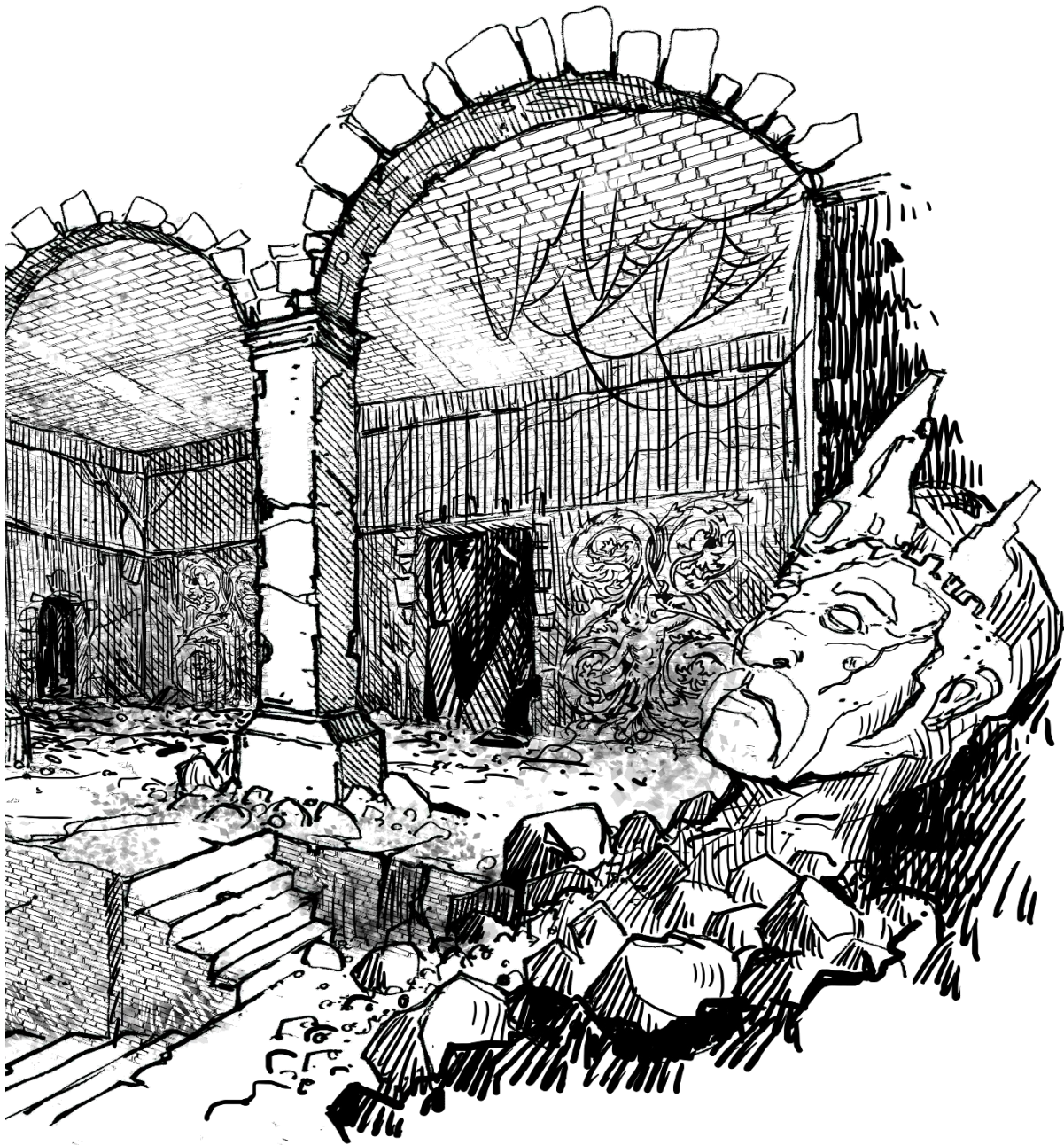

DUNGEON FLIP: MORE SKULLS FOR ULGOTH



Dungeon Flip: More Skulls for Ulgoth

Rumours & Hooks

In a fungi lit corridor, *Jordak* sniffed the air, drawing the scent deep into his lungs. "Men?" he queried. *Grouda* nodded, licking her lips expectantly. "*Brugmaw will like. More skulls for Ulgoth.*"

Intro

Warning: this is not a normal Adventure Framework. Taking inspiration from 2e's *Reverse Dungeon* module, in this scenario the players take control of the monsters and their underground lair. The players' objective is to defend their subterranean complex, holding together a monstrous alliance in the midst of a concerted assault by NPC adventurers.

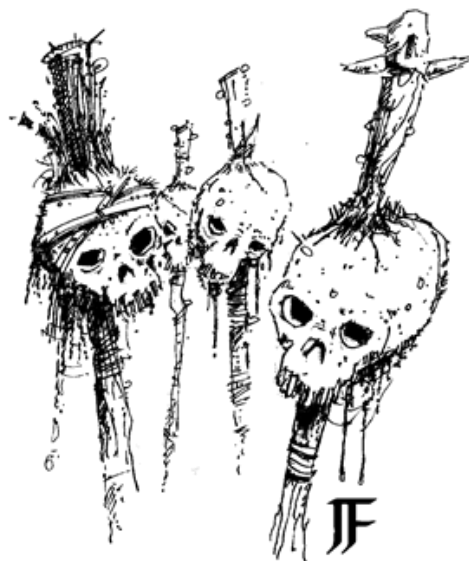
Dungeon Flip: More Skulls for Ulgoth is intended as a one off change of pace, an entertaining novelty, perhaps when an essential player can't make game night. Alternatively it wouldn't take much to switch things back to normal, with the GM running the monsters and the players' their usual PCs, seeking out the *Tablets of Baal*.

Objectives

The players' objective is to repel the foreign incursion (and, ideally, eat the humans). The adventurers are brutal, merciless, and efficient, sternly fixed upon their prize: the *Tablets of Baal*, a "spellbook" of sorts, recently liberated from nearby ruins and conveyed to Area 10 by one of the monster Leaders.

For better or worse, the Leader has hidden the tablets in Area 10 for later study, unbeknownst to the other inhabitants (including other players

– reveal this fact only to the relevant Leader – see below). This might cause some serious tension later in the adventure, if/when the tablets are revealed.



Set Up

Before the adventure begins, there are a number of dungeon keeping matters to attend to. As outlined further below, players should:

- A. Determine starting *Monsters* and *Leaders*,
- B. Determine *Dungeon Politics*,
- C. Review their copy of the *Dungeon Map*,
- D. Allocate *Traps*,
- E. Allocate *Custom Architecture*, and
- F. Allocate monster starting positions.

The dungeon itself is all that remains of a human keep that perished in the outlands nine hundred years earlier, at about the end of the Second Age, when *Mount Rokan* scorched the land. No records exist to explain who lived here, nor what brought them low, but no surface buildings survived.

(A) Starting Monsters & Leaders

The players make six rolls, at least once on the *Humanoids* table, and at least once on the *Monsters* table, to determine their starting forces (reroll any repeats). Players may choose either table for the remaining four rolls. These creatures, plus 3d6+20 *Skorn*, make up the players' baseline forces.

Each player must nominate a single monster as their personal *Leader* (inc if desired/necessary individual monsters such as a *Dire Wolf* or *Stirge*, in which case the GM might permit a degree of "Lassie" like communications). The Leader is the player's PC for the purposes of the adventure. If their Leader dies, a player may nominate another monster to take direct control of.

HUMANOIDS	
1	<i>Skorn Werewolf</i>
2	<i>Minotaur</i>
3	<i>Owlbear</i>
4	1d4+1 <i>Ogres</i>
5	<i>Cyclops</i>
6	3d6 + 10 <i>Skorn</i>

Importantly, one random Humanoid¹ has access to a secret stash of magical items:

- (i) Two random scrolls (LFG p.152),
- (ii) Two potions: *Burrowing* and *Borrowed Talent* (LFG p.151), and
- (iii) The *Tablets of Baal* (see Area 10).

Given the skorn's loathing for magic, the Leader has secreted these items in Area 10.

¹ If only the Owlbear is available, it is uniquely intelligent with Int 8 and speaks a chirping/screeching common, and has a mute skorn slave to open doors, etc for it.

MONSTERS	
1	<i>Western Panther</i>
2	1d4+1 <i>Dire Wolves</i>
3	<i>Hammer Snail</i>
4	1d4+1 <i>Wild Boars</i>
5	1d4+1 <i>Giant Spiders</i>
6	1d10+15 <i>Stirges</i>

(B) Dungeon Politics

Players roll 2d6 on the *Politics* table to determine initial attitudes between the various monster races:

POLITICS	
2	Hostile
3-4	Unfriendly
5-6	Cautiously Neutral
7-8	Friendly
9-11	Allies
12	Strong Allies



Monster Stats

Statistics for the various monsters appear on the following two pages (for easy copying and handing out). All Leaders gain +4 Cha and have *Major Exploit Protection* (LFG p.95).

Cyclops, AC 12, HD 7+2, Oversized Club 2d8+1, 19: special, S19 D12 C16 I6 P8 W10 Ch9, L9, Mv 40 ft. Lacks depth perception suffering disadvantage on ranged attacks. 10 ft reach and *Causes Injuries* on a natural 19-20 attack roll. Cyclopes retain vestiges of augural ability and gain a free attack on a natural 19 or 20 attack roll.



Dire Wolf, AC 13, HD 3+4, Bite 2d4+1, 19: a wolf (60%) or dire wolf (40%) comes to aid the dire wolf, S18 D15 C17 I2 P13 W14 Ch6, L6, 60 ft. Advantage when tracking and on attack rolls when flanking.

Giant Spider, AC 13, HD 2+2, Bite 1d6+1 + poison, 19: special, S14 D16 C12 I2 P12 W10 Ch4,

L5, Mv 40 ft inc up walls etc. On a natural 19-20 attack roll, a giant spider wraps its victim in webs, rendering them helpless (a *Luck* (Str) save resists). Trapped victim may spend its action to attempt to break free (Str contest vs Str 17). Bite causes 1d6 damage and 1 Dex loss (*Luck* (Con) save resists). 25% chance of harvesting 1d3 doses of poison from a dead spider.

Hammer Snail, AC 16, HD 5, 5 x Hammerstalks 1d4+2, 19: special, S12 D7 C15 I3 P8 W17 Ch1, L6, Mv 30 ft inc up walls etc. On a natural 19-20 attack roll, target is crushed, losing its next action (*Luck* (Con) save resists). Snails attack the same target with all 5 attacks until incapacitated. If struck by 3 or more hits in one round, target rolls on the *Injuries & Setbacks* table.

Minotaur, AC 15 (armour), HD 5+4, Big Axe 2d8, 10 ft reach, 19: roll on the *Injuries & Setbacks* table (*Luck* (Dex) save resists), S19 D14 C19 I6 P14 W15 Ch7, L8, Mv 30 ft. Charge 60 ft, gain adv to hit for 2d8+2, target makes a *Luck* (Con) save or roll on the *Injuries & Setbacks* table.

Ogre, AC 12, HD 4+3, Spiked Club 2d8, 19: special, S19 D8 C15 I6 P7 W8 Ch7, L7, Mv 40 ft. When staggered, an ogre enters a murderous rage, gaining a free attack against every foe within reach. On a 19+ attack roll, the target rolls on the *Injuries & Setbacks* table (*Luck* (Con) save resists). 10 foot reach.

Owlbear, AC 13, HD 6+3, 2 Claws 1d6+2 and Bite 2d4, 19: bear hug, S19 D12 C16 I3 P10 W15 Ch4, L8, Mv 40 ft. A hit with both claw attacks draws the victim into a crushing hug, forcing the victim to roll on the *Injuries & Setbacks* table (*Luck* (Con) save resists). Owlbears cause 20 hp damage on critical hits and have a 10 ft reach.

Skorn, AC 11, HD 2, Club 1d6+1, 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists), S15 D10 C13 I7 P12 W8 Ch8, L5, Mv 30 ft. Rudimentary dark vision, advantage when detecting danger or scents.

Skorn Werewolf, AC 13, HD 6+4, Bite 2d6, 19: a wolf (60%) or dire wolf (40%) comes to the lycanthrope's aid, S18 D14 C14 I10 P15 W13 Ch8, L8, Mv 30 ft. *Lycanthrope* with all the usual benefits (LFG p.95). By spending an action, may exert control and issue orders to wolves and dire wolves, which are compelled to obey. Rudimentary dark vision, advantage when detecting danger or scents. Skorn lycanthropy cannot be spread to non-skorn.

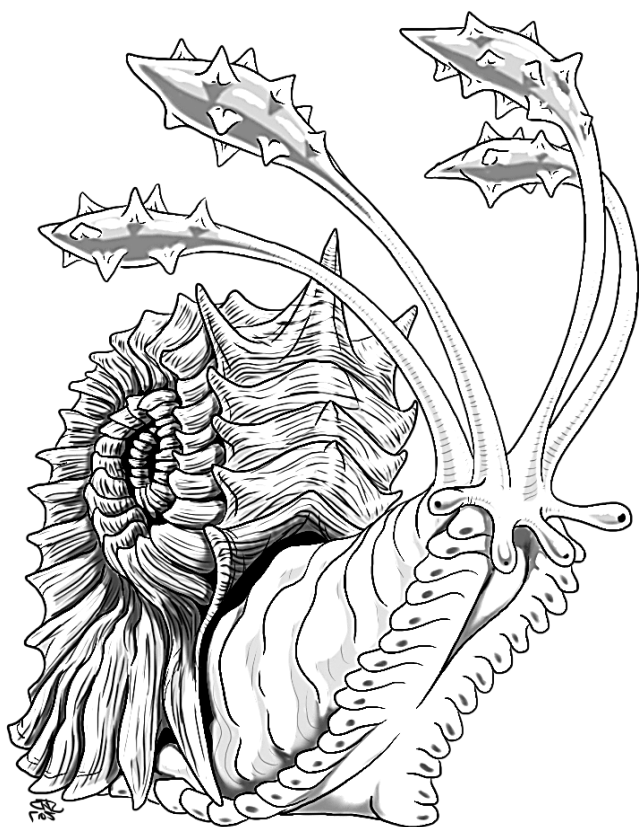
Stirge, AC 12, HD 1d4 hp, Sting 1d3 + blood drain, 19: blood disease, lose 1d4 Str over 1d6 hours (*Luck* (Con) save resists), S4 D16 C6 I2 P10 W5 Ch4, L3, 60 ft flying. After hitting auto drains



1d4 hp on their turn. PCs suffer -2 to hit an attached stirge (won't hit host) or may swing with abandon (25% chance of hitting both stirge and host). An attached stirge drains an unconscious PC to death in 1d6 rounds.

Western Panther, AC 14, HD 6, Bite 2d6 and 2 Claws 1d6, 19: random limb torn off (*Luck* (Con) save resists), S19 D16 C16 I3 P15 W13 Ch6, L8, 60 ft.

Wild Boar, AC 12, HD 3, Gore 1d8+2, 19: severe gore, roll on the *Injuries & Setbacks* table, S15 D10 C17 I2 P10 W14 Ch4, L7, 40 ft. Boars go into a bestial fury when staggered, gaining advantage on attack rolls.



(D) Allocate Traps

In addition to their (mostly) humanoid forces, each player rolls 1d12 on the *Traps* table. Players may place their traps anywhere on the map.

TRAPS		
1	Pit	10 ft diameter pit, 1d3 x 10 ft deep, with <i>Spikes</i> (extra 2d6 and roll on the <i>Injuries & Setbacks</i> table LFG p.54), 33% chance the pit trap locks itself shut after a PC falls in. <i>Luck</i> (Dex) save negates.
2	Poison Gas	15 ft cloud of gas. Choking (as suffocating, LFG p.159) for 3d6 rounds. <i>Luck</i> (Con) save resists.
3	Deadfall	A heavy 1 ft block drops from above. <i>Luck</i> (Dex) save or 3d20 damage.
4	Alarm	<i>Luck</i> (Perc) check to notice trigger. If activated, the alarm sounds in this or a nearby room: a sentry or random monster investigates.
5	Arrows	1d4 targets, +8 to hit, 2d8+2.
6	Lock-down	Chamber seals with portcullises. <i>Luck</i> (Dex) save to wedge something in an opening before they seal. 1d3 x Str (Ath) great successes (LFG p.42) required to lift a portcullis.
7	Rolling Boulders	A series of man sized rolling boulders must be dodged (<i>Luck</i> (Dex) save). Failure causes 2d20+5 damage and a roll on the <i>Injuries & Setbacks</i> table (LFG p.54).
8	Scything Blades	30 ft line (floor, ceiling, wall). 4d8 and roll on the <i>Injuries & Setbacks</i> table (LFG p.54). <i>Luck</i> (Dex) save negates.
9	Net	20 ft rope net. <i>Luck</i> (Dex) save to avoid being helpless. Action to make a Dex/Str check to disentangle/cut self free. Nearby alarm activates.
10	Spikes	2d10 damage and 1d2 Str, Dex or Con loss (even chance). <i>Luck</i> (Dex) save negates.

11	Relocation	A wall turns on its axis, pushing the nearest PC into an adjacent room (50%) or into a Spike trap (50%). Dex (Acro) check resists.
12	Gelatinous Cube	A secret door or ceiling hatch releases a <i>Gelatinous Cube</i> (LFG p.108).

(E) Allocate Custom Architecture

Each player rolls on the *Custom Architecture* Table. Players may place their modification anywhere on the map.

CUSTOM ARCHITECTURE	
1	1d3 <i>Secret Passages</i> joining up two spaces (rooms, corridors, or both).
2	2d4 <i>Reinforced doors</i> (Str (Ath) check at disad to open).
3	1d4 <i>Locked Doors</i> (Dex (Traps & Locks) check to open). The PCs' Leaders have keyrings.
4	<i>Locked Portcullis</i> , raising winch on one side only. 2 x great success Str (Ath) checks required to lift.
5	1d3 <i>Barred Doors</i> from one side. A Str (Ath) check great success is required to open.
6	Player Special.

(F) Monster Starting Positions

With reference to the Dungeon Map, players select starting rooms or corridors for their monsters to begin in. Once play commences, the GM controls the monsters (excluding Leaders) like any other NPC, but Leaders may attempt to direct their fellow monsters activities if desired.

Directing Monsters

Players have complete control over their Leader, like any other PC. Other monsters however are NPCs, and may or may not be disposed to taking orders from the Leaders.

Each time a Leader attempts to order, persuade, cajole or otherwise influence an NPC monster into action, the GM may require a Charisma check. Suggested modifiers are outlined below. The GM may simply veto suicidal or similarly fanciful directions.

- Leader has 2+ higher HD (advantage).
- Monster has 2+ greater HD than the Leader (disadvantage).
- Monsters outnumber the Leader by more than 3:1 (-1 penalty for each monster beyond this ratio). And vice versa.
- Leader offers significant bribe (+2 bonus).
- Leader threatens the monsters (+2 bonus, but monsters will violently retaliate on a fail).
- Leader and Monsters are the same kind (+2 bonus).
- Course of action is obviously very dangerous (-2 penalty, disadvantage,

and/or requires a great success, depending on the base recklessness or bloodlust of the target).

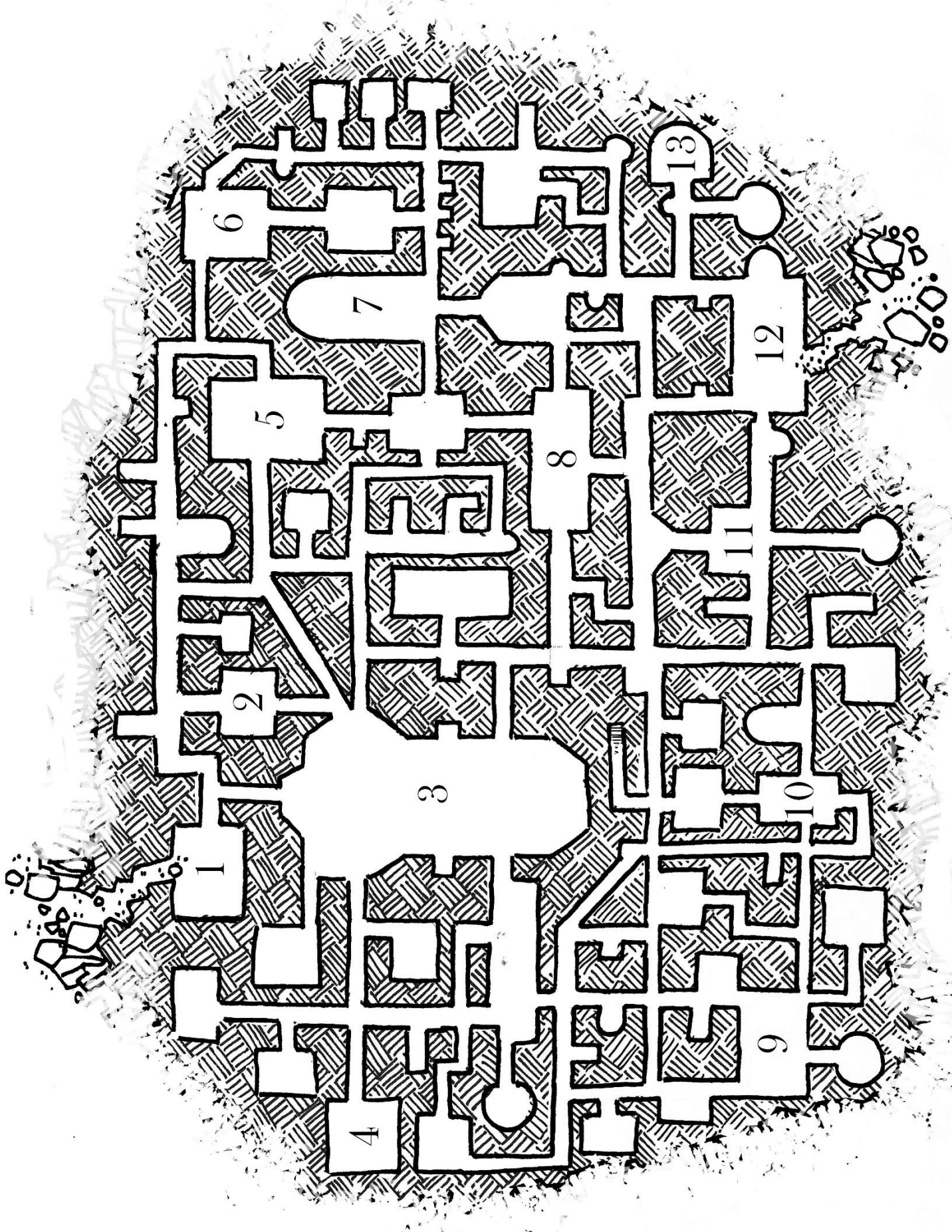
- Leader and monsters have an unfriendly or hostile relationship (disad and/or great success required, or impossible).

Dungeon Locations

The majority of the granite dungeon is dimly lit by *gloomspore*, a softly glowing fungi on the walls/ceiling of the ancient corridors. As noted below, some rooms also benefit from torches maintained by the skorn. The air is generally cool and still, tinged with bestial scents.

Unless indicated below, most chamber exits have aged wooden doors (despite no doors being marked on the map). If the presence or absence of a door becomes important, there is a 1 in 3 chance of no door (just an archway, removed/broken door, ruined curtain, etc).





Dungeon Entries/Exits

On the default map, the NPC adventurers (and monsters) may enter/exit the complex via the northern or southern tunnels (Areas 1, 12), or the stairwell below Area 3. The stairwell is rarely used, concealed on the surface by a trapdoor covered with tall grass. The NPC Adventurers may or may not know about the secret entrance (depending on the *Under Attack!* rolls - see p.12).

Unkeyed Areas

A large portion of the map is unkeyed. If the contents of an unkeyed location becomes important, roll 1d8 (or choose from the list below). Potential loot has not been included (given the GM is plays the adventurers).

1. *Refuse Pit* - bones, faeces, general waste the monsters are too lazy to deposit outside of the complex.
2. *Drinking Well*. 20% chance the well is befouled in some way; using its water requires a Con check to avoid *Skorn Lung* (hacking cough, bloody phlegm, all endurance related checks (fleeing, long wilderness treks, combat exceeding 10 rounds) made at disadvantage for 3d6 weeks).
3. *Cook Fire* with chimney for roasting/cooking the occasional meal. Skorn generally prefer their flesh raw, but sometimes cook it.
4. *Kennel*. 1d3 pet *Wolves* (tethered to a stake or wall). Bracken/straw or rag piles, a few left over bones.
- 5-6. *Sleeping Chamber* - furs and bracken for most of the humanoids. 50% chance of a sleeping *Skorn*.

7-8. *Storage* - primitive tools, foodstuffs, hanging meats, and so on. 50% chance of a torch.

Area 1 – Northern Guards

This 30 ft by 20 ft barracks houses 1d4+1 *Skorn*, ostensibly to keep a lookout for intruders, but who mostly argue/fight. There is no door and the 5 ft wide tunnel is strewn with rubble. The interior is lit by a torch. Convincing the guards to leave their post and assist elsewhere is difficult unless the intruders are very close (disad on any influence check). A large drum is in one corner.

Area 2 - Workroom

This 20 ft square messy but serviceable workspace contains a handful of old tables cluttered with tools (knives, hammers, crude nails, etc) and half finished armaments. 1d6 javelins, a shortbow, 2d6 arrows, 1d4 shields and some hide armour may also be found. Half finished armaments (1d6 spears, 2d4 javelins and 1d3 shortbows with 4d6 arrows) may be completed with another 1d4 hours work (per item).

Area 3 – Great Hall

The Grand Hall, 60 ft wide at its broadest, 100 ft long, with 30 ft ceilings, was once gilded with elaborate silver and gold finery. Over the centuries it has been picked bare, the walls now stained with blood, bile and pinned human skins; the primary den of the man eating beastmen and their allies. 3d6 *Skorn* are here at any one time, feasting, fighting, dozing or mating (even chance).

Area 4 – Prison Cells

This 20 ft square chamber has a locked door. Within are 2d6 humans or skorn from competing tribes, shackled or roped to stone pillars. If the

NPC Adventurers free the prisoners, they might gain some useful reinforcements.

Human Prisoners, AC 10, HD 1, as weapon, 19: as weapon, S10 D10 C10 I10 P10 W10 Ch10, L4, Mv 30 ft. The prisoners are desperate to exact vengeance and/or escape and don't check for morale. One of the prisoners is *Grindo*, a veteran ranger taken by surprise two days earlier.

Grindo, AC 12, HD 3, as weapon, 19: as weapon, S15 D15 C13 I10 P13 W9 Ch9, L6, Mv 30 ft. Grindo may choose from the following Rangercraft talents twice per combat: *Off Hand Adept*, *Veteran Scout*, *Nature's Venom*. He gains advantage on all wilderness related checks.

Area 5 – Trophy Room

This chamber has no doors, opening into a 25 ft by 30 ft space housing the monsters' trophies. Skulls, ear necklaces, fingerbones, etc (mostly human, but also bison, panther, rival skorn, other humanoids/giants) line crude wooden shelves and tables, and skin tapestries hang from the walls. The monsters exult in their trophies and will fight hard to preserve them (adv on morale checks). If the NPC Adventurers take control of this room, the trophies might be valuable bargaining chips and/or reduce monster morale.

Area 6 – Master's Bedchamber

This 20 ft by 25 ft room was once the master's bed chamber. A large wooden bed, ragged linen, cupboard and desk still remain (the room is easily set alight). At the player's option, once of their Leaders might lair here (if so, a box, crate or chest of loot is also located here, roll 1 x Carry Loot (LFG p.136) if the value is required).

Area 7 - Chapel

This 40 ft by 20 ft chapel is falling apart, its many splendored tiles cracked and littering the ground. On a northern dais is an iron altar dedicated to a manifestation of Graxus, the war god. The altar has been defiled with human skulls, skin banners and skorn warpaint, converted to the worship of the beastmen's immoral deity, *Ulgoth*. The phrase *Var Khora nok Ulgoth* ("more skulls for Ulgoth") is painted on the altar/floor. Monsters fighting in the chapel gain advantage on morale checks, inspired by their divine tyrant.

Area 8 - Infirmary

This relatively central 40 ft by 20 ft infirmary has no doors, and is lined with crude wooden cots. At any one time there are 1d4 maimed or sick skorn or other monsters here having their condition tended by the healer, *Solob* (as Skorn but 3 HD, rudimentary healer's kit).

Solob wields considerable power among the skorn; those she deems as unsavable (or undeserving of respite), are eaten. For the purposes of the Leaders, wounded monsters tended to by Solob regain 1d8 hp after 1 hour (once only per creature). Finally, Solob has a 1 in 4 chance of saving any apparently "dead" monster brought to her within 5 minutes, restoring it to 1 hp after 1d3 minutes (once only, and not applicable if the NPC party begins "making sure" dropped foes are dead).

Area 9 – Torture Chamber

Prisoners and other unfortunates marked for torture are conveyed to this 50 ft by 30 ft death chamber, which is filled with all manner of blood stained tables, blocks, racks and torture implements. The room is lit by several torches, and all exits have doors.

Area 10 – Mating Chamber

This 20 ft by 15 ft study is the exclusive province of the Leader with the hidden magic item cache. There are locked doors on all exits (the Leader has the key). Ostensibly, the Leader uses the room as his own exclusive torture and mating chamber (either because they are a boss, or because they earned some kind of a special temporary reward).

Whilst the Leader does enjoy such activities, the true purpose of the room is to study the *Tablets of Baal* (if studied for 3 months, the reader may become a 1st level Magic User), recently recovered from a nearby ruin. The stone panels, along with the two scrolls and potions (referred to on p.3) are hidden beneath a trapdoor under an ancient rug. If the skorn discover the true contents of the room, the Leader will be held to account (horribly tortured then devoured alive).

Area 11 – Brugmaw's Kitchen

This 20 ft square chamber has a stove and chimneys, which the skorn sometimes use to cook their food. Meat hooks hang from chains, 3 x oil barrels are stacked in a corner, and human organ stew boils in a large, steamy cauldron.

Brugmaw, an especially callous and unhygienic *Ogre*, is the kitchen despot, feared for eating those that complain about her gritty gruel. Convincing Brugmaw to leave her kitchen, or lend her cauldron, oil, chains, hooks, etc, is unlikely. She is however deathly afraid of *Stirges* and *Dire Wolves*, should the Leaders have access to any.

Area 12 – Southern Guards

This 20 ft by 40 ft entry hall is occupied by 2d4 *Skorn* guarding against intruders (they have horns). Doors are situated at the northern and

western exits. The 5 ft wide southern tunnel has no door, and is strewn with large rocks and debris. The interior is lit by a torch.

The eastern alcove contains a ruined human statue (a human female prophet, stopping a blade with her open palm) and a barrel of spirits. The guards have been binge drinking *Mrudnuk* (a highly potent fermented grain spirit), and are very drunk (disad on all checks, 50% are dozing). Confiscating the barrel might cause a riot, and/or weaken morale.



Area 13 – Alchemy & Poison Cache

This 20 ft by 15 ft store room contains the monster's rare weapons, under lock and key (a random Leader starts with the key). Inside are 2d4 fire pots, 1d3 acid vials and 1d3 doses of random poison (roll 1d6, check for each dose: 1-3: *Giant Spider* venom, 4-5: *Ghoul'sheer Admixture*, or 6: *Purple Worm* poison. LFG p.33, 120)).

Adventurer Assault

The NPC party makes its initial appearance as noted on the table below. The GM might also use this table if the adventurers retreat before making a counterattack from another entry point.

If the first sign of the party implies they are already within the complex, assume that the closest entry guards have been overcome (perhaps with a *Sleep* spell, or overwhelming ambush), and other monsters remain unaware. Alternatively, the party might have taken advantage of one off teleport magic to enter the complex.

UNDER ATTACK!	
1	A war horn sounds from the northern or southern complex (even chance). The sentries in Area 1 or 12 are under attack ... or perhaps it's a decoy to lure the monsters away from another Area.
2	A lone skorn staggers into sight of one of the Leaders, then falls dead, a bloody gash in its side...
3	A Leader hears muffled sounds (grunting, thumping, the noise of something metal falling to the stone floor) coming from a nearby corridor.
4	<i>Mombo</i> , the man eating monkey (p.14), is suddenly sighted by a random Leader (via nearby corridor or doorway, etc). Has the monkey been caught scouting, or is he bait to lead the monsters into a trap?
5	A random Leader may make a Perc (Detection) test to smell that a human is nearby (<i>Nebbers</i> , scouting, turned invisible by <i>Gwideon</i>).
6	The party descends the secret stairwell just south of Area 3. From there, they cautiously scout around, killing any monsters they find.

Once the party becomes known, the GM plays them like any other NPC group, bearing in mind their objective to obtain the tablets (hidden in Area 10). With incomplete knowledge of the complex, the adventurers might fall prey to traps, dead ends, miss secret doors, etc. If the GM wishes to quickly abstract a result or decision, roll 2d6:

QUICK RESULT	
2	Catastrophic failure
3-4	Failure
5-6	Success with great cost
7-8	Success with minor cost
9-11	Success
12	Great Success





NPC Adventurers

By default, the NPC party begins with four individuals. GMs are encouraged to swap in other classes or characters if preferred. If the party is driven off, they return 3d6+12 hours later with 3d6 men-at-arms and 2d4 hirelings in tow (porters, torchbearers, etc).

Ruckus, AC 16 (heavy armour), HD 5 (40 hp), *Silvered Great Axe* 1d12+3, 19: as weapon, S16 D10 C16 I10 P8 W10 Ch10, L10, Mv 30 ft. Ruckus has the *Fighter Adaptable* ability, with the *Two Hander* style. He may change styles twice per combat. Ruckus is relatively pale skinned with

dark hair, wearing chainmail and wielding a large axe. When in melee with more than one foe, Ruckus may make two attacks per action instead of one (must be against different targets).

Gwideon, AC 13 (leather), HD 5 (23 hp), *Sword* 1d8+1, 19: disarm, S10 D16 C14 I16 P10 W17 Ch8, L8, Mv 30 ft. Gwideon has a 5th Level Magic user's spell slots (4/2/1) until the end of the adventure. He knows the following spells:

(1st) *Charm Person*, *Cure Light Wounds*, *Sleep*, *Wizard Lock*.

(2nd) *Invisibility*, *Stinking Cloud*, *Phantasmal Force*.

(3rd) *Fireball*, *Haste*.

Gwideon's DDM tally starts at 3.



Nebbers, AC 14 (skullcap & leather), HD 5 (30 hp), 2 *Shortswords* 1d4+3, 19: disarm, S15 D17 C13 I10 P17 W14 Ch10, L12, Mv 30 ft. Nebbers has advantage on Stealth related checks, and *Backstab*, *Skirmisher* and *Finisher* abilities like a 5th level Rogue. He may choose from the following tricks three times per combat: *Choking Dust*, *Hidden Blade*, *Flash Powder*, *Smoke Bomb*, *Unseen Whip*.





Kynali, AC 13 (hardened leathers with hood), HD 5 (28 hp), Long bow (1d8+3), 19: arrow to the eye, throat or heart, killing the target (*Luck* save resists), S14 D17 C10 I10 P15 W14 Ch14, L11, Mv 30 ft. *Kynali* may choose from the following Rangercraft talents three times per combat: *Sharpshooter*, *Veteran Scout*, *Slip Away* and *Cover Fire*. She gains advantage on all wilderness related checks and crits on 19-20 ranged attack rolls.

The ranger's beast companion is an albino *Man Eating Monkey* named *Mombo*. *Kynali* raised the carnivorous primate as a babe after a visit to the *Suurat Jungle*.

Mombo, AC 13, HD 1 (19 hp), Bite 1d6, 19: throws faeces in his opponent's eyes, blinding them until they spend an action to clear their vision, S10 D17 C10 I6 P13 W8 Ch12 L special, Mv 30 ft inc climbing. On a critical hit, *Mombo* climbs the target's back and knocks them prone (Str check resists). *Mombo* communicates with sign language, may use tools (but not weapons), open doors, etc. He sees as well in darkness as in light, and has advantage on Athletics related checks.

Men-at-Arms, AC 14 (chain & shield), HD 1+3, Axe 1d8, 19: as weapon, S14 D10 C12 I10 P10 W10 Ch9, L4, Mv 30 ft.

Porters, AC 10, HD 1d6 hp, Knife 1d4, 19: as weapon, S10 D10 C11 I9 P9 W10 Ch10, L4, Mv 30 ft.

Major Exploits & Rescues

The party has access to Major Exploits and Rescues (LFG p.48), as if they were normal PCs.

Aftermath

Given this adventure is a one-off, there is no real aftermath to contend with. If the monsters prevail however, the players might like to know that *Ulgoth* appeared pleased, gifting the next birth litter with many fierce, man eating skorn babies.

CREDITS

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