerine shouted. "They will not fire upon the ogres. Any man shooting at an ogre will be hung within the hour!"

This time it was the man's turn to nod. He understood completely.

Adventure Summary

This adventure is suitable for 4-6 100-point characters. It is set in the northland of the Forgotten Realms, in the hills south of Mirabar. This adventure, however, works equally well in any fantasy world.

The action takes place near the town of Thistlebrook, a decent-sized community that earns its keep by potato and carrot farming. They ship their vegetables north to Mirabar, and along the river Mirar to Luskan.

This time of year it is the rainy season, and the dark clouds hang over the town like a curtain.

Princess Katerine rules this town. While most nobles would argue that her blood is any-

thing but noble, the story goes that her family is descended from one of the great lords of Waterdeep.

Her younger brother is Prince Oswald. A talented youth, he was studying in Luskan under one of the mages of the Hosttower of the Arcane. This mage, Dendybar the Mottled, was a cruel man who grew tired of his apprentice. Instead of sending him on his way, Dendybar cursed him by turning him into an ogre.

Oswald has little memory of his life before he was an ogre. In the few years since his transformation, he has ravaged the coun-

tryside with two other ogres. His twisted memory has led him back to his home town of Thistlebrook, and even now he and his comrades send kobolds against the town to raid their supplies.

Princess Katerine recently learned the fate of her brother, but has not ascertained which ogre he is. As a result, she has ordered that no man ever attack one of the ogres.

She has tried capturing them, but it is understandably difficult.



Gamemaster Introduction

The PCs must make their way to Thistlebrook. This can happen in several ways:

Thistlebrook lies not far from the road that goes from Mirabar to Waterdeep. Thistlebrook would make an excellent stopping point, since its inn, the Blue Rose, is large and comfortable, and the people are friendly,

accommodating, and great cooks. The townsfolk claim that their venison and potato stew draws visitors all the way from Waterdeep to Thistlebrook.

If the PCs have had encounters with the ogre raiders before, they may hear rumors that they originate from this area. Perhaps another lord or town has sent the PCs towards Thistlebrook to investigate and put an end to the ogre incursions.

If the GM is beginning a new adventure, the PCs could hail from this area, or perhaps be adventurers who have spent the cold winter in this town before setting off again.

Kobolds! Dozens of Them!

One rainy morning, shortly after dawn, the three ogres send their henchmen into Thistlebrook to steal a cart of carrots and potatoes that is due to leave for Luskan. The three ogres encourage their kobold slaves to terrorize the town in the process, since scared villagers are less likely to resist in future raids. The ogres have been doing this to Thistlebrook and the surrounding towns at least once a month through the winter.

Two or four kobolds per player will attack the town. Knowing that they aren't especially strong, the kobolds fight dirty -- attacking hands, feet, and other extremities!

There is a -2 darkness penalty because of the foggy morning.

Kobolds

ST 8	Move/Dodge: 5/5
DX 11	PD/DR: 1/1
IQ 7	Damage: 1d-2 cut (hatchet)
HT 10	Reach: 1

Advantages: Night Vision

Skills: Axe/Mace-12 (Parry 6)

Equipment: Hatchet, cloth armor, a few rusted copper coins

Ogres Three

In the distance, standing on a hill, are the three ogres. They are watching the fight with amusement, which will quickly fade to anger when they realize the PCs may stop their slaves from getting the vegetables.

If the PCs attempt to retaliate against the ogres, they will be confronted by Princess Katherine who tells them that under no circumstances will they attack the ogres.

The Explanation

If pressed, and if suitably impressed by the PCs performance against the kobolds, Princess Katherine will explain the situation.

Her brother was cursed by his wizard master, and does not realize that he was once a man. He and his two ogre comrades have been raiding this and the surrounding town for months. Katherine wishes there was a way to get her brother back, but has not found a cure yet. She has sent her youngest sister Keli to Waterdeep to ask for the services of a priest or mage who can help.

Katherine does have a request for the adventurers. The folk of her town have not been successful locating the ogre's lair in the countryside. This would be an important piece of information.

If asked for a reward, Katherine offers her sister's hand in marriage. While this isn't entirely inappropriate given the area of the countryside, Katherine knows fully well that Keli will never agree to such a matter and it is unlikely to come of anything. Katherine will remind the adventurers that stopping the ogre incursion will surely earn them a fine reputation in the area.

The Spring Forest

A simple Tracking roll will allow the PCs to follow the ogres. The PCs can also try Shadowing them, but if caught, the ogres will try to pulp them once in the Spring Forest.

The Spring Forest is not a dense woodland, making it a bit harder to track the ogres once

they enter the woods. A Tracking-1 roll will succeed.

The forest is the home to a small band of wood elves. Protective of their small woodland, the elves watch visitors carefully. Anyone making a Vision or Hearing roll against the elven scouts' Stealth-16 will spot the elves watching them from the trees.

As night comes, the elves leave the PCs a warning. It is written in elven and poorly translated common:

We welcome you to our woodland home. Please understand that this is our manor and treat it as such. Light no fires, but camp under the white willow trees for they will magically keep you warm this night. Good journey.

We bid fond in trees-home. Fire is enemy as will you. Willow trees warm magic one darkness. Travel well.

Indeed, this night the elves have enchanted the white willows to radiate a gentle heat.

The Druid Telhammer

The next morning, a grumpy dwarven druid walks into the PCs camp. He licks his scythe as he congratulates the PCs for not lighting fires. He explains he fully expected them to have lit fires and is surprised he doesn't have to get them out of a fierce combat with the reclusive elves before hammering them into the ground himself.

(If the PCs do light fires, the elves will launch a warning

volley of arrows before attacking. A sincere explanation and apology, however, will let the PCs escape unharmed).

Telhammer the druid knows of the ogres, and isn't surprised to hear that one of them was once a human, since they operate smarter than the average band of ogre marauders.

If Telhammer is treated well -- and fed -- he will tell the PCs that he believes the ogres are working for someone else.

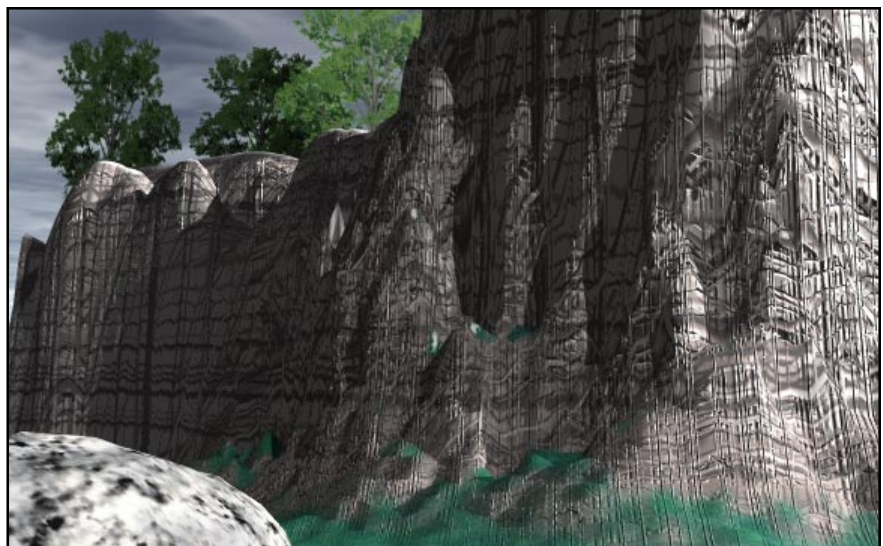
Telhammer doesn't know a cure for the ogre curse, per se, but thinks he knows some friends who might. He promises to send a hawk to his friends communicating the situation. He then bids the PCs farewell, explaining that he is off to slay an evil manticores who has invaded the woods and killed several elves. Telhammer encourages the PCs to stop by and see him again on the way back.

The Cliff

As the PCs cut out of the woods they'll find themselves staring at a steep cliff. From the looks of it, the ogres climbed the cliff and headed into the hills!

The cliff is 40 yards, requiring two rolls. The roll is at -3, or -2 with a rope. The PCs can go around the cliff, but must make a Tracking-3 roll to pick up the tracks again.

The woods continue at the top of the cliff.



The Lair

A Smell roll will find the lair just a few short minutes after entering the higher woodlands.

The ogres are in their camp, which is littered with bones, trinkets, and lots of vegetables. A crude hide covers part of the clearing, providing shelter from the rain.

A handful of kobolds work around the camp, sorting out the bones and piling the vegetables. The ogres yell at them occasionally, but are mostly in a discussion about the “king” who will be coming back soon and expect a big meal. One of the ogres suggests cooking the “big meal,” but the other ogres don’t think it’s a good idea yet.

A Vision-2 roll will reveal that one of the ogres is sitting near a bundle of blankets which moves occasionally! It looks as if somebody is tangled up in there. This person in this bundle is Keli, Katherine and Oswald’s youngest sister! She was captured by the ogres en route to Waterdeep, and has been in this camp for two weeks. The ogres keep threatening to cook her, but Oswald, for a reason unknown to him, resists the idea.

This is an ideal opportunity for the PCs to rescue Keli and figure out which ogre is Oswald.

The GM is encouraged to roleplay the situation to the full. Oswald will slowly give himself away by displaying his hesitance to cook and eat his sister. He will not, however, ever attack his ogre comrades since he has loyalty to them.

If combat ensues, it will be interrupted by the arrival of the “king,” a great big beast of an ettin!

King Chitter, the Ettin

ST 26	Move/Dodge: 6/7
DX 11	PD/DR: 3/5
IQ 10	Damage: varies
HT 14	Reach: varies

Advantages: Combat Reflexes, High Pain Threshold, Magic Resistance +3, Night Vision, Peripheral Vision

Skills: Axe/Mace-13 (Parry 7)

Equipment: King Chitter wears scale mail (PD 3, DR 5). He wields an axe and a mace (5d+2 cut, cr) and can attack twice each turn because of his two heads!

The Ogres

ST 20	Move/Dodge: 5/5
DX 9	PD/DR: 2/3
IQ 7	Damage: varies
HT 14	Reach: varies

Advantages: High Pain Threshold, Magic Resistance +3 (except for Oswald), Night Vision

Skills: Axe/Mace-11 (Parry 5), Shield-10 (Block 5), Spear-11 (Parry 5)

Equipment: One ogre wields a spear (2d+2 imp, Reach 1,2), another a maul (4d+2 cr, Reach 1,2), and the third an axe (4d cut, Reach 1) and a mediumshield (PD 3). All wear leather armor and carry 100 silvers.

King Chitter will demand an explanation from his henchmen and ask why his meal isn’t prepared yet. The three ogres have been providing food for him for months, and he is in quite a bad mood when he’s hungry.

Quick talking can let the PCs escape this encounter unharmed. King Chitter isn’t a fool though, and will likely demand treasure or money in return for his letting them escape.

The overall goal of this segment is for the PCs to discover the identity of Oswald. If they can slay the other ogres and ettin afterwards, great. If not, that’s fine too.

Return to the Spring Forest

When the PCs return to the Spring Forest, they will find a message waiting for them. A hawk drops a small scroll wrapped around an oak wand into their waiting hands.

Windsweep should have delivered this to you. If it was delivered by a large snowy owl, then I shall be most angry since Windsweep is therefore lazy.

I have found a cure for your friend. See attached wand. Come find me at the White Willow Glade where we first met for exact instructions. Don't anger the elves.

-Telhammer

An Orienteering roll is required to get back to the glade. It defaults to IQ-5 for those without the skill. A good tracker may be able to follow the tracks back, so a Tracking-3 roll will suffice as well.

Unfortunately, when the PCs return to the glade they will find no sign of Telhammer.

The PCs can track him, but he is a skilled druid who barely leaves any prints. A Tracking-6 roll will find his trail!

If the PCs scour the surrounding area, a Tracking-3 roll will find recent mantichore prints, which could lead to the druid!

The final option to find the lost dwarf is to ask the elves. They are suspicious of outsiders, so all reaction rolls are at -3. A good or better reaction will result in them pointing the PCs towards the mantichore lair.

The Mantichore Lair

The mantichore lives in a cave near the outskirts of the Spring Forest. Telhammer has gotten himself in a bit of trouble, and is trapped in the cave by not one, but two manticores! He certainly could use some help.

Manticore

ST 24	Move/Dodge: 7/7
DX 15	PD/DR: 0/2
IQ 10	Damage: 1d+1 cut, special
HT 14/18	Reach: C,1

Advantages: High Pain Threshold, Night Vision

Special: The mantichore can sting with its poisoned tail against targets with DR 1 or 2. It is a Type C venom (HT-6 roll or 3d damage and -4 DX for 3 days. Success indicates half damage and -2 DX for 3 days). The tail can be crippled if it takes 6 hits (-2 to hit).

The mantichore lair is covered in a gross jelly-like substance -- the remains of the manticores' last few undevoured meals.

There is a shirt of elven silversilk here (see p.MI25, chainmail, but only weighs 3 lbs) and Cat's Paws boots (see p. MI32, wearer takes half damage from falls on a DX roll). Telhammer suggests that the PCs can probably take these items (the remains of an elven warrior who tried to vanquish the manticores), though if the PCs return them they'll receive a Reputation +2 from elves in this area.

The Cure

Telhammer presents the PCs with the instructions for using the oak wand which was lent to him by a druid in the northern lands. If the wand is poked into the eye of a subject enchanted with a shapeshifting curse, he will be cured.

The PCs must now find Oswald and cure him. This can be done with grace, or with a great feat of weapons and spells.

Character Points

Each player should receive 1 to 3 character points for roleplaying and creativity. If the players managed to defeat the ogre marauders for good, award an extra point.