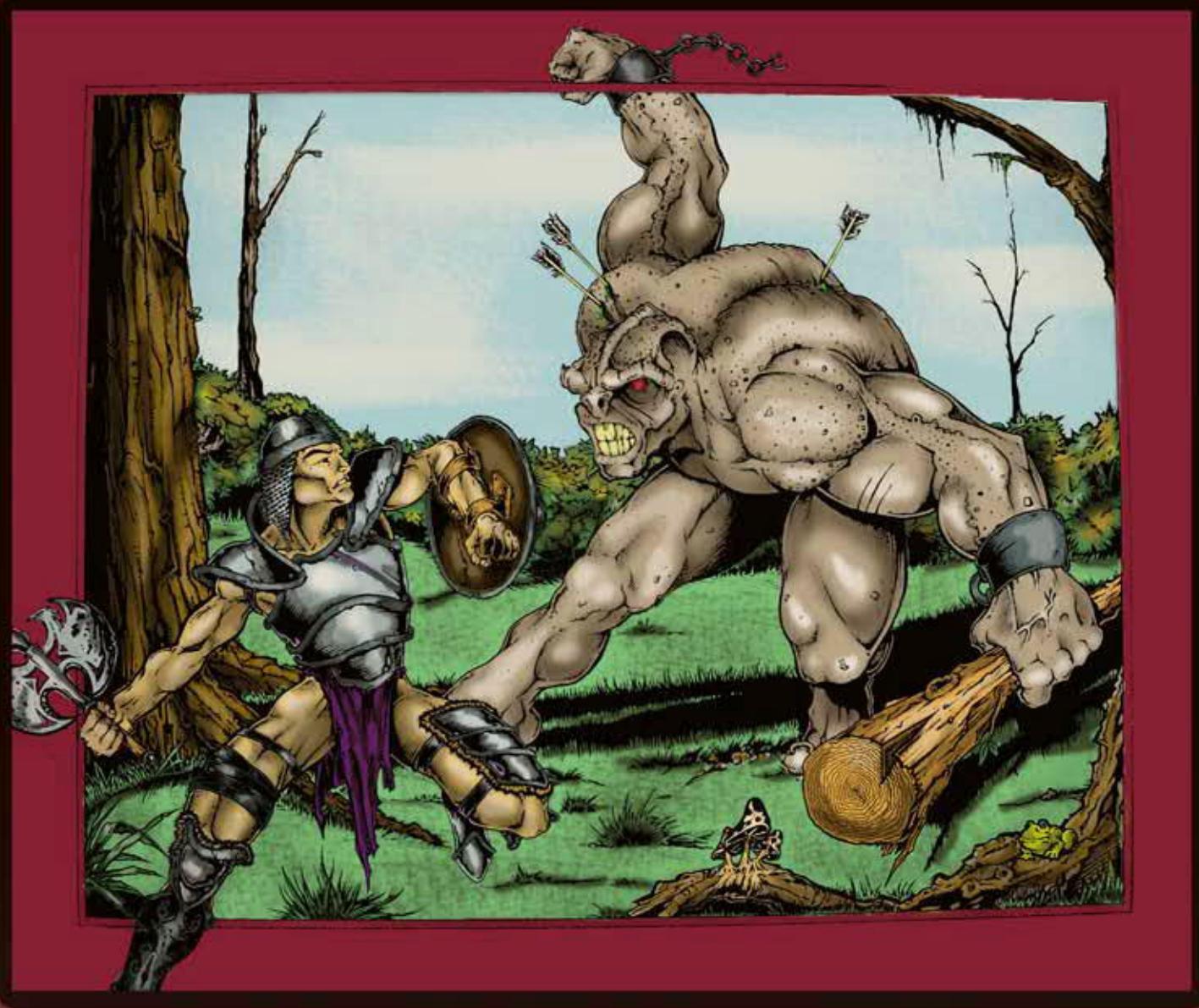


HUNT FOR THE OGRE LORD

Contains versions compatible with OSRIC and Altus Adventum
2nd edition.



Barely able to enjoy the spoils from your last adventure, you are soon called upon by the mysterious Inquisitors to investigate rumors of an ogre lord rallying a humaiond army on the western border of the kingdom. Promises of sacks of gold followed by veiled threats, and it seems you have little choice...

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.lightnings-n-knives.com/osric>. The OSRICTM text is copyright of Stuart Marshall. "OSRIC™" and "Oldschool System Reference and Index Compilation™" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC™ license.



Page Intentionally Left Blank



A4 Hunt For The Ogre Lord

**Adventure Module designed
for 5-8 characters of level
4-6**

(c) 2010 Sacrosanct Games



Written By: Rod Waibel

Artwork (individual copyright may apply):

Robert Robinson

Rod Waibel

Public Domain

Michael Syrigos



Table of Contents

OSRIC Version

Background	5
Scenario I	8
Scenario II	9
Scenario III	12
Scenario IV	20
Scenario V	22
Scenario VI	24
Scenario VII	26
New Monster/Items	27
Ready-To-Play Characters	28

Altus Adventum Version

Background	40
Scenario I	42
Scenario II	43
Scenario III	46
Scenario iV	54
Scenario V	57
Scenario VI	58
Scenario VII	61
New Monsters/Items	62
Reaty-To-Play Characters	62-63

Maps and Handouts

29-39

OSRIC Version

Adventure PAK Guidelines

Hunt For The Ogre Lord is an Adventure Module designed for 5-8 characters of level 4-6. Characters outside of this guideline may find the adventure too challenging or too easy, and modifications may be necessary.

Note that everything that follows in this Adventure Module is for the eyes of the GM only. Sections to be read aloud to players will be surrounded by a small border.

Note!!! If you are planning on being a player in this Adventure, STOP READING NOW! The below is information for the GM only.

Introduction

Hunt For The Ogre Lord revolves around recent coordinated attacks from humanoid clans coming out of the Untamed Lands into the Kingdom of Andrimar. Normally the humans have been able to fight back the attacks because they were uncoordinated and chaotic. But now they are much more organized, and have actually managed to raze several of the outlying watch towers. The armies are making their way closer to the city of Kelmar itself, and King Galidorn has become very worried.

Normally he would send his army to reinforce the border, but he cannot send them at this time because he doesn't want to panic the people of his kingdom by letting them know just how bad things have become. And he certainly doesn't want to alert other kingdoms that most of his troops are deployed on only one border. Upon advice from High Inquisitor Helman Rall, he will try to defeat this menace covertly.

Through spies and eyewitness accounts, the humanoid armies are actually being led by a giant ogre who goes by the name, Ketchek Hruck.

Ketchek originally comes from the war-like tribes of ogres who live in the mountain badlands to the northeast of the Untamed Lands. Upon reaching adulthood, he set out to conquer lands southeast. At first it was easy, as the goblins, orcs, and other humanoids were easy to intimidate and rule through sheer fear and force.

But it wasn't long before he was no longer satisfied with the land he had, and he was concerned with the fact that the clans were warring with each other while the humans continued to encroach into their territory.

It made Ketchek extremely angry to constantly see the humanoids get defeated time and time again. So he vowed to unite the clans and strike back. War was in his blood, and he would crush the humans and rule the entire Westland.

It took months for him and his clan to unite several of the other humanoid clans. Almost in every case this only happened by Ketchek killing the chief of the clan that he tried to assimilate into his. Violence was the only thing

many of these creatures understood.

Soon he began to attack the outposts, and quickly was able to defeat the humans therein. The only solution, presented to the king by Helman Rall, was to send out a group of heroes to find and kill the ogre chief.

By this point, the characters have begun to make a name for themselves. They've managed to defeat several foes and acquire much treasure and fame. If they have completed *Lair of the Goblin King* and/or *Lost Treasure of Actzimotal*, then their exploits will be widely known. It is for this reason why Helman Rall sends out a secret messenger to find them and require their presence at the Inquisitor high offices. No one in their right mind would refuse the request of the High Inquisitor.

Untamed Lands

Northern Mountains

The mountains north of Kelmar will not be described in detail in this Adventure PAK because they aren't an area necessary for completion. If the party does decide to venture into the mountains, they will most likely be beset upon by various dangerous creatures, including those that would challenge heroes, let alone veterans.

Kelmar

The border fortress of Kelmar houses 10,000 inhabitants who are as stoic and hard as the city itself. Tall, sturdy granite walls surround the city, and all buildings are built with a purpose rather than aesthetics. The layout of the city is very organized and efficient, with clear distinctions between the market district and the residential district.

Kelmar needs to be this way because it is often the central hub in protecting the western borders of the kingdom. The western foothills between the mountains are home to many roving bands of monsters, and is the primary avenue of attack for any army that tries to invade the kingdom.

It is for this reason that rather than villages and towns surrounding the city, watch towers and keeps exist instead. Everyone who lives in this area are familiar with the dangers and are a hard people.

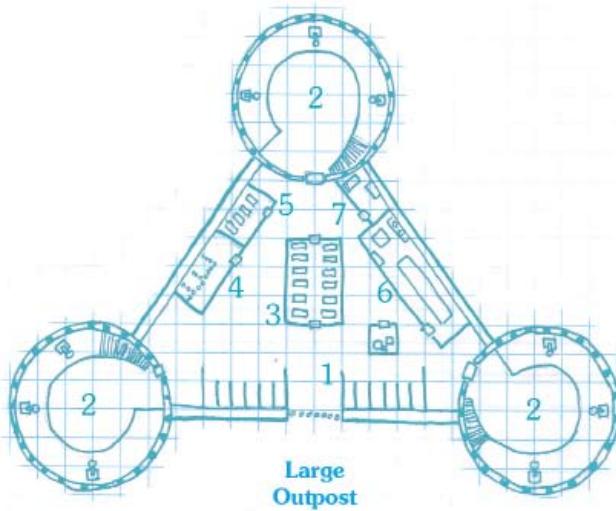
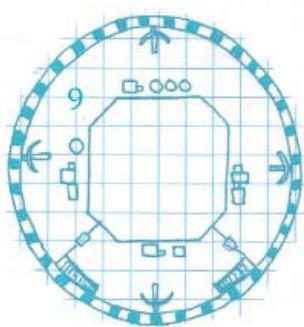
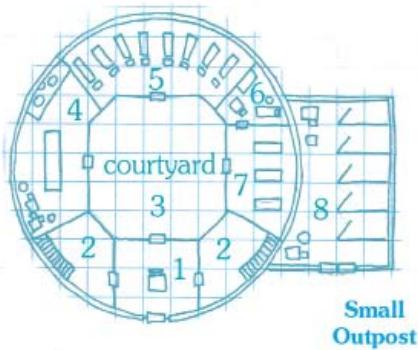
Marshall Westin is the commander of the militia in Kelmar, and is responsible for patrols between the outposts and the city itself. He is also responsible for the safety and security of the city proper.

Outposts

There are two main types of outposts that have been established along the western border. The smaller circular towers include Taag, Gali, and the Southern Outposts. The larger triangle shaped outposts are Arn and Ander.

For the smaller outposts, a typical staffed squad of 16 soldiers and one commander are stationed at all times. Only battle hardened experienced troops get sent to these assignments, which are considered an honor.

Larger outposts will house 24 troops, 4 sergeants, and one outpost commander. 12 horses will also be stabled, as compared to 10 horses in the smaller outposts.



In all of the outposts, communication between them and Kelmar are done via magical mirrors that allow the user to talk with anyone using any other of the mirrors in the other locations.

All of these outposts have also had small villages spring up around them. These villages house the workers for the outposts (cooks, carpenters, etc), and often ring the outpost which offers protection for the villages. But these villages are home to no more than 20 or so peasants.

The stats for a typical soldier stationed at an outpost are:

AC: 4, HD: F3, HP: 17, AT: 1, Dmg: 1d8+1

Soldiers are armed with mail armor, shields, and broad swords.

Sergeants:

AC: 2, HD: F6, HP: 40, AT: 1, Dmg: 1d8+3

They are armed in plated armor, shields, and broad swords as well.

All soldiers, sergeants, and commanders are also equally skilled in long bows, which they use from the

battlements when under attack. Stats for commanders will be given for each individual outpost.

The following areas correspond to the outpost maps:

Small Outpost:

1: Entry. This room has a table and a few chairs in the center. A scribe and a guard usually are in this room whenever anyone approaches the tower. All visitors are required to log into the book, along with their purpose.

2: Stairs. Both of these rooms have stone stairways that lead up to the second level of the tower.

3: Courtyard. The courtyard is open air with no roof. This is the area where the soldiers do most of their combat training and other exercises.

4: Kitchen. This room is where all of the food is prepared. Rations and supplies are stored in order to support 20 people for a period of two weeks before needing to resupply.

5: Sleeping Quarters. Bunks stacked two high fill this room. All of the soldiers make this their quarters, and wooden trunks are at the foot of each bunk that hold personal effects.

6: Commander's Room: The post commander will have a private quarters. Typical furnishings are a bed, desk, dresser, and trunk.

7: Dining Area: Long tables and wooden benches are in this room, which the soldiers use for dining.

8: Stables: These large stables have room for two horses per stall, and typically have 10 horses at any given time. Supplies and extra tack are also kept here.

9: Upper level. Only the area where the stairs come up have a roof. The other areas are open to the sky. This entire platform rings the battlements, and large ballista are positioned in each point of the compass.

Large Outpost

1: Entry. Large iron gates open up into the courtyard. Horse stables are to either side of the gates, and house typically a dozen horses at any given time. A locked storage shed is also in the courtyard.

2: Watch towers. Each of these watch towers have stairs

that lead up to landings up near the battlements. Small catapults are positioned on these landings, and several supplies are located on the ground level below the platforms.

When engaged in battle, typically 2 soldiers man each catapult with a sergeant overseeing each tower.

3: Barracks. This large building houses the two dozen soldiers who are stationed here. Bunks are stacked two high, with footlockers at each end.

4: Jail. A small jail has been built into these outposts in the event of captured raiders or rowdy villagers.

5: Sergeant's Quarters. This room houses the four sergeants who have been stationed at the outpost.

6: Kitchen. This large kitchen also acts as a dining area for the soldiers stationed here. A long table is in the center of the room.

7: Captain's quarters. This is the private quarters of the captain.

Taag Outpost

Taag was the northernmost outpost and acted as a first line of defense for any creatures who tried to venture down from the mountains and attack the human settlements.

The outpost itself sits atop a rock outcropping that is only connected to the main ridge via a small 8' wide natural stone bridge. Sheer cliff walls more than 50 feet high ring the outpost.

Communication with the rest of the outposts has stopped in recent days, and in fact this outpost has been overrun and destroyed. All that remains is a smoldering rubble shell of what was once the tower. Anyone who approaches the tower will see the bodies of the soldiers impaled upon huge stakes.

If the party searches through the rubble, they can tell a vicious battle had taken place, but there is nothing of value.

Without the soldiers from Taag to act as a front guard, there would be no warning for monsters coming down from the mountains into the villages south.

Jael Village

This small village is home to trappers and hunters—those brave enough to hunt the exotic creatures who make their homes north in the mountains. It is not a large village, home to less than 30 people, but is not unfamiliar with the dangers that surround it. A 12' tall wall of thick poles surround the village, and every member is skilled with weapons.

If the characters visit, they can resupply on basic items only, but the local village priest may be able to heal wounds for a sizable donation.

Kitzigen

Kitzigen is a village of about 100 people of varying species. They are almost exclusively farmers; being the

nearest village to Kelmar allows them a nearby place to sell their goods.

Arn Outpost

Arn is one of the larger outposts sitting atop a small hill that like Taag, has been destroyed completely. Also like Taag, bodies of the soldiers have been placed on tall spikes.

Gali Outpost

Gali is one of the small tower outposts, and sits atop a large hill surrounded by sparse woodlands. Sentries on the tower can see well over three hundred yards in each direction, and all trees have been cut down within a 200 yard radius. Like most outposts, small huts and homes surround it to house the workers.

There are twenty guards here, along with 50 villagers. Captain Illendril oversees Gali. He is a large man with a dark complexion and long curly hair. Battle scars line his face and arms, and while he has a serious demeanor, he is not impolite or cruel.

Capt. Illendril

AC: 0, HD: F9, HP: 48, AT: 2, Dmg: 1d8+5

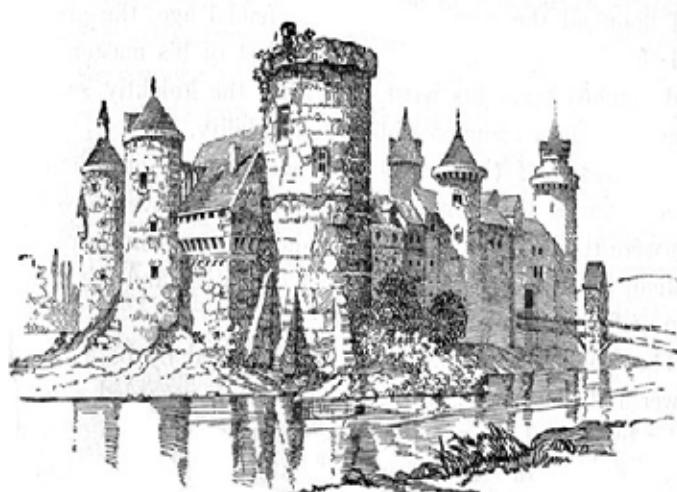
Illendril wears **plated armor+1**, a large steel shield, and fights with an emblazoned broad sword that will burst into flame upon his command. This sword, **Cauterizer**, grants a +2 bonus to hit and damage, and when enflamed, inflicts an additional 1d6 points of damage to the target.

Ander Outpost

Ander is a larger outpost with a large village around it. Being situated towards the south, the people have felt more secure and thus are more willing to live near it. Nearly 200 villagers make their home around Ander.

Being fairly secure has also made its captain, Milear, a bit complacent. They haven't had raids in months, and even those were very small. So he spends most of his time enjoying his position.

Milear is roughly only 5'9", but he weighs nearly 300 pounds. Years of dining on fine food hasn't helped, and he justifies taking the best food as a payment of sorts for protecting the village. The only reason he is still captain is



because in his younger days he happened to be an only survivor of a goblin raid and was considered a hero.

Capt. Milear

AC: 2, HD: F8, HP: 48, AT: 3/2, Dmg: 1d10+4

Milear wears plated armor and wields a huge two handed gutentag hammer.

Southern Outpost

The southern outpost is not so much meant to act as a wall of protection against invaders, but to act as a supply point as more outposts that are going to be built further west.

Because of this, this post is the sight of a lot of activity. Most villagers are workers who are getting ready to start building another tower approximately twenty miles due west. Due to the attacks of the other two outposts, plans have been put on hold.

Overseeing the logistics of this is Commander Altor. He is a man of average stature, and is not known for his battle prowess, but for his ability to manipulate bureaucracy effectively.

Commander Altor

AC: 1, HD: F6/C3, HP: 39, AT: 1, Dmg: 1d8+3

Altor is armed with standard broad sword and shield, and wears plated armor+1. His spells:

1st: cure light wounds, bless, protect from evil

2nd: hold person

Humanoid Areas

Each of the areas that are under the control of the Ketchek and other humanoids will be explained in greater detail in one of the scenarios below. They typically will not be encountered until after the party has escaped and moved into Scenario 3.

Scenario 1: The Inquisitor Beckons

For years the city of Kelmar has acted as a buffer and line of protection against the hordes who reside in the Untamed Lands. For years they have successfully managed to defend and wipe out any threat as the monsters have always attacked in small unorganized groups.

But now there are rumors that the hordes have become organized and the western border is under attack like it hasn't ever before.

At this time, a mysterious figure approaches you while you are relaxing in splendor from your newfound riches and simply leaves a note and then leaves. When you open the note, it reads:

If the party does decide to skip the meeting, they will be hunted by the inquisitors. Rall has the entire kingdom's resources at his disposal, and the insult he would receive by the party's slight would vex him greatly. He would then stop at nothing to arrest the party and torture them to pain of death. Therefore, the party will most likely arrive at the offices.

One thing you notice as you near the High Office of the Inquisitors is that the people avoid it like the plague. No citizen comes closer than 100 feet if they can help it. Only the people who have to travel back and forth into the inner castle come near, as the office itself resides next to the gate that leads into the Inner Castle to where the nobles and royalty make their homes.

The office building is guarded at all times by two large men clad in shining plate armor and bright white tunics with the wolf's head insignia embroidered upon the left shoulder. The guards do not move and appear as statues, but you know that a living human resides within the rigid forms.

Another thing you notice is that as you approach the office, you get strange glances from other people around you. Some are accusatory, while others hold pity. But none linger.

When the party approaches within a few feet of the office door, one of the guards will halt them and ask for their business. If the party states they were called forth, the guard will ask for proof and then will let them in. If the party cannot provide proof, they will detain them until a sergeant can verify their identity.

Inquisitor guards:

AC: 0, HD: F7, HP: 33, 39, AT: 3/2, Dmg: 1d8+3

They are armed with magical **broad swords** +1. They also wear **plate armor+1** and heavy steel **shields+1**.



Give the players the **Rall's Note** handout.

The party will know who Helman Rall is, and they will know that to refuse would mean almost certain persecution. They will have little choice but to attend.

Assuming the party can provide the letter, they will be escorted inside and down a long hallway to a large room. They will then be asked to be seated, and within a few minutes, Helman Rall and his personal escort will enter through a door on the opposite side.

Helman will welcome the party, and have a smile on his face the entire time. He will celebrate their accomplishments, and then tell them that they are needed in service of the King.

Helman will then swear the party to secrecy (explaining how the masses would panic if they knew about the ogre) and explain the situation. He offers the party a 5000 gold reward if they will infiltrate the Untamed Lands and kill Ketchek. They would need to bring back the ogre's head to provide proof.

If the party declines, Helman's smile will turn a bit sinister, and he will try to manipulate the party with statements like, "I'm sure you've acquired quite the treasure in your travels. Have you by chance paid any taxes on them yet?"

His meaning will be clear. If the party still refuses, he will call them cowards to the realm, but let them go on their way. He will advise that they leave the kingdom and never return under pain of treason.

If the party agrees, Helman will appear very pleased and advises that the party leave immediately to Kelmar. From there, they will need to explore west and try to see what happened to the watch towers that are now under Ketchek's control.

Scenario II: Into the Wilds

By now the characters have made their way to the city of Kelmar. Travel there should be relatively safe, as the roads are heavily travelled. It seems more people are travelling east, however, as they no longer feel as safe with the humanoid attacks. Upon reaching Kelmar, the party should seek out Marshall Westin and report that they were sent by Helman Rall to investigate the attacks.

Westin will be somewhat relieved that some relief is coming, but is adamant that the army must be sent and that a scouting party won't be enough. Either way, the party will be advised to leave the next morning after resupplying to investigate the outposts that have become silent.

The road to Arn is lightly wooded with gentle hills. Further to the west are heavily forested areas where dangerous creatures lie in wait. All civilian traffic on the road west of Kelmar has been prohibited until patrols of soldiers can verify that humanoid raiders have gone.

Things are actually more dire than what Westin knows. Less than 15 miles away, Arn has been completely destroyed already. Only five miles outside of the city, the road is patrolled by humanoids under the command of Ketchek.

It will be one of these patrols that the party will run into roughly an hour after leaving Kelmar, before they reach Arn. The patrol will consist of ten heavily armed orcs led by an ogre sergeant. When they see the party, five of the orcs will form a shield wall (+4 AC to all behind it) while the other five fire arrows at the party. When melee starts, they

will all attack.

Orcs

AC: 6, HD: 1, HP: 6, AT: 1, Dmg: 1d8+1, XP: 15

They are wearing studded leather armor and wield shields and broad swords. Each carries 2d10 sp.

The Ogre

AC: 5, HD: 4, HP: 18, AT: 1, Dmg: 1d10+6, XP: 150

He is armed with a large wooden shield and **broad sword** that is the equivalent of a two handed sword for a human. The sword is enchanted with a +2 bonus to damage only. He also carries 30 gold on his person.

If the patrol is reduced to less than half of their number, or if the ogre is slain, a morale check is instantly required.

Arn

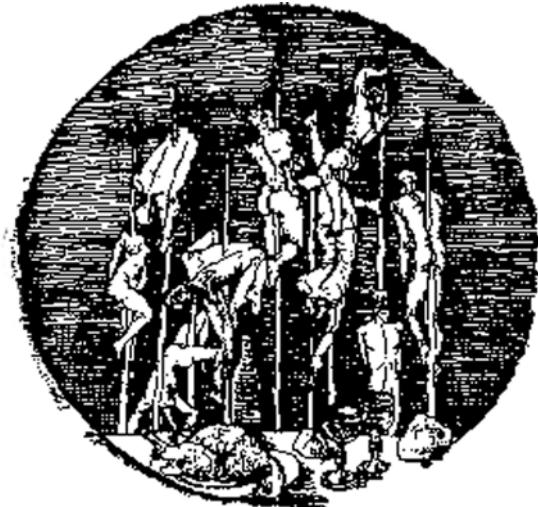
As you near the outpost of Arn, you begin to smell a charred smoky aroma with a hint of a sickly smell. Within moments, you can see pillars of smoke rising in the distance from several areas.

As you get closer, you notice that the entire village has been razed and burnt, and the outpost itself lies in rubble. Your stomachs churn with nausea as you see the hacked bodies of the villagers laying randomly. Your eyes are drawn to the bodies of the soldiers, impaled on huge wooden stakes.

When the party reaches Arn, they will see complete and utter destruction. The entire outpost is in smoldering ruins. Dead bodies still lie everywhere, and the party estimates that it is less than a day or so old. The soldiers of the garrison are impaled upon huge stakes near the entrance.

If the party searches the area, they will see the bodies of no less than fifty orcs that have died from arrows, sword slash, and catapult shot.

A tracker can deduce that the humanoids came out of the woods and attacked in force—more than a few hundred strong. The surrounding village was immediately burnt and villagers lie strewn about randomly hacked to pieces. It appears that the small army then made their way north along the road.



There is nothing else to deduce from here. The party can return with news, or they may head to Taag. If they do return to Westin, he will be gravely concerned, and will send them out to Taag, hoping that the outpost there did not meet the same fate.

Forests

If the party decides to enter the more heavily wooded areas west of Arn, they have a chance of running into a random encounter as described below. This chance is 50% for every hex travelled.

Die Roll	Encounter	No. Appearing
1	Orc patrol	10
2	Black bear	1d4
3	Giant Spider	1d4
4	Wyvern	1
5	Basilisk	1
6	Ogre patrol	1d4

Orc Patrol: 10 orcs, armed with studded leather, shields, bows, and broad swords. Similar tactics as the ones above. Each carries 10 gold.

AC: 6, HD: 1, HP: 5, AT: 1, Dmg: 1d8, XP: 15

Black Bear

AC: 7, HD: 3+3, HP: 17, AT: 3, Dmg: 1d3/1d3/1d6, XP: 115

Giant Spider

AC: 4, HD: 4+4, HP: 21, AT: 1, Dmg: 1d8+psn, XP: 425

Lair is surrounded by webs. If party enters for the lure of treasure that is seen, each member has to make a strength check at -5 penalty or be stuck fast.

The treasure that the spider lures its victims with includes: 275 gold, 887 silver, **Quicken (short sword+1, always attacks first in the round)**

Wyvern

AC: 3, HD: 7+7, HP: 33, AT: 2, Dmg: 1d6/2d8 +psn, XP: 910

Basilisk

AC: 4, HD: 6, HP: 22, AT: 1, Dmg: 1d10, XP: 1044

The basilisk will be a wandering creature in search of a lair. As long as the party stays more than 50 feet away and/or does not attack, the basilisk will not attack.

Ogre Patrol

AC: 5, HD: 4, HP: 15, AT: 1, Dmg: 1d10, XP: 150

Each ogre wears thick hides and is armed with giant clubs. They each carry 30 gold.

Taag

Midway to Taag, the party will encounter another patrol that is the same as the one on the road to Arn. Captured creatures will resist torture, but may eventually break, revealing that Taag is also destroyed, and the army had

moved north into the mountains at last check. There are patrols keeping security along the roads.

Your worries are founded, as you see pillars of smoke in the distance similar to the carnage you found at Arn. As you make your way down the road and over the narrow stone bridge to the outpost, you see the staked bodies of the soldiers arranged in the same way as the ones at Arn.

When the party reaches the outpost, they will come upon another ruined scene. Once again, the garrison is staked upon poles. If the party explores, they can hear the sound of groaning coming from somewhere within the tower.

When the party goes to investigate this groaning, within the commander's room they will find a body under the broken bed. The body is actually an orc, and when the party uncovers him, he will turn around laughing.

Within moments Ketcheck's army will swarm out of the mountains to the bridge to the outpost. More than fifty orcs and ten ogres form a shield wall, armed with great bows and spears. The commander will shout out to the party to surrender. A group of a half dozen orc shamans will cast hold person on each of the party members.

There is no way the party can win this combat, nor are they intended to fight. Is this railroading? Sure, but it's part of the adventure plot and this would be a short adventure without it.



Hagganar, the ogre commander, will parlay with the group for a moment, advising that he not only knows who the adventurers are, but that he was expecting them. They are instructed to surrender and they will be spared, because Ketchek has shown interest in them. Hagganar knows not why Ketchek has this interest, only that he was ordered to capture them alive.

If for some reason the party decides to attack, they will most surely perish. The 50 orcs are elite forces in mail armor (AC 4, HD: 2), and there are 6 shamans (C5). Hagganar himself is in plate armor and wields a two-handed axe (AC: 0, HD: 7, HP: 36, AT: 1, Dmg: 1d10+5).

Obviously it is in the party's best interest to surrender and see what happens. When they do surrender (either willingly, or by magic), they will be stripped of their equipment and bound securely and hooded. Anyone caught using magic will be knocked unconscious.

The party will then be placed in cages on wagons and moved 100 miles west to Slate Prison. They will be chained to the bars of the cages, and fed meager foodstuffs. Travel will take more than a week, stopping mid way through Uth'Gok to resupply.

Being blindfolded, the party will only know that they've travelled through forested hills, swamp, and grasslands. Uth'Gok will greet them being pelted by rotten food and insults hurled at them in orcish tongue.

This is a battle you cannot win. For some reason, the horde leader Ketchek wants you alive. For what purpose, only he seems to know. Your only choice is to surrender and plot your vengeance at a later time.

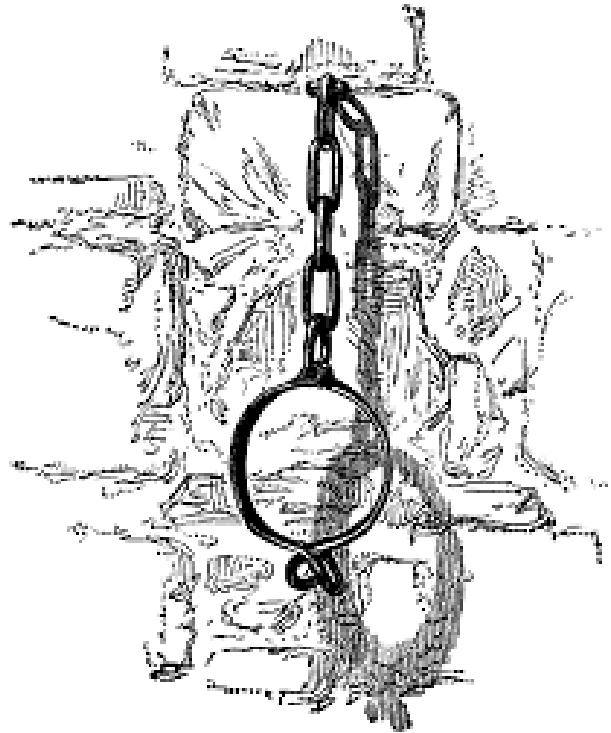
As you surrender your gear, the largest orcs you've ever seen rush to subdue you. You are bound hands and feet, gagged, and thick hoods are placed over your heads. You feel yourselves being guided onto a wagon, and heavy chains link you to the cage walls.

Your entire journey takes almost a week, but it's hard to guess. You have traveled through forested hills before you come upon a village. You cannot see the village, but you can smell the foul odor of orcs. Insults in orcish are hurled at you, along with rotten food. You feel that if it weren't for the guards on the wagons, they would tear you apart.

After spending more than an hour in the village, you are on your way again. You enter the heavy mists of a swamp, which takes two days to cross. The following days go by as you cross over grasslands. Finally, your wagon stops in the shadow of something large.

The party will stop in the shadow of Slate Prison. The prison is a large fortress that used to serve as orc castle in the days when the orc clans were united. But that was more than a hundred years ago. Now it belongs to whoever controls the local area. Currently that happens to be Ketchek, and has been converted to a prison for any creature who dares defy him.

When the party arrives, they will be led into the fortress, and down into the dungeons. They will be left there for a day and a half before a mysterious mist will put them all into unconsciousness.



When the wagon stops, you are all unshackled from the wagons and led into a cold stone building. The numerous turns and twists make it impossible to keep your bearings, and you descend into a humid, musky passage. Eventually you are led into what you think are cells. Judging by the noises, your companions are in other cells near you. You remained bound, but the hoods are lifted.

You find yourselves in stone prison cells. You cannot see each other, as the walls are made from thick stone. Iron bars form one wall, and the passageway is on the other side. Only a straw mat is in this cell.

More than a day passes, by your guess, when suddenly you see a green mist fill the passage. You fight will all of your willpower, but you cannot resist. You feel yourself falling into blackness...

The mist is actually a magical spell meant to knock out the party for hours. The entire purpose of the capture was to test the party. When they wake, they will all be together in a large cavern with nothing but a scroll, a torch, and flint and steel. The scroll was actually written by Ketchek, but is meant to trick the party into thinking it is from a would-be rescuer.

In fact, the entire thing is a ploy to see if the party is worthy of converting. If the party makes their way through the caverns, they will be recaptured and be broken down and brainwashed to help Ketchek.

However, Ketchek's grave error is in underestimating the party. He assumes the party will be beaten down when they reach the end of the caverns, but a resourceful party may be able to find the means within the caverns to defeat the guards waiting for them. From there, they may be able to make their way through the fortress and escape. And so begins....

Scenario 3: The Escape

When you wake, you find yourselves in total darkness. You are no longer bound, and the air carries a chilled musty odor. The floor of where you are at is sand.

The characters are all in the same cavern, and can hear each other move. If they search without light, they will eventually find the items. When the torch is lit, or if the party uses some other method to get light, read the following:

After letting your eyes adjust a bit, you find yourselves in a large cavern. Your companions are also here with you. You immediately notice that you are bereft of all gear and equipment. Only ragged loin cloths give you any sense of security for modesty. Lying in the center of the chamber is a scroll, a box of tinder, flint and steel, and a torch. The floor is made up of fine black sand.

If the party searches, they will find no stones, sticks, or other items to use for weapons. However, a creative character might use his or her loincloth to fill with sand and act like a sap (Dmg: 1d4).

If the party reads the scroll, it will say the following (handout, **Heraximo's note**). In addition, there are the following spells available on the scroll:

Cleric: cure serious wounds

Magic User: magic missile, color spray, web

The party might have several questions as to the legitimacy of this letter and Heraximo's (really Ketchek) intentions, but those questions will have to remain unanswered.

From here the party needs to decide what to do, and which passage to follow.

1: Starting Point

After reading the scroll and observing your surroundings, you notice that the cave where you're at widens into another chamber to the northeast. From that chamber, passages lead east and northwest.

2: The Lure

As you enter this chamber, your light will reflect on the skeletal remains of what used to be a human in a niche on the southeast part of the room. The passage continues to the east, and scrawled into wall near the skeleton are the words: "He who can beat the maze shall have my gold."

This warning was actually put here by the denizen of room 4 as a way to lure in would be treasure seekers. The entire skeleton of a human male is here, and its bones may be used as clubs.

3: The Maze

As soon as you enter in this east passage, a feeling overcomes you that can only be described as having a translucent gauze placed over your brain. Thinking becomes a bit cloudy, and you find it hard to concentrate. But the lure of treasure seems to great to resist.

At this point, each character needs to make a wisdom check at a -4 penalty. Those that fail will be compelled to continue forth in hopes of getting the treasure. The magic itself is not harmful to the characters, but they will be disorientated enough that they will be unable to map out their progress. If one of the players is mapping, please advise them to stop.

All you can do as the GM is to advice basic direction (left/right as opposed to east/west) and distance as they move.

4: Lair of the Maze Master

As you enter this chamber, finally your head begins to clear...just in time to notice the great beast charging you! Humanoid in shape, this beast has the head of a great bull and is wielding a huge spear, leveled right at you.

This is the home of the minotaur. Due to the maze magic, it will get instant surprise and will attack on segment 1 with a bonus of +2 to ADP for that attack only before the party can recover.

Minotaur

AC: 4, HD: 6+3, HP: 29, AT: 2 or 1, Dmg: 2d4/1d4 or by wpn, XP: 275

The beast will attack with its spear, but also may attempt to gore with its horns as well.

The spear is a **magical spear +2** and the minotaur also wears a suit of chain mail that will only fit someone taller than 6'.

4b: Nest of the Minotaur

As you enter this secondary chamber, a sickly pungent smell overtakes you. Thick straw bedding lies in the center of the room, and a large wooden chest is along the east wall.

This is where the minotaur actually makes its lair. The wooden chest is not locked nor trapped. Inside are the following:

57 gold
175 silver
Bag of Holding
Iolo's Ring



5: Centipede Cave

When you enter this large cavern, you notice a rather large pile of refuse and dung in the center, between two stalactites.

If the party decides to dig through the garbage, they will be attacked by two giant centipedes. Nothing else is of value in this room.

Centipedes

AC: 3, HD: 3, HP: 11, 14, AT: 1, Dmg: 1d3 +psn, XP: 150

a: Trap

The floor where the circled X is on the map is a pressure plate. The first character stepping on the plate will have a row of darts shoot out of the wall towards them. Any character not making a saving throw will be poisoned.

6: Chasm

As you near the next chamber, you notice a sickly green glow coming from the tunnel. When you actually do enter the large chamber, you see that the ledge where you are standing has broken away from the ledge on the north side of the room, where the passage continues on. In between the ledges is a 30' wide chasm that is filled with boiling acid only 10' below you. Strung between both ledges is a thin rope. On the other shelf is another coil of rope.

The rope is sturdy enough to hold 250 pounds before breaking, so the party would have to make their way one at a time. Any character attempting to cross will have to make a dexterity check or they will fall into the acid, immediately perishing.

The coil of rope on the other side is also long enough to string back to the original, creating a double rope bridge. If this is done, then characters can cross without needing to make a check.

However once the first party member is half way across (moving at 2' per segment), the goblin marauders in room 7 will emerge and start firing arrows at them, with a bonus of +4 to hit against anyone on the rope.

Goblin Marauders

AC: 7, HD: 2, HP: 7, AT: 1, Dmg: 1d6, XP: 35

Each goblin is armed with crude short bows and a dozen stone arrows.

7: Goblin Outpost

This chamber appears to be empty with the exception of a few carved bones lying in the center. You hear what appears to be a significant commotion coming from the east.

This area is the guard post for the goblins who attacked in room 6. It will be empty now, as four of the goblins attacked the party while another fled to warn the chief.

The goblins in the main common area will not initially attack the party as they are currently preparing to defend themselves.

8: Goblin Lair

The passage opens up into a large cavern—so large that your torchlight doesn't reach the other end. A few campfires sit roughly 50 and 100 feet away to the east, respectively. Within this chamber are more than a dozen goblins armed with crude stone spears and bows, all aimed at you. In the darkness beyond, you can hear the movements of many more. But they do not attack. Rather, they seem to be in a defensive posture.

This is the main goblins lair, and in fact they will not attack the party unless attacked first. A few moments after the party arrives, the chief will step forward, and in dwarven (as he does not speak any other language but goblin) will say that he does not want to fight because he does not want to risk his tribe. He will allow the party passage beyond their cave.

If the party begins to speak with him in a non violent manner, he will share with them that a cave creeper lives on an island off the underground river ahead. This cave creeper prevents any of the goblins from leaving the caves, and food is becoming scarce. If the party agrees to kill the cave creeper, the goblin chief will give them his sacred knife to help.

The below are the goblins who will fight, but there are 20 more females and children who will not.

Goblin Marauders

AC: 7, HD: 2, HP: 6, AT: 1, Dmg: 1d6, XP: 35

Goblin Chief:

AC: 5, HD: 4, HP: 18, AT: 1, Dmg: 1d4+1, XP: 125

If forced to attack, he will with his knife made from the tooth of a wyvern. This is a magical **dagger +1** that on a roll of a natural 20, will poison the target.

9: Water chamber

When you enter this chamber, a large bubbling spring of fresh water is along the south wall. Even with the goblin filth, this water is very clean.

10: Goblin Chief's lair

In the center of this large cavern is a bed made from straw and the furs of several unidentified animals. This appears to be the private chamber of the goblin chief.

The goblin chief will not be here, unless it was to discuss with the party as described above. If the party has slain all of the goblins and searches this room, they will find a secret niche where the chief keeps his treasure: 17 gold and 29 silver coins.

11: Kayaks

As you near the next chamber, you hear the sound of rushing water. Finally entering the chamber itself, you can see that the north end of the chamber turns into a fairly fast moving underwater river. It appears that a large underground spring spouts water up here, which flows downhill to the north. The river is roughly 15 feet wide at this point, with a ceiling roughly 5 feet above the water.

On the bank of the ledge where the spring begins, tied to poles, are two kayaks. Each kayak looks as if it would hold three man sized people.

The kayaks can hold up to 600 pounds each and remain buoyant. There are two paddles in each, but the current is swift enough that they are not needed other than to steer. There is nothing else in this cavern.

12: Decisions

After a few moments of swiftly being pulled along with the current, you see that the river splits up ahead. You barely have time to choose to steer right or left.

If the party does not choose quickly, they will randomly go down one side or the other. If the party chooses the left path, nothing will happen. If the party chooses the right path, each member will have to avoid an attack from strangler vines that hang down to the water. Each character will get attacked once.

Vines

AC: 8, HD: 1 hp, AT: 1, Dmg: strangulation, XP: 25

There are ten vines in total, and each one can take 1 hp before being severed. If one of the vines is successful, it will automatically inflict 1d6 points of damage every round from strangulation.

13: Cave Creeper

The passageway opens up to a twenty foot ceiling, with a rock ledge to your left that sits about 10 feet higher than the water level. As soon as you pass this edge, a barbed cord shoots out from over the ledge, striking your kayak. Before you can react, it starts to reel in the kayak and you can see a pair of great pincers clicking in anticipation coming over the edge.

This is the home to the cave creeper. After three rounds, the creature will have pulled the kayak far enough up the ledge to attack with its pincers. The creeper does not care if the other kayak drifts by, so if the party isn't quick, the second kayak may pass before they are able to help. The tongue is AC 5 and can take 10 points of damage before being severed.

Cave Creeper

AC: 6, HD: 5, HP: 19, AT: 2, Dmg: 1d8/1d8, XP: 375

If the party searches the ledge, they will find the remains of previous victims:

-159 gold
-848 silver
-55 platinum
-ring of protection +1

14: The Other Side

Finally you've reached the end of the river. The water continues to flow seemingly into the cave wall, but as you get closer you can see it flows underneath the wall into an underground tunnel while a sandy ledge borders it on the east side, allowing you to place your kayaks there. The passage continues to the north.

There is nothing in this room, but an alert character will note that there are human sized tracks in the sand here.

15: A warning

As you enter into this next chamber, your torchlight illuminates what appears to be several bodies laying on the ground. Bloodstained sand is clumped all around this chamber.

Nearing the bodies, five of them in all, you see that they are the bodies of goblins, and look like they have only been dead a few hours. All items have been stripped off of them. There doesn't appear to be any exit from this room.

These are goblins that managed to make it this far before being beset upon and killed by the men in the next room. Any adventuring party worth their salt should proceed with extreme caution.

If any of the party tries to use magic in this room, they will find that magic does not work at all. If they inspect the cave walls or search the room, they will find the following riddle scrawled in the stone (see handout: Riddle)

*Woe to those who have fallen into the spider's trap
Who are not keen of sight
Or share the spider's touch*



For they shall perish in these caves

What the riddle means is that any character who can climb sheer walls like a spider will be able to find a small stone latch near the 30' tall ceiling on the west wall. Pressing the latch will open a small 3'x3' tunnel 15' up the west wall, allowing them to escape.

Failure to detect this means that there is essentially no way for the party to escape the tunnels.

16: Rewards

If the party has their torch or other light source lit and proceeds into this room, read the text box immediately below. If they have a party member who stealthily moved into this room to investigate, read the second text box.

When you enter this room, also lit by torch sconces, a group of well armed men greet you with blades drawn. It seems they were expecting you. Two of men are wearing studded leather armor and are armed with broad swords and shields. A third is standing in the back, invoking some sort of magic. A spiral staircase leads upwards.

The largest man says to you, "Ah, successful as expected. Good news. We have an offer for you."

The third man is a channeler, and will have already cast enhanced magic shield and adamantine skin.

If the party used stealth:

Peering up the stairs, remaining hidden in the dark, you see three men in this room talking about something you can't quite hear. Two of the men are wearing studded

leather armor and wield broad swords and shields, while a third wears robes. A spiral staircase leads upwards.

Warriors

AC: 2, HD: F6, HP: 22, 28, AT: 1, Dmg: 1d8+2, XP: 575

Each of the warriors carries 37 gold, and their weapons are **razor weapons**, conferring a +1 bonus to damage.

Mage

AC: 8, HD: MU5, HP: 12, AT: 1, Dmg: 1d4, XP: 775

He will attack with his spells first:

1st: magic missle2, sleep, charm

2nd: melf's acid arrow, web

3rd: lightning bolt

The channeler carries no weapons or armor, but does carry two **potions of healing** and a scroll with the following spells:

1st level: burning hands, identify, feather fall

2nd level: scare, invisibility

These men were sent here to offer the party a chance at conversion. Unless the men were surprised by the party and forced into immediate combat, they will attempt to parley.

The group offers the party a chance to join the glorious empire of Ketchek, as they have proven themselves to be sound warriors. If the party agrees, they will be led upstairs to the one of the soldiers' quarters room where they are told to wait. That night, a group of werewolves will attack in the dark.

The werewolves are actually part of the Inquisitors, and will gravely injure but not kill the party members. When the party wakes, they will be in beds within Kelmar with no recollection of what happened. But the roots of lycanthropy have taken hold and the party will be unable to resist the will of Helman Rall. But that would be another adventure...

Most groups will decline the offer and will attack. Ketchek doesn't expect the party to survive a battle, which is his error. If the party is successful in defeating these men, they will have free access to the upper levels without being seen. None of the guards above know the party has been put into the dungeons below.

Slate Prison, Upper Level

By now the party has most likely defeated the group from below, and have made their way up the staircase to the trap door above.

1: Trapdoor

As you lift the trap door, you see yourself in a 20'x20' stone room. Your torchlight reveals an east passage that

exits the room. Unlike the caves below, these are hewn stone walls.

This part of the tunnel is not illuminated, so torchlight or some other form will be needed. The hallway goes east until it reaches a dead end where a concealed door is placed.

2: Throne Room

As you slide the concealed door open, you can see the next room appears to be illuminated, but a thick curtain lies immediately on the other side of the door blocking any view. You do not hear any sounds.

The curtain is a tapestry that hides the concealed door. In front of the curtain a few feet from the wall is a large throne made of stone.

Moving the curtain aside, you find yourself in a large well decorated room. A huge stone throne is right in front of you, facing southward. It appears to be made for a creature much larger than a man. In the center of the room is a large pool filled with scarlet fluid. Two large oak double doors are on the south wall, and you see a small door to the west. Various tapestries depicting orc victories over humans are along the wall.

This is actually the throne room where Ketchek entertains audiences when he is here. However, the room is empty currently.

2a. Closet

This side room contains weapons racks filled with the following crude weapons:

- 8ea broad swords
- two handed sword
- 10ea one handed axes
- 4ea maces
- 20ea short spears

A secret door to the west leads to a passage where Ketchek could use as an escape route if need be. There is also a pit trap that will be set off as soon as anyone walks on the pressure plate. The person tripping it will fall 10' down into a spiked pit, suffering 2d6 points of damage.

3: Main Hall

The doors open to a large hall with polished marble flooring. Statues of repulsive humanoids in various states of fornication line either side of the hall. In the southern end is a large table and several chairs. Presumably this is the waiting area for those wishing to see the leader.

4: Temple

As you enter this room, the first thing that catches your eye is the large stone slab in the north center of this triangle

shaped room. Thick blood stains mar the surface of the granite alter. Two man-sized statues of demons stand in either southern corner. A large pentagram is drawn on the floor before a door that is on the apex of the northern part of the room.

This room is the temple. Currently there are no creatures in this temple. Examination of the room will reveal a sacrificial dagger lying on the alter. This is a magical **dagger of life stealing**. Nothing else of value is in the room.

5: Garden

When you open the door from the temple, you find yourself in a very large atrium. A sickly sweet smell assaults your senses as you notice a stone path leading north before turning west. All around the path are trees and thick undergrowth in various stages of decay, like some sick revolting version of an indoor garden.

This is the high priest's personal garden. Many of the herbs he uses in his rituals are grown here. If the party decides to deviate from the path, they will find it very difficult as the undergrowth is very thick.

As soon as the party makes it halfway along the path, they will be attacked by a swarm of 7 blood wasps.

Blood Wasps

AC: 4, HD: 4+4, HP: 18, AT: 1, Dmg: 1d8+spc, XP: 575

Keep in mind that any blood wasp that has successfully



struck a party member will have latched on, and any attack on that wasp may also harm the character.

6: High Priest's Chambers

As you near the door, it suddenly bursts open and the biggest wasp you've ever lied eyes upon zips out in fury. You barely have time to register the orc shaman in the room beyond invoking a totem power.

The priest knows that the party is coming, and will be prepared. The giant wasp is his spirit familiar.

Spirit Companion
AC: 5, HD: 4, HP: 13, AT: 1, Dmg: 1d8, XP: 325

The high priest
AC: 3, HD: C7, HP: 32, AT: 1, Dmg: 1d8+2, XP: 975

The priest wears **chain mail +2** and attacks with a **staff+2**.
He has the following spells memorized:

1st: cause light wounds x2, bless, darkness
2nd: chant, hold personx2, speak with animals
3rd: curse, dispel magic
4th: cause serious wounds

On his person he wears a jeweled golden necklace worth 250 gold and carries a **potion of extra healing**. When the party enters the room itself, read the following:

This is a fairly large room, saturated by the heavy aroma of sickly plants. A large bed is in the north corner, a huge pillow bed is in the south corner, and a table with various alchemic tools is along the east wall.

On the table itself is where the priest does most of his alchemy; it's clear from the many bottles, jars, and containers of various plants that he uses the table often. Anyone skilled in alchemy will notice that among the supplies are **2 potions of healing** and a **potion of control**. The potion has one dose, and when drunk, will enable the character to control the actions of one human for a duration of 1d4 rounds if that human fails his wisdom check at a -4 penalty.

7: Meeting Hall

In the center of this large room is a very long table with several chairs around it. A few mugs and other personal effects sitting on the table make you think that this is some sort of room where the occupiers relax.

In fact, you seem to have interrupted a group of four orcs who were playing a game of bones as you entered. Upon seeing you, they get a very confused look upon their faces.

These orcs were not expecting to see a party of armed humans coming in the room from the east. They are a bit unsure as to why they would be here, and don't know if the party are escaped prisoners, or invited guests. They will warily address the party in orcish and ask what their purpose is. If the party is not convincing, they will attack.

The double doors to the south lead to the outside, and this is the main meeting hall for all visitors.

Orcs
AC: 6, HD: 1, HP: 7, 4, 4, 6, 8, 5, AT: 1, Dmg: 1d8, XP: 15

They are wearing studded leather armor and wield broad swords and shields. Each carries 2d12 sp.

8: Storage Area

The door to this room is locked.

When you enter this fairly large room, you see that it is stacked full of barrels, crates, and sacks. Close inspection reveals that this appears to be a large storage room of foodstuffs and murky water and stale ale.

The food is edible, and nothing else of value is within.

9: Kitchen

The smell of cooked food greets you before you actually enter this room. As you do, you see a large kitchen with a huge set of stoves built into the wall at the opposite end. Two prep tables are also in this room, with various foodstuffs on top.

When you enter the room, you have disturbed the cook: a rather dim-witted ogre who was cutting meat. When he sees you, he bellows out in a rage, "No one in my kitchen!" and attacks.

The ogre is not as intelligent as most, and thus has been relegated to kitchen work. When he sees the party, he will attack with a huge kitchen knife, which is the equivalent of a board sword to man-sized creatures.

Ogre

AC: 6, HD: 4+1, HP: 18, AT: 1, Dmg: 1d8+3, XP: 175

Other than kitchen supplies, there is nothing else of value here.

10: Latrines

When you enter this room, you are immediately assaulted by the worst smell you've ever been exposed to before. It takes all of your willpower to avoid retching. Even the vent holes in the ceiling do little to lessen the horrid smell of the latrine toilets that are positioned along the north wall.

There is nothing of value in this room. If a character decides to search through the feces in the toilets, the only treasure they will find is a case of dysentery.

11: Dining Hall

As you near this door, you hear the sound of loud talk and many other shuffling noises.

This is the room to the dining hall. Inside are six orcs and two ogres having a meal, and arguing amongst themselves. If the party barges in, they will attack. Once the party does enter, describe the room to them.

Orcs

AC: 6, HD: 1, HP: 5, 5, 5, 6, 7, 7, AT: 1, Dmg: 1d8, XP: 15

They are wearing studded leather armor and wield broad swords and shields. Each carries 2d6 gp.

Ogre

AC: 6 HD: 4+1, HP: 13, 22, AT: 1, Dmg: 1d12+2, XP: 175

The ogres are wearing leather armor and attack with two-handed axes. They each carry 2d12 gold.

12: Garbage

When you enter this room, you see a huge grate on the floor in the southern end of the room. Garbage and refuse dangles for the grate bars, and you can see slowly moving water a few feet below it, taking the garbage away.

There is nothing of interest in this room.

13: Prisons

When you enter this room, 10x10 prison cells line either side of the walls to your left and right. The passage goes south for a considerable distance before turning west. You can hear groans coming from a few of the cells.

These are the fortress prisons, and is where the party was originally taken. The passageway is dimly lit, and the smell of sweat, urine, and feces permeates the air. There is not a jailer present, and if the party explores the cells, they will find the following prisoners:

Cell #4: orc male. He was here for stealing from another orc.

Cell #7: Human female. She is in her mid 30s, and was captured during one of the outpost raids and brought here. So will ask for freedom, but will not assist in combat.

Cell #9: Human male. He is in his late 20s and was also captured from his village. He will offer to fight, and is skilled in novice large blades.

Cell #12: Dead human female. She is from the same village, but has died from her torture.

Cell #18: Goblin male. He actually speaks human, and will beg for his freedom. He says he was picked on by the bigger orcs and will help the party if they let him go. This is true, and he will tell the party the layout of the fortress if they do in fact free him.

Cell #23, 26, 29, 30: All human males. All willing to fight if set free. They are skilled as 2nd level fighters.

14: Torture Room

When you enter this dimly lit room, you see various tools of torture implementation. Iron maidens, racks, chains, forge, tongs....it is clear what the purpose of this room is.

Rummaging through these torture implements are the jailers—two of the ugliest orcs you've seen. And they attack you on sight.

The orcs will attack using red hot pokers from the forge. They are wearing studded leather armor and each carries 2d6 gold. They also hold the keys to the jail cells in the previous room.

Orcs

AC: 6, HD: 1, HP: 4, 7, AT: 1, Dmg: 1d8, XP: 15

15: Storage Room

The door to his room is locked. The party can either break it down, pick it, or use the keys from the jailers to open it.

The door opens to this large dark room. You must use an alternate light source to see. Once you do, you see a few wooden chests along the west wall and piles of belongings on the east wall. Quick observation of the clothing reveals that it consists of both your clothing, and presumably the clothing of the other prisoners. Perhaps your weapons and armor are in the chests?

Each of the chests are locked, and the jailers' keys do not work. Only Ketchek's key would work. Inside of the chests are in fact the party's gear, along with the following (that belongs to the other prisoners):

- 4 broad swords
- 3 medium shields
- 2 short bows
- long bow
- 50 standard arrows
- 5 sets of leather armor

16: Barracks

The doors to this room open up into a large bay area with dozens of bunks. This appears to be the barracks for the garrison.

How many orcs are in this room depends on a few factors. If it is nighttime, then 12 orcs will be here. If it is daytime, then 6 orcs will be here. If the party hasn't been stealthy or quiet, there may not be any here as they have left to go fight the party wherever they may have been at.

If there are orcs here, they will not be pleased that the party has entered unwelcomed, and my attack depending on the party's actions. They are all armed in leather armor, light shields, and broad swords.

Orcs

AC: 6, HD: 1, HP: 5, AT: 1, Dmg: 1d8, XP: 15

Each bunk has a footlocker next to it. Inside all of the footlockers are a total of 112 sp and 323 cp.

17: Stables

These two huge double doors open to reveal a large set of stables. Roughly two dozen stables here keep horses secure. Crates, boxes, and riding tack are stacked in the corners or hanging on the walls. Thick straw helps keep the smell down.

There are in fact 15 horses here, but none are saddled or ready for riding. But all the gear and tack is here. Characters without the horsemanship skill will have a hard time keeping the horses calm while trying to put on the riding gear.

18: Storage

When you enter this room, it is another storage area. However, rather than foodstuffs, it's filled with hides, torches, canvases, and other mundane items.

This storage room houses most of the day to day items that the fortress goes through. Barrels of oil, crates of torches, wax, hides, and heavy canvas are stacked within.

19: Gaming Room

This room has a few tables and chairs within, and appears to be a lounge of some sort. Bones and other dice games sit on the table.

If the party hasn't already alerted the fortress of their whereabouts and fought the sergeants in this building, then there would be two huge orcs within the this room playing dice. Otherwise these orcs and the rest in the building would have left to go fight wherever the party was when they made their presence known.

If the orcs are here, and a fight does ensue, then in two



rounds the other sergeants and the commander will have also entered, being alerted to the fighting.

Orcs

AC: 4, HD: 1+2, HP: 7, 9, AT: 1, Dmg: 1d8+2, XP: 50

They are wearing mail hauberks, shields, and attack with razor broad swords (+1 dmg). Each carried 2d8 gold.

Regardless if the orcs are here or not, there will be the goblin emissary, Pah Galif. He will not fight, and will beg for mercy. He was here to drop off the most recent shipment of gems and food to the prison, and will not actually have anything on him. He will quickly give up info (including the gem mines) to anyone who promises not to hurt him.

20: Storage

This room is yet another storage area, but you notice that the supplies here seem to be in better quality than the other storage areas.

21: Sergeant's Quarters

Each of these 10x20' rooms are the personal quarters of the fortress sergeants. As mentioned in room #19, they may not be here due to if the party made their presence known. If a battle does occur within this building, these sergeants will arrive in 2 full rounds, but they will not have their armor on as they were not expecting a fight. They will only show up with shields and razor broad swords.

There are six sergeants in these rooms.

Orcs

AC: 8, HD: 2+2, HP: 12, AT: 1, Dmg: 1d8+2, XP: 55

In each room are the sergeant's bunks as well as locked footlockers. Each sergeant has his own key. Inside each footlocker are personal effects and 3d10 gold.

22: Commander's quarters

Chances are that the commander will not be in this room because he would have went to wherever the party has been fighting before reaching this room. If the party has been stealthy and not alerted themselves to the fortress, they could find the commander here without his armor on.

This room obviously appears to be a high level officer. A large, sturdy bed is in one corner, a desk in another and a large cabinet in the other. The desk has writing utensils on it, and both the desk drawers and cabinet are locked.

The commander, a large battle-scarred ogre named Ulthon Algar, has the key to these, as this room is his chambers. As mentioned above, chances are he won't be here. If that's the case, he will have his weapons and armor with him and they won't be in this room.

Ulthon Algar

AC: 0 (7 /w shield only), HD: 6+5, HP: 32, AT: 3/2, Dmg: 1d10+6, XP: 875

He wears a plate breast plate over mail armor and wields a large steel shield and huge **spiked mace+2**, **Skullsplitter** (2-handed for humans or smaller).

Skillspliter is enchanted so that once per day, he can smash it into the ground. Any creature within a 10' radius must make a strength check or be knocked to the ground.

Inside the desk are various logistical data regarding the prison itself, and careful examination will reveal the next planned attack on the human outposts: Gali.

Inside the cabinet is another smaller locked chest that contains 500 gp, 75 pp, 350 sp, and 18 rubies worth 100 gold each. Also included are several sets of ogre sized clothing.

Scenario 4: The Journey Home

The party has recovered their equipment and successfully escaped Slate Prison, most likely procuring mounts as they did so. At this point they have several options open to them. They know that they are several days west of Kelmar, but not exactly where. The direction they decide to go is up to them. Do they try to go back east? Or do they explore the Untamed Lands looking for Ketchek?

Most groups will attempt to get back into safe lands and give their report. As the GM, you will need to keep close attention to where they travel on the overland map. The following table will define how far the party can travel based on terrain and mode type:

Mode	Terrain	Miles per day
Foot	Grassland	10
Foot	Hills	5
Foot	Swamp	3
Foot	Mountains	3
Foot	Forest	5
Horseback	Grassland	20
Horseback	Hills	10
Horseback	Swamp	5
Horseback	Mountains	7
Horseback	Forest	10

For each day of travel, there is a 50% chance of encountering a random encounter. This chance may be reduced depending on how the party travels.

Die Roll	Encounter	No. Appearing
1	Orc patrol	10
2	Black bear	1d4
3	Giant Spider	1
4	Wyvern	1
5	Basilisk	1
6	Ogre patrol	4

Orc Patrol: 10 orcs, armed with mail, shields, bows, and broad swords. Similar tactics as the ones earlier in the adventure. Each also carries 2d8 sp.

AC: 4, HD: 1, HP: 4, AT: 1, Dmg: 1d8, XP: 15

Black Bear

AC: 7, HD: 3+3, HP: 17, AT: 3, Dmg: 1d3/1d3/1d6, XP: 115

Giant Spider

AC: 4, HD: 4+4, HP: 21, AT: 1, Dmg: 1d8+psn, XP: 425

Wyvern

AC: 3, HD: 7+7, HP: 33, AT: 2, Dmg: 1d6/2d8 +psn, XP: 910

Basilisk

AC: 4, HD: 6, HP: 22, AT: 1, Dmg: 1d10, XP: 1044

The basilisk will be a wandering creature in search of a lair. As long as the party stays more than 50 feet away and/or does not attack, the basilisk will not attack.

Ogre Patrol

AC: 5, HD: 4, HP: 15, AT: 1, Dmg: 1d10, XP: 150

Each ogre wears thick hides and is armed with giant clubs. They each carry 30 gold.



Untamed Strongholds

In their journey to return east, the party may encounter one of the strongholds along the way. These are marked on the Overlands Map, and will be given brief descriptions here.

Fortress Gulthana

Fortress Gulthana is a large castle that has been the home to whichever strongest clan of monsters can take it. Throughout the last thousand years, it has been held by orc clans, ogres, and other organized evil humanoids. Currently a group who calls itself "Bloodwolf Clan" is in residence.

This clan consists of several types of humanoids, including but not limited to humans, orcs, and goblins. The ruler is unknown to humans, but among the local clans he is said to be a great wolf.

If the party decides to enter Gulthana, they will most certainly perish. The details of this fortress will be given in a follow-up adventure designed for hero level characters: *Rise of the Bloodwolf*.

If the party insists on traveling here, and they come within a mile of the fortress, they will hear the most dreadful howling sound they've ever heard. Any character not making a saving throw vs. spells will want to flee the area. If they still insist on journeying towards the fortress, they will eventually see in the distance, built into the mountain itself, a large obsidian castle. Almost immediately from over a hill a pack of a twenty dire wolves will attack them.

Dire Wolves

AC: 6, HD: 3+3, HP: 16, AT: 1, Dmg: 2d4, XP: 100

It is highly unlikely that the party will survive this encounter. As the GM, I would encourage you giving the party a chance to flee from their poor choice, as the wolves will cease hunting them after one mile.

Agthmora

Agthamora is a large orc settlement (see handout: large orc camp) that lies on the north border of a great swamp. Like most orc clans, they are highly superstitious, and will treat outsiders with hostility. If any elves or dwarves are in the party, they will attack on sight.

1: The camp has over 400 orcs, 150 of which can fight as detailed in the creature catalog. They are led by chief Blacktooth, a huge half orc, half ogre warrior.

2: Every orc clan has a ceremonial statue to one of their gods. In each of these, a large stone bowl will be present where they do sacrifices.

3: This is Blacktooth's fort. 6' high stone walls surround his huge tent. He always has 1d4 orc concubines in the fortress, and two large orc guards at the gate.

Guards

AC: 4, HD: 2, HP: 12, AT: 1, Dmg: 1d8+2, XP: 50

They are armed with wicked one handed axes and wear mail armor with medium shields.

Blacktooth

AC: 2, HD: 7, HP: 36, AT: 1, Dmg: 1d6+5, XP: 870

He is armed with **mail armor+2**, and a **morning star+2**.

In his tent, locked in iron chests, are 123 pp, 4538 gp, 19,123 cp, and 19,923 sp.

4: This is the hut to the shaman Jaegar Rutt, the clan shaman.



AC: 8, HD: C5, HP: 17, AT: 1, Dmg: 1d6, XP: 850

He is unarmed and unarmored, but does have spells:

1st: cure light wounds, cause light wounds, darkness

2nd: hold person x2, bless

3rd: speak with the dead

Zaelk Abul

This is a goblin marauder clan (see Small Horde Outpost map) consisting of 50 goblins, 20 of which can fight. They are weary of any outsiders, and give almost all of their treasure and food to the larger, more powerful orcs in exchange for their lives. They seem to have a knack at finding gems within the mountains to the south, so the orcs and ogres let them live.

1: These are the huts themselves where most of the goblins live.

2: Always stationed at the main gate are four goblin archers. They will sound an alarm and attack anyone not invited into the compound of their chief.

Archers

AC: 6, HD: 1, HP: 6, AT: 1, Dmg: 1d6, XP: 20

They are armed with short bows and short swords, and wear studded leather armor.

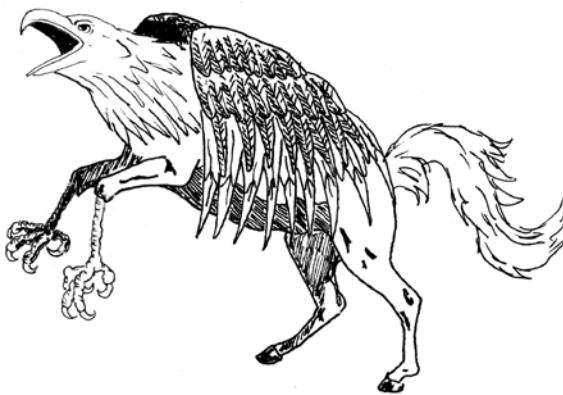
3: In this tent is a young hippogriff that was captured a few days ago. It is in the process of being broken. The goblins hope that such a valuable gift will mean that Ketchek will bestow favor upon them.

Hippogriff

AC: 5, HD: 3+3, HP: 16, AT: 3, Dmg: 1d6/1d6/1d10, XP: 185

Any party member with any sort of animal training skills will be able to approach the creature without it getting spooked. If the character exhibits kindness, they will find the hippogriff is drawn to them, and they may use it as a mount. But only for that character who sets it free and establishes that bond.

4: Chief Galut-ikmal resides in this large tent. He has two concubines with him at all times.



Galut-ikmal

AC: 5, HD: 3, HP: 13, AT: 1, Dmg: 1d6+2, XP: 125

He wears mail armor and attacks with a **short sword+2** carved from a mammoth's tusk.

Even though they had recently sent a shipment to Slate Prison, there are two dozen raw rubies in a chest worth 25 gold each. In his tent. These rubies haven't been cut by goblin jewelers as of yet. If cut, they would be worth 50 gold each.

5: The Raven Priest lives in this tent. He is the goblin shaman.

AC: 8, HD: M3, HP: 6, AT: 1, Dmg: by wpn, XP: 110

Spells:

1st: magic missile, sleep, charm

2nd: web

Tak Ra ul

This large orc camp is exactly the same as Agthmora, except the names of the chief and shaman. All else is the same, and you can use the same map and stats.

Yellownail Clan

This goblin clan is almost the same as the other small horde outposts, and you can use the same map as you did with Zaelk Abul. You can also change the names and items used by the chief, but the stats would be the same.

Chances are that the party won't visit Zaelk Abul, so if they do not, you can place the hippogriff here instead of at Zaelk Abul.

Uth'gok

Like Tak Ra ul and Agthmora, Uth'gok is a large orc encampment, and you can use the same stats and maps as those.

Horde Camp

This is the camp where Ketchek is currently residing. He is using this as a base camp to send out his patrols and armies. When the party gets within a few miles of the camp, they will see several pillars of smoke from several fires.

If they get closer, they can see that a huge camp with well over several hundred orcs, goblins, and ogres getting ready for war. They can also see what appears to be a few wyverns flying patrols as well.

If the party gets within a mile, they stand an excellent chance of being detected by either orc scouts or the wyverns. If they flee, a flock of five wyverns and a cavalry of 20 mounted wolfriders will attempt to hunt them down and most likely the party will be captured, brought to Ketchek, or be executed.

Obviously the party was never meant to be near this camp. They should take the info they have, and report it.

Scenario 5: The Attack

By now the party should have been able to successfully make their way back to Kelmar. They will immediately be brought before Westin for a debriefing, and then be given a rest.

Westin will then bring them in again the following day to brief them on a mission. They will be sent to help fortify Gali Outpost in case Ketchek tries a flanking maneuver. He will lead his best troops to attack the main camp itself. The party must leave immediately.

When the party reaches Gali, they must help the garrison prepare for a potential attack. Reference the battlemaps for this scenario. Note that the players may have access to these maps to help plan out their defense. Just before dawn on the fourth day, there will in fact be an attack upon Gali.

Gali supplies include:

-4 ballista and 80 bolts

-10 barrels of oil

-100 arrows

-food for the garrison for 1 month

However, before the main attack on the fourth day, on the second day there will be an assassination attempt. Four assassins will breach the fort and attempt to kill the party.

The attack will happen at approximately 3am in the morning, and the group of assassins will be successful in breaching inside the tower itself, and if the party is unprepared, might even be able to breach the room where

they are sleeping.

Hopefully the party has placed wards or other protections to alert them of any intruders. In fact, you may want to drop a hint that they do just that.

The goal is to have the party discover the assassins just before they strike (a warding spell, or one of the assassins making a mistake and making a sound, etc). Depending on who was on guard, the party members might be unarmored and will need to hastily grab weapons.

Elite Orc Assassins

AC: 6, HD: 3, HP: 13, 15, 16, 12, AT: 1, Dmg: 1d6+2, XP: 180

Each assassin is dressed in soft black leather armor and carries **short swords+1**.

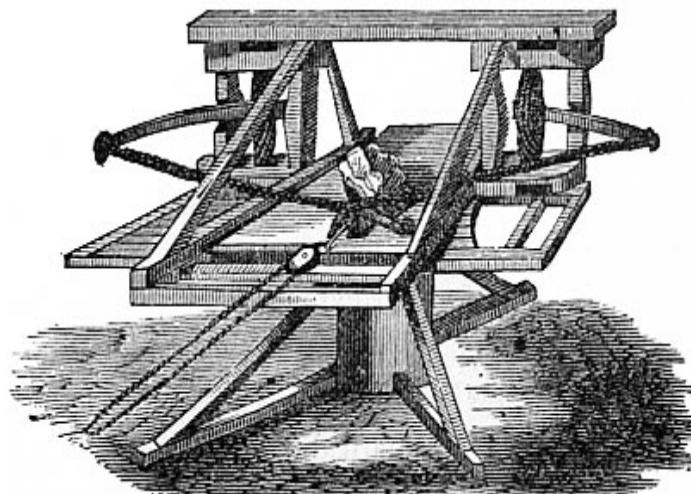
These assassins will fight to the death, and will activate a poison pill under their tongues if a captured attempt is made. If charmed, they will give no other info other than where their main camp is, and that they were commissioned to assassinate the party by Ketchek.

The Attack

Note: See the Small Battle Details handout for tracking purposes.

Just before dawn, on the fourth day, you hear a rumbling to the west. Dozens of torches break through the wood line as a small army approaches. In the faint light of early morning, you make out roughly one hundred orc warriors standing in formation. Behind their line are two wooden catapults. In front of them, leading the way is a huge ogre clad in ebony plate mail, wielding a huge two handed sword. You swear the sword blade glows a faint greenish sickly color and some sort of green fluid drips from its blade. Even from this distance, smoke wafts upward from wherever the fluid has landed.

This monstrous ogre seems to be effectively rallying the orc troops into a frenzy.



The orc army has two small catapults and a battering ram with them. A crew of four man each catapult and a crew of ten man the battering ram which is covered by a roof of shields.

The rest of the army consists of:

5 squads of 10 orc infantry each
AC: 6, HD: 1, HP: 5, AT: 1, Dmg: 1d8, XP: 15

They are each wearing studded leather and wield shields and various weapons (maces, broad swords, etc).

3 squads of 10 archers each
AC: 7, HD: 1, HP: 6, AT: 1, Dmg: 1d8, XP: 15

They are also wearing studded leather and have knives and long bows.

6ea elite orc guard
AC: 4, HD: 2+3, HP: 13, AT: 1, Dmg: 1d8+2, XP: 35

They are wearing mail and are armed with razor broad swords and medium shields.

Ogre Commander
AC: 1, HD: 6, HP: 33, AT: 1, Dmg: 1d10+5, XP: 750

As mentioned, he wears a giant suit of ebony plate armor and wields a huge two handed sword that drips acid. This sword, called "**Dissolver**", is enchanted with a +1 bonus, and on every successful hit, any creature susceptible to acid will take an additional 1d4 hp of damage.

The plan of attack is for the army to get within bow range and fire burning arrows into the village. The flames will quickly spread, burning the entire village in an hour. Hopefully this will cause panic within the villagers themselves.

Once the village has been burned, the small catapults will move forward to 60m away attack the tower itself (can take 100 hp of damage). The goal is to destroy the upper ramparts and ballista that sit there. At 60m the effective AC of the tower is 5.

At the same time, the squads of archers will attempt to pepper the tower with arrows, trying to keep the crew from utilizing the ballista.

Once the tower is in shambles, or if the catapults are destroyed, then the main force will attack. The battering ram will break down the doors in 1d6+1 rounds. The shield roof of the battering ram will offer a +4 AC bonus to the orcs' defense from missile weapons. At the same time, the archers will continue to pepper the tower with arrows.

Catapults:
Range: 100m, Dmg: 2d10

Ballista:
Range: 100m, Dmg: 2d6

Aftermath

The army will fight until they are reduced to less than 10 orcs, or less than 30 orcs if the ogre has been killed. If they are reduced to these numbers, they will attempt to flee the battlefield. Captain Illendril will not order a retaliatory strike, but wants to reinforce the tower in case of another attack.

Once a tally has been done of the damage and fort strength, the Illendril will order the party to go north and support the main army attacking the Horde outpost itself.

Scenario 6: Final Battle

By now the party has successfully repelled the attack by the smaller orc army and have been sent to aid Westin in his battle against Ketchek's army.

If the party makes their way to Kelmar, shortly before arriving they will be beset upon by a frantic soldier.

Running up the road from the north comes a disheveled and bandaged soldier with a look of urgency in his eyes. Upon seeing you, he rushes to greet you. When he gets close, you recognize him as one of the soldiers who was sent back to Kelmar immediately following the battle at Gali.

He says, in a very frantic voice, "Oh! I am so glad to have caught you. Do not go into Kelmar, friends! The Inquisitors have placed an arrest bounty on you. They say you had joined sides with the ogre leader and have given him vital information on our forces. They also say you were planted as spies to disrupt the defense of Gali. But I know better!"

The soldier will beg the party not to go back to Kelmar and to instead go help Westin. Naturally this causes a conundrum for the party. They seem to be wanted by the Inquisitors, but their help is needed in defeating Ketchek. Hopefully the party will realize that if they help defeat Ketchek with Westin, they can gain favor and be able to prove the charges as false.

When the party nears within a few miles of the battle site, they will see pillars of smoke rising out into the sky from the northwest. As they near within one mile, they will hear the sounds of battle ahead. It appears the two armies have already faced off.

Based on the soldier's level of urgency, you make haste towards the northwest, hoping to meet up with Westin. Unfortunately, it is still a few days journey.

During your forced march speed, you notice that the roads seem abandon, and that the surrounding woodlands and hills seem devoid of life. Perhaps the animals can sense something you can not?

Mid morning of the third day reveals several pillars of black, acrid smoke rising up from the northwest. You spurn your mounts on faster, and after several minutes you can

hear the sounds of a great battle over the sounds of the pounding hooves from your horses.

As you raise the next hill, a scene of grisly battle lies before you. The human armies of Westin have already locked battle with hundreds of orc warriors, goblin wolfriders, giant ogres, and even terrifying wyverns seem to be battling for Ketchek.

After a few moments, you think you can spot Ketchek's personal standard at the far north of the battle, surrounded by several hulking minotaur warriors.

At this point, show the party the *Main Battle* handout. Where exactly the party enters the map from is determined by the exact path they took. From the map, they can see that the wyverns are swooping upon the left flank or archers, sending them fleeing all directions.

The goblin wolfriders are doing the exact same thing to the right flank or archers. Westin is atop a small hill with a reserve company of infantry that he is about to send to attack the wolfriders.

Four companies of infantry are fighting two companies of orcs who are reinforced by the ogres. Westin has hoped to flank and attack Ketchek directly by sending his cavalry to the west flank.



At this point, use the *Large Battle Details* handout to keep track of the strength of the armies. Casualties that have occurred before the party arrives have already been marked.

If the party races to Westin, he will be relieved to see them and ask them if they can dispatch the Wyverns and offer support to the cavalry.

If the party does nothing, they will see that from within Ketchek's personal guard area, three orc mages seem to have come forward and are casting spells at the Calvary while. These spells will be wall of brambles, forcing the cavalry to turn back south to face the orcs and ogres.

If the party continues to just watch, they will see that the ogres and orcs will have broken through the human infantry lines, heading straight towards Westin, who is left unguarded due to his contingent having moved to the right to fight the wolfriders. His archers will have been completely devastated by the wolfriders and wyverns, who now turn their attention on swooping in on the cavalry. With the support of the three mages, Ketchek is eventually able to defeat Westin.

If the party has joined the battle, Ketchek will recognize this and instead use his mages to attack the party with a protective guard of 2 of the minotaur while the orcs and ogres hold the line.

However, the dice rolls may dictate which side has the advantage where, so the battle cannot be scripted out here. Just play the battle out using the mass combat rules for most of the armies, or narrate the battle as it fits your story. Both leaders will attempt to exploit weaknesses in the line, trying to kill each other because they know that if Westin or Ketchek goes down, their troops will flee.

Westin's Army

Infantry

AC: 6, HD: 1, HP: 5, AT: 1, Dmg: 1d8, XP: 15

Armed with studded leather, broad swords and shields.

Archers

AC: 8, HD: 1, HP: 5, AT: 1, Dmg: 1d8, XP: 15

Armed with leather and long bows

Cavalry

AC: 4, HD: 3, HP: 14, AT: 1, Dmg: 1d8+1, XP: 125

Armed with mail armor and broad swords

Westin

AC: 1, HD: F8, HP: 44, AT: 2, Dmg: 1d8+4, XP: 775

He is wearing plate armor, a **steel heavy shield +1**, and the broad sword, **Dragonbane**.

Ketchek's Army

Orc Infantry

AC: 7, HD: 1, HP: 5, AT: 1, Dmg: 1d8, XP: 15

They are armed with hard leather and various weapons.

Goblin Wolfriders

AC: 7, HD: 1, HP: 4, AT: 1, Dmg: 1d6, XP: 10

They are armed with javelins and short swords, and wear leather armor

Wolves

AC: 7, HD: 1+1, HP: 6, AT: 1, Dmg: 1d6, XP: 20

Ogres

AC: 6, HD: 4, HP: 16, AT: 1, Dmg: 1d10, XP: 125

They attack with huge axes and swords, and wear studded leather armor.

Wyverns

AC: 3, HD: 7+7, HP: 33, AT: 2, Dmg: 1d6/2d8 +psn, XP: 910

Minotaur

AC: 4, HD: 6+3, HP: 29, AT: 2 or 1, Dmg: 2d4/1d4 or 1d10+4, XP: 275

They wield two handed axes and wear mail armor.

Orc Mages

AC: 8, HD: MU3, HP: 7, AT: 1, Dmg: by wpn, XP: 125

Spells:

1st: magic missile x2, sleep

2nd: web

Ketchek

AC: 0, HD: 8, HP: 38, AT: 2, Dmg: 1d8+6, XP: 1550

He wears **ebony backbiter plate armor+2** and wields a huge **glaive+2**. He also has a **potion of extra healing** on his person at all times, and wears a **cloak of protection+1**.

If the battle is beginning to look badly for Ketchek, he will flee to his main hut in the encampment with his minotaur escorts. He will then try to gather his treasure horde and flee into the mountains.

If the battle goes badly for the horde, the orcs and ogres are well disciplined and will not flee, but the goblins will at the first sign of serious trouble.

Horde Camp

The camp itself is largely deserted by the time the party makes it here. Most of the creatures here have been fighting on the battlefield. Only those in special logistic roles (cooks, etc) would remain behind, and they would flee at the first sign of the party or Westin's army.

Ketchek's private hut is on the far southeast corner of the camp, and if he has not already fled here to get his

treasure, then only two minotaur guards will be in here.

Minotaur

AC: 4, HD: 6+3, HP: 31, AT: 2 or 1, Dmg: 2d4/1d4 or 1d10+4, XP: 275

They wield two-handed axes and wear mail armor.

The treasure of Ketchek will be located in several locked chests, and will be broken down into what he would be able to flee with (if he makes it back to the camp), and what he would leave behind.

Left behind treasure:

- 18,500 gp
- 7360 ep
- 35,000 sp
- 45,000 cp
- 50 various gems @ 100 gold each
- 100 various gems @ 50 gold each

Taken treasure:

- 10 gems @ 500 gold each
- 5 gems @ 1000 gold each
- 25 various jeweled items @ 250 gold each
- 5000 pp
- ring of the ram**
- ring of disguise**
- documents

The documents that Ketchek will take are those that outline an alliance with the Clan of the Bloodwolf (see handout: Ketchek's Documents). The paperwork is vague, but clearly shows that Ketchek was not working alone.

Any character studying the documents may make an intelligence check at a -2 penalty. Those that succeed will recognize that the handwriting seems very familiar and that the symbol of the bloodwolf is the same as the wolf symbol on the inquisitor tunics, but only red in color.

If Westin survives, he will offer the party 20% of the treasure recovered, as he needs the rest to pay for his men and the slain men's families.

If confronted with the documents and the party's suspicions of the Bloodwolf Clan and Helman Rall, he will be very concerned, and will advise that they not attempt to confront Rall with this information or bring it to the king unless they have definitive proof. Rall has the ear of the king, and wields much influence and power in the city.

He will state that he will vouch for the party's heroics which should be able to get the warrant on them removed. But he advises that the party should exercise extreme caution when in the city, and in fact should not linger there.

Scenario 7: Wrapping Up

After the battle, and after the party's name has been cleared, they will be viewed as heroes in the kingdom. The king will have a celebration in their honor, but they know that the Inquisitors view them with contempt.

This concludes this adventure. The veterans can move on to different adventures if they so choose, building their experience to become true heroes. If they remain in the city, then chances are things will occur that will prompt right into the next Adventure Module: A4 *Rise of the Bloodwolf*.



1 Syring 2006

New Monsters

Blood Wasp	
Frequency:	rare
No. Enc:	2d4
Size:	medium
Move:	120
AC:	4
HD:	4+4
Attacks:	1
Damage:	1d8
Special Atk:	see below
Special Def:	nil
Magic Resist:	standard
Lair prob:	80%
Intelligence:	low
Alignment:	nil
Level/XP:	500 +5/hp

Description: Blood wasps appear as foot long ebony wasps with a faint maroon sheen.

Habitat: Blood wasps make their homes in thick hot areas thick with vegetation. Their nests are made from pulp located in the tallest trees in the area, and their hives can contain 2d10 wasps.

Abilities: Whenever a living creature is in the area, the blood wasps will swarm and attack. Rather than attack with a stinger, they will attempt to bite and insert a proboscis into the victim. Once the first attack is successful, the creature will continue to take damage every round.

Treasure: Blood wasps keep no treasure.

Cave Creeper

Frequency:	rare
No. Enc:	1
Size:	large
Move:	30
AC:	6
HD:	5
Attacks:	2
Damage:	1d8/1d8
Special Atk:	see below
Special Def:	nil
Magic Resist:	standard
Lair prob:	80%
Intelligence:	low
Alignment:	nil
Level/XP:	300 +5/hp

Description: The cave creeper at first glance appears as a giant lobster with a stunted tail. Hard plates of bone cover its body, and two great pincer arms end in wicked claws.

Habitat: As their name suggests, cave creepers make their homes in underground caverns. They prefer to live on ledges or outcropping, laying in wait for prey to walk past. They are solitary creatures.

Abilities: When a suitable prey item passes, the cave creeper will shoot out its barbed tongue up to a distance of 30 feet much like a gecko would. Whatever this tongue hits it will be stuck fast. The cave creeper then begins to reel in its tongue, and will attack with its pincers when the prey gets within range.

Treasure: The cave creeper really doesn't care about treasure, but there may be some from previous victims.

New Arcane Items

Backbiter plate

This huge set of ebony plate armor will only fit creatures between 7 and 9 feet tall. It offers no bonuses to AC, but any creature engaged in melee combat with the wearer will suffer 1 point of damage every time they successfully land a melee attack.

Dagger of Life Stealing

This dagger confers a normal +1 bonus, but its main power is transferring the life force of the victim into that of the wielder. Whenever the wielder rolls a natural 19 or 20 upon a target, they in turn will be healed an amount of hp equal to what was inflicted upon the target.

Dragonbane

Dragonbane is the personal broad sword of Marshall Westin. This sword has a normal +2 bonus, but when used against any reptile (dragons, wyverns, etc), it will glow with a blue glow and inflict an additional 1d6 points of damage.

Iolo's Ring

This ring allows the user to cast three magic missiles immediately before the combat encounter begins. It does not work once combat starts, but will resolve right before participants roll for initiative.

Ring of Disguise-V

When this ring is slipped on, the character can invoke an illusion that alters his or her appearance into any other humanoid species chosen. This illusion lasts as long as the ring is worn and the character desires.

Skullsplitter-V

A two-handed spiked mace for humans, this weapon is passively enchanted with a bonus +1. Once per day, the user can smash the mace to the ground and all creatures within a 10' radius will have to make a strength check or fall to the ground.

Ready-To-Play Characters

Name	Haraxis	Aganar	Marian	Shiandra	Dealan	Maelex
Class	F	F	MU	T	R	C
Race	human	dwarf	elf	human	1/2 elf	human
Level	5	4	5	5	4	5
Str	16	17	7	10	15	11
Int	9	10	16	13	13	10
Wis	10	9	13	11	14	16
Dex	11	9	10	17	15	11
Con	15	16	11	9	15	12
Chr	12	8	13	14	12	14
HP	31	28	11	16	20	17
AC	3	3	8	4	4	3

Haraxis: chain mail+1, shield, long sword +1, short bow, 23 arrows

Aganar: plate mail, battle axe+1

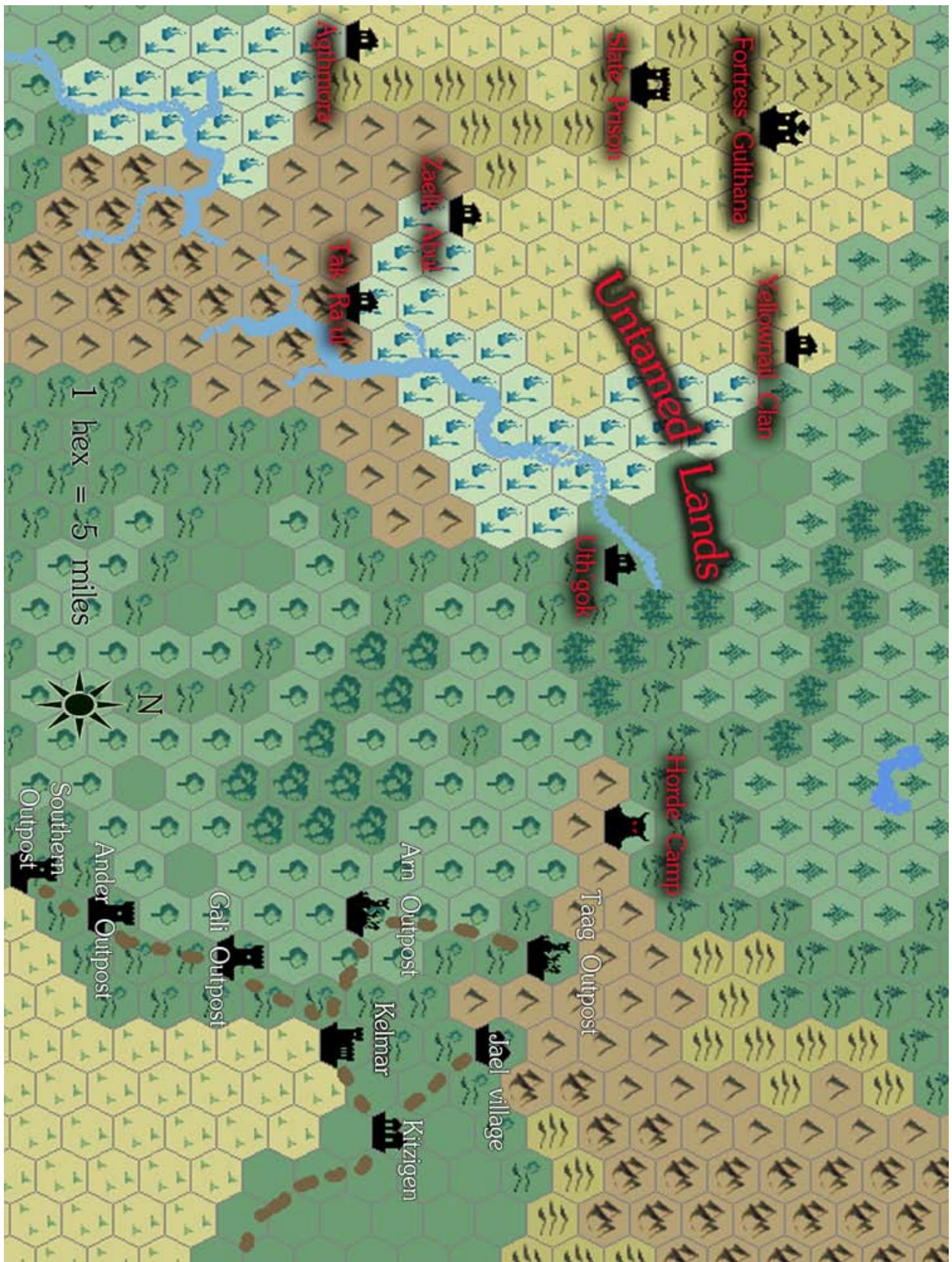
Marian: dagger+1, ring of protection +2. Spellbook: magic missile, enlarge, sleep, stinking cloud, knock, mirror image, fireball, monster summoning I

Shiandra: leather +1, short sword, short bow+1, 24 arrows

CW: 88%, FT: 46%, HN: 22%, HS: 45%, MS: 45%, OL: 56%, PP: 51%, RL: 20%

Dealan: studded leather, shield +1, long sword+1, long bow, 24 arrows

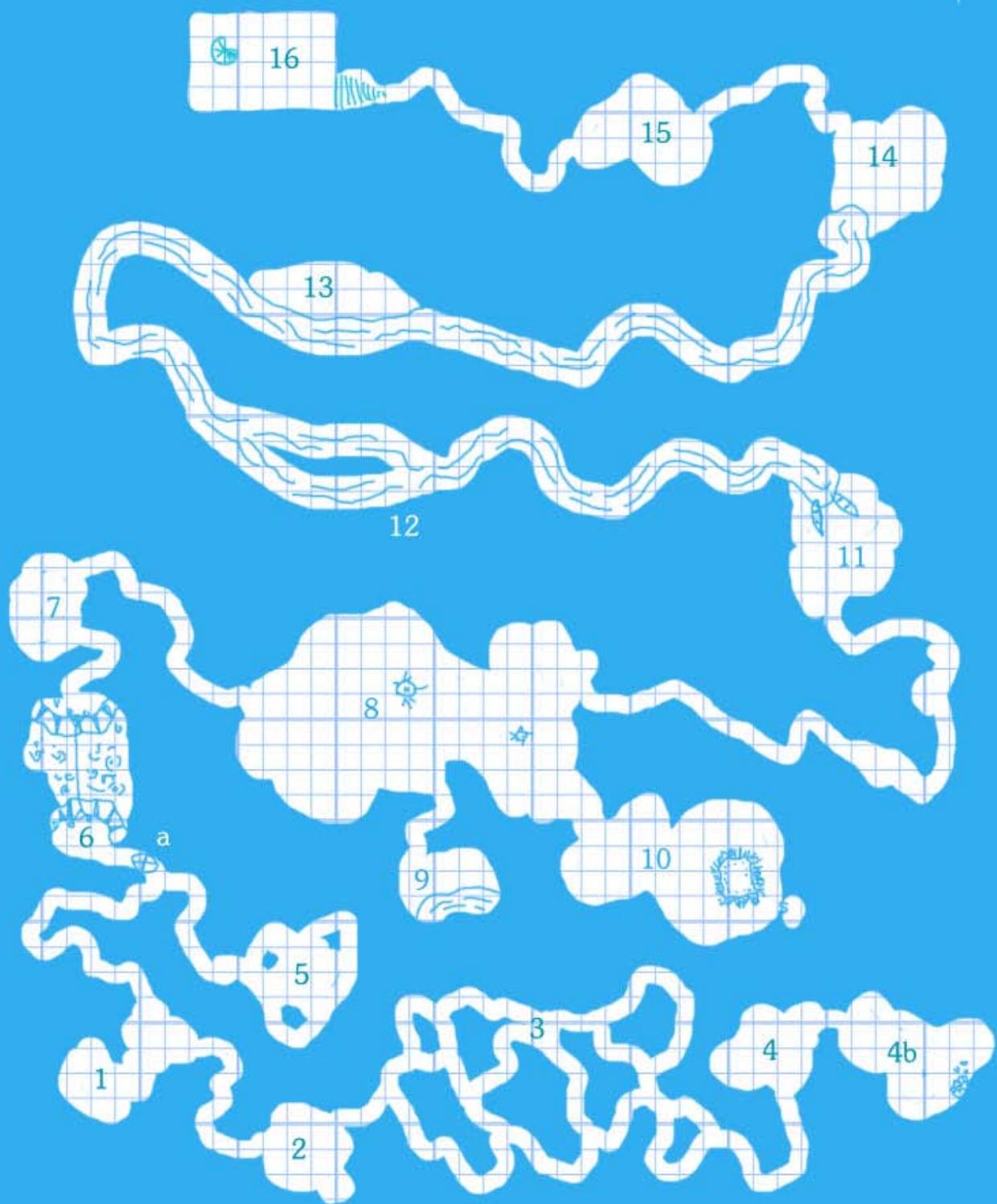
Maelex: chain mail, shield+1, mace, sling, 20 sling bullets



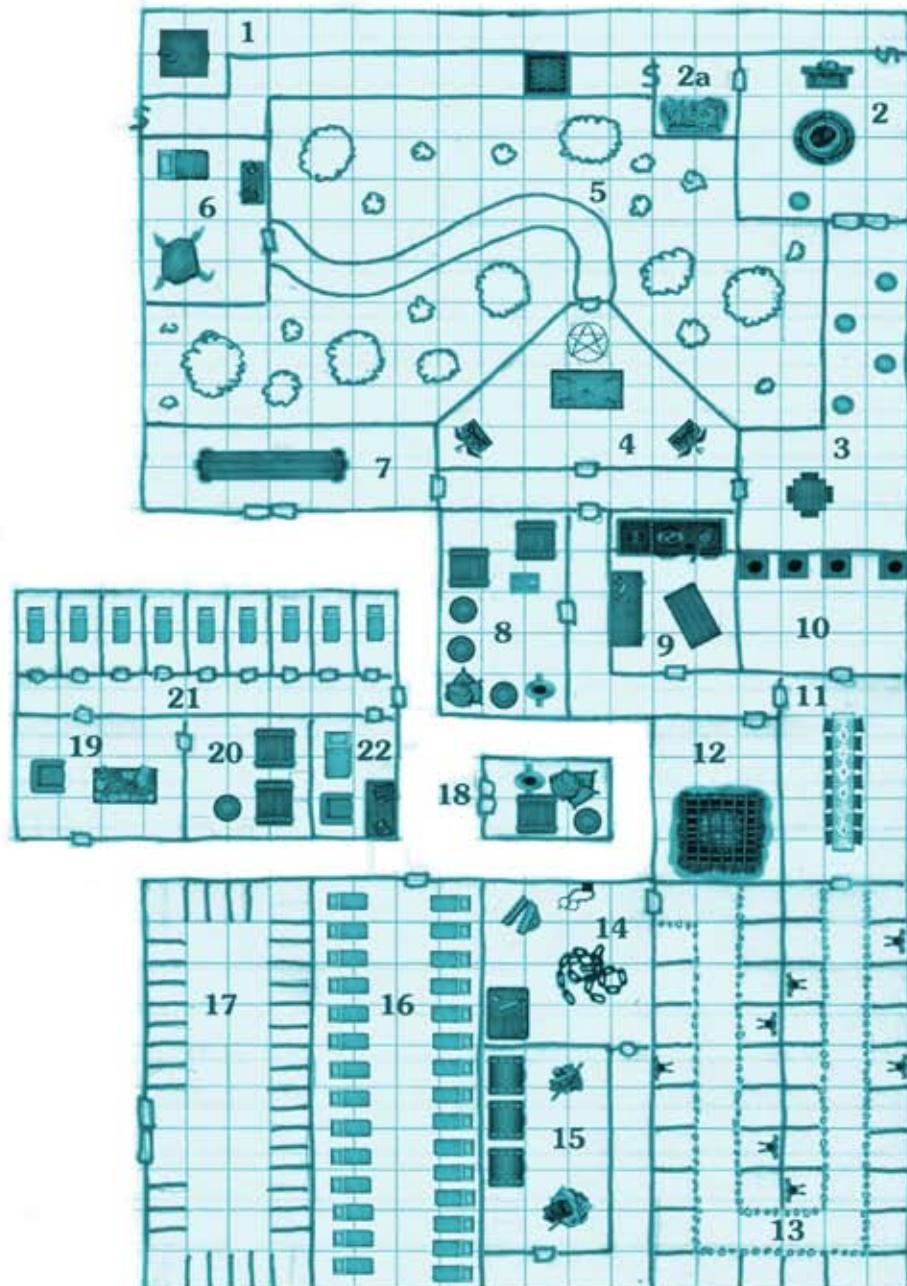
Slate Prison Dungeon Level

Scale: 1 sq = 10'

N



Slate Prison Upper Level



1 sq = 10'

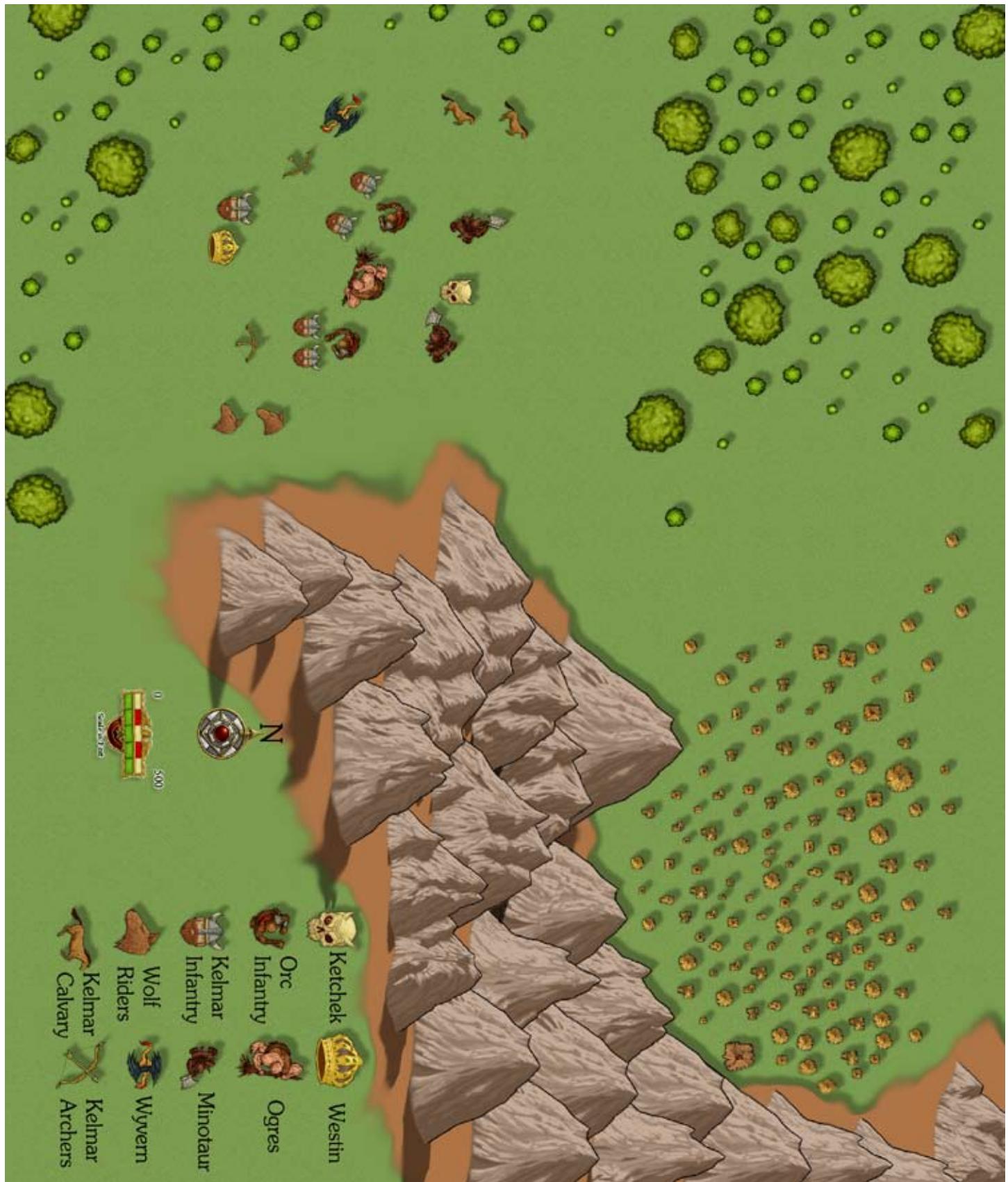
Large Camp



Small Camp



Final Battle Map Handout



Outpost Battle Handout



Handout

Large Battle Rosters

Westin's Army

Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Archers: 00000 00000 00000 00000
00000 00000 00000 00000

Archers: 00000 00000 00000 00000
00000 00000 00000 00000

Calvary: 00000 00000 00000 00000

Calvary: 00000 00000 00000 00000

Westin: o

Horde Army

Orc Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Orc Infantry: 00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000
00000 00000 00000 00000

Wolfriders: 00000 00000 00000 00000
00000 00000 00000 00000

Wolfriders: 00000 00000 00000 00000
00000 00000 00000 00000

Ogres: 00000 00000 00000 00000

Minotaur Guard: 00000 00000

Wyvern: ooo

Mages: oooo

Ketchek: o

Handout

Small Battle Rosters

Gali Garrison

Soldiers	00000	00000	00000	00000		
Villagers	00000	00000	00000	00000	00000	00000
Marshall Westin	0					

Humanoid Army

Infantry	00000	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000	00000
Archers	00000	00000	00000	00000	00000	00000
Elite Guard	000000					
Ogre	0					
Catapult Crew	0000	0000				
Battering Ram Crew	00000	00000				

Helman Rall Handout



Peorth



Valiant heroes of Andrimar,
your duty to the kingdom
requires your presence at the
High Inquisitor Offices at
noon tomorrow. I look
forward to your timely
arrival.

Helman Rall

Handout: Rall's note

WOE TO THOSE WHO HAVE FALLEN INTO THE SPIDER'S TRAP
WHO ARE NOT KEEN OF SIGHT
OR SHARE THE SPIDER'S TOUCH
FOR THEY SHALL PERISH IN THESE CAVES

Handout: Riddle

GREETINGS. I AM GLAD YOU ARE ALL ALIVE. I WISH I COULD GIVE MORE HELP, BUT I AM AFRAID THIS IS ALL I COULD DO. I HAVE MADE ARRANGEMENTS TO GET YOU OUT OF YOUR CELLS AND RELOCATED BACK DOWN HERE IN THE CAVERNS. THE COMMANDER THINKS YOU HAVE BEEN MOVED TO A DIFFERENT PRISON, AND THEY DO NOT EVEN KNOW THESE CAVERNS EXIST.

THESE CAVERNS ARE DANGEROUS, BUT I AM SURE A SKILLED GROUP OF VETERANS LIKE YOURSELVES WILL PREVAIL. YOU SHOULD BE ABLE TO FIND ITEMS TO HELP YOU BREAK BACK INTO THE FORTRESS ABOVE. IN THE SOUTH OF THE FORTRESS, BEYOND THE PRISON CELLS, IS WHERE ALL OF YOUR ITEMS ARE KEPT. YOU SHOULD BE ABLE TO RETRIEVE THEM AND FIND A WAY OUT OF THE FORTRESS WITHOUT HAVING TO FIGHT ALL OF THE GUARDS BY YOURSELF. GOOD LUCK.

Heraximo

Handout: Heraximo's note

Ketchek

I TRUST THINGS HAVE BEEN GOING AS PLANNED IN ACCORDANCE WITH OUR AGREEMENT? HAVE YOU BEEN SUCCESSFUL IN SUBVERTING THE ANTAGONISTS? I SHOULDN'T HAVE TO REMIND YOU THAT CONVERTING THEM TO OUR CAUSE WOULD BE HIGHLY VALUABLE. I AM SUCCESSFUL IN ENSURING THAT YOUR PATH TO KELMAR WILL MEET WITH LITTLE RESISTANCE. I WILL MEET YOU IN THE CITY SQUARE WHEN YOU CONQUER IT.

High Priest of Bloodwolf



Handout: Ketchek's Documents

Altus Adventum Version

Adventure PAK Guidelines

Hunt For The Ogre Lord is an Adventure PAK designed for 5-8 Veteran characters. More characters may be necessary if the characters are on the lower spectrum of the Veteran XP title, while only a few would be necessary if they are at the upper end of the spectrum for Veterans. Characters outside of this guideline may find the adventure too challenging or too easy.

Note that everything that follows in this Adventure PAK is for the eyes of the GM only. Sections to be read aloud to players will be surrounded by a small border.

Note!!! If you are planning on being a player in this Adventure PAK, STOP READING NOW! The below is information for the GM only.

Introduction

Hunt For The Ogre Lord revolves around recent coordinated attacks from humanoid clans coming out of the Untamed Lands into the Kingdom of Andrimar. Normally the humans have been able to fight back the attacks because they were uncoordinated and chaotic. But now they are much more organized, and have actually managed to raze several of the outlying watch towers. The armies are making their way closer to the city of Kelmar itself, and King Galidorn has become very worried.

Normally he would send his army to reinforce the border, but he cannot send them at this time because he doesn't want to panic the people of his kingdom by letting them know just how bad things have become. And he certainly doesn't want to alert other kingdoms that most of his troops are deployed on only one border. Upon advice from High Inquisitor Helman Rall, he will try to defeat this menace covertly.

Through spies and eyewitness accounts, the humanoid armies are actually being led by a giant ogre who goes by the name, Ketchek Hruck.

Ketchek originally comes from the war-like tribes of ogres who live in the mountain badlands to the northeast of the Untamed Lands. Upon reaching adulthood, he set out to conquer lands southeast. At first it was easy, as the goblins, orcs, and other humanoids were easy to intimidate and rule through sheer fear and force.

But it wasn't long before he was no longer satisfied with the land he had, and he was concerned with the fact that the clans were warring with each other while the humans continued to encroach into their territory.

It made Ketchek extremely angry to constantly see the humanoids get defeated time and time again. So he vowed to unite the clans and strike back. War was in his blood, and he would crush the humans and rule the entire Westland.

It took months for him and his clan to unite several of the other humanoid clans. Almost in every case this only happened by Ketchek killing the chief of the clan that he tried to assimilate into his. Violence was the only thing many of these creatures understood.

Soon he began to attack the outposts, and quickly was able to defeat the humans therein. The only solution, presented to the king by Helman Rall, was to send out a group of heroes to find and kill the ogre chief.

By this point, the characters have begun to make a name for themselves. They've managed to defeat several foes and acquire much treasure and fame. If they have completed *Lair of the Goblin King* and/or *Lost Treasure of Actzimotal*, then their exploits will be widely known. It is for this reason why Helman Rall sends out a secret messenger to find them and require their presence at the Inquisitor high offices. No one in their right mind would refuse the request of the High Inquisitor.

Untamed Lands

Northern Mountains

The mountains north of Kelmar will not be described in detail in this Adventure PAK because they aren't an area necessary for completion. If the party does decide to venture into the mountains, they will most likely be beset upon by various dangerous creatures, including those that would challenge heroes, let alone veterans.

Kelmar

The border fortress of Kelmar houses 10,000 inhabitants who are as stoic and hard as the city itself. Tall, sturdy granite walls surround the city, and all buildings are built with a purpose rather than aesthetics. The layout of the city is very organized and efficient, with clear distinctions between the market district and the residential district.

Kelmar needs to be this way because it is often the central hub in protecting the western borders of the kingdom. The western foothills between the mountains are home to many roving bands of monsters, and is the primary avenue of attack for any army that tries to invade the kingdom.

It is for this reason that rather than villages and towns surrounding the city, watch towers and keeps exist instead. Everyone who lives in this area are familiar with the dangers and are a hard people.

Marshall Westin is the commander of the militia in Kelmar, and is responsible for patrols between the outposts and the city itself. He is also responsible for the safety and security of the city proper.

Outposts

There are two main types of outposts that have been established along the western border. The smaller circular towers include Taag, Gali, and the Southern Outposts. The larger triangle shaped outposts are Arn and Ander.

For the smaller outposts, a typical staffed squad of 16 soldiers and one commander are stationed at all times. Only battle hardened experienced troops get sent to these assignments, which are considered an honor.

Larger outposts will house 24 troops, 4 sergeants, and one outpost commander. 12 horses will also be stabled, as compared to 10 horses in the smaller outposts.

In all of the outposts, communication between them and Kelmar are done via magical mirrors that allow the user to talk with anyone using any other of the mirrors in the other locations.

All of these outposts have also had small villages spring up around them. These villages house the workers for the outposts (cooks, carpenters, etc), and often ring the outpost which offers protection for the villages. But these villages are home to no more than 20 or so peasants.

The stats for a typical soldier stationed at an outpost are:

ADP:8, DDP:11, DRL:10, RR:6, WP:70, L:55

8-	6-	6-	4-
----	----	----	----

Soldiers are armed with mail armor, shields, and broad swords. They are the equivalent of adventurers.

Sergeants:

ADP:10, DDP:14, DRL:12, RR:6, WP:75, L:60

11-	10-	8-	7-
-----	-----	----	----

They are armed in plated armor, shields, and broad swords as well. Sergeants are the equivalent of veterans, and will be skilled in backswing and improved critical strike.

All soldiers, sergeants, and commanders are also equally skilled in long bows, which they use from the battlements when under attack. Stats for commanders will be given for each individual outpost.

The following areas correspond to the outpost maps:

Small outpost:

1: Entry. This room has a table and a few chairs in the center. A scribe and a guard usually are in this room whenever anyone approaches the tower. All visitors are required to log into the book, along with their purpose.

2: Stairs. Both of these rooms have stone stairways that lead up to the second level of the tower.

3: Courtyard. The courtyard is open air with no roof. This is the area where the soldiers do most of their combat training and other exercises.

4: Kitchen. This room is where all of the food is prepared. Rations and supplies are stored in order to support 20 people for a period of two weeks before needing to resupply.

5: Sleeping Quarters. Bunks stacked two high fill this room. All of the soldiers make this their quarters, and wooden

trunks are at the foot of each bunk that hold personal effects.

6: Commander's Room: The post commander will have a private quarters. Typical furnishings are a bed, desk, dresser, and trunk.

7: Dining Area: Long tables and wooden benches are in this room, which the soldiers use for dining.

8: Stables: These large stables have room for two horses per stall, and typically have 10 horses at any given time. Supplies and extra tack are also kept here.

9: Upper level. Only the area where the stairs come up have a roof. The other areas are open to the sky. This entire platform rings the battlements, and large ballista are positioned in each point of the compass.

Large Outpost

1: Entry. Large iron gates open up into the courtyard. Horse stables are to either side of the gates, and house typically a dozen horses at any given time. A locked storage shed is also in the courtyard.

2: Watch towers. Each of these watch towers have stairs that lead up to landings up near the battlements. Small catapults are positioned on these landings, and several supplies are located on the ground level below the platforms.

When engaged in battle, typically 2 soldiers man each catapult with a sergeant overseeing each tower.

3: Barracks. This large building houses the two dozen soldiers who are stationed here. Bunks are stacked two high, with footlockers at each end.

4: Jail. A small jail has been built into these outposts in the event of captured raiders or rowdy villagers.

5: Sergeant's Quarters. This room houses the four sergeants who have been stationed at the outpost.

6: Kitchen. This large kitchen also acts as a dining area for the soldiers stationed here. A long table is in the center of the room.

7: Captain's quarters. This is the private quarters of the captain.

Taag Outpost

Taag was the northernmost outpost and acted as a first line of defense for any creatures who tried to venture down from the mountains and attack the human settlements.

The outpost itself sits atop a rock outcropping that is only connected to the main ridge via a small 8' wide natural stone bridge. Sheer cliff walls more than 50 feet high ring the outpost.

Communication with the rest of the outposts has stopped in recent days, and in fact this outpost has been overrun and destroyed. All that remains is a smoldering rubble shell of what was once the tower. Anyone who approaches the tower will see the bodies of the soldiers impaled upon huge stakes.

If the party searches through the rubble, they can tell a vicious battle had taken place, but there is nothing of value.

Without the soldiers from Taag to act as a front guard, there would be no warning for monsters coming down from the mountains into the villages south.

Jael Village

This small village is home to trappers and hunters—those brave enough to hunt the exotic creatures who make their homes north in the mountains. It is not a large village, home to less than 30 people, but is not unfamiliar with the dangers that surround it. A 12' tall wall of thick poles surround the village, and every member is skilled with weapons.

If the characters visit, they can resupply on basic items only, but the local village priest may be able to heal wounds for a sizable donation.

Kitzigen

Kitzigen is a village of about 100 people of varying species. They are almost exclusively farmers; being the nearest village to Kelmar allows them a nearby place to sell their goods.

Arn Outpost

Arn is one of the larger outposts sitting atop a small hill that like Taag, has been destroyed completely. Also like Taag, bodies of the soldiers have been placed on tall spikes.

Gali Outpost

Gali is one of the small tower outposts, and sits atop a large hill surrounded by sparse woodlands. Sentries on the tower can see well over three hundred yards in each direction, and all trees have been cut down within a 200 yard radius. Like most outposts, small huts and homes surround it to house the workers.

There are twenty guards here, along with 50 villagers. Captain Illendril oversees Gali. He is a large man with a dark complexion and long curly hair. Battle scars line his face and arms, and while he has a serious demeanor, he is not impolite or cruel.

Capt. Illendril

ADP:13, DDP:16, DRL:14, RR:5, WP:80, L:65

13-	12-	10-	9-
-----	-----	-----	----

Illendril wears plated armor that grants an additional +1 to all WT categories, a large steel shield, and fights with an emblazoned broad sword that will burst into flame upon his command. This sword, **Cauterizer**, grants a +2 bonus to ADP and DRL, and when enflamed, inflicts an additional wound of the type rolled to the target.

Ander Outpost

Ander is a larger outpost with a large village around it. Being situated towards the south, the people have felt more secure and thus are more willing to live near it. Nearly 200 villagers make their home around Ander.

Being fairly secure has also made its captain, Milear, a bit complacent. They haven't had raids in months, and even those were very small. So he spends most of his time enjoying his position.

Milear is roughly only 5'9", but he weighs nearly 300 pounds. Years of dining on fine food hasn't helped, and he justifies taking the best food as a payment of sorts for protecting the village. The only reason he is still captain is because in his younger days he happened to be an only survivor of a goblin raid and was considered a hero.

Capt. Milear

ADP:11, DDP:12, DRL:17, RR:8, WP:70, L:50

11-	10-	8-	7-
-----	-----	----	----

Milear wears plated armor and wields a huge two handed gutentag hammer. He is also skilled in backswing and counterattack.

Southern Outpost

The southern outpost is not so much meant to act as a wall of protection against invaders, but to act as a supply point as more outposts that are going to be built further west.

Because of this, this post is the sight of a lot of activity. Most villagers are workers who are getting ready to start building another tower approximately twenty miles due west. Due to the attacks of the other two outposts, plans have been put on hold.

Overseeing the logistics of this is Commander Altor. He is a man of average stature, and is not known for his battle prowess, but for his ability to manipulate bureaucracy effectively.

Commander Altor

ADP:12, DDP: 15, DRL: 12, RR:6, WP: 85, L: 75

11-	10-	8-	7-
-----	-----	----	----

Altor is armed with standard broad sword and shield, and wears plated armor. He also happens to be skilled in adept mental magic as well—a skill he tries to keep secret.

Humanoid Areas

Each of the areas that are under the control of the Ketchek and other humanoids will be explained in greater detail in one of the scenarios below. They typically will not be encountered until after the party has escaped and moved into Scenario 3.

Scenario 1: The Inquisitor Beckons

For years the city of Kelmar has acted as a buffer and line of protection against the hordes who reside in the Untamed Lands. For years they have successfully

managed to defend and wipe out any threat as the monsters have always attacked in small unorganized groups.

But now there are rumors that the hordes have become organized and the western border is under attack like it hasn't ever before.

At this time, a mysterious figure approaches you while you are relaxing in splendor from your newfound riches and simply leaves a note and then leaves. When you open the note, it reads:

Give the players the **Rall's Note** handout.

The party will know who Helman Rall is, and they will know that to refuse would mean almost certain persecution. They will have little choice but to attend.

If the party does decide to skip the meeting, they will be hunted by the inquisitors. Rall has the entire kingdom's resources at his disposal, and the insult he would receive by the party's slight would vex him greatly. He would then stop at nothing to arrest the party and torture them to pain of death. Therefore, the party will most likely arrive at the offices.

One thing you notice as you near the High Office of the Inquisitors is that the people avoid it like the plague. No citizen comes closer than 100 feet if they can help it. Only the people who have to travel back and forth into the inner castle come near, as the office itself resides next to the gate that leads into the Inner Castle to where the nobles and royalty make their homes.

The office building is guarded at all times by two large men clad in shining plate armor and bright white tunics with the wolf's head insignia embroidered upon the left shoulder. The guards do not move and appear as statues, but you know that a living human resides within the rigid forms.

Another thing you notice is that as you approach the office, you get strange glances from other people around you. Some are accusatory, while others hold pity. But none linger.

When the party approaches within a few feet of the office door, one of the guards will halt them and ask for their business. If the party states they were called forth, the guard will ask for proof and then will let them in. If the party cannot provide proof, they will detain them until a sergeant can verify their identity.

Inquisitor guards:

ADP: 14 DDP: 17 DRL: 12 RR: 5

DA (incl armor):

14-	12-	11-	10-
14-	12-	11-	10-

They are armed with magical broad swords that grant a +2 bonus to ADP/DDP, and DRL (included in the stats above). They also wear plate armor and heavy steel shields.

The guards are also skilled in backswing, so they will inflict one additional minor wound in addition to the wound type rolled.

Assuming the party can provide the letter, they will be escorted inside and down a long hallway to a large room. They will then be asked to be seated, and within a few minutes, Helman Rall and his personal escort will enter through a door on the opposite side.

Helman will welcome the party, and have a smile on his face the entire time. He will celebrate their accomplishments, and then tell them that they are needed in service of the King.

Helman will then swear the party to secrecy (explaining how the masses would panic if they knew about the ogre) and explain the situation. He offers the party a 5000 gold reward if they will infiltrate the Untamed Lands and kill Ketchek. They would need to bring back the ogre's head to provide proof.

If the party declines, Helman's smile will turn a bit sinister, and he will try to manipulate the party with statements like, "I'm sure you've acquired quite the treasure in your travels. Have you by chance paid any taxes on them yet?"

His meaning will be clear. If the party still refuses, he will call them cowards to the realm, but let them go on their way. He will advise that they leave the kingdom and never return under pain of treason.

If the party agrees, Helman will appear very pleased and advises that the party leave immediately to Kelmar. From there, they will need to explore west and try to see what happened to the watch towers that are now under Ketchek's control.

Scenario II: Into the Wilds

By now the characters have made their way to the city of Kelmar. Travel there should be relatively safe, as the roads are heavily travelled. It seems more people are travelling east, however, as they no longer feel as safe with the humanoid attacks. Upon reaching Kelmar, the party should seek out Marshall Westin and report that they were sent by Helman Rall to investigate the attacks.

Westin will be somewhat relieved that some relief is coming, but is adamant that the army must be sent and that a scouting party won't be enough. Either way, the party will be advised to leave the next morning after resupplying to investigate the outposts that have become silent.

The road to Arn is lightly wooded with gentle hills. Further to the west are heavily forested areas where dangerous creatures lie in wait. All civilian traffic on the road west of Kelmar has been prohibited until patrols of soldiers can verify that humanoid raiders have gone.

Things are actually more dire than what Westin knows. Less than 15 miles away, Arn has been completely destroyed already. Only five miles outside of the city, the road is patrolled by humanoids under the command of Ketchek.

It will be one of these patrols that the party will run into roughly an hour after leaving Kelmar, before they reach Arn. The patrol will consist of ten heavily armed orcs led by an ogre sergeant. When they see the party, five of the orcs will form a shield wall (+4 DDP to all behind it) while the other five fire arrows at the party. When melee starts, they will all attack.

Orcs

ADP: 6, DDP: 8, DRL: 9, RR: 6

DA (incl armor)

6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-

They are wearing studded leather armor and wield shields and broad swords. Each carries 2d10 gold.

The Ogre

ADP: 10, DDP: 11, DRL: 15, RR: 7

10-	9-	7-	6-
-----	----	----	----

He is armed with a large wooden shield and **broad sword** that is the equivalent of a two handed sword for a human. The sword is enchanted to grant a +2 bonus to DRL. He also carries 30 gold on his person.

The orc is also skilled in backswing and improved critical and wears heavy hide leathers.

If the patrol is reduced to less than half of their number, or if the ogre is slain, the remaining orcs will flee.

Arn

As you near the outpost of Arn, you begin to smell a charred smoky aroma with a hint of a sickly smell. Within moments, you can see pillars of smoke rising in the distance from several areas.

As you get closer, you notice that the entire village has been razed and burnt, and the outpost itself lies in rubble. Your stomachs churn with nausea as you see the hacked bodies of the villagers laying randomly. Your eyes are drawn to the bodies of the soldiers, impaled on huge wooden stakes.

When the party reaches Arn, they will see complete and utter destruction. The entire outpost is in smoldering ruins. Dead bodies still lie everywhere, and the party estimates that it is less than a day or so old. The soldiers of the garrison are impaled upon huge stakes near the entrance.

If the party searches the area, they will see the bodies of no less than fifty orcs that have died from arrows, sword slash, and catapult shot.

A tracker can deduce that the humanoids came out of the woods and attacked in force—more than a few hundred strong. The surrounding village was immediately burnt and villagers lie strewn about randomly hacked to pieces. It appears that the small army then made their way north along the road.

There is nothing else to deduce from here. The party can return with news, or they may head to Taag. If they do return to Westin, he will be gravely concerned, and will send them out to Taag, hoping that the outpost there did not meet the same fate.

Forests

If the party decides to enter the more heavily wooded areas west of Arn, they have a chance of running into a random encounter as described below. This chance is 50% for every hex travelled.

Die Roll	Encounter	No. Appearing
1	Orc patrol	10
2	Black bear	1d4
3	Giant Spider	1
4	Wyvern	1
5	Basilisk	1
6	Ogre patrol	4

Orc Patrol: 10 orcs, armed with studded leather, shields, bows, and broad swords. Similar tactics as the ones above. Each carries 10 gold.

ADP: 6, DDP: 8, DRL: 9, RR: 6

DA (incl armor)

6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-

Black Bear

ADP: 8, DDP: 6, DRL: 7, RR: 4

10	9	6	3
10	9	6	3
10	9	6	3
10	9	6	3

Giant Spider

ADP: 10, DDP: 8, DRL: 6, RR: 5

Has poison. Lair is surrounded by webs. If party enters for the lure of treasure that is seen, each member has to make a strength check at -50 penalty or be stuck fast.

12	10	8	3
----	----	---	---

The treasure that the spider lures its victims with includes: 275 gold, 887 silver, **Quicken** (broad sword+1 to ADP, DDP and DRL, -1 to RR)

Wyvern

ADP: 11, DDP: 9, DRL: 9, RR: 3

18	14	12	6
----	----	----	---

They wyvern will attack from the sky (+4 ADP) with its claws. After the initial attack, every 3rd attack will be with its poisonous stinger.

Basilisk

ADP: 12, DDP: 10, DRL: 6, RR: 6

12	10	8	3
----	----	---	---

The basilisk will be a wandering creature in search of a lair. As long as the party stays more than 50 feet away and/or does not attack, the basilisk will not attack. If it does attack, any creature hit by its breath must make a luck check or will be turned to stone.

Ogre Patrol

ADP: 9, DDP: 9, DRL: 15, RR: 8

12	10	8	3
12	10	8	3
12	10	8	3
12	10	8	3

Each ogre wears thick hides and is armed with giant clubs. They each carry 30 gold, and have the parry skill.

Taag

Midway to Taag, the party will encounter another patrol that is the same as the one on the road to Arn. Captured creatures will resist torture, but may eventually break, revealing that Taag is also destroyed, and the army had moved north into the mountains at last check. There are patrols keeping security along the roads.

Your worries are founded, as you see pillars of smoke in the distance similar to the carnage you found at Arn. As you make your way down the road and over the narrow stone bridge to the outpost, you see the staked bodies of the soldiers arranged in the same way as the ones at Arn.

When the party reaches the outpost, they will come upon another ruined scene. Once again, the garrison is staked upon poles. If the party explores, they can hear the sound of groaning coming from somewhere within the tower.

When the party goes to investigate this groaning, within the commander's room they will find a body under the broken bed. The body is actually an orc, and when the party uncovers him, he will turn around laughing.

Within moments Ketcheck's army will swarm out of the mountains to the bridge to the outpost. More than fifty orcs and ten ogres form a shield wall, armed with great bows and spears. The commander will shout out to the party to surrender. A group of a half dozen orc shamans will cast drowsy on each of the party members.

There is no way the party can win this combat, nor are they intended to fight. Is this railroading? Sure, but it's part of the adventure plot and this would be a short adventure without it.

Hagganar, the ogre commander, will parlay with the group for a moment, advising that he not only knows who the adventurers are, but that he was expecting them. They are instructed to surrender and they will be spared, because Ketcheck has shown interest in them. Hagganar knows not why Ketcheck has this interest, only that he was ordered to capture them alive.

If for some reason the party decides to attack, they will most surely perish. The 50 orcs are elite forces in mail armor (ADP: 8, DDP: 10, DRL: 10), and there are 6 shamans proficient in skilled channeling magic. Hagganar himself is in plate armor and wields a two-handed axe (ADP: 14, DDP: 14, DRL: 20, RR: 8, DA: 15).

Obviously it is in the party's best interest to surrender and see what happens. When they do surrender (either willingly, or by magic), they will be stripped of their equipment and bound securely and hooded. No magic can be used except tattoo or mental magic. Anyone caught using magic will be knocked unconscious.

The party will then be placed in cages on wagons and moved 100 miles west to Slate Prison. They will be chained to the bars of the cages, and fed meager foodstuffs. Travel will take more than a week, stopping mid way through Uth'Gok to resupply.

Being blindfolded, the party will only know that they've travelled through forested hills, swamp, and grasslands. Uth'Gok will greet them being pelted by rotten food and insults hurled at them in orcish tongue.

This is a battle you cannot win. For some reason, the horde leader Ketcheck wants you alive. For what purpose, only he seems to know. Your only choice is to surrender and plot your vengeance at a later time.

As you surrender your gear, the largest orcs you've ever seen rush to subdue you. You are bound hands and feet, gagged, and thick hoods are placed over your heads. You feel yourselves being guided onto a wagon, and heavy chains link you to the cage walls.

Your entire journey takes almost a week, but it's hard to guess. You have traveled through forested hills before you come upon a village. You cannot see the village, but you can smell the foul odor of orcs. Insults in orcish are hurled at you, along with rotten food. You feel that if it weren't for the guards on the wagons, they would tear you apart.

After spending more than an hour in the village, you are on your way again. You enter the heavy mists of a swamp, which takes two days to cross. The following days go by as you cross over grasslands. Finally, your wagon stops in the shadow of something large.

The party will stop in the shadow of Slate Prison. The prison is a large fortress that used to serve as orc castle in the days when the orc clans were united. But that was more than a hundred years ago. Now it belongs to whoever controls the local area. Currently that happens to be Ketchek, and has been converted to a prison for any creature who dares defy him.

When the party arrives, they will be led into the fortress, and down into the dungeons. They will be left there for a day and a half before a mysterious mist will put them all into unconsciousness.

When the wagon stops, you are all unshackled from the wagons and led into a cold stone building. The numerous turns and twists make it impossible to keep your bearings, and you descend into a humid, musky passage. Eventually you are led into what you think are cells. Judging by the noises, your companions are in other cells near you. You remained bound, but the hoods are lifted.

You find yourselves in stone prison cells. You cannot see each other, as the walls are made from thick stone. Iron bars form one wall, and the passageway is on the other side. Only a straw mat is in this cell.

More than a day passes, by your guess, when suddenly you see a green mist fill the passage. You fight will all of your willpower, but you cannot resist. You feel yourself falling into blackness...

The mist is actually a magical spell meant to knock out the party for hours. The entire purpose of the capture was to test the party. When they wake, they will all be together in a large cavern with nothing but a scroll, a torch, and flint and steel. The scroll was actually written by Ketchek, but is meant to trick the party into thinking it is from a would-be rescuer.

In fact, the entire thing is a ploy to see if the party is worthy of converting. If the party makes their way through the caverns, they will be recaptured and be broken down and brainwashed to help Ketchek.

However, Ketchek's grave error is in underestimating the party. He assumes the party will be beaten down when they reach the end of the cavern, but a resourceful party may be able to find the means within the caverns to defeat the guards waiting for them. From there, they may be able to make their way through the fortress and escape. And so begins....

Scenario 3: The Escape

When you wake, you find yourselves in total darkness. You are no longer bound, and the air carries a chilled musty odor. The floor of where you are at is sand.

The characters are all in the same cavern, and can hear each other move. If they search without light, they will eventually find the items. When the torch is lit, or if the party uses some other method to get light, read the following:

After letting your eyes adjust a bit, you find yourselves in a large cavern. Your companions are also here with you. You immediately notice that you are bereft of all gear and equipment. Only ragged loin cloths give you any sense of security for modesty. Lying in the center of the chamber is a scroll, a box of tinder, flint and steel, and a torch. The floor is made up of fine black sand.

If the party searches, they will find no stones, sticks, or other items to use for weapons. However, a creative character might use his or her loincloth to fill with sand and act like a sap (DRL 4).

If the party reads the scroll, it will say the following (see handout, **Heraximo's note**):

The party might have several questions as to the legitimacy of this letter and Heraximo's (really Ketchek) intentions, but those questions will have to remain unanswered.

From here the party needs to decide what to do, and which passage to follow.

1: Starting Point

After reading the scroll and observing your surroundings, you notice that the cave where you're at widens into another chamber to the northeast. From that chamber, passages lead east and northwest.

2: The Lure

As you enter this chamber, your light will reflect on the skeletal remains of what used to be a human in a niche on the southeast part of the room. The passage continues to the east, and scrawled into wall near the skeleton are the words: "He who can beat the maze shall have my gold."

This warning was actually put here by the denizen of room 4 as a way to lure in would be treasure seekers. The entire skeleton of a human male is here, and its bones may be used as clubs.

3: The Maze

As soon as you enter in this east passage, a feeling overcomes you that can only be described as having a translucent gauze placed over your brain. Thinking becomes a bit cloudy, and you find it hard to concentrate. But the lure of treasure seems to great to resist.

At this point, each character needs to make a willpower check at a -20 penalty. Those that fail will be compelled to continue forth in hopes of getting the treasure. The magic itself is not harmful to the characters, but they will be disorientated enough that they will be unable to map out their progress. If one of the players is mapping, please advise them to stop.

All you can do as the GM is to advice basic direction (left/right as opposed to east/west) and distance as they

move.

4: Lair of the Maze Master

As you enter this chamber, finally your head begins to clear....just in time to notice the great beast charging you! Humanoid in shape, this beast has the head of a great bull and is wielding a huge spear, leveled right at you.

This is the home of the minotaur. Due to the maze magic, it will get instant surprise and will attack on segment 1 with a bonus of +2 to ADP for that attack only before the party can recover.

Minotaur

ADP:9, DDP: 8, DRL: 13, RR: 7, WP: 56, L: 38

14	13	9	6
----	----	---	---

The beast will attack with it's spear, but also may attempt to gore with its horns (DRL: 10, RR: 5) as well.

The spear is a **magical spear +2** (+2 to ADP and DRL only), and the minotaur also wears a mail hauberk that will only fit someone taller than 6'.

4b: Nest of the Minotaur

As you enter this secondary chamber, a sickly pungent smell overtakes you. Thick straw bedding lies in the center of the room, and a large wooden chest is along the east wall.

This is where the minotaur actually makes its lair. The wooden chest is not locked nor trapped. Inside are the following:

57 gold

175 silver

Adventurer's Pack

Iolo's Ring

5: Centipede Cave

When you enter this large cavern, you notice a rather large pile of refuse and dung in the center, between two stalactites.

If the party decides to dig through the garbage, they will be attacked by two giant centipedes. Nothing else is of value in this room.

Centipedes

ADP:8, DDP:7, DRL: 4+psn, RR: 6

8-	6-	4-	2-
8-	6-	4-	2-

a: Trap

The floor where the circled X is on the map is a pressure plate. The first character stepping on the plate will have a row of darts shoot out of the wall towards them. Any character not making a luck check will be poisoned.

6: Chasm

As you near the next chamber, you notice a sickly green glow coming from the tunnel. When you actually do enter the large chamber, you see that the ledge where you are standing has broken away from the ledge on the north side of the room, where the passage continues on. In between the ledges is a 30' wide chasm that is filled with boiling acid only 10' below you. Strung between both ledges is a thin rope. On the other shelf is another coil of rope.

The rope is sturdy enough to hold 250 pounds before breaking, so the party would have to make their way one at a time. Any character attempting to cross will have to make an agility check or they will fall into the acid, immediately perishing.

The coil of rope on the other side is also long enough to string back to the original, creating a double rope bridge. If this is done, then characters can cross without needing to make an agility check.

However once the first party member is half way across (moving at 2' per segment), the goblin marauders in room 7 will emerge and start firing arrows at them. Anyone on the rope will have an ADP of 1, modified by agility.

Goblin Marauders

ADP:5, DDP:4, DRL:6, RR:6, WP:40, L:35

4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1

Each goblin is armed with crude short bows and a dozen stone arrows (DRL 6).

7: Goblin Outpost

This chamber appears to be empty with the exception of a few carved bones lying in the center. You hear what appears to be a significant commotion coming from the east.

This area is the guard post for the goblins who attacked in room 6. It will be empty now, as four of the goblins attacked the party while another fled to warn the chief.

The goblins in the main common area will not initially attack the party as they are currently preparing to defend themselves.

8: Goblin Lair

The passage opens up into a large cavern—so large that your torchlight doesn't reach the other end. A few campfires sit roughly 50 and 100 feet away to the east, respectively. Within this chamber are more than a dozen goblins armed with crude stone spears and bows, all aimed at you. In the darkness beyond, you can hear the movements of many more. But they do not attack. Rather, they seem to be in a defensive posture.

This is the main goblins lair, and in fact they will not attack the party unless attacked first. A few moments after the party arrives, the chief will step forward, and in dwarven (as he does not speak any other language but goblin) will say that he does not want to fight because he does not want to risk his tribe. He will allow the party passage beyond their cave.

If the party begins to speak with him in a non violent manner, he will share with them that a cave creeper lives on an island off the underground river ahead. This cave creeper prevents any of the goblins from leaving the caves, and food is becoming scarce. If the party agrees to kill the cave creeper, the goblin chief will give them his sacred knife to help.

The below are the goblins who will fight, but there are 20 more females and children who will not.

Goblin Marauders

ADP:5, DDP:4, DRL:6, RR:6, WP:40, L:35

4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1
4	3	2	1

Goblin Chief:

ADP:8, DDP:8, DRL:7, RR:4, WP:50, L:50

7	6	4	3
---	---	---	---

If forced to attack, he will wield his knife made from the tooth of a wyvern. This is a magical **knife +1** (to ADP, DDP, DRL), that on a roll of a natural 20, will poison the target.

9: Water chamber

When you enter this chamber, a large bubbling spring of fresh water is along the south wall. Even with the goblin filth, this water is very clean.

10: Goblin Chief's lair

In the center of this large cavern is a bed made from straw and the furs of several unidentified animals. This appears to be the private chamber of the goblin chief.

The goblin chief will not be here, unless it was to discuss with the party as described above. If the party has slain all of the goblins and searches this room, they will find a secret niche where the chief keeps his treasure: 17 gold and 29 silver coins.

11: Kayaks

As you near the next chamber, you hear the sound of rushing water. Finally entering the chamber itself, you can see that the north end of the chamber turns into a fairly fast moving underwater river. It appears that a large underground spring spouts water up here, which flows downhill to the north. The river is roughly 15 feet wide at this point, with a ceiling roughly 5 feet above the water.

On the bank of the ledge where the spring begins, tied to poles, are two kayaks. Each kayak looks as if it would hold three man sized people.

The kayaks can hold up to 600 pounds each and remain buoyant. There are two paddles in each, but the current is swift enough that they are not needed other than to steer. There is nothing else in this cavern.

12: Decisions

After a few moments of swiftly being pulled along with the current, you see that the river splits up ahead. You barely have time to choose to steer right or left.

If the party does not choose quickly, they will randomly go down one side or the other. If the party chooses the left path, nothing will happen. If the party chooses the right path, each member will have to make a DDP roll against the strangler vines that hang down to the water.

Vines

ADP:6, DDP:5, RR:5, DRL:6

There are ten vines in total, and each one can take a deep wound before being severed. If one of the vines is successful, it will automatically inflict damage every 6 segments from strangulation.

13: Cave Creeper

The passageway opens up to a twenty foot ceiling, with a rock ledge to your left that sits about 10 feet higher than the water level. As soon as you pass this edge, a barbed cord shoots out from over the ledge, striking your kayak. Before you can react, it starts to reel in the kayak and you can see a pair of great pincers clicking in anticipation coming over the edge.

This is the home to the cave creeper. After 10 segments, the creature will have pulled the kayak far enough up the ledge to attack with its pincers. The creeper does not care if the other kayak drifts by, so if the party isn't quick, the second kayak may pass before they are able to help.

Cave Creeper

ADP:8, DDP:7, RR:4, DRL:8, WP:60, L:55

7	6	4	3
---	---	---	---

If the party searches the ledge, they will find the remains of previous victims:

-59 gold
-48 silver
-ring of the mage

14: The Other Side

Finally you've reached the end of the river. The water continues to flow seemingly into the cave wall, but as you get closer you can see it flows underneath the wall into an underground tunnel while a sandy ledge borders it on the east side, allowing you to place your kayaks there. The passage continues to the north.

There is nothing in this room, but an alert character will note that there are human sized tracks in the sand here.

15: A warning

As you enter into this next chamber, your torchlight illuminates what appears to be several bodies laying on the ground. Bloodstained sand is clumped all around this chamber.

Nearing the bodies, five of them in all, you see that they are the bodies of goblins, and look like they have only been dead a few hours. All items have been stripped off of them. There doesn't appear to be any exit from this room.

These are goblins that managed to make it this far before being beset upon and killed by the men in the next room. Any adventuring party worth their salt should proceed with extreme caution.

If any of the party tries to use magic in this room, they will find that magic does not work at all. If they inspect the cave walls or search the room, they will find the following riddle scrawled in the stone (see handout: Riddle)

*Woe to those who have fallen into the spider's trap
Who are not keen of sight
Or share the spider's touch
For they shall perish in these caves*

What the riddle means is that any character who can climb sheer walls like a spider will be able to find a small stone latch near the 30' tall ceiling on the west wall. Pressing the latch will open a small 3'x3' tunnel 15' up the west wall, allowing them to escape.

Failure to detect this means that there is essentially no way for the party to escape the tunnels.

16: Rewards

If the party has their torch or other light source lit and proceeds into this room, read the text box immediately below. If they have a party member who stealthily moved into this room to investigate, read the second text box.

When you enter this room, also lit by torch sconces, a group of well armed men greet you with blades drawn. It seems they were expecting you. Two of men are wearing studded leather armor and are armed with broad swords and shields. A third is standing in the back, invoking some

sort of magic. A spiral staircase leads upwards.

The largest man says to you, "Ah, successful as expected. Good news. We have an offer for you."

The third man is a channeler, and will have already cast enhanced magic shield and adamantine skin.

If the party used stealth:

Peering up the stairs, remaining hidden in the dark, you see three men in this room talking about something you can't quite hear. Two of the men are wearing studded leather armor and wield broad swords and shields, while a third wears robes. A spiral staircase leads upwards.

If the party is able to get surprise, then the channeler will not have had time to prepare his spells and will begin with enhanced magic shield and then adamantine skin.

Warriors

ADP:9, DDP:11, RR: 6, DRL:11, L:45, WP: 50

7	6	4	4
7	6	4	4

Channeler

ADP:4, DDP:4, RR:5, DRL:-, L:59, WP:76, PR: 12

5	4	2	1
---	---	---	---

He will attack solely with his spells:

-enhanced magic shield
-adamantine skin
-blade shower (4ea, ADP: 10, DLR: 12)
-stone fist
-energy bolt (ADP:12, DRL:11)
-wall of fog

Each of the warriors carries 37 gold, and their weapons are **razor weapons**, conferring a +1 DRL to normal.

The channeler carries no weapons or armor, but does carry two **potions of healing**.

These men were sent here to offer the party a chance at conversion. Unless the men were surprised by the party and forced into immediate combat, they will attempt to parlay.

The group offers the party a chance to join the glorious empire of Ketchek, as they have proven themselves to be sound warriors. If the party agrees, they will be led upstairs to the one of the soldiers' quarters room where they are told to wait. That night, a group of werewolves will attack in the dark.

The werewolves are actually part of the Inquisitors, and will gravely injure but not kill the party members. When the party wakes, they will be in beds within Kelmar with no recollection of what happened. But the roots of lycanthropy have taken hold and the party will be unable to resist the will

of Helman Rall. But that would be another adventure...

Most groups will decline the offer and will attack. Ketchek doesn't expect the party to survive a battle, which is his error. If the party is successful in defeating these men, they will have free access to the upper levels without being seen. None of the guards above know the party has been put into the dungeons below.

Slate Prison, Upper Level

By now the party has most likely defeated the group from below, and have made their way up the staircase to the trap door above.

1: Trapdoor

As you lift the trap door, you see yourself in a 20'x20' stone room. Your torchlight reveals an east passage that exits the room. Unlike the caves below, these are hewn stone walls.

This part of the tunnel is not illuminated, so torchlight or some other form will be needed. The hallway goes east until it reaches a dead end where a concealed door is placed.

2: Throne Room

As you slide the concealed door open, you can see the next room appears to be illuminated, but a thick curtain lies immediately on the other side of the door blocking any view. You do not hear any sounds.

The curtain is a tapestry that hides the concealed door. In front of the curtain a few feet from the wall is a large throne made of stone.

Moving the curtain aside, you find yourself in a large well decorated room. A huge stone throne is right in front of you, facing southward. It appears to be made for a creature much larger than a man. In the center of the room is a large pool filled with scarlet fluid. Two large oak double doors are on the south wall, and you see a small door to the west. Various tapestries depicting orc victories over humans are along the wall.

This is actually the throne room where Ketchek entertains audiences when he is here. However, the room is empty currently.

2a. Closet

This side room contains weapons racks filled with the following crude weapons:

- 8ea broad swords
- two handed sword
- 10ea one handed axes
- 4ea maces
- 20ea short spears

A secret door to the west leads to a passage where Ketchek could use as an escape route if need be. There is also a pit trap that will be set off as soon as anyone walks on the pressure plate. The person tripping it will fall 10' down into a spiked pit, suffering 2d6 moderate wounds.

3: Main Hall

The doors open to a large hall with polished marble flooring. Statues of repulsive humanoids in various states of fornication line either side of the hall. In the southern end is a large table and several chairs. Presumably this is the waiting area for those wishing to see the leader.

4: Temple

As you enter this room, the first thing that catches your eye is the large stone slab in the north center of this triangle shaped room. Thick blood stains mar the surface of the granite alter. Two man-sized statues of demons stand in either southern corner. A large pentagram is drawn on the floor before a door that is on the apex of the northern part of the room.

This room is the temple. Currently there are no creatures in this temple. Examination of the room will reveal a sacrificial dagger lying on the alter. This is a magical **dagger of life stealing**. Nothing else of value is in the room.

5: Garden

When you open the door from the temple, you find yourself in a very large atrium. A sickly sweet smell assaults your senses as you notice a stone path leading north before turning west. All around the path are trees and thick undergrowth in various stages of decay, like some sick revolting version of an indoor garden.

This is the high priest's personal garden. Many of the herbs he uses in his rituals are grown here. If the party decides to deviate from the path, they will find it very difficult as the undergrowth is very thick.

As soon as the party makes it halfway along the path, they will be attacked by a swarm of 7 blood wasps.

Blood Wasps

ADP:8, DDP:10, DRL:6, RR:4, WP:35, L:30

2	0	0	0
2	0	0	0
2	0	0	0
2	0	0	0
2	0	0	0
2	0	0	0

2	0	0	0
---	---	---	---

Keep in mind that any blood wasp that has successfully struck a party member will have latched on, and any attack on that wasp may also harm the character.

6: High Priest's Chambers

As you near the door, it suddenly bursts open and the biggest wasp you've ever lied eyes upon zips out in fury. You barely have time to register the orc shaman in the room beyond invoking a totem power.

The priest knows that the party is coming, and will be prepared. The giant wasp is his spirit familiar, and he will have already invoked gargoyle (+2 DDP) and tortoise totems (+2 WT, incl below) before the party is attacked.

Spirit Companion

ADP:10, DDP:10, DRL:7, RR:7

6	5	3	2
---	---	---	---

The high priest

ADP:7, DDP:9, DRL:5, RR:4, WP:72, L:62, PR: 10

6	6	5	3
---	---	---	---

The priest knows the following totems, and will lead off with the Reaper before invoking the Tiger

- Reaper
- Tortoise
- Tiger
- Gargoyle
- Dove
- Spirit Companion
- Spider
- Snake Charm

On his person he wears a jeweled golden necklace worth 250 gold and carries a **potion of healing**. When the party enters the room itself, read the following:

This is a fairly large room, saturated by the heavy aroma of sickly plants. A large bed is in the north corner, a huge pillow bed is in the south corner, and a table with various alchemic tools is along the east wall.

On the table itself is where the priest does most of his alchemy; it's clear from the many bottles, jars, and containers of various plants that he uses the table often. Anyone skilled in alchemy will notice that among the supplies are **2 salves of healing** and a **potion of control**. The potion has one dose, and when drunk, will enable the character to control the actions of one human for a duration of 12 segments if that human fails his willpower check at a -20 penalty.

7: Meeting Hall

In the center of this large room is a very long table with

several chairs around it. A few mugs and other personal effects sitting on the table make you think that this is some sort of room where the occupiers relax.

In fact, you seem to have interrupted a group of four orcs who were playing a game of bones as you entered. Upon seeing you, they get a very confused look upon their faces.

These orcs were not expecting to see a party of armed humans coming in the room from the east. They are a bit unsure as to why they would be here, and don't know if the party are escaped prisoners, or invited guests. They will warily address the party in orcish and ask what their purpose is. If the party is not convincing, they will attack.

The double doors to the south lead to the outside, and this is the main meeting hall for all visitors.

Orcs

ADP:7, DDP:9, DRL:10, RR:6, L:45, WP:50

6	5	4	3
6	5	4	3
6	5	4	3
6	5	4	3

They are wearing studded leather armor and wield broad swords and shields. Each carries 2d12 gold.

8: Storage Area

The door to this room is locked.

When you enter this fairly large room, you see that it is stacked full of barrels, crates, and sacks. Close inspection reveals that this appears to be a large storage room of foodstuffs and murky water and stale ale.

The food is edible, and nothing else of value is within.

9: Kitchen

The smell of cooked food greets you before you actually enter this room. As you do, you see a large kitchen with a huge set of stoves built into the wall at the opposite end. Two prep tables are also in this room, with various foodstuffs on top.

When you enter the room, you have disturbed the cook: a rather dim-witted ogre who was cutting meat. When he sees you, he bellows out in a rage, "No one in my kitchen!" and attacks.

The ogre is not as intelligent as most, and thus has been relegated to kitchen work. When he sees the party, he will attack with a huge kitchen knife, which is the equivalent of a board sword to man-sized creatures.

Ogre

ADP:10, DDP:9, DRL:15, RR:6, WP:40, L:44

9	7	4	3
---	---	---	---

Other than kitchen supplies, there is nothing else of value here.

10: Latrines

When you enter this room, you are immediately assaulted by the worst smell you've ever been exposed to before. It takes all of your willpower to avoid retching. Even the vent holes in the ceiling do little to lessen the horrid spell of the latrine toilets that are positioned along the north wall.

There is nothing of value in this room. If a character decides to search through the feces in the toilets, the only treasure they will find is a case of dysentery.

11: Dining Hall

As you near this door, you hear the sound of loud talk and many other shuffling noises.

This is the room to the dining hall. Inside are six orcs and two ogres having a meal, and arguing amongst themselves. If the party barges in, they will attack. Once the party does enter, describe the room to them.

Orcs

ADP:7, DDP:9, DRL:10, RR:6, L:45, WP:50

6	5	4	3
6	5	4	3
6	5	4	3
6	5	4	3
6	5	4	3
6	5	4	3

They are wearing studded leather armor and wield broad swords and shields. Each carries 2d6 gold.

Ogre

ADP:10, DDP:9, DRL:15, RR:6, WP:40, L:44

9	7	6	5
9	7	6	5

The ogres are wearing leather armor and attack with two-handed axes. They each carry 2d12 gold.

12: Garbage

When you enter this room, you see a huge grate on the floor in the southern end of the room. Garbage and refuse dangles for the grate bars, and you can see slowly moving water a few feet below it, taking the garbage away.

There is nothing of interest in this room.

13: Prisons

When you enter this room, 10x10 prison cells line either side of the walls to your left and right. The passage goes south for a considerable distance before turning west. You can hear groans coming from a few of the cells.

These are the fortress prisons, and is where the party was originally taken. The passageway is dimly lit, and the smell of sweat, urine, and feces permeates the air. There is not a jailer present, and if the party explores the cells, they will find the following prisoners:

Cell #4: orc male. He was here for stealing from another orc.

Cell #7: Human female. She is in her mid 30s, and was captured during one of the outpost raids and brought here. So will ask for freedom, but will not assist in combat.

Cell #9: Human male. He is in his late 20s and was also captured from his village. He will offer to fight, and is skilled in novice large blades.

Cell #12: Dead human female. She is from the same village, but has died from her torture.

Cell #18: Goblin male. He actually speaks human, and will beg for his freedom. He says he was picked on by the bigger orcs and will help the party if they let him go. This is true, and he will tell the party the layout of the fortress if they do in fact free him.

Cell #23, 26, 29, 30: All human males. All willing to fight if set free. They are skilled in novice axe/clubs and light armor.

14: Torture Room

When you enter this dimly lit room, you see various tools of torture implementation. Iron maidens, racks, chains, forge, tongs....it is clear what the purpose of this room is.

Rummaging through these torture implements are the jailers—two of the ugliest orcs you've seen. And they attack you on sight.

The orcs will attack using red hot pokers from the forge. They are wearing studded leather armor and each carries 2d6 gold. They also hold the keys to the jail cells in the previous room.

Orcs

ADP:7, DDP:9, DRL:8, RR:6, L:45, WP:50

6	5	4	3
6	5	4	3

15: Storage Room

The door to his room is locked. The party can either break it down, pick it, or use the keys from the jailers to open it.

The door opens to this large dark room. You must use an alternate light source to see.

Once you do, you see a few wooden chests along the west wall and piles of belongings on the east wall. Quick observation of the clothing reveals that it consists of both your clothing, and presumably the clothing of the other prisoners. Perhaps your weapons and armor are in the chests?

Each of the chests are locked, and the jailers' keys do not work. Only Ketchek's key would work. Inside of the chests are in fact the party's gear, along with the following (that belongs to the other prisoners):

- 4 broad swords
- 3 medium shields
- 2 short bows
- long bow
- 50 standard arrows
- 5 sets of leather armor

16: Barracks

The doors to this room open up into a large bay area with dozens of bunks. This appears to be the barracks for the garrison.

How many orcs are in this room depends on a few factors. If it is nighttime, then 12 orcs will be here. If it is daytime, then 6 orcs will be here. If the party hasn't been stealthy or quiet, there may not be any here as they have left to go fight the party wherever they may have been at.

If there are orcs here, they will not be pleased that the party has entered unwelcomed, and my attack depending on the party's actions. They are all armed in leather armor, light shields, and broad swords.

Orcs

ADP:6, DDP:8, DRL:10, RR:6, L:45, WP:50

6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2
6	4	3	2

Each bunk has a footlocker next to it. Inside all of the footlockers are a total of 112 gold and 323 silver.

17: Stables

These two huge double doors open to reveal a large set of stables. Roughly two dozen stables here keep horses secure. Crates, boxes, and riding tack are stacked in the corners or hanging on the walls. Thick straw helps keep the smell down.

There are in fact 15 horses here, but none are saddled or ready for riding. But all the gear and tack is here. Characters without the horsemanship skill will have a hard time keeping the horses calm while trying to put on the riding gear.

18: Storage

When you enter this room, it is another storage area. However, rather than foodstuffs, it's filled with hides, torches, canvases, and other mundane items.

This storage room houses most of the day to day items that the fortress goes through. Barrels of oil, crates of torches, wax, hides, and heavy canvas are stacked within.

19: Gaming Room

This room has a few tables and chairs within, and appears to be a lounge of some sort. Bones and other dice games sit on the table.

If the party hasn't already alerted the fortress of their whereabouts and fought the sergeants in this building, then there would be two huge orcs within the this room playing dice. Otherwise these orcs and the rest in the building would have left to go fight wherever the party was when they made their presence known.

If the orcs are here, and a fight does ensue, then in two cycles the other sergeants and the commander will have also entered, being alerted to the fighting.

Orcs

ADP:7, DDP:9, DRL:11, RR:6, L:45, WP:50

6	5	4	4
6	5	4	4

They are wearing mail hauberks, shields, and attack with razor broad swords (+1 DRL). Each carried 25 gold.

Regardless if the orcs are here or not, there will be the goblin emissary, Pah Galif. He will not fight, and will beg for mercy. He was here to drop off the most recent shipment of gems and food to the prison, and will not actually have anything on him. He will quickly give up info (including the gem mines) to anyone who promises not to hurt him.

20: Storage

This room is yet another storage area, but you notice that the supplies here seem to be in better quality than the other storage areas.

21: Sergeant's Quarters

Each of these 10x20' rooms are the personal quarters of the fortress sergeants. As mentioned in room #19, they may not be here due to if the party made their presence known. If a battle does occur within this building, these sergeants will arrive in 2 full cycles, but they will not have their armor on as they were not expecting a fight. They will only show up with shields and razor broad swords.

There are six sergeants in these rooms.

Orcs

ADP:9, DDP:11, DRL:8, RR:6, L:45, WP:50

6	5	3	1
6	5	3	1
6	5	3	1
6	5	3	1
6	5	3	1
6	5	3	1

In each room are the sergeant's bunks as well as locked footlockers. Each sergeant has his own key. Inside each footlocker are personal effects and 3d10 gold.

22: Commander's quarters

Chances are that the commander will not be in this room because he would have went to wherever the party has been fighting before reaching this room. If the party has been stealthy and not alerted themselves to the fortress, they could find the commander here without his armor on.

This room obviously appears to be a high level officer. A large, sturdy bed is in one corner, a desk in another and a large cabinet in the other. The desk has writing utensils on it, and both the desk drawers and cabinet are locked.

The commander, a large battle-scarred ogre named Ulthon Algar, has the key to these, as this room is his chambers. As mentioned above, chances are he won't be here. If that's the case, he will have his weapons and armor with him and they won't be in this room.

Ulthon Algar

ADP:11, DDP:14, DRL:16, RR:7, WP:65, L:60

14	12	10	7
----	----	----	---

Without armor:

9	7	5	2
---	---	---	---

He wears a plate breast plate over mail armor and wields a large steel shield and huge **spiked mace, Skullsplitter** (2-handed for humans or smaller). He is also skilled in backswing and defense of thorns, which he will use if engaged in combat with multiple opponents.

Skillspliter is enchanted so that once per day, he can smash it into the ground. Any creature within a 10' radius must make a strength check or be knocked to the ground. It is also enchanted with a passive ability that grants it a permanent +1 bonus to ADP, DDP, and DRL.

Inside the desk are various logistical data regarding the prison itself, and careful examination will reveal the next planned attack on the human outposts: Gali.

Inside the cabinet is another smaller locked chest that contains 500 gold and 18 rubies worth 100 gold each. Also included are several sets of ogre sized clothing.

Scenario 4: The Journey Home

The party has recovered their equipment and successfully escaped Slate Prison, most likely procuring mounts as they did so. At this point they have several options open to them. They know that they are several days west of Kelmar, but not exactly where. The direction they decide to go is up to them. Do they try to go back east? Or do they explore the Untamed Lands looking for Ketchek?

Most groups will attempt to get back into safe lands and give their report. As the GM, you will need to keep close attention to where they travel on the overland map. The following table will define how far the party can travel based on terrain and mode type:

Mode	Terrain	Miles per day
Foot	Grassland	10
Foot	Hills	5
Foot	Swamp	3
Foot	Mountains	3
Foot	Forest	5
Horseback	Grassland	20
Horseback	Hills	10
Horseback	Swamp	5
Horseback	Mountains	7
Horseback	Forest	10

For each day of travel, there is a 50% chance of encountering a random encounter. This chance may be reduced depending on how the party travels.

Die Roll	Encounter	No. Appearing
1	Orc patrol	10
2	Black bear	1d4
3	Giant Spider	1
4	Wyvern	1
5	Basilisk	1
6	Ogre patrol	4

Orc Patrol: 10 orcs, armed with mail, shields, bows, and broad swords. Similar tactics as the ones above. Each

carries 10 gold.
 ADP: 5, DDP: 6, DRL: 9, RR: 6
 DA (incl armor)

8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-

Black Bear
 ADP: 8, DDP: 6, DRL: 7, RR: 4

10	9	6	3
10	9	6	3
10	9	6	3
10	9	6	3

Giant Spider
 ADP: 9, DDP: 7, DRL: 6, RR: 5
 Has poison. Lair is surrounded by webs. If party enters for the lure of treasure that is seen, each member has to make a strength check at -50 penalty or be stuck fast.

12	10	8	3
----	----	---	---

The treasure that the spider lures its victims with includes: 275 gold, 887 silver, **Quicken** (broad sword+1 to ADP, DDP and DRL, -1 to RR)

Wyvern
 ADP: 11, DDP: 9, DRL: 9, RR: 3

18	14	12	6
----	----	----	---

They wyvern will attack from the sky (+4 ADP) with its claws. After the initial attack, every 3rd attack will be with its poisonous stinger.

Basilisk
 ADP: 12, DDP: 10, DRL: 6, RR: 6

12	10	8	3
----	----	---	---

The basilisk will be a wandering creature in search of a lair. As long as the party stays more than 50 feet away and/or does not attack, the basilisk will not attack. If it does attack, any creature hit by its breath must make a luck check or will be turned to stone.

Ogre Patrol
 ADP: 8, DDP: 9, DRL: 15, RR: 8

12	10	8	3
12	10	8	3

12	10	8	3
12	10	8	3

Each ogre wears thick hides and is armed with giant clubs. They each carry 30 gold, and have the parry skill.

Untamed Strongholds

In their journey to return east, the party may encounter one of the strongholds along the way. These are marked on the Overlands Map, and will be given brief descriptions here.

Fortress Gulthana

Fortress Gulthana is a large castle that has been the home to whichever strongest clan of monsters can take it. Throughout the last thousand years, it has been held by orc clans, ogres, and other organized evil humanoids. Currently a group who calls itself "Bloodwolf Clan" is in residence. This clan consists of several types of humanoids, including but not limited to humans, orcs, and goblins. The ruler is unknown to humans, but among the local clans he is said to be a great wolf.

If the party decides to enter Gulthana, they will most certainly perish. The details of this fortress will be given in a follow-up adventure designed for hero level characters: *Rise of the Bloodwolf*.

If the party insists on traveling here, and they come within a mile of the fortress, they will hear the most dreadful howling sound they've ever heard. Any character not making a willpower check will want to flee the area. If they still insist on journeying towards the fortress, they will eventually see in the distance, built into the mountain itself, a large obsidian castle. Almost immediately from over a hill a pack of dire wolves will attack them.

Dire Wolves

ADP:11, DDP:10, DRL:12, RR:6

8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-
8-	6-	5-	4-

It is highly unlikely that the party will survive this encounter. As the GM, I would encourage you giving the party a chance to flee from their poor choice, as the wolves will cease hunting them after one mile.

Agthmora

Agthamora is a large orc settlement (see handout: large

orc camp) that lies on the north border of a great swamp. Like most orc clans, they are highly superstitious, and will treat outsiders with hostility. If any elves or dwarves are in the party, they will attack on sight.

1: The camp has over 400 orcs, 150 of which can fight as detailed in the creature catalog. They are led by chief Blacktooth, a huge half orc, half ogre warrior.

2: Every orc clan has a ceremonial statue to one of their gods. In each of these, a large stone bowl will be present where they do sacrifices.

3: This is Blacktooth's fort. 6' high stone walls surround his huge tent. He always has 1d4 orc concubines in the fortress, and two large orc guards at the gate.

Guards

ADP:9, DDP:11, DRL:11, RR:7, WP:50, L:45

8-	6-	5-	4-
8-	6-	5-	4-

They are armed with wicked one handed axes and wear mail armor with medium shields.

Blacktooth

ADP:13, DDP:15, DRL: 17, RR:9, WP:66, L:70

14-	12-	8-	8-
-----	-----	----	----

He is armed with **mail armor+2** to WT, and a **morning star+2** (to ADP/DDP/ DRL). He is also skilled in counterattack, parry, and improved critical strike.

In his tent, locked in iron chests, are 4538 gold and 19,923 silver.

4: This is the hut to the shaman Jaegar Rutt. He is skilled in advanced totem magic, and will know three totems of each level from the book.

ADP:9, DDP:8, DRL:-, RR:-, WP:72, L:59

8-	6-	5-	4-
----	----	----	----

Zaelk Abul

This is a goblin marauder clan (see Small Horde Outpost map) consisting of 50 goblins, 20 of which can fight. They are weary of any outsiders, and give almost all of their treasure and food to the larger, more powerful orcs in exchange for their lives. They seem to have a knack at finding gems within the mountains to the south, so the orcs and ogres let them live.

1: These are the huts themselves where most of the goblins live.

2: Always stationed at the main gate are four goblin archers. They will sound an alarm and attack anyone not invited into the compound of their chief.

Archers

ADP:5, DDP:4, DRL:8, RR:6, WP:30, L:33

6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-

They are armed with short bows and short swords, and wear studded leather armor.

3: In this tent is a young hippogriff that was captured a few days ago. It is in the process of being broken. The goblins hope that such a valuable gift will mean that Ketchek will bestow favor upon them.

Hippogriff

ADP:9, DDP:9, DRL:10, RR:5, WP:40, L:45

10	9	6	3
----	---	---	---

Any party member with any sort of animal training skills will be able to approach the creature without it getting spooked. If the character makes a luck check, they will find the hippogriff is drawn to them, and they may use it as a mount. But only for that character who sets it free and establishes that bond.

4: Chief Galut-ikmal resides in this large tent. He has two concubines with him at all times.

Galut-ikmal

ADP:10, DDP:9, DRL:9, RR:6, WP:49, L:55

10	9	6	4
----	---	---	---

He wears mail armor and attacks with a **short sword** carved from a mammoth's tusk. This blade is enchanted to grant a +2 bonus to ADP, DDP, and DRL.

Even though they had recently sent a shipment to Slate Prison, there are two dozen raw rubies in a chest worth 25 gold each. In his tent. These rubies haven't been cut by goblin jewelers as of yet. If cut, they would be worth 50 gold each.

5: The Raven Priest lives in this tent. He is the goblin shaman, and is skilled in level 3 mental magic (PR:7)

8-	6-	5-	4-
----	----	----	----

Tak Ra ul

This large orc camp is exactly the same as Agthmora, except the names of the chief and shaman. All else is the same, and you can use the same map and stats.

Yellownail Clan

This goblin clan is almost the same as the other small horde outposts, and you can use the same map as you did with Zaelk Abul. You can also change the names and items used by the chief, but the stats would be the same.

Chances are that the party won't visit Zaelk Abul, so if

they do not, you can place the hippogriff here instead of at Zaelk Abul.

Uth'gok

Like Tak Ra ul and Agthmora, Uth'gok is a large orc encampment, and you can use the same stats and maps as those.

Horde Camp

This is the camp where Ketchek is currently residing. He is using this as a base camp to send out his patrols and armies. When the party gets within a few miles of the camp, they will see several pillars of smoke from several fires.

If they get closer, they can see that a huge camp with well over several hundred orcs, goblins, and ogres getting ready for war. They can also see what appears to be a few wyverns flying patrols as well.

If the party gets within a mile, they stand an excellent chance of being detected by either orc scouts or the wyverns. If they flee, a flock of five wyverns and a cavalry of 20 mounted wolfriders will attempt to hunt them down and most likely the party will be captured, brought to Ketchek, be executed.

Obviously the party was never meant to be near this camp. They should take the info they have, and report it.

Scenario 5: The Attack

By now the party should have been able to successfully make their way back to Kelmar. They will immediately be brought before Westin for a debriefing, and then be given a rest.

Westin will then bring them in again the following day to brief them on a mission. They will be sent to help fortify Gali Outpost in case Ketchek tries a flanking maneuver. He will lead his best troops to attack the main camp itself. The party must leave immediately.

When the party reaches Gali, they must help the garrison prepare for a potential attack. Reference the battlemaps for this scenario. Note that the players may have access to these maps to help plan out their defense. Just before dawn on the fourth day, there will in fact be an attack upon Gali.

Gali supplies include:

- 4 ballista and 80 bolts
- 10 barrels of oil
- 100 arrows
- food for the garrison for 1 month

However, before the main attack on the fourth day, on the second day there will be an assassination attempt. Four assassins will breach the fort and attempt to kill the party.

The attack will happen at approximately 3am in the morning, and the group of assassins will be successful in breaching inside the tower itself, and if the party is unprepared, might even be able to breach the room where they are sleeping.

Hopefully the party has placed wards or other protections to alert them of any intruders. In fact, you may want to drop a hint that they do just that.

The goal is to have the party discover the assassins just before they strike (a warding spell, or one of the assassins making a mistake and making a sound, etc). Depending on who was on guard, the party members might be unarmored and will need to hastily grab weapons.

Elite Orc Assassins

ADP:8, DDP:8, DRL:7, RR:4, WP:50, L:50

6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-

Each is armed with a **dagger+1** and wear black soft leather. They are led by

Valishik

ADP:10, DDP:10, DRL:10, RR:4, WP:55, L:60

8-	7-	5-	5-
----	----	----	----

Valishik is armed with **Cat's Paw** (see new arcane items) and a **short sword +1** in which he dual wields. If he chooses to defend with Cat's Paw instead of attack, his DDP will be raised to 12.

These assassins will fight to the death, and will activate a poison pill under their tongues if a captured attempt is made. If charmed, they will give no other info other than where their main camp is, and that they were commissioned to assassinate the party by Ketchek.

The Attack

Note: See the Small Battle Details handout for tracking purposes.

Just before dawn, on the fourth day, you hear a rumbling to the west. Dozens of torches break through the wood line as a small army approaches. In the faint light of early morning, you make out roughly one hundred orc warriors standing in formation. Behind their line are two wooden catapults. In front of them, leading the way is a huge ogre clad in ebony plate mail, wielding a huge two handed sword. You swear the sword blade glows a faint greenish sickly color and some sort of green fluid drips from its blade. Even from this distance, smoke wafts upward from wherever the fluid has landed.

This monstrous ogre seems to be effectively rallying the orc troops into a frenzy.

The orc army has two small catapults and a battering ram with them. A crew of four man each catapult and a crew of ten man the battering ram which is covered by a roof of shields.

The rest of the army consists of:

5 squads of 10 orc infantry
ADP:6, DDP:8, DRL:9, RR:6

6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-

They are each wearing studded leather and wield shields and various weapons (maces, broad swords, etc).

3 squads of 10 archers
ADP:6, DDP:3, DRL:8, RR:6

6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-
6-	5-	4-	3-

They are also wearing studded leather and have knives and long bows.

6ea elite orc guard
ADP:9, DDP:11, DRL:10, RR:6

6-	5-	5-	5-
6-	5-	5-	5-
6-	5-	5-	5-
6-	5-	5-	5-
6-	5-	5-	5-
6-	5-	5-	5-

They are wearing mail and are armed with razor broad swords and medium shields.

Ogre Commander
ADP:11, DDP:12, DRL:18, RR:9

10-	9-	8-	8-
-----	----	----	----

As mentioned, he wears a giant suit of ebony plate armor and wields a huge two handed sword that drips acid. This sword, called "**Dissolver**", is enchanted with a +1 bonus to ADP, DDP, and DRL, and on every successful hit, any creature susceptible to acid will take an additional wound of the type rolled.

The plan of attack is for the army to get within bow range and fire burning arrows into the village. The flames will quickly spread, burning the entire village in an hour. Hopefully this will cause panic within the villagers themselves.

Once the village has been burned, the small catapults will move forward to 60m away attack the tower itself. The goal is to destroy the upper ramparts and ballista that sit there. At 60m the DDP of the tower would be 10.

At the same time, the squads of archers will attempt to pepper the tower with arrows, trying to keep the crew from utilizing the ballista.

Once the tower is in shambles, or if the catapults are destroyed, then the main force will attack. The battering ram will break down the doors in 1d4+1 cycles. The shield roof of the battering ram will offer a +4 DDP to the orcs' defense from missile weapons. At the same time, the archers will continue to pepper the tower with arrows.

Catapults:

ADP: 10, range: 100m, SDRL:6, DRL:15 (5'r) (each catapult can take 1 minor SDRL wound or the following DRL wounds):

7-	5-	3-	2-
----	----	----	----

Ballista:

ADP:10, range 100m, SDRL:2, DRL:20

Tower (SDRL) for each 10' section

2-	1-	-	-
----	----	---	---

Mass Combat Rules

Please refer to the Combat Section in the main rulebook for how to handle mass combat.

Aftermath

The army will fight until they are reduced to less than 10 orcs, or less than 30 orcs if the ogre has been killed. If they are reduced to these numbers, they will attempt to flee the battlefield. Captain Illendril will not order a retaliatory strike, but wants to reinforce the tower in case of another attack.

Once a tally has been done of the damage and fort strength, the Illendril will order the party to go north and support the main army attacking the Horde outpost itself.

Scenario 6: Final Battle

By now the party has successfully repelled the attack by the smaller orc army and have been sent to aid Westin in his battle against Ketchek's army.

If the party makes their way to Kelmar, shortly before arriving they will be beset upon by a frantic soldier.

Running up the road from the north comes a disheveled and bandaged soldier with a look of urgency in his eyes. Upon seeing you, he rushes to greet you. When he gets close, you recognize him as one of the soldiers who was sent back to Kelmar immediately following the battle at Gali.

He says, in a very frantic voice, "Oh! I am so glad to have caught you. Do not go into Kelmar, friends! The Inquisitors have placed an arrest bounty on you. They say you had joined sides with the ogre leader and have given him vital information on our forces. They also say you were planted as spies to disrupt the defense of Gali. But I know better!"

The soldier will beg the party not to go back to Kelmar and to instead go help Westin. Naturally this causes a conundrum for the party. They seem to be wanted by the Inquisitors, but their help is needed in defeating Ketchek. Hopefully the party will realize that if they help defeat Ketchek with Westin, they can gain favor and be able to prove the charges as false.

When the party nears within a few miles of the battle site, they will see pillars of smoke rising out into the sky from the northwest. As they near within one mile, they will hear the sounds of battle ahead. It appears the two armies have already faced off.

Based on the soldier's level of urgency, you make haste towards the northwest, hoping to meet up with Westin. Unfortunately, it is still a few days journey.

During your forced march speed, you notice that the roads seem abandon, and that the surrounding woodlands and hills seem devoid of life. Perhaps the animals can sense something you can not?

Mid morning of the third day reveals several pillars of black, acrid smoke rising up from the northwest. You spurn your mounts on faster, and after several minutes you can hear the sounds of a great battle over the sounds of the pounding hooves from your horses.

As you raise the next hill, a scene of grisly battle lies before you. The human armies of Westin have already locked battle with hundreds of orc warriors, goblin wolfriders, giant ogres, and even terrifying wyverns seem to be battling for Ketchek.

After a few moments, you think you can spot Ketchek's personal standard at the far north of the battle, surrounded by several hulking minotaur warriors.

At this point, show the party the *Main Battle* handout. Where exactly the party enters the map from is determined by the exact path they took. From the map, they can see that the wyverns are swooping upon the left flank or archers, sending them fleeing all directions.

The goblin wolfriders are doing the exact same thing to the right flank or archers. Westin is atop a small hill with a reserve company of infantry that he is about to send to attack the wolfriders.

Four companies of infantry are fighting two companies of orcs who are reinforced by the ogres. Westin has hoped to flank and attack Ketchek directly by sending his cavalry

to the west flank.

At this point, use the *Large Battle Details* handout to keep track of the strength of the armies. Casualties that have occurred before the party arrives have already been marked.

If the party races to Westin, he will be relieved to see them and ask them if they can dispatch the Wyverns and offer support to the cavalry.

If the party does nothing, they will see that from within Ketchek's personal guard area, three orc mages seem to have come forward and are casting spells at the Calvary while. These spells will be wall of brambles, forcing the cavalry to turn back south to face the orcs and ogres.

If the party continues to just watch, they will see that the ogres and orcs will have broken through the human infantry lines, heading straight towards Westin, who is left unguarded due to his contingent having moved to the right to fight the wolfriders. His archers will have been completely devastated by the wolfriders and wyverns, who now turn their attention on swooping in on the cavalry. With the support of the three mages, Ketchek is eventually able to defeat Westin.

If the party has joined the battle, Ketchek will recognize this and instead use his mages to attack the party with a protective guard of 2 of the minotaur while the orcs and ogres hold the line.

However, the dice rolls may dictate which side has the advantage where, so the battle cannot be scripted out here. Just play the battle out using the mass combat rules for most of the armies. Both leaders will attempt to exploit weaknesses in the line, trying to kill each other because they know that if Westin or Ketchek goes down, their troops will flee.

Westin's Army

Infantry

ADP 6, DDP:7, DRL:8, RR:6, WP:50, L:50

6-	5-	4-	3-
Armed with studded leather, broad swords and shields.			

Archers

ADP:6, DDP:3, DRL:8, RR:6, WP:40, L:50

6-	5-	3-	2-
Armed with leather and long bows			

Cavalry

ADP: 8, DDP:7, DRL:10, RR:7, WP:50, L:50

6-	5-	5-	5-
Armed with mail armor and broad swords			

Westin

ADP:14, DDP:18, DRL:16, RR:6, WP:65, L:55

11-	10-	9-	9-
-----	-----	----	----

He is wearing plate armor, a **steel heavy shield** that grants an additional +1 to DDP, and the broad sword, **Dragonbane**. He is skilled in backswing, counterattack, and improved critical.

Ketchek's Army

Orc Infantry

ADP:6, DDP:6, DRL: 8, RR:6, WP:45, L:40

6-	5-	4-	3-
----	----	----	----

They are armed with hard leather and various weapons.

Goblin Wolfriders

ADP: 6, DDP:5, DRL:6, RR:6, WP:40, L:40

6-	5-	3-	2-
----	----	----	----

They are armed with javelins and short swords, and wear leather armor

Wolves

ADP: 6, DDP:6, DRL:6, RR:5, WP:50, L:40

6-	5-	2-	2-
----	----	----	----

Ogres

ADP:9, DDP:9, DRL:16, RR:8, WP:50, L:50

11-	9-	6-	5-
-----	----	----	----

They attack with huge axes and swords, and wear studded leather armor.

Wyverns

ADP:11, DDP:10, DRL:10, RR:4, WP:50, L:50

6-	5-	4-	3-
----	----	----	----

Every third attack is with a poison tail.

Minotaur

ADP:12, DDP:10, DRL:17, RR:8, WP:45, L:60

10-	8-	8-	8-
-----	----	----	----

They wield two handed axes and wear mail armor.

Orc Mages

ADP:7, DDP:6, DRL:6, RR:6, WP:60, L:50, PR: 10

6-	5-	4-	2-
----	----	----	----

Each mage wears a **wizard's adventuring robe** (+1 DA) and knows the following spells:

- enhanced magic shield
- drowsy
- wall of brambles
- energy bolt (ADP: 9, DRL: 9)
- moderate illusion
- minor blizzard

Ketchek

ADP:16, DDP:14, DRL: 22, RR: 8, WP: 67, L: 55

12-	12-	11-	11-
-----	-----	-----	-----

He wears **ebony backbiter plate armor** and wields a huge **glaive+2** to ADP, DDP, and DRL. He also has a **potion of healing** on his person at all times, and wears

bands of hardiness.

If the battle is beginning to look badly for Ketchek, he will flee to his main hut in the encampment with his minotaur escorts. He will then try to gather his treasure horde and flee into the mountains.

If the battle goes badly for the horde, the orcs and ogres are well disciplined and will not flee, but the goblins will at the first sign of serious trouble.

Horde Camp

The camp itself is largely deserted by the time the party makes it here. Most of the creatures here have been fighting on the battlefield. Only those in special logistic roles (cooks, etc) would remain behind, and they would flee at the first sign of the party or Westin's army.

Ketchek's private hut is on the far southeast corner of the camp, and if he has not already fled here to get his treasure, then only two minotaur guards will be in here.

Minotaur

ADP:12, DDP:10, DRL:17, RR:8, WP:45, L:60

10-	8-	8-	8-
10-	8-	8-	8-

They wield two handed axes and wear mail armor.

The treasure of Ketchek will be located in several locked chests, and will be broken down into what he would be able to flee with (if he makes it back to the camp), and what he would leave behind.

Left behind treasure:

- 18,500 gold
- 35,000 silver
- 50 various gems @ 100 gold each
- 100 various gems @ 50 gold each

Taken treasure:

- 10 gems @ 500 gold each
- 5 gems @1000 gold each
- 25 various jeweled items @ 250 gold each
- cloak of major protection+2**
- ring of disguise**
- documents

The documents that Ketchek will take are those that outline an alliance with the Clan of the Bloodwolf (see handout: Ketchek's Documents). The paperwork is vague, but clearly shows that Ketchek was not working alone.

Any character studying the documents may make an intellect check at a -25 penalty. Those that succeed will recognize that the handwriting seems very familiar and that the symbol of the bloodwolf is the same as the wolf symbol on the inquisitor tunics, but only red in color.

If Westin survives, he will offer the party 20% of the treasure recovered, as he needs the rest to pay for his men and the slain men's families.

If confronted with the documents and the party's suspicions of the Bloodwolf Clan and Helman Rall, he will be very concerned, and will advise that they not attempt to confront Rall with this information or bring it to the king unless they have definitive proof. Rall has the ear of the king, and wields much influence and power in the city.

He will state that he will vouch for the party's heroics which should be able to get the warrant on them removed. But he advises that the party should exercise extreme caution when in the city, and in fact should not linger there.

Scenario 7: Wrapping Up

After the battle, and after the party's name has been cleared, they will be viewed as heroes in the kingdom. The king will have a celebration in their honor, but they know that the Inquisitors view them with contempt.

This concludes this adventure. The veterans can move on to different adventures if they so choose, building their experience to become true heroes. If they remain in the city, then chances are things will occur that will prompt right into the next Adventure PAK: *Rise of the Bloodwolf*.

XP Awards

Typical experience awards should be 1 XP point after scenario II, 2-3 points after completing scenario III, 1 point for completing scenario IV, 1 point for completing scenario V, and 1 point for completing scenario VI for a total of 6-7 points awarded.

If the party succeeded in rescuing the hippogriff and gave all of Ketchek's treasure to Westin for the slain soldier's families, they could get an additional bonus XP, but that is up to your discretion.

New Monsters

Blood Wasp

DA: 2

ADP: 9

DDP: 10

DRL: 6

Int: 20

Str: F

Luck: 30

WP: 35

PR: 3

RR: 4

Movement: Fly 20

Description: Blood wasps appear as foot long ebony wasps with a faint maroon sheen.

Habitat: Blood wasps make their homes in thick hot areas thick with vegetation. Their nests are made from pulp located in the tallest trees in the area, and their hives can contain 2d10 wasps.

Abilities: Whenever a living creature is in the area, the blood wasps will swarm and attack. Rather than attack with a stinger, they will attempt to bite and insert a proboscis into the victim. Once the first attack is successful, the creature will continue to take damage every 6 segments in according to the DRL roll.

Treasure: Blood wasps keep no treasure.

Cave Creeper

DA: 14

ADP: 8

DDP: 7

DRL: 8

Int: 45

Str: B

Luck: 55

WP: 60

PR: 3

RR: 4

Movement: 5

Description: The cave creeper at first glance appears as a giant lobster with a stunted tail. Hard plates of bone cover it's body, and two great pincer arms end in wicked claws.

Habitat: As their name suggests, cave creepers make their homes in underground caverns. They prefer to live on ledges or outcropping, laying in wait for prey to walk past. They are solitary creatures.

Abilities: When a suitable prey item passes, the cave creeper will shoot out it's barbed tongue up to a distance of 30 feet much like a gecko would. Whatever this tongue hits it will be stuck fast. The cave creeper then begins to reel in its tongue, and will attack with its pincers when the prey gets within range.

Treasure: The cave creeper really doesn't care about treasure, but there may be some from previous victims.

Giant Centipede

DA: 8

ADP: 8

DDP: 7

DRL: 4+poison

Int: 30

Str: W

Luck: 40

WP: 25

PR: 2

RR: 6

Movement: 10

Description: Giant centipedes appear as normal centipedes, albeit up to four feet long. They are quick, and possess a hard exoskeleton.

Habitat: Giant centipedes make their homes deep within caverns, scavenging on refuse, garbage, and decaying flesh. They are also known to hunt small creatures.

Abilities: The greatest ability of the centipede is its poisonous bite.

Treasure: These creatures keep no treasure.

New Arcane Items

Backbiter plate-H

This huge set of ebony plate armor will only fit creatures between 7 and 9 feet tall. It offers no bonuses to WT or DDP, but any creature engaged in melee combat with the wearer will suffer a minor wound every time they successfully land a melee attack.

Cat's Paw-V

An ornately jeweled dagger with the pommel in the shape of a cat's claw wrapped around an obsidian stone, this dagger has a passive magical ability to grant +1 to ADP and DRL, but its real power is when it's paired with another weapon. When dual wielded, it effectively reduces the RR rating of the larger weapon by 1. Because the character resolves his attacks on the segment of the slowest of the two weapons, this is a huge benefit.

Dagger of Life Stealing-V

This dagger confers a normal +1 bonus to ADP and DRL, but its main power is transferring the life force of the victim into that of the wielder. Whenever the wielder strikes a severe wound upon a target, they in turn will be healed of one of their wounds, starting at minor and working its way up to more severe wounds.

Dragonbane-H

Dragonbane is the personal broad sword of Marshall Westin. This sword has a normal +2 bonus to ADP, DDP, and DRL, but when used against any reptile (dragons, wyverns, etc), it will glow with a blue glow and inflict an additional wound of the type rolled.

Ring of Disguise-V

When this ring is slipped on, the character can invoke an illusion that alters his or her appearance into any other humanoid species chosen. This illusion lasts as long as the ring is worn.

Skullsplitter-V

A two-handed spiked mace for humans, this weapon is passively enchanted with a bonus +1 to ADP, DDP, and DRL. Once per day, the user can smash the mace to the ground and all creatures within a 10' radius will have to make a strength check or fall to the ground.

Ready-To-Play Characters

Angar Ironfist, dwarf

Str: 77

End: 80

Agil: 45

Int: 41

WP: 42

Luck: 44

PR: 3

Skills:

First aid (58%)

Skilled WG, axe/club

Novice shield

Medium armor

Novice armor maximization

Novice Backswing

Parry

Adept weapon&shield

Armor: mail hauberk +1 WT, shield

DA:

11	10	7	5
----	----	---	---

Weapons:

1-handed axe+1 (ADP:8, DDP: 9, RR: 6, DRL: 12)

Shield (ADP: 6, DRL: 8)

Halindaer the Mystic, human

Str: 45

End: 40

Agil: 51

Int: 77

WP: 69

Luck: 55

PR: 12

Skills:

Read magic

Identify magic

Magic Sense

Skilled Channeling

Skilled PR enhancement

Associate's degree

Adept WG, axe/club

Adept mystic fort

Armor: wizard's robes (+1 WT)

DA:

6	5	4	3
---	---	---	---

Weapons:

Quarterstaff +2 DDP (ADP: 5, DDP: 7, RR: 6, DRL:

6)

Known Spells:

Magic shield
Drowsy
Light
Energy bolt (10, DRL: 10)
Acid mist
Wall of brambles
Levitate

Medium armor
Novice shield
Skilled mental
Adept PR enhancement
Defense of thorns

Armor:

Mail hauberk +1 WT
Medium shield +1 DDP

DA:

8	7	5	4
---	---	---	---

Weapons:

Broad sword +2 ADP (ADP: 10, DDP: 10, RR: 6, DRL: 11)

Mental Magic:

Guide strike
Cell repair, moderate
Comprehend
Leap
Cure minor disease
Charm mind
Telekinesis

Astar the Sly, halfling

Str: 39
End: 51
Agil: 88
Int: 58
WP: 45
Luck: 72
PR: 3

Skills:

Adept backstab
Silent walk (68%)
Hiding (71%)
Lockpicking (55%)
Disarm traps (66%)
Skilled WG, small blades
Novice weapon focus, short sword
Light armor
Skilled dodge
Skilled single weapon

Armor:

Soft leather+2 WT

DA

7	6	4	3
---	---	---	---

Weapons:

Short sword +2 DRL (ADP: 11, DDP: 9, RR: 5, DRL: 10)

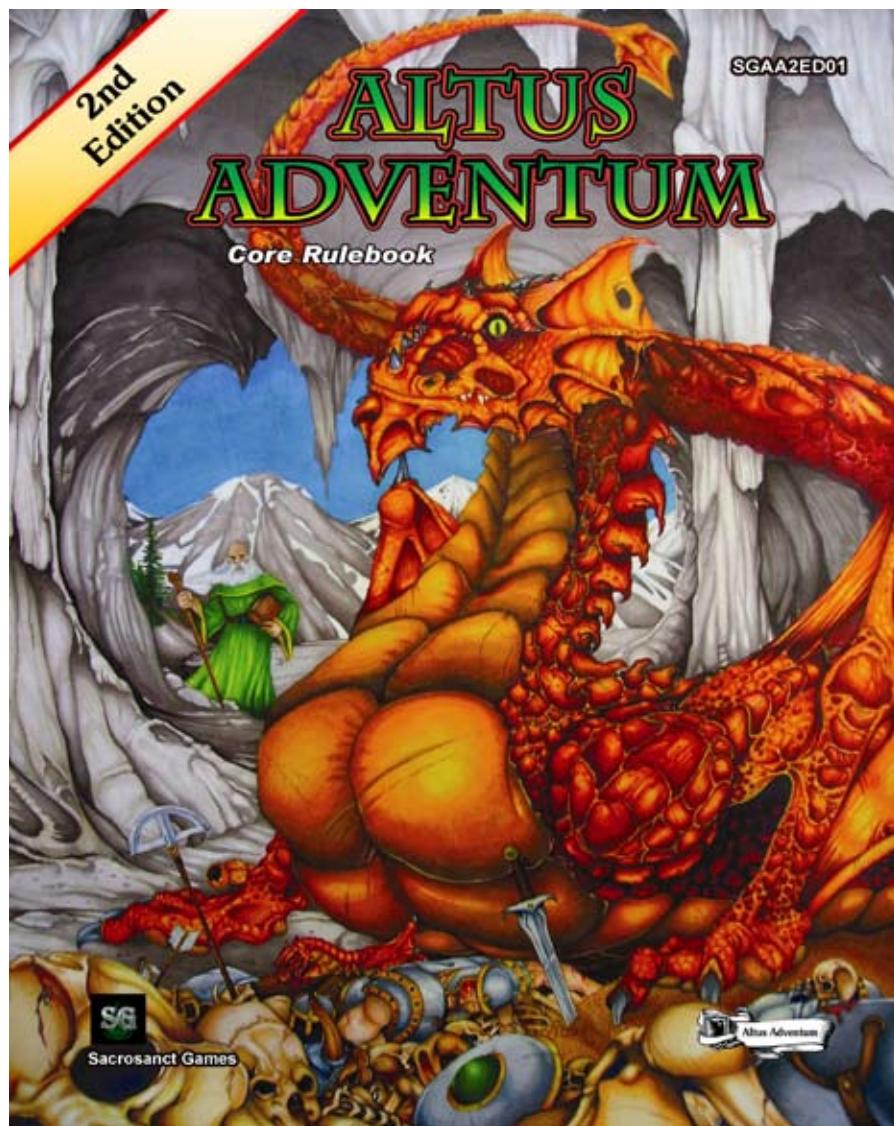
Julian Anders, elf

Str: 44
End: 51
Agil: 72
Int: 55
WP: 68
L: 55
PR: 10

Skills:

Skilled WG: large blades
Nov weapon foc, broad sword

Thank you for your interest in this exciting adventure module. For more information on the Altus Adventum role-playing game, and for more OSRIC old school modules, visit www.sacrosanctgames.com.



OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.