

The Iron Fortress

A short adventure for *Castles & Crusades* / *Hackmaster*

For characters levels 3-5

by J.C. Connors

Adventure Summary

The Ogre Magi Zi'Zaroor is dying. Though he's lived a life of pettiness and cruelty in the eastern land of Rashemen, he has decided to spend his last few weeks in peace, and traveled via magic to the city of Waterdeep. In his absence, however, his rival Zi'Jachow stole an ancient heirloom, a weapon that was used in the Great Plains Battles that were fought by the Ogre Magi three hundred years ago. Now weak and frail, Zi'Zaroor summons several adventurers before him to travel to the plains of Rashemen to retrieve the heirloom, so he can present it to his son before he passes on.

The Setup — The Messenger

While taking a tour of Waterdeep's finest warships in the Dock Ward, a half-ogre messenger, dressed in ornate leathers, lumbers up to the PCs. In a voice that is far more civilized than his looks allow him, he unrolls a scroll and speaks:

"Greetings from the Honorable Zi'Zaroor. The Twelfth Prince of Rashemen has heard of your brave exploits and good nature, and wishes to summon you to his presence for a task that is blessed by Vaprak himself. If you would be so kind, please follow me at once."

The half-ogre is otherwise, not very talkative. He will mostly repeat himself if asked about Zi'Zaroor or any further details. He will, however, volunteer that time is very important to Zi'Zaroor.

The messenger will guide the PCs through the streets of Waterdeep to the northern edge of the city to a small, but luxurious inn called the "Salted Eel." It is soon obvious that there is only one guest at the inn; the moment the PCs enter, they will spy half a dozen armed and armored half-ogres guarding the bottom portion of the inn. The messenger bids the PCs to follow him upstairs.

The Honorable Zi'Zaroor

The upstairs portion of the inn has been turned into a makeshift abode for the Ogre-Magi. Several curtains scribed with odd, chunky writing, and flags native to Rashemen decorate the halls. The messenger points the PCs into the largest room in the upstairs, which holds a humongous bed, and in it, a coughing, weak-looking ogre with spiral horns beside his head.

The Ogre-Magi speaks in a deep, raspy voice; it is quite evident by his coughing spats that he is dying. If asked about his condition, he will wave his hand and tell the PCs that he has already lived longer than most of his ancestors.

He will go on to explain his plight. One of the feudal lords of Rashemen, he has long been tolerated by the Iron Lord and the human nobles of that land because he has waged never-ending war on the Red Wizards of Thay. He and his ally, Zi'Jachow destroyed many villages and slaughtered many wizards in Thay during their time. However, since he discovered he was growing older and weaker, he decided to retreat to the city of Waterdeep to spend his last weeks in comfort. Recently, however, he found out that Zi'Jachow raided his village fortress and stole the Sacred Polearm, a weapon that had been in his family for centuries. Angered that his friend betrayed him, he wishes the PCs to recover it for him. He does not want to unleash his own ogres upon Zi'Jachow for fear of angering the human nobles, who would see an ogre war as a threat to their own livelihood.

Zi'Zaroor is willing to play the PCs in gems worth 5,000 gp for this task. He will also use his magic to teleport them to his village in Rashemen, as well as a Scroll of Return for themselves to teleport back to Waterdeep when done.

If the PCs agree, he will share with them some Rashemen firewine and sjorl cheese to seal the bargain.

The Gorge of Guaros

Once the PCs are ready (the Ogre-Magi will not accept any delay more than an hour or so), he will hand them a scroll that they can use to return to Waterdeep. Using another scroll, he will cast a teleport spell upon them that will send them spiraling off into the far east, north of the land of Thay, and into the Gorge of Guaros – the southern border of Rashemen. An Intelligence check will reveal that their location is likely over 2,500 miles from Waterdeep!

Unfortunately, the PCs' location is still several miles from Zi'Zaroor's home village. Rolling plains of brown and yellow grass surround the PCs, and they will immediately spot a small group of ogres in the distance head towards them.

These hedge ogres are under the pay of Zi'Jachow. Not entirely bloodthirsty (they fear and respect human nobles), they will first confront the PCs first and demand all their gold. They will only attack if the PCs deny them some sort of toll, or if they mention they are in service to Zi'Zaroor, whom they call a coward. They can also be chased away if the PCs do a good job impersonating human nobles.

The Village of Zaroor

A vision check (Wisdom plus appropriate vision bonuses) will scout a village nestled against the edge of the



4 Hedge Ogres (XP 420, AL LE, AC 16, Base Attack +7, MV 9"; HD 4d8+2; SZ L, #AT 1; D 1d6+7 (club); SA: If a friend dies without honor, they have a 20% chance of raging adding +2 to damage; SD nil; Severity: d10)

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- 55 ep
- 39 gp
- 4 Clasps of Zi'Jachow (5gp each)

mountains in the distance. It is only a few hours walk to this small settlement.

The village of Zaroor is the home to about a hundred ogres, half-ogres, and some orc slaves. In Zi'Zaroor's absence, a young Hedge Ogre Chieftain named Kalumf has taken over leadership in a small brick and mortar, two-room fortress in the center of the town. When the PCs approach the village, Kalumf and several guards will demand their business. Like the ogres of Zi'Jachow, Kalumf is very wary of human visitors.

Kalumf is aggressive and bold, and will require proof that the PCs are working for Zi'Zaroor and not spies from Thay. Even once convinced, Kalumf will deny the PCs the small amenities the village has to offer (such as a feast of halfling stew in the evening!). He will point the PCs on their way to the Iron Fortress of Zi'Jachow, which lies 50 miles north of Zaroor along the edge of the mountains. He will warn the PCs that there are many patrols of Zi'Jachow's ogres, as well as constant aggressors from Thay that may not tolerate their presence on the plains. He also volunteers to have an orc slave show them a path through the mountains if they wish, which are less traveled by Zi'Jachow's forces and the Red Wizards, but are fraught with other dangers.

No matter which route the PCs decide to take, Kalumf will wish them well and return to the fortress. Unknown to the PCs, he will command an imp named Halftooth, a sort of familiar to Zi'Zarrog, to follow the PCs invisibly. He commands it to steal the heirloom weapon if the PCs manage to recover it; he cares not how the imp accomplishes this task.

The Plains of Rashemen

The absence of Zi'Zarrog has made the Red Wizards more ambitious and they have sent several (cheap) mercenaries to cross the River Mulsantir to reinforce Zi'Jachow. Zi'Jachow has recently decided that fighting the Red Wizards makes no sense when he could be claiming land from the Rashemen countryside.

If the PCs take the plains route, they will meet up with these forces around nightfall. The mage in charge of the group sends an orc slave of his own to inquire about the PC's business. Unless they send back word that they are working for Zi'Jachow, the evil wizard will use their presence as an excuse to test his group's battle readiness.

If the PCs defeat the wizard and his mercenaries, they can loot the corpses and find XXX plus a letter to Zi'Jachow:

Honorable Zi'Jachow

To help unite the Ogre-Magi clans, the Red Wizards would like to present you with this mercenary company, led by the brave and honorable Irvinne of Thay. Use his services well and you shall see great success in the future.

The Mountain Pass

The mountains in this region are not especially steep, though they are covered in thorny brush that makes travel difficult. Karumf offers the PCs an orc slave guide (if asked, Karumf says he has no name) to show the PCs through the pass. This slave (named Grumlogg in his native tongue), however, has plans to rejoin his kin in the mountains and escape when he can.

Approximately eight hours in their travels, the PCs will hear a strange, loud snuffing sound coming from the thorny underbrush. Grumlogg recognizes the sound (as will any PC making a Wisdom check); it is the sound

1 Irvinne of Thay - Wizard 4th (XP 315, AL CE, AC 11, Base Attack +1, MV 12"; HD 4d4; SZ M, #AT 1; D 1d6-3; SA: Spells; SD: Spells; Severity: d10)

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□ Wand of Fear; 90 charges (Save or suffer from Cause Fear, running for 1d4 rounds; XP 750; 10,000 gp)

Spells:

Protection from Good x1 (+2 AC and Saves)

Burning Hands x2 (1d3+8 damage)

Shield x1 (+1 to all saves and immune to magic missiles. Also AC 16 (melee and siege weapons), AC 17 (bows and crossbows), AC 18 (hand-hurled weapons). Protects only from front.)

Magic Missile of Skewering x1 (150' range; 4d4+4 dmg; skewers target and hits another within 90-degrees for 1d4+1 damage less.)

Munz's Bolt of Acid x1 (+4 to hit; 2d4 damage, lasting one round per full 3 levels. Items must save -- +2 for scrolls, +8 for leather, +10 for metals, glass, and wood.)

9 Bandits (XP 15, AL CN, AC 12 (leather), Base Attack +1, MV 12"; HD 1d8; SZ M, #AT 1; D 1d6 (shortsword) or 1d6 (bow); SA: nil; SD: nil; Severity: d10)

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Kogglok - Highland Orc Captain (XP 35, AL CN, AC 13 (ringmail), Base Attack +1, MV 12" (climb 9"); HD 1d8+1; SZ M, #AT 1; D 1d10 (two-handed sword) or 1d6 (bow); SA: nil; SD: nil; Severity: d10)

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- 57 ep
- 33 gp
- 11 hs
- 13 pp

1 Porculisk (XP 650, AL N, AC 13, Base Attack +4, MV 6"; HD 4d8; SZ S, #AT 1-4 or 1; D 1d4-1; SA: Stone Gaze (30' range, save versus petrification or turn to stone; leather or other organic armor may absorb the attack 50% of the time, but this turns the armor into stone!; SD: anyone picking up the beast is automatically hit with 1-4 quills; Severity: d10)

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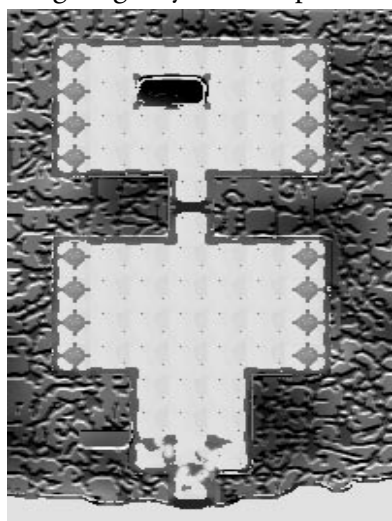
of an Porculisk, a bizarre hybrid creature capable of turning men into stone. Grumlogg, while relishing the idea that everyone but *him* might be turned to stone, decides to instead find shelter from the hunting animal, and he offers the PCs the option of heading up one of the steep mountain slopes where they can likely find a place to hide for a few hours.

Up the slope, however, the PCs will find something strange; an old tomb is found here in the mountain with a large rock moved over its entrance. The writings on the outside seem to declare it the tomb of an Red Wizard buried here hundreds of years ago after he fell in battle against a horde of Screaming Meanies.

If the PCs wish to investigate this tomb, a Strength check will allow them to move the boulder. Grumlogg will refuse entry, saying its cursed, and take advantage of the PCs to run if they explore it alone.

The Crypt of the Red Wizard

The crypt is a simple two-room layout, quickly created using magic by the companions of this Red Wizard



when he fell in battle. Guarding the tomb are also quickly-summoned undead warriors: skeletons of the screaming meanies he killed!

At the back of the tomb, there isn't so much of a coffin as there is a pit filled with rocks. The PCs must remove all the rocks to

loot the long-decayed body. His possessions are meager (most of his good stuff was looted by the Red Wizards who buried him!), but include a Cherry Staff (Staff +1), a Scroll of Protection from Poison, and Scroll of Strength. He also has a non-magical amulet on him with the symbol of the Red Wizards, worth about 100 gp, and a tattered note with his name (Dubilant the Ninth) and a quick description of his death ("Slain by angry meanies with poisoned blades... chopped up by angry minotaur with big axe. RIP.")

Near the Fortress

Regardless of which path the PCs took to get to the fortress, they'll experience this encounter as they near it.

Two ogres, well-armed and armored, are harassing a small caravan of traders who have gotten lose on the way to the River Mulsantir. Three guards lie dead on the ground, and the ogres are tearing through the wag-

7 Skeletons (XP 65, AL N, AC 13, Base Attack +1, MV 12"; HD 1d8; SZ M, #AT 1; D 1d6; SA: nil; SD: These screaming meanie skeletons learned defenses against ogres from the dwarves; they get +4 AC versus any L-sized opponents; Undead immunities; half damage from blades and puncturing weapons; Severity: d10)

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1 Minotaur Monster Skeleton (XP 650, AL N, AC 14, Base Attack +6, MV 9"; HD 6d8; SZ M, #AT 1; D 1d10; SA: nil; SD: Undead immunities; half damage from blades and puncturing weapons; Severity: d12)

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2 Common Ogres (XP 270, AL CE, AC 15, Base Attack +7, MV 9"; HD 4d8+1; SZ L, #AT 1; D 1d10+7 (two-handed sword); SA: nil; SD nil; Severity: d10)

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- 12 ep
- 11 gp

Hsun Sinkle, Caravan Guard and 2nd Level Fighter
 (XP 125, AL CG, AC 15 (chainmail), Base Attack +3, MV 12"; HD 2d10; SZ M, #AT 1; D 1d8+1 (longsword plus Str bonus); SA: nil; SD nil; Severity: d10)

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ons looking for valuables and firewine. Recently hired by Zi'Jachow, these low ogres are too stupid to realize that attacking caravans is likely to draw the wrong kind of attention to their lord.

The caravan is operated by an old, grandmotherly woman who asks people to call her Auntie Sinkle; she is lying unconscious on the ground underneath one of the wagons.

If the PCs chase off the ogres, they'll find that Auntie Sinkle is okay, as is her nephew Hsun, one of the caravan guards that was knocked silly protecting her. Auntie Sinkle will reward the player with two Potions of Extra-Healing for their efforts. If the players tell her their mission, her nephew will volunteer to accompany them. He wishes revenge against Zi'Jachow after his friends were killed by his ogres. His aunt will reluctantly let him go, though she secretly gives him a Potion of Heroism for good luck.

The Path to the Iron Fortress

The Iron Fortress of Zi'Jachow is a small, two story building set into the mountains. It is covered in rusted iron, which gives it its name. Along the rocky uphill road that leads to the fortress are dozens of small tents which are the homes to his own ogres,

orcs, and half-ogres. The entire village is similar size to Zaroog, though the ogres here seem more industrious, fashioning metal axes and cleavers and outfitting a few great horses with barding.

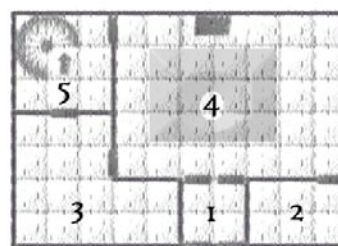
If the PCs approach the fortress directly, they will be harassed by several hedge ogres demanding their business. If the PCs give any indication that they are working for Zi'Jachow, the ogres will attack, trying to subdue the PCs. Once unconscious, the ogres will disarm and drag them into Zi'Jachow's throne room (see below).

If the PCs say they are either human nobles of Rashe-men or working for the Red Wizards, the ogres will demand proof. If acceptable proof is given, the ogres will escort the PCs into the Iron Fortress.

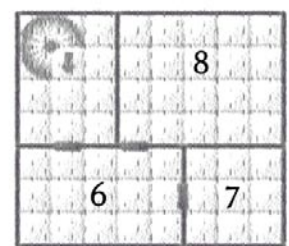
If the PCs attempt to sneak up on the Iron Fortress, they'll likely be able to get up close. A few common ogres guard the fortress at night and walk the perimeter, but a clever rogue will be able to get close and scale the building to the second floor (the first floor is windowless). Each of the rooms in the second floor has an accessible window, and though all are barred, these bars can be bent (Str check against a 24), sawed, or a gnome or halfling can slip between them.

Zi'Jachow's Iron Fortress

Zi'Jachow's fortress is not terribly big, though its rusted metal armor, heavy studded doors, and tall ornamental spikes make it an imposing, blood-brown sight.



Ground Floor



Top Floor



Basement



The two-story fortress is divided into eight areas, plus a basement.

The Basement

The basement is the home of a trash ogre, a disgusting, drooling half-wit with enormous strength, aggression, and appetite. The only way into this place is through the trapdoor in Zi'Jachow's throne room. Scattered in the debris and trash here amongst bones of orcs and half-ogres can be found a Potion of Healing, Dagger +1, and a Potion of Polymorph (Frog). However, adventurers must make a Constitution check to summon the stomach to search the refuse.

Should the PCs find themselves trapped down here, their only escape options include begging for release (unlikely, unless they swear a gawd oath to return to Zi'Zarog and assassinate him), clever spell use or trickery, or using the scroll that Zi'Zarog gave them to magically escape.

The Ground Floor

The giant, reinforced doors on this fortress are nearly impossible to break down. A Strength check at -15 or doing more than 50 points of damage in a single attack will break them down.

1. Entrance

Two hedge ogre guards, armed with two-handed swords watch over this small entrance room. They will immediately rush into the throne room at the sounds of combat to protect their lord.

2. Armory

This small room holds the personal armory of Zi'Jachow, though the weapons here are ones of his youth; he has not used them in years. The door to this room is locked, and must be opened by the large copper key hung around Zi'Jachow's neck (or picked with a Difficulty 22 roll). It includes:

- Decorated Longbow (250 gp)
- Ogre-sized ornate leather armor (300 gp)
- Large Shield +1 (500 xp, 2500 gp)
- Arrows +2 (x16)
- Morning Star +1 (500 xp, 2500 gp)

1 Gibbering Trash Ogre (XP 292, AL CE, AC 16, Base Attack +4 (+7 with club), MV 9"; HD 4d8; SZ L, #AT 1; D 1d6+7 (bone club) or 1d10 (bite); SA: a bite has a 20% chance of infecting the victim with rabies; those within 20' must make an Intelligence save or suffer the effects of Confusion; SD: immune to mental attacks; foes must make a Charisma save just to look at him; Severity: d10)

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3. Dining Area

A large round table, big enough for four ogres, sits in this room with several cushy chairs. It is usually occupied by a single hedge ogre who prepares Zi'Jachow's meals (the meals are cooked in the village and delivered to this room to be prepared and plated). He wields an enormously large butcher knife (treat as an axe doing 2d4+7 damage).

4. Throne Room

Zi'Jachow's throne room is very large and decorated with velvet curtains depicting various avatars of Vaprak, the cruel God of the Ogres. His throne is huge, befitting of an ogre prince, made of gold and silver. It is easily worth 10,000 gp, if it can be hauled away – something requiring a wagon!

If approached in the daytime, Zi'Jachow will be resting upon his throne, his fat belly showing through his expensive robes. If the PCs approach peacefully, he will parlay with them and demand to know their allegiances and business. He will flatly refuse to give up the heirloom halberd and laugh at any pitiful attempt to purchase it. Though he is an ogre, he is very bright and well-spoken, and is a clever negotiator to boot. He will offer great riches (5,000 gp) if the PCs swear a blood oath to bring back the head of his enemy, Zi'Zarog. If the PCs press him on his hostility towards the other ogre-magi, he will tell them that the Red Wizards make far better allies with their dark spells and secret magic than an ogre prince who refuses to do business with either humans or wizards alike.

If the PCs anger Zi'Jachow, he can magically command

the floor to fall away in front of his throne, dropping whoever who stands in a 20' x 20' area before him into the basement, where the trash ogre lives. He can command the floor transparent (to watch the arena combat), or to return to stone at will.

If Zi'Jachow is cornered, he will fight, loosing a Cone of Cold first at any foes, then turning into a gaseous form to escape to his quarters upstairs, where he keeps his well-worn Wand of Fire, the Heirloom Halberd, as well as a loud ogre horn where he can call reinforcements in from the village to surround his fortress and prevent escape.

5. Stairwell

The ogre-sized spiral stairs here lead up to the top floor.

6. Top Floor Landing

This hall, decorated in furs and skins of Zi'Jachow's enemies, is constantly guarded by a Guardian Golem – a beautiful marble woman carved into a stone pillar in the corner of the room. Zi'Jachow fears thieves (especially now that he has stolen the Heirloom Halberd) and purchased a pair of these golems from the Red Wizards to protect his room (the other is in his room).

7. Study

This room is Zi'Jachow's personal study; it is locked with the same lock from downstairs (requires Zi'Jachow's copper key, or it can be lockpicked with a total Difficulty of 22). Large bear-skin carpets pad the floor, and paper wall-scrolls with various ogre sayings decorate the stone walls. A large desk in the corner holds a great many potions, all labeled in Zi'Jachow's own secret language. A giant's skull hangs from the ceiling, an eerie light emanating from within, which provides constant illumination to this room.

If the PCs loot the room, they will find several items:

- Scroll of Protection from Water (750 xp, 2750 gp)
- Potion of Fire Resistance (250 xp, 400 gp)
- Elixir of Health (350 xp, 2000 gp)
- Potion of Vitality (300 xp, 2500 gp)
- Potion of Levitation (250 xp, 400 gp)
- Philter of Lust (150 xp, 250 gp)

2 Golem Guardians (XP 420, AL N, AC 15, Base Attack +5, MV 6"; HD 5d8; SZ <, #AT 1; D 2d4; SA: nil; SD: half damage from normal weapons; 25% chance of a weapon breaking upon impact (-5% per plus); Severity: d10)

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8. Zi'Jachow's Personal Quarters

This large room (also locked) is decorated with giant pillows and fur rugs piled atop a mammoth bed. Hanging on the wall, above the bed, is the Heirloom Halberd. Fastidious PCs who search the bed can find the following buried in the mattress (basically, Zi'Jachow's loose change...).

- Smokey quartz (50 gp)
- Aquamarine (small and badly flawed; 500 gp)
- Chalcedony (small with minor inclusions; 50 gp)
- 8 gp
- 60 pp

Sitting next to the bed, on the floor, is Zi'Jachow's Wand of Fire. If he is under attack, he will immediately reach for this as his first defense.

A beautiful Guardian Golem sits in the corner of the room, programmed to defend both the room's contents and Zi'Jachow himself.

Retrieving the Halberd

There are many ways into Zi'Jachow's citadel. Though the windows on the top floor are barred, a gnome or halfling-sized PC can sneak in easily enough. An invisible character can walk into the fortress as well, though Zi'Jachow might still be able to spot him.

At night, the ogres usually get themselves silly drunk on firewine, and the guard around the fortress loosens quite a bit. Stealing into the building at night is fairly simple, especially if the PCs can distract the few guards outside and quickly dispatch them.

Negotiating with Zi'Jachow is a bit tougher. If they present themselves to him (or are captured by him), he'll obviously refuse to give up Zi'Zarog's heirloom weapon. Though he's cruel and enjoys watching others get mauled by his guards, Zi'Jachow is an ogre of his honor and will not try to destroy the PCs unless they've insulted his honor by trying to burglarize him or assault him. He prefers to turn his foes into his allies, and is willing to pay 5,000 gp to double-cross Zi'Zarog, return to him, and assassinate the sick ogre lord.

If the PCs find themselves over-their-head and about to perish, they can always use Zi'Zarog's Scroll of Return to teleport back to Zi'Zarog's bed chambers. Anyone within 10' of the caster will return with him, though Zi'Zarog has cleverly omitted ogres from this radius.

Returning to Zi'Zarog

If the quest is complete and the halberd returned, Zi'Zarog will be greatly pleased. He will reward the PCs with the 5,000 gp he promised them, and give them a case of firewine as a bonus reward. Though he still remains gravely ill, he does not perish anytime soon... he still has weeks left in his old ogre body.

GM's Option: If a half-ogre is in the party, Zi'Zarog will reveal to him that he's his father, and that the Heirloom Halberd is his to keep. However, Zi'Zarog will not give it up until "his body is as cold as a stone," and demands the PC wait until then.

If the PCs fail the quest, Zi'Zarog will be very irritated and deny them their payment. If, however, the PCs tell him a story of grand adventure resulting in the embarrassment of Zi'Jachow (even if untrue!), he'll give them 1,000 gp for their effort.

About this Adventure

This adventure uses the basic *Castles & Crusades* system, with a few modifications from *Hackmaster*. Namely:

- Small monsters typically receive a +10 hp kicker. Larger monsters (and PCs!) receive a +20 hp kicker.
- Some monsters, magic items, and spells are taken from the *Hackmaster Player's Handbook*, though GMs are free to change them to something more suitable.

Zi'Jachow, Ogre Magi (XP 650, AL LE, AC 16, Base Attack +9, MV 9"; HD 5d8+2; SZ L, #AT 1; D 1d10+7 (halberd, see below); SA: Spell use; SD: Regenerates 1 hp/round; Severity: d12)

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Heirloom Halberd +1 (+3 versus Ogre-kind) -- Inflicts 1d10 damage (1d8 versus Small; 2d6 versus Large), +6 for Strength, for a typical total of 1d10+7.

Spells and Abilities:

Fly – Lasts 12 rounds. Zi'Jachow often hovers above his fortress surveying the lands at nightfall.

Invisibility – At will. Zi'Jachow often uses this on one of his guards if he suspects an ambush.

Cause Darkness 10' Radius – Zi'Jachow may use this to facilitate an escape if he has already cast his Gaseous Form spell.

Polymorph Self (Human or Demi-human) – If forced to escape (usually with Gaseous Form), Zi'Jachow will use this spell to take the form of a human woman captured in his bedroom. He'll try to lure the PCs in and attack them with his Cone of Cold.

Charm Person – Once each day. He will always attempt this spell on an enemy wizard first.

Sleep – Once each day. Zi'Jachow does not like using this magical ability; he finds it cowardly.

Gaseous Form – Once each day. Zi'Jachow will use this to escape if he is attacked and wounded.

Lyggl's Cone of Cold – Once each day, Zi'Jachow may cast this spell which creates a 60' long, 12' wide cone that does 12d4+12 damage (half to those who save). Zi'Jachow doesn't often use this, preferring to defeat people through more interesting ways (he enjoys his Wand of Fire), but if cornered or hurt he won't hesitate.

- Monsters have a critical hit "Severity" listed. For simplicity's sake, this is bonus damage the creature inflicts on a natural to hit roll of 20. A more detailed, *Hackmaster*-inspired system can be found at www.threefates.com.
- XP values are *Hackmaster* ones, which tend to be higher than official *Castles & Crusades* values.
- *Hackmaster* players can likely use this adventure as is, noting that monsters' Armor Classes are high (convert to *Hackmaster* AC with (20 - AC), so an AC 16 Ogre-Magi in this adventure converts to an AC 4 *Hackmaster* Ogre-Magi).