

Requires the use of the Dungeons and Dragons® *Player's Handbook*, 3rd Edition, published by Wizards of the Coast®



d20
system

SWORD & SORCERY

THE GIANT'S SKULL



A fully illustrated fantasy roleplaying adventure.

James Bell

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ALERT FACTOR TRACKING CHART

Initial	Alert Factor
Night	AF starts at 1
Morning	AF starts at 3
Mid-day	AF starts at 5
Evening	AF starts at 3

Current AF:

Alert Factor	Guard Modifiers	Sir Galen	Janice Winter	Father Tom
AF 1	-2 to Spot & Listen	Area 37	Area 27	Area 31
AF 2	-1 to Spot & Listen	Area 37	Area 27	Area 31
AF 3	normal	Area 37	Area 26	Area 31
AF 4	normal	Area 37	Area 26	Area 31
AF 5	normal	Area 37	Area 26	Area 12
AF 6	+1 to Spot & Listen	Area 37	Area 26	Area 12
AF 7	+1 to Spot & Listen	Area 20	Area 16	Area 12
AF 8	+2 to Spot & Listen	Area 20	Area 16	Area 12
AF 9	+2 to Spot & Listen	Area 20	Area 5	Area 12
AF 10	+2 to Spot & Listen	Area 20	Area 5	Area 5

Challenge Table for The Hero's Tale

Encounter Location	Encounter Level	Challenge Rating	Challenge Statistics
10	5	3 (x2)	Wights: hp 26, 26; Init +1; AC 15; Atk +3(1d4+1and energy drain)
12	9	7 (x2)	Dire Bears: hp 102, 98; Init +1; AC 17; Atk +18/+18/+13(2d4+10 [x2], 2d8+5)
13	8	7 2 (x2)	Raofalt: hp 68; Init +1; AC 20; Atk +11/+6(2d6+7) Ogres: hp 26, 26; Init -1; AC 16; Atk +8(2d6+7)
14	8	7 2 (x2)	Scurley: hp 65; Init +6; AC 20; Atk +12/+7(2d6+6) Ogres: hp 26, 26; Init -1; AC 16; Atk +8(2d6+7)
15	11	9 4	Arldag: hp 58; Init +6; AC 18; Atk +8(2d6+5/19-20) or spells Brown Bear: hp 51; Init +1; AC 15; Atk +11/+11/+6(1d8+8 [x2], 2d8+4)
16	6	2 (x5)	Ogres: hp 26, 26, 25, 25, 24; Init -1; AC 16; Atk +8(2d6+7)
17	9	7 7	Cromlok: hp 90; Init +4; AC 20; Atk +17/+12(1d12+10/x3) Sushnak: hp 68; Init +6; AC 19; Atk +11/+6(2d6+8) and sneak attack
18	9	7 2 (x2) 4 (x2)	Nugdush: hp 88; Init +4; AC 20; Atk +15/+10(2d6+12) Ogres: hp 34, 29, 26, 26; Init -1; AC 16; Atk +8(2d6+7) Brown Bears: hp 51, 51; Init +1; AC 15; Atk +11/+11/+6(1d8+8 [x2], 2d8+4)
19	6	4 (x2)	Brown Bears: hp 51, 51; Init +1; AC 15; Atk +11/+11/+6(1d8+8 [x2], 2d8+4)
20	7	2 (x6)	Ogres: hp 36, 34, 30, 27, 27, 24; Init -1; AC 16; Atk +8(2d6+7)



The Giant's Skull

There are two sides to every story!

Two Fantasy Roleplaying Adventures for the D20 System

Requires the use of the **Dungeons & Dragons**® 3rd Edition *Player's Handbook*, published by Wizards of the Coast®

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Credits

Design: **James Bell**
 Editing: **Michael Johnstone**
 Cover Art: **Kieran Yanner**
 Interior, Counter and Back Cover Art: **Claudio Pozas**
 Production: **Jason Kempton**
 Cartography: **Michael Johnstone**
 Alert Factor Concept: **Mike Mearls**



Fiery Dragon Productions, Inc.
 115 Front Street East, Suite 411
 Toronto, Ontario
 M5A 4S6
 CANADA

Ignite Your Imagination

www.fierydragon.com

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INTRODUCTION

The large golden skull is smoothed and polished from centuries of handling. Legends say that its powers include the ability to alter the weather, throw lightning bolts, and smite your enemies with holy fire. You have spent years searching for it, following rumors and traces of myth, until you found it at last. It is the key to your future, the surest way to realize your dreams of power and influence. Yet even as you struggled to unlock its secrets, it was stolen from your possession – taken from you by a bunch of thieving butchers and carried off to their lair.

You are not going to let them get away with it this time! Not when you were so close. Oh no! This time, you are going after it and you are not coming back until you retrieve *The Giant's Skull*.

The Giant's Skull is a fantasy roleplaying adventure for use with the d20 system and requires the *Dungeons & Dragons*® 3rd Edition *Player's Handbook*, published by Wizards of the Coast®. The adventure is designed for a party of four 10th-level characters, but can be modified to present a challenge to a larger group or more powerful characters. Four 10th-level characters will gain enough experience points to be well on their way to 11th level.

How *The Giant's Skull* Works

This adventure contains two separate but related scenarios, each revolving around the quest to retrieve the artifact known as The Giant's Skull. Either scenario can be played first, and both detail methods for leading to or from the other scenario. The first scenario, *The Ogre's Tale*, details the adventure undertaken by four brave ogre heroes determined to retrieve the items stolen from them by a group of typical adventuring thieves. *The Hero's Tale*, the companion scenario, details the efforts of the "typical adventurers" to retrieve the items stolen by a bunch of marauding ogres.

For those who enjoy meaningful roleplaying for the chance it provides to see different viewpoints and to play characters experiencing activities and situations never encountered in real life, then *The Giant's Skull* provides you with an interesting opportunity. All too commonly, a party of adventurers raids a "monster's" lair and loots it, with no regard for the inhabitant's motivations or desires, no real thought given to understanding the repercussions of violent actions or events. If the players engage in both scenarios, they will understand the ogres' desire for the artifact and what it means to the future of their tribe. If played in the order presented, then the players' familiar characters – the ones they have traveled with for ten levels of adventure – may end up face-to-face in combat against the very ogres that the players portrayed only a few game sessions ago. Normally, the characters may have unleashed the full fury of spells and swords in an effort to annihilate their foes and retrieve the treasure, but maybe this time they will pause, struggling with a newfound understanding of the "inhuman" monsters.

For those who enjoy rolling dice and kicking in walls, then *The Giant's Skull* provides an opportunity to portray a group of angry ogres on a rampage. Sometimes, nothing is more fun than kicking in a door and bellowing your war cry – and doubly so when the door is the three-foot thick castle gate protecting the inhabitants

from your massive, spiked greatclub! Carnage takes on a new meaning as the players unleash their ogres upon the world.

PREPARATION

Before running either scenario in this adventure, the Game Master (GM) should read both sections through carefully to gain a familiarity with the layout and various features. In addition, the GM should be familiar with the basic rules of play, particularly combat, skill checks, and environmental modifiers. The GM should also review the ogre characters, as well as their backgrounds and personalities, which will be used by the players in one of the scenarios for *The Giant's Skull*. These ogres are exceptional within their community, possessing skills and abilities surpassing the average ogre – especially Arldag, the ogre mage.

For the best results, the adventurers should have between 38 and 42 total character levels and include a balance of combat, spell, and healing ability, as the adventure features several powerful monsters that can deal massive damage and that often travel in groups.

If you plan on playing a character in this adventure, STOP READING NOW! The following notes are for the Game Master only; reading them may spoil the secrets and fun found in *The Giant's Skull*.

Using Counters

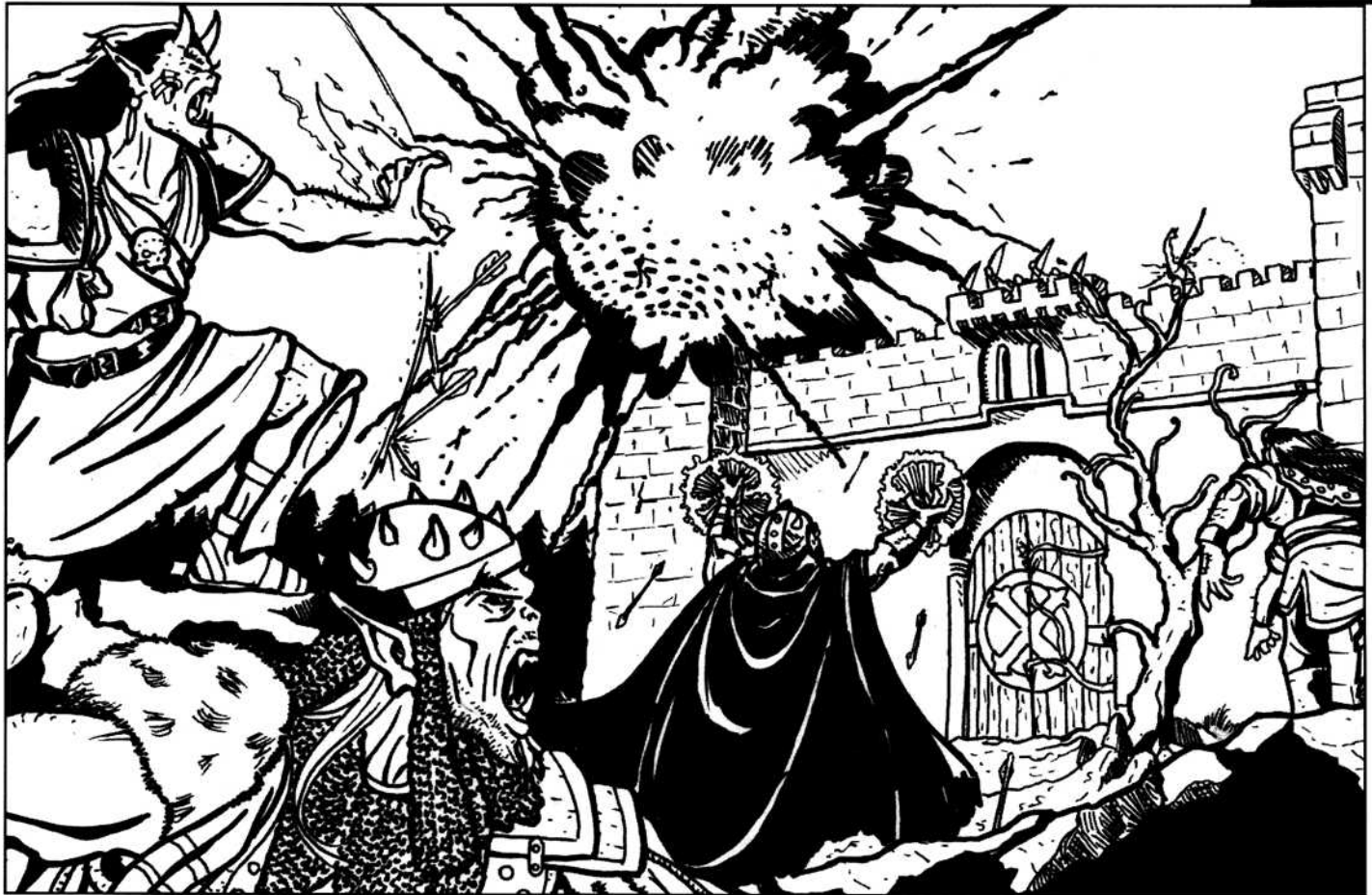
This adventure comes with a set of full-color counters, based on a one-inch equals five-foot scale. Therefore, creatures with a 5-ft. by 5-ft. Face statistic will occupy a single one-inch counter. Before beginning play, carefully remove the counter page from the center of the book and cut apart the counters with an x-acto knife or scissors. Be sure to take care with these tools.

The counters come in two types: characters and monsters. Character counters provide a blank space at the bottom for the character's name. For game purposes, the arrow in the top left corner indicates the direction that the character is facing. Monster counters have a small arrow in the top left corner indicating direction, as well as a blank square in the bottom right, allowing the GM to assign numbers to multiple monsters of the same type. For example, the party may encounter four Citadel Guards, which would be numbered 1 to 4. The GM can then keep track of the individual hit points and actions according to which particular guard is involved in the resulting combat.

Monster counters are not labeled with the monster type, as many characters may encounter creatures for the first time and player knowledge of the monster may provide an unfair advantage. The GM should use this mystery to his or her benefit. For instance, instead of saying, "You encounter four ogres," the GM might say, "You encounter four large giants, with dark, wart-covered skin and long greasy hair," then place the appropriate counters on your battle grid for the players to see the picture.

While not strictly required for play, the counters may provide a great aid during complicated combat encounters, such as a group of four ogres attacking a number of well-armed fighters, clerics, and paladins in an enclosed courtyard. With that in mind, on to *The Ogre's Tale*!





SCENARIO I: THE OGRE S TALE

In this scenario, the players portray a group of heroic ogres returning home from a recent trek through the mountains to the north, only to discover that a group of human adventurers stole the one item that may be the key to the ogres' future – the mystical Giant's Skull.

Before beginning the scenario, the players should pick an ogre to portray and carefully read the character's background, roleplaying notes, and Handout 1: *Field Study: About Ogres* by Ran Kemflar of the Kathendas Enclaves. For variety, six ogre characters are provided, though the adventure is tailored to a group of four. If the GM chooses to allow more than four characters to participate, she should also increase the power of the NPCs they will face. While not absolutely vital, the adventure works best if one player portrays Arldag the ogre mage, as his motivations and desires best drive the party toward its goal. If having each player choose in a particular order becomes a difficult task, we recommend mixing up the ogre character counters face down and having the players randomly select whom they will portray.

A Note About Evil Characters

Make no mistake, ogres are evil – no matter how well motivated or justified their actions may seem. Whether manifesting as Arldag's lawful evil desire to bring his tribe to a new era of power and com-

mand, or as Cromlok's desire to smash creatures weaker than himself, the ogres place little value on anything other than ogre ideals or society, and this attitude includes the lives of innocents. Some players may end up focusing too deeply on the evil aspect of the ogres, which may take away from the group's enjoyment. To steer away from this possibility, the adventure should take a "dark comedy" approach to the ogres, balancing their desire to maim weaker creatures with their low intelligence and general mistrust of each other. If the players want to play seriously and examine the vile pits of evil that may make up an ogre's soul, they are certainly free to do so. We just want to avoid a situation where the enjoyment of the adventure is marred because a player takes things too far and makes the others uncomfortable.

ADVENTURE BACKGROUND

With the tale's origins lost to the ages, legend now tells of a glowing golden skull, three times the size of a human's, that gave the holder great power should its secrets be unlocked. Arldag the ogre mage has sought this legendary artifact for much of his life, and this quest eventually led him to a community of ogres, descendants of the Dougrond Tribe, now living in the southern reaches of the Aggering Mountains. A natural and cunning leader, Arldag quickly assumed control of the group, hoping to use them in his quest for the Skull.





While initially planning to exploit the community as slave labor or possibly hired mercenaries, Arldag surprised himself when he realized that he enjoyed their company and rituals, despite their lackluster intelligence and crude behavior. After eighteen months as chieftain of the community, Arldag experienced two major life-changing events. The first was the discovery of a small human caravan, traveling through his territory en route to the nearby Citadel that marked the beginning of the human-controlled territories. Arldag led a party of ogres against the caravan and discovered among its loot the magical Giant's Skull for which he had quested all these years. While this event inspired great elation for the ogre mage, it also led to a second event: the arrival of the giants. A troupe of hill giants had followed the caravan down through the

mountains and eventually to the ogres' lair. Seeing some of the booty taken during the raid, the giants demanded that the ogres pay a tribute to them and continue to do so every month, otherwise the giants would exterminate the entire ogre community. Though the ogres tried to resist, the giants simply proved too powerful, and the ogres eventually accepted their fate.

Arldag managed to hide The Giant's Skull, however, and he hopes to unlock its secret powers, end the tyranny of the giants over his community, and eventually raise his followers to the position of respect that they deserve.

Playing This Scenario Second

If the adventurers have played through *The Hero's Tale* before beginning this scenario, then Lothar and Way-yan will give a distorted and mostly inaccurate detailing of the characters' raid on the ogre settlement. The GM should exaggerate key features of the players' characters, perhaps recalling war cries or certain deeds of valor that are memorable from the sessions. The story should touch on each ogre character's plot motivation. Ideas for these motivations can be taken from the character-specific read-aloud text in this section.

ADVENTURE SYNOPSIS

As the adventure begins, Arldag and his companions have just returned from their monthly mission to the giant's lair, where they paid what he hopes will be the final tribute to the extortionists. In the ogres' absence, though, the lair was raided – and The Giant's Skull stolen. Survivors tell Arldag of the thieving mercenaries that raided the lair only a day ago and then made off with their ill-gotten gains to the nearby human keep. Enraged, Arldag will lead his bravest warriors against the keep itself, hoping to retrieve the artifact that is the key to all his future plans.

ENCOUNTER DESCRIPTIONS

Text that appears in shaded boxes is descriptive and should be read aloud or paraphrased to the players. Other text is for the GM's eyes only, and contains information on encounters, traps, puzzles, magic, treasure, and instructions for running the adventure. Many encounters have little or no read-aloud text, as the characters may contend with the area under a variety of circumstances, and the

GM can simply describe the environment as appropriate in his or her own words.

Encounters with a monster list the basic information needed for the encounter: the creature encountered, number appearing, and individual hit points. For a full description of a monster's abilities, see Appendix I: NPC and Monster Statistics.

SETTING THE STAGE

Assign each player (either directly or randomly) an ogre character from the ones provided. Make sure each player has read Handout 1: *Field Study: About Ogres*, as well as the relevant background material and motivations of his or her particular ogre character.

The adventure begins near mid-day, as the ogre party returns from paying the tribute to the hill giants. The settlement grounds and cave lair are in a state of disrepair. A few ogre bodies are still burning on a funeral pyre. Two ogre warders, both armed with spears, approach the party to relay to them the grisly details of the invasion.

After two days of traveling through the mountains, you have returned home. Your relief at seeing the familiar grounds, however, quickly fades as you notice something amiss. The tents and shelters of your settlement are in disarray, even more than usual. You quickly figure out that this is the result of something far more dangerous than the usual chaos that takes place while you are away. Two sheepish figures approach: Lothar and Way-yan, warders and guardians of the clan in your absence, their faces grim.

The two ogre warriors will wait until prompted to reveal what has happened. Since they have failed in their duties, and several artifacts are stolen and ogres slain, they fear the wrath of the returning champions. Their basic story is outlined below, along with further details depending on which ogre characters the players are portraying (to work in the individual plot hooks).

Lothar will respond, when questioned:

"We was watchin' real close, but they were skilled humans, and they got past us. Musta used magic n' stuff, 'cause otherwise we woulda seen 'em. So, a group of 'em gets inside the compound, and-whoosh!--blades come out and they start killin' like crazy and tryin' to get into the cave. There musta been five, I mean fifty of them, all carryin' blades and wearin' steel and whatnot. And magic. We managed to whack a great bunch of 'em, but there were just too many, and they eventually got away. We followed 'em for a bit, and they went directly to the human keep to the south that's always given us trouble!"

Despite Lothar's claims, the bodies of the raiders are nowhere to be found. Lothar and Way-yan will reveal the following details based on which ogres are present:





Arldag: "They came outta the cave with that big glowin' skull that you had--y'know, the one yer always talkin' to and polishin'. They put it in a large purple sac, and one of the magic guys took it and rode out real quick. He looked real happy to have it, and looked like he knew howta work it."

Scurley: "They got into your home, too, and made off with two big boxes that we hadn't seen before. When we was lookin' fer survivors, we saw that they'd kicked apart yer bed and stuff too. Looked like someone did something real nasty in yer stuff, too." (At this point, Lothar and Way-yan will glance sideways at each other and chuckle, believing that their vandalism of Scurley's property will forever go unpunished.)

Cromlok: "Them raiders had some mighty fine weapons, and was real good with 'em too! A bunch of mighty warriors they was, and none here was their equal. They laid about with their blades and took out mosta the defenders no problem. Ain't never seen nobody fight that well."

Raofalt: "O wise shaman, they took away two barrels of yer special nature-speaking juice, too! And, on their way out, they knocked over that mighty tree, which held that bird's nest yer always tendin'."

Sushnak: "Thamilda's already said that she's gonna marry whoever can avenge the tribe on them humans. Well, she is the prettiest of the all the ogresses, and she's sure to find the mighty warriors first -- unless someone else went with 'em on their vengeance quest!" (Way-yan will smile knowingly here, as he plays on Sushnak's hatred against Thamilda, who has rebuked his advances in the past).

Nugdush: "Wasn't too sure, but I think some o' 'em raiders mighta even been wimmen. You know, them skinny, gangly human wimmen that are good fighters? Well, they sure paraded around the men like they was just as good as them. I'll bet they could take out half our warriors themselves."

When mentioned by the ogre guards, these points should sufficiently motivate the ogre characters to attack the Citadel of Solorien, the small human keep to the south that has "always given them trouble." The GM should make clear that all other ogre warriors are either dead, injured, or needed to rebuild the compound, and that the ogre characters are pretty much on their own without reinforcements. Of course, four well-trained and skilled ogres are a powerful force, and reinforcements may not be required.

The plot of this adventure scenario is simple: angry ogres storming the human citadel. If the ogre characters begin to second-guess the obvious course of action (which would, in fact, be the ogres' preferred plan, as their limited brain power usually only offers up the simplest of ideas), the GM may need to press the idea of an assault on the keep. To do this, the ogre guards (Lothar and Way-yan) can underscore certain desires or fears of the ogre characters (i.e., the humans seem to know how to unlock the Skull's secrets

and may use it before Arldag can reclaim it; Cromlok may be frightened of meeting a warrior in combat who appeared more capable than he; Scurley's desire to recover his stolen booty, etc.)

Once the ogre warriors decide to attack the keep, then proceed on to the adventure itself.

New d20 System Concept: Alert Factor

Rather than have all of the Citadel of Solorien's inhabitants in fixed positions, simply waiting for the ogres to engage them before reacting, the actions of the humans will be determined by an increasing value called *Alert Factor*. Alert Factor (AF) is designed to reflect the changing conditions in a dungeon or other closed social system; an area's AF score changes over time in response to the characters' actions and the environment. If the characters use loud and obvious methods, such as a direct approach or kicking in the front door, the area's AF rises as the inhabitants ready themselves for combat; on the other hand, if the ogres quietly dispatch their foes, the area's AF remains stable, or may even fall as the soldiers feel a sense of security and relax their guard.

AF is not an absolute measure; rather, it measures the relative state of alert for an area. For instance, an AF of 10 may mean a high state of readiness for the Citadel's inhabitants, but may be a low level for a wary dragon. Each dungeon or adventure area that uses this system should feature its own, unique AF milestones and ratings tailored to its specific inhabitants.

Since the keep is an enclosed area populated by a military-based and trained group, there is only one AF number to track, and it therefore represents the general state of alert of the entire keep and its inhabitants. When the ogre characters commit an action that changes the keep's AF, the GM can note the changes on a scratch sheet or on the AF Tracking Chart provided on the inside front cover, and then run the encounters within the keep accordingly.

Examples of some factors affecting AF:

- The ogres attack at night, when most of the citadel is asleep;
- The guards at the bridge crossing sound their warning horns;
- The ogres smash in stone walls or the main doors;
- Arldag flies into the keep invisibly and quietly unlocks the door from within.

For a detailed description of the reactions for each AF result, check the AF Reaction Chart under Area 3: The Keep. The initial Alert Factor for the Citadel of Solorien is based upon the time of day at which the ogres attack.

- At night, the AF starts at 1 ("All is well").
- Morning (sunrise to lunch) and Evening (dinner to sunset), the AF starts at 3.
- Mid-day (lunch to dinner), the AF starts at 5 ("Awake and wary").

Politics in The Citadel of Solorien

The Citadel of Solorien was built within the last century, as the human population of Kalendia expanded further into the area known as the "Contested Lands." Since the location was remote and the main military forces of the crown were needed close to the





capitol (the majority of the area is patrolled by the Red Cloaks militia rather than Kalendian soldiers), the keep was given to the martial branch of the Temple of Solorien, the Sun God. In exchange for the responsibility (and associated power), the church has remained ever vigilant in protecting Kalendia's northern borders and takes a percentage from all trade dealings in the area.

Sir Galen Walsh arrived to command the small garrison just over five years ago. The third son of an important Guild Master in Myrr, Galen was sent to train at the church at a very young age in exchange for certain tax reforms and tithing exceptions that benefited many established merchants and tradesmen in Myrr. The Church of Solorien, in exchange, received a dedicated and hard-working devotee in the form of the young Galen. As he grew, he developed into an ambitious and steadfast soldier, a champion in the church's military forces, and a respected commander.

Now in his middle years, Sir Galen had hopes that his position as watcher of the northern border would be parlayed into a more comfortable and politically powerful position back home in Myrr, or in Centridell itself, the nation's capitol. Sir Galen has spent the last five years in the Contested Lands systematically expanding the influence of the church and crown, and has personally seen to a

reduction in "unhuman bandits," whom the rigid paladin cannot abide. His contempt for the goblinoid "unhuman" races is well known among the orcs, ogres, and giants that inhabit the hilly wildlands; as well, Galen's quiet disdain for the "unhuman" dwarves in their northern stronghold has come to the attention of his superiors and the trade masters who rely on continued good relations with the dwarves. Sadly, as much as Sir Galen desires comfort and power, politicians and church officials have already decided that he will not take his leave of the remote post any time soon.

In fact, the established hierarchy recently dispatched Janice Winter, a competent and politically savvy paladin in the Church's ranks, to act as Sir Galen's second-in-command and slowly sway the stern commander to a more trade-friendly demeanor. Moreover, if she cannot redirect the rigid paladin, she must remove him from active command and replace him.

Sir Galen, through contacts deep within the church, received some word about his situation. He has spent some time preparing for his eventual departure, but not before he can unleash the purity of his god by eliminating the goblinoid menace that haunts his countryside and dreams. Recently, an expedition of paid adventurers (all human, of course), recovered a powerful artifact known as The Giant's Skull. Sir Galen hopes to discern the function of this magical item and use it to purify the area of its "unhuman" infestation. The adventurers' caravan was attacked, however, and Galen only just recovered the Skull from the foul ogres that robbed the key to his plans.

Now, heroes from that same ogre tribe approach the Citadel of Solorien to lay claim (again) to the contested object that is central to *their* plans as well.

KEYED ENCOUNTERS

Areas 1 to 3 are not featured on the adventure maps. They serve more as general descriptors and their exact locations are left to the GM.

AREA 1: The Crossing.

Spanning the Agger River, the flow that separates the hilly ogre lands from those of the marauding humans, is a stout wooden bridge, no doubt built by skilled human craftsmen, measured precisely, perfectly built, and softly laid in place. Bah!

Before you, on each side of the bridge, is a small stone building, each with a small railing that is down, as if it could stop a mighty ogre from crossing. Two puny human guards ward the way here. The first, on the close side, is seated in his building; the second, across the river, is standing in front of the road.

If the ogres attempt to sneak up to the guardhouse, roll an opposed **Spot vs. Hide** check to see if the guard notices them and has time to react. The trees come fairly close to the road, so the ogres can





hide among them until they get close, but they will need to cover the land between the forest and the guardhouse fairly quickly, or the guard may get multiple **Spot** checks to see them.

Of course, the easiest way to avoid detection would be for Arldag to use his *invisibility* power, but the ogres may not think of this in their eagerness for vengeance, or amid their worry about the missing artifact.

Unless both guards are engaged at the same time, the first guard will have an opportunity to shout a warning to the second guard, who will then scramble to the guardhouse to retrieve his warning horn. Two rounds after the second guard is alerted, he will sound his horn, giving a warning to the keep before the ogres can attack it. If the guards manage to defeat the ogres, he will blow two short notes, giving the "all clear" and taking the keep off alert.

Crossing Guards (Citadel Guards) (2): hp 23, 23.

Alert Factor: If the guard blows a warning note with his horn, raise the keep's AF by 2. If the horn is sounded again, in two short notes, reduce the keep's AF by 2.

AREA 2: Guardhouse Interiors.

The guardhouses are simple five-foot square buildings, built of stone with wooden roofs. The interior of each building is very sparse: a wooden stool, a single torch bracket, a few blankets. The guards seem to have brought some trail rations with them, to serve as a snack during the (usually) uneventful watch. The southern guardhouse also contains a brass horn, used to warn the keep of any approaching danger.

AREA 3: The Keep.

All trees and obstructions within view of the keep have been cleared, so sneaking up to the Citadel itself may prove difficult for the ogres (unless Arldag uses his magic). A ballista mounted on each of the front towers protects the land in front of the keep. Each ballista takes three rounds to load, and a guard on duty has 20 short spears available for ammunition.

The location of many of the key personalities of the Citadel are determined by the current AF and listed in the individual area descriptions. In addition to affecting the location of these characters, the AF also affects the general alert level of the keep, as detailed on this chart. These results should be treated as guidelines, and the GM should review the abilities of all residents of the Citadel and use common sense to reflect their actions in response to the various AF levels.

AF Result

- 1 "All is Well": starting AF during the night. Most people in the keep are asleep; guards on duty have a **-2 circumstance penalty to all Spot and Listen checks.**
- 2 "Keep awake": the guards are still comfortable and calm, but only suffer a **-1 circumstance penalty to all Spot and Listen checks.**
- 3 "Regular Patrol": starting AF during the morning and evening shifts; the residents of the castle are performing chores and regular duties.

- 4 "Aware": the guards are awake and on guard, though not overly cautious.
- 5 "Wide Awake": starting AF during midday; usually have double-shifts on guard duty, and most of the traders or visitors are arriving or departing. Usually, the most active time in the keep.
- 6 "Alert": regular duties continue, but the guards are cautious and aware, and watchful of the approach to the keep, gaining a **+1 bonus to all Spot and Listen checks.**
- 7 "Keep your eyes peeled": the guards are actively watching the area, and the Keep's defenses have been put on notice, as have the soldiers. The watchtower guards have a **+1 circumstance bonus to all Spot and Listen checks.**
- 8 "Prepare for attack": the guards are expecting trouble at any time, and have a **+2 bonus to Spot and Listen checks.** Soldiers have dressed for duty and are taking assignments.
- 9 "Full alert": The commanders have prepared the keep for attack, and all guards have a **+2 circumstance bonus to Spot and Listen checks.**
- 10 "Attack on site!": all soldiers are assembled and armed, the guards are doubled, the commanders are active, and defensive preparations have been taken. All guards have a **+2 circumstance bonus to Spot and Listen checks**, and have orders to attack anything that moves.

AF 10: At full alert, the ballista on each tower will begin firing as soon as the ogres come within range. The clerics will also use offensive spells, cast from the towers or the gatehouse.

Alert Factor: If the ogres are spotted approaching by the tower guards, a general alarm will be raised (increase the AF by 4, one point per minute). If the ogres perform any threatening gestures, such as rushing the gate or hurling the broken body of a river warden over the wall, the guards will rapidly ring an alarm bell (increase the AF by an additional 2 after two minutes).

AREA 4: Gatehouse.

Two sets of massive, steel-reinforced wooden doors allow access into the Citadel of Solorien. If it is nighttime, or if the AF is 7 or higher, the doors will be closed. Otherwise, the doors will be open, though two guards stand watch here and question all who approach. The nearest settlement is a small thorp located eight miles to the south; trade carts come from the thorp once or twice a week with supplies and food, which are exchanged for copper and silver. Once a month, a trade caravan from the north country will pass through on its way back to the civilized lands, bearing its cargo of ores and precious stones and other valuable items harvested by the Aggerring dwarves.

Gate Warders (Citadel Guards) (2): hp 23, 23.

Massive wooden gates: 20 ft. tall, 12 in. thick; **Hardness 5; hp 120; Break DC 30.**

Doors in the east and west walls of the gateway lead to small chambers containing tables and chairs for questioning suspicious or unfamiliar merchants. Each area (A and B) also contains a lad-





der that leads up to a similar room containing weapons and jars of alchemist's fire. Additional ladders lead up to a walkway on top of the stone walls that circle the keep.

Stone walls: 30 ft. tall, 10 ft. thick; **Hardness 8; hp 1800; Break DC 140.**

AF 6: There will be four additional citadel guards posted here.

AF 7+: The doors will be closed and barred, and an additional four guards will be posted on the wall above the gate.

AF 10: Father Tom will have cast *wall of stone*, protecting the lower 15 ft. of the exterior gates with a 2 in. thick stone wall (**Hardness 8; hp 30; Break DC 24**). Guards on the battlements will rain alchemist's fire down on all invaders.

Alert Factor: if the guards here are attacked while the doors are open, they will call out an alarm (increase the AF by 2 immediately).

AREA 5: The Courtyard.

The stink of humans – or, rather, the lack of stink – pervades this open courtyard. As humans often tend to do, the entire area is clean of debris and well kept. A large stable to the east appears well ventilated, as is the tidy metalsmith to the west. The main keep of the Citadel is in the southwest corner, with a series of stone steps built for the human's frail legs leading up to some double doors.

This will most likely be the location of the largest battle in the Citadel, unless the ogres have used stealth and secrecy to penetrate the keep. The current inhabitants of the courtyard depend on the current AF of the Citadel.

AF 1-2 (EL 2): Two Citadel Guards are patrolling here, though not keen on their late night duties.

AF 3-4 (EL 4): Four Commoners and two Citadel Guards are discussing duties in the courtyard.

AF 5-6 (EL 7): Four Citadel Guards and two Citadel Clerics are here, on guard and on patrol.

AF 7-8 (EL 9): Eight Citadel Guards, along with four Citadel Clerics are here, preparing for a confrontation. Half of the guards will be affected by *bless* spells (+1 to attack and saves for 3 minutes), the other half by *magic weapon* (+1 to attack and damage for 3 minutes) spells. The clerics will cast *bull's strength* and *divine favor* (+2 bonus to attack and damage for next action, +1 thereafter) before engaging a threat. If the battle goes against the guards, the clerics will use their *protective ward* domain ability and attempt to *cure* any fallen guards. Janice Winter will arrive one minute (10 rounds) after combat begins.

AF 9 (EL 11): Janice Winter leads ten guards and six clerics, preparing for battle with the foe. Half of the guards are affected by *bless* spells (+1 to attack and saves for 3 minutes), half by *magic weapon* spells (+1 to attack and damage for 3 minutes). All of the clerics and Janice have cast *divine favor* and *bull's strength* (+2 bonus to attack and damage for next action, +1 thereafter). Father Tom will arrive two minutes after combat begins.

AF 10 (EL 13): Janice Winter, Father Tom, ten guards, and eight clerics have prepared for battle here. All but one of the guards is affected by *bless* and *magic weapon* spells (+2 to attack, +1 to damage and saves for 3 minutes); the single guard is under the effect of a *bull's strength* spell (+2 to attack and damage for 3 hours). Janice has cast *bless* and *divine favor* (+2 to attack and damage for next action, +1 thereafter) upon herself, while Father Tom has cast his *wall of stone* (see Area 4) as well as a *fire shield* on himself. His first actions will be to cast *flame strike*, *searing light*, and *sound burst* on the invaders and then engage in melee, aiding others as the opportunity presents itself; if it is nighttime, he will have cast his *daylight* spell.

Alert Factor: If the ogres engage anyone in combat in the courtyard, the AF will rise by 1 point each minute, until it reaches AF 9. As the AF increases each minute, consult the AF rating for this area and add the appropriate number of guards and clerics as they appear on the results (i.e., if the ogres attack during the early morning, the AF starts at 3 and rises by 1 every minute thereafter). Thus, there will initially be four commoners and two guards; two guards and two clerics will arrive after two minutes (when the AF hits 5), followed by four more guards and two more clerics after another two minutes (AF 7), with Janice Winter arriving in one minute at that point. The AF will only escalate if the ogres cause havoc; if they manage to sneak in and eliminate guards in a silent fashion, then the Citadel's occupants must make a **Spot check (DC 10)** each minute to notice the missing guards or corpses, at which point the AF will rise by 2.

AREA 6: Stable.

The stable currently houses two draft horses, four light horses trained in battle, and the experienced warhorses of both Janice Winter and Sir Galen. Sir Galen's horse, a chestnut bay named Sunburst, is particularly striking. The large double doors are half-open during mid-day, to allow some air circulation. A ladder in the back of the stable ascends to an open upper level where barding, harnesses, and other related equipment is kept.

During daylight hours, one commoner (the stable master) can be found working here.

Stable master, commoner (1): hp 8.

Alert Factor: If the stable master is attacked, he will cry out for help, raising the AF by 1.

AREA 7: The Barn.

A small barn houses various carts and implements used to tend the fields behind the keep. There are two milk cows and twelve egg-laying chickens also housed here. A ladder on the southern wall ascends to an open level, which is also connected to the stable.

AREA 8: Supplies and Storage.

This building is magically kept cool and contains kegs of ale, sides of beef, and other items that require refrigeration. A thin sheen of ice collects on the interior walls, and the temperature appears to be just above freezing. Two heavy smocks hang on pegs by the door,





used whenever the castle commoners need to restock or retrieve items from the coldhouse. A ladder beside the double-door entrance climbs to an upper level that is also used for storage, and proceeds to the roof.

AREA 9: The Forge.

Janice Winter has personally seen to the improvement of the forge, and the resident blacksmith thanks her. Much of the work can be done in the shaded area out front, though work tables are located inside, along with the two large forges. During all hours, two blacksmiths can be found here, either working on various items (during the day) or sleeping on cots in the smithy itself (during the night). Pieces of arms and armor sit in various states of repair in the building and outside.

Blacksmiths (commoners) (2): hp 8, 8.

AF 3-4: The blacksmiths have left the smithy and are currently in Area 5.

Alert Factor: If either of the smiths **Spot** an ogre within the keep, he will raise the alarm, increasing the AF by 2.

AREA 10: Common Staff Quarters.

This building, set into the northeast tower, is home to many of the "common folk" that see to the keep's day-to-day operation. The rooms are fairly small, though clean and comfortable. Each has one or two cots, plus a chair and other furniture. Each room also contains 2d6 copper pieces and 1d4 silver pieces. None of the doors are locked in this building.

During the night, each room (A, B, C) contains one commoner. The stable master from Area 6 lives in 10B.

Commoners (3): hp 8, 8, 8.

AREA 11: Guard Tower.

The living quarters for the Citadel Guards are built into the southeast tower. Each room on this level is square and sparse, but still comfortable. Cots are tidy and trim, and each guard has a few possessions to remind him of distant homelands or loved ones. Each room contains regular outfits (the guards wear full armor when on duty), as well as a small trunk with 2d6 silver pieces and 1d4 gold pieces.

During the night, Areas 11A and 11B are empty, belonging to the two guards on night duty, while Areas 11C to E all have one guard, asleep and unarmored. During the day, the opposite is true: Areas 11A and 11B are the only rooms occupied.

Guards (2 or 3): hp 23 each.

AF 5+: All rooms are empty, as the guards are currently in Area 5. If the AF rises to 5 while the ogres are near this building, they will see the guards emerging, still putting on armor and shaking off sleep.

Alert Factor: If a guard is awakened by an ogre and has a chance to call out, raise the AF by 1.



AREA 12: Temple of Solorien, the Sun God.

The stout wooden door to this building is emblazoned with the circular holy symbol of the humans' sun god. Inside, velvet drapes hang along every wall, depicting scenes of boring human legends and myths. Long benches are placed orderly about the room, all facing an altar at the west end. The altar bears no signs of blood or sacrifice. Bah! what kind of weak religion is this?

This is the Temple of Solorien, where Father Tom Kerith oversees the faith of the Citadel's inhabitants. All of the residents are expected to gather for mass once a week, and most usually visit the temple at some point during each day.

A door behind the western tapestry leads to stairs that ascend to the second floor.

AF 1-4 (EL 3): A cleric will be here, reciting vows of faith, in the otherwise still temple.

Cleric (1): hp 29.





AF 5-8 (EL 9): Father Tom and two clerics are preparing the church for handling any wounded by clearing away the benches and setting up a few cots in the room. They have 1d6 *potions of cure light wounds* and 1d4 *potions of cure moderate wounds* on a nearby table. Two guards assist them in the preparations. If the AF is 8, the clerics and Father Tom will have cast *bless* on themselves and *bull's strength* on the guards.

Guards (2): hp 23, 23.

Clerics (2): hp 29, 29.

Father Tom Kerith (1): hp 66.

Alert Factor: If the temple is attacked, anyone present will call out the alarm, raising the AF by 3 over the next three minutes.

AREAS 13 to 19: The Keep Proper.

The heart of the Citadel of Solorien is the large building located in the southwest corner of the structure. It is a two-story mini-castle and houses some of the common workers, the guard commander (currently Janice Winter), and the commander-in-chief (Sir Galen). Two sets of doors lead in from the courtyard (Area 5); a large set of double-doors emblazoned with the Sigil of Solorien leads majestically to the grand entry (Area 13); a single, unassuming door provides the staff entrance to the kitchens and servants' quarters (Areas 18 and 19).

The stone walls of the building are somewhat fortified, and the doors have secure locks, providing some additional protection should the Citadel's walls be breached.

Stone walls: 2 ft. thick; Hardness 8; hp 360; Break DC 43.

Reinforced Main door: Hardness 5; hp 30; Break DC 28; Open Lock DC 28.

Reinforced Service door: Hardness 5; hp 20; Break DC 23; Open Lock DC 23.

The doors are closed and barred during the night (sunset to sunrise), and will also be barred when the AF is 8 or more.

AREA 13: Grand Entryway.

Two guards are stationed here at all times, on Sir Galen's orders. They will not leave, regardless of the commotion occurring in the courtyard, and will fight to the death to prevent any intruders from entering the building.

Guards (2): hp 23, 23.

During the night, or if the AF is 8 or greater, the guards will bar the double-doors leading to Area 5.

AREA 14: Waiting Room.

This area is a holding room for those on business seeking an audience with Sir Galen in his office (Area 17). Comfortable chairs (designed for humans, of course) fill this room, and paintings of famous people from the Temple of Solorien line the walls.

AREA 15: Storage.

This room is a storage area for assorted items: cold weather garb for the winter, cloaks, boots, a few swords, casks of ale and water, preserved food, and other items that may be needed should the

small keep be sealed off from the outside courtyard.

AREA 16: Main Hall.

This large room is used as both a formal dining hall and a formal receiving room. Currently, tables have been dismantled and benches are pushed to the walls so that the room echoes any observer's footsteps. A small dais holds a large chair, sitting like something of a throne in this grand room. Behind the chair is a large tapestry depicting the scenery to the north and the limit of the Kalendian border. A door in the southwestern corner leads to the serving stations, and a door hidden behind the tapestry leads to a hallway with stairs to the second floor.

AF 7-8: Janice Winter is here, on her way to Area 5.

Janice Winter (1): hp 62.

AREA 17: Sir Galen's Office.

This is the room in which Sir Galen holds official meetings, rather than the public meetings that are held in the Grand Hall (Area 16). This room contains several large tables and chairs (designed for humans, once again), and racks contain several maps of Kalendia and the continent as a whole. In this room, trade negotiations are discussed, church politics are practiced, and backroom deals are made. Two beautifully crafted large wooden desks in this room each hold detailed ledgers of business transactions, tariffs, and customs duties.

A door in the rear of this room leads to a staircase to the second floor.

AREA 18: Servant's Quarters.

These three rooms (A, B, and C) belong to the head staff of the keep. The head cook stays in 18A, the head chamberlain in 18B, and the head secretary in 18C. The rooms are organized and immaculate. Each contains a comfortable bed, a wardrobe, several pristine garments, and a small chest with 1d4 gold pieces and 2d6 silver pieces.

Head cook, commoner (1): hp 8.

Head chamberlain, commoner (1): hp 8.

Head secretary, commoner (1): hp 8.

AF 1-7: There is a 50% chance that each of them can be found in their room, organizing documents and writing schedules.

AF 8-10: All three rooms will be empty, as the residents have gathered to plan in Area 23.

AREA 19: The Kitchen.

This is a large, well-stocked kitchen, with two massive cooking stoves and a variety of tables, utensils, pots, pans, and accessories. During the winter, the cookfires are used to heat the keep, especially Sir Galen's winter bedroom (Area 20).

During the day, four commoner cooks can be found working here. If provoked, they will use rolling pins and ladles to defend themselves (treat as clubs). At night, the kitchen is empty and quiet.

Cooks, commoners (4): hp 8, 8, 8, 8.





AREA 20: Sir Galen's Winter Bedroom.

This large room is quite warm during the day, as it sits directly above the large kitchen stoves. A large bed sits at an angle in the northwest corner, while a massive desk sits along the eastern wall. Two large wardrobes are also located here, filled with some of Sir Galen's warmer outfits that he wears during the winter. A small spiral staircase leads to a third-floor private chamber (Area 37), and a locked door leads to his private prayer room (Area 21).

Locked door: **Hardness 5; hp 20; Break DC 23; Open Lock DC 23.**

If the door is opened with anything other than the proper key (which is in Sir Galen's possession, at Area 37), a protective *lightning* trap will be triggered in the doorway.

Lightning Trap: **CR 3; 5-ft. diameter blast (3d6); Reflex save (DC 16) avoids; Search (DC 26); Disable Device (DC 25).**

If the adventure takes place during the winter, then the following items will be located in this room (otherwise, they will be found in Area 22):

- A small locked chest (**Hardness 5; hp 15; Break DC 23, Open Lock DC 23**) hidden under the bed (**Search DC 10**) contains 2,000 cp (weighs 40 lbs.).
- A small locked chest (**Hardness 5; hp 15; Break DC 23, Open Lock DC 23**) hidden in one of the wardrobes (**Search DC 15**) contains 200 gp and 400 sp (weighs 12 lbs.).
- A third small locked chest (**Hardness 5; hp 15; Break DC 23, Open Lock DC 25**) hidden under a false bottom in the other

wardrobes (**Search DC 18**) contains a *+1 dagger*, a *potion of truth*, a *potion of vision*, and a solid gold Sigil of Solorien holy symbol worth 200 gp.

• In Galen's desk drawer is a book (**Search DC 12**) containing writings by him, under the heading "The Purity of Light, Faith, and My World."

AF 1-6 (EL 3, then EL 12): Two guards, sworn to watch the door to Area 21, stand in this room. They will be here, on guard, regardless of the time. If the guards are engaged, they will shout an alarm and defend the door, and Sir Galen will descend the spiral staircase from Area 37 within one minute, dressed in full armor and swinging his flaming longsword. Two additional guards will arrive one minute after Sir Galen, entering through the north door.

AF 7-8 (EL 13): Sir Galen is confirming the guards' orders, and all are dressed in armor and prepared to defend the door to Area 21. If combat occurs, two additional guards will arrive to help out within one minute, entering through the north door.

AF 9-10 (EL 14): Sir Galen is here, along with four guards. Sir Galen has cast *protection from evil* and *bless weapon* on himself and his flaming blade (granting him a **+2 bonus to AC and all saves**, and a **successful critical** on any **critical threat** with his longsword, which occurs on a natural roll of 17-20 due to his **Improved Critical** feat). The spells are in effect for the next 12 minutes.

Guards (2): **hp 23, 23.**

Additional Guards (2): **hp 23, 23.**

Sir Galen (1): **hp 95.**



AREA 21: The Giant's Skull.

Sitting, almost hovering, on a pedestal along the far wall of this former-shrine to Solorien, is The Giant's Skull. If the ogres have dealt with Sir Galen and his guards and passed through the *lightning*-protected doorway, then The Giant's Skull is theirs. Now, they simply must exit the Citadel and return home. See Appendix II: New Item for a description of The Giant's Skull and its abilities.

AREA 22: Sir Galen's Summer Quarters.

During the warmer months, Sir Galen sleeps here, away from the heat of the kitchen fires. A large bed sits at an angle in the northeast corner, while a massive desk sits along the eastern wall. Two large wardrobes are also located here, filled with some of Sir Galen's simpler outfits, which he wears during the warm months.

Sir Galen has not slept in this bed for weeks; the stress of claiming and unlocking the secrets of The Giant's Skull have caused him to spend all of his time in his private study (Area 37).

If the adventure takes place during the spring, summer, or autumn, then the following items will be located in this room (otherwise, they will be found in Area 20):

- A small locked chest (**Hardness 5; hp 15; Break DC 23, Open Lock DC 23**) hidden under the bed (**Search DC 10**) contains 2,000 cp (weighs 40 lbs.).





- A small locked chest (**Hardness 5; hp 15; Break DC 23, Open Lock DC 23**) hidden in one of the wardrobes (**Search DC 15**) contains 200 gp and 400 sp (weighs 12 lbs.).

- A third small locked chest (**Hardness 5; hp 15; Break DC 23, Open Lock DC 25**) hidden under a false bottom in the other wardrobes (**Search DC 18**) contains a +1 dagger, a *potion of truth*, a *potion of vision*, and a solid gold Sigil of Solorien holy symbol worth 200 gp.

- In Galen's desk drawer is a book (**Search DC 12**) of his writings, under the heading "The Purity of Light, Faith, and My World."

AREA 23: Senior Staff Meeting Room.

A large table and four large desks fill this room, which is used during discussions between Citadel officials. Notes about the upkeep of the Citadel and missives from the Church can be found neatly piled on the desks.

AF 8-10: The Head Staff are currently meeting here.

Head Staff (commoners) (3): hp 8 each.

AREA 24: Staff Barracks.

Four female house staff use this room as their principle quarters. Four cots and two wardrobes are the main furniture found here, along with a small gaming table and two three-legged stools. Small pouches can be found hung on a corner of each cot, each containing 1d8 cp.

During the day, the women are working about the keep, leaving the room unguarded and unlocked. At night, however, all four women will be found here asleep.

Staff, commoners (4): hp 8, 8, 8, 8.

AREA 25: Staff Barracks.

Four male house staff use this room as their principle quarters. Four cots and two chest-of-drawers occupy this room, along with a few small stools and collapsing tables. As with the female staff room, small pouches hung on the cots' corners hold the staff's treasure: 1d8 cp each.

During the day, two male commoners can be found here. During the night, all four residents will be present.

Staff, commoners (2 or 4): hp 8 each.

AREA 26: Janice Winter's Antechamber.

Being a very proper paladin with a strong moral code, Janice uses this room for meeting or dealing with male staff or guards, whom she does not allow to enter her quarters (Area 27). A small table and chairs sit in one corner, with evidence that Janice takes most of her meals here in private, rather than eating in the common hall with the residents. A simple desk holds many handwritten notes, both from the keep internally and from the Church externally.

AF 3-6: Janice Winter can be found here, dressed for patrol and armed, though not magically prepared for combat as she would be with a higher AF.

Janice Winter (1): hp 62.

AREA 27: Janice Winter's Quarters.

Janice's bedroom is simple and stark, as befits a rigid paladin trained to a martial lifestyle. A simple cot serves as her bed and a sturdy table as her work desk. Her one vanity in the room is a full-length mirror, resting in the northwest corner.

Detailed notes on every guard working here are piled on a bedside table, along with letters from the hierarchy of the Church of Solorien listing her instructions and mission. A small locked chest (**Hardness 5; hp 15; Break DC 23; Open Lock DC 23**) placed under her desk (**Search DC 10**) contains 200 gp and a *potion of charisma*, which Janice has kept in case she needs to take control of the Citadel from Sir Galen, hoping that she can talk her way past any violence that may occur.

AF 1-2: Janice Winter is relaxing here, or sleeping very lightly.

Janice Winter (1): hp 62.

AREA 28: Guard Quarters.

Each of these rooms holds a set of bunk beds and a motley collection of dirty clothes and garments. Under each pillow is a small pouch containing 1d8 sp. During the day, off-duty guards will be lounging here, possibly polishing weapons or armor to meet Janice Winter's inspection standards. At night, the guards will be sleep-





ing restlessly in their bunks.

AF 1-5: There are two guards each in Areas 28A to 28E.

AF 6-8: There is one guard in Area 28A and 28E, while the rest are currently on duty.

AF 9-10: The rooms are empty.

Guards (2 or 10): hp 23 each.

AREA 29: Common Area.

A few tables, chairs and a small couch fill the common area here, while three doorways lead to quarters for the servants that work in the Citadel. Each of the three rooms (A, B, and C) is home to a married couple that works in the Citadel.

During the day, there is a 50% chance that four commoners will be in the common area, sitting in the chairs and discussing the day's events. At night, each room will contain one male and one female commoner.

Commoners (4 or 6): hp 8 each.

Each room contains a fair-sized cot, as well as odds and ends of furniture, such as desks, chests, wardrobes, and small tables. Each couple has 1d12 sp hidden (**Search DC 15**) in their room.

A ladder leads up to a third floor (Area 36) from the common area.

AREA 30: Clerics' Quarters.

Three small rooms house six clerics of Solorien, two each to a room. The rooms contain bunkbeds, similar to those found in the guard's tower; however, the rooms of the clerics are neat and orderly, free of clutter. Each room has a holy symbol (worth 30 gp) hanging on the wall. Each room also contains a prayer book and 1d4 *potions of cure light wounds*.

Stairs along the northern wall lead to the acolytes' barracks and Father Tom's chambers on the third floor.

AF 1-2: The clerics are currently resting in their rooms, or meditating on words of wisdom from Father Tom.

AF 3-6: The clerics have armed themselves and donned their armor, preparing to walk the grounds or to examine the warning call. If encountered in the hallway as they exit their rooms, they will invoke their *protective ward* domain ability and attempt to cast *bles* and *magic weapon* upon themselves and their maces before engaging in combat.

AF 7+: The hallway and rooms will be empty, as the clerics have already responded to the alarm.

Citadel Clerics (6): hp 29, 29, 26, 26, 24, 24.

AREA 31: Father Tom's Room.

This is Father Tom's private chamber, and the priest will be found here during the night or early morning hours. A simple man, Father Tom loves the pastimes requiring a delicate touch, such as calligraphy or bookbinding, or, when in a more simple mood, cooking. Father Tom is also a well-trained warrior suited to the martial life in the distant outpost of his church. He believes in the strength and might of his god, and urges Sir Galen to have tolerance for those creatures not as "pure in Solorien's eyes" as himself.

Father Tom also has secret contacts in the Church, and he knows of Janice Winter's assignment, but has not yet decided how he feels about the political paladin.

A large and comfortable bed, a set of nightstands, a writing desk, and piles of empty ink bottles fill the southern wall of this room. Mixed amid Father Tom's possessions are 200 sp and a pair of *goggles of minute seeing*.

AF 1-4: Father Tom is present in his room, awake and armed for battle, though not yet protected with defensive spells. If a cry of alarm is issued, he will descend to the temple to prepare it for possible wounded before exiting the building to investigate the disturbances for himself.

Father Tom (1): hp 66.

AREA 32: Cleric Barracks.

Four male clerics have cots in this room, which also contains several holy carvings (total 200 gp) and a large Sigil of Solorien (worth 75 gp). The room is simple, if sparse, and well kept.

AF 1-4: All four clerics can be found here, resting and meditating on their teachings.

AF 5-6: Two of the clerics can be found here, preparing their armor and weapons.

AF 7+: The room is empty, as all of the residents are on active duty.

Clerics (2 or 4): hp 29 each.

AREA 33: Guard Barracks.

Eight guards have cots in this room, spread out around the perimeter. Mixed in with their gear are 1d8 gp each.

AF 1-4: All eight guards are present and relaxing. They will be called to duty if the AF climbs higher than 4.

Guards (8): hp 23, 23, 23, 21, 19, 19, 19.

AREA 34: Guard Room.

Two senior guards share this room. They have beds rather than cots, and each has a small, unlocked chest containing 2d8 gp. Both guards are currently out of the room.

AREA 35: Ladder and Supplies.

This room contains 30 shortspears for the ballista, 15 clay jars full of alchemist's fire, and a door leading out to the rampart that circles the Citadel along the top of the keep's wall.

AREAS 36A and B: Visiting Rooms.

These two rooms have been set aside for the head help or for visiting travelers. Currently, the rooms are empty, save some beds and a wooden wardrobe.

AREA 37: Sir Galen's Private Study.

The spiral staircase leads up to a large room, the sole space this high in the tower. This is Sir Galen's private study, where he has spent much time reading ancient and mysterious texts, hoping to unlock the secret of The Giant's Skull. During the reading of some





of this material, Sir Galen discovered the Skull's true location, and he quickly dispatched a group of adventurers to retrieve it for him so that he might unleash its power and cleanse the area as he believes Solorien requires.

Mixed in amid the piles of dusty parchment are Sir Galen's own notes, often proclaiming the purity of humanity and revealing his fears for the future. He indicates that while half-elves have been seen for some time, the recent re-emergence of half-orcs makes him fearful of further incursions by the goblinoid races. Galen's notes also include some letters from anonymous members of the Church of Solorien outlining his precarious position as commander of the outpost – considered a vital link to trade with the dwarves of the Aggering Mountains.

A large, well-cushioned chair has been home to Sir Galen for many nights as he pored over the various manuscripts. Most this time he spent in full armor, growing slightly paranoid that the goblinoids would come to claim the Skull before he learned its secrets and unleashed Solorien's cleansing fire. The room smells of sweat and parchment.

Finally, two large chests and two small kegs are here, items "recovered" with The Giant's Skull, as noted in Lothar and Wayyan's report. The chests contain booty belonging to Scurley the Ogre: 2,000 cp; four amber gemstones worth 100 gp each; a sketchbook by famed artist Hashladak the Vivid, titled *A Study in Nudes*; and a left-handed human-sized *flaming gauntlet*, which, when activated by the command word "manus," adds an additional **1d6 points of fire damage** on a successful hit. The gauntlet was one of a pair, lost a century ago, and the command word has remained unknown ever since.

The kegs contain the special ale brewed by the ogre druid, Raofalt. Anyone other than Raofalt that drinks from these kegs must make a **Fortitude save (DC 30)** or be **nauseated** for 1d4 hours. This save must be made for every swallow of the lumpy liquid.

AF 1-6: Sir Galen, though his mind may be slightly unhinged, is still able-bodied and ready for battle. At the first sound of combat from the room below (Area 20), he will tighten up the straps on his armor, unsheath his impressive flaming longsword, and descend the spiral staircase, ready to do battle with those who would deny him his glory.

ADVENTURE AFTERMATH

Failure

Conceivably, the ogres may end up facing a massive battle in Area 5 that could overwhelm them, if they were loud and obvious; or, possibly, an encounter with a fully prepared Sir Galen hit the ogres when they were weak, and he finished them off. Regardless of the circumstances, there exists the possibility that the ogres failed to retrieve The Giant's Skull, making a transition to the second scenario, *The Hero's Tale*, a difficult one. If the GM still wishes to run the companion scenario, a new backstory can be invented, whereby the hill giants, upon learning of Arldag's fate, stormed the Citadel to claim the stolen booty for themselves. Then, rather

than facing the familiar ogres in their lair, the characters may end up facing a few hill giants that have just reclaimed Sir Galen's prize.

If *The Hero's Tale* is run first and *The Ogre's Tale* second, then Sir Galen, should he survive, may yet unlock the key to The Giant's Skull's power and unleash it upon his foes. The politics in the Church would continue, eventually removing Sir Galen from command and placing Janice Winter in the top position. Alternatively, perhaps a new person will be sent up from the High Temple to ward the northern border. However the situation works out, the Dougrond ogres will be stuck between an expanding human nation and a group of bullying hill giants for some time to come.

Success

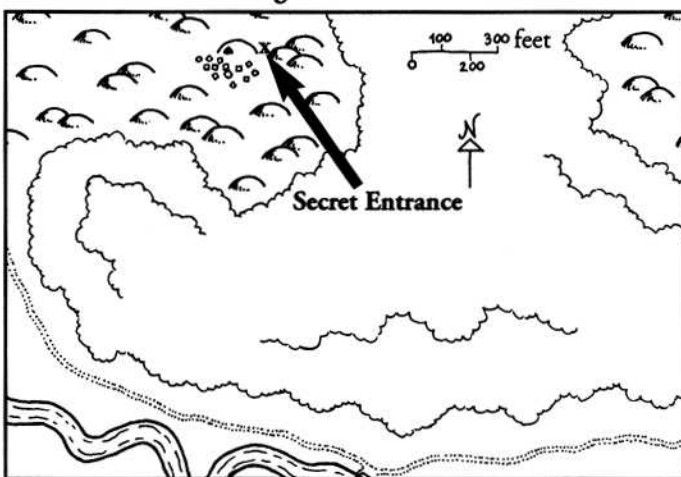
Should the ogres reclaim The Giant's Skull and return to their lair, then the survivors of the assault will find a band of adventurers brave enough to face the ogres on their home turf and win back the artifact. This, of course, is the perfect lead-in to the companion scenario, *The Hero's Tale*, in which the players' regular characters assume this very task at the urging of the Citadel's survivors.

Awarding Experience

This adventure is intended to be a one-shot, and it is assumed that the ogre characters will be retired (or confronted in the next scenario) after the raid on the Citadel. The true reward for this adventure is the chance to cause mayhem and destruction on a large scale, and the possibility of gaining a new insight into the oft-maligned fantasy "monsters" that usually provide cannon fodder for powerful characters.

If the players wish to continue with Arldag and his group, however, the GM should keep track of the NPCs defeated, as well as their Challenge Ratings, and award experience in the usual method. Each ogre should be considered equivalent to a 10th-level character, having 45,000 XP. Story bonuses and roleplaying awards could be given if the players focused on each ogre's motivations and retrieved or met their goals.

Secret entrance to the Ogres' Lair.





SCENARIO TWO: THE HERO'S TALE

In this scenario, the players return to more familiar company, as they portray their own heroic characters in pursuit of The Giant's Skull, stolen from Sir Galen the week before.

If the GM runs this scenario after *The Ogre's Tale*, any changes that may have taken place with regard to the ogre heroes should be noted. Before beginning, the GM should review which ogres will be present (i.e., who survived), and provide them with any magical or mundane treasure that they acquired from the Citadel. If any or all of the ogres fell during *The Ogre's Tale*, or if this scenario is run first, the text on page 21 outlines appropriate substitutions.

This scenario has been written for four 10th-level characters. If the GM chooses to allow more than four characters to participate, or if the characters are of a substantially higher level, he or she will need to increase the power of the NPCs.

ADVENTURE BACKGROUND

Sir Galen Walsh, distinguished paladin and noble Knight of Solorien, has long sought the fabled artifact known as The Giant's Skull. From his early youth, when his father would tell him stories of evil monstrous wizards hurling fire and lightning at hardy human settlers, Sir Galen has been enamored with the notion of

controlling vast elemental powers. "But," he thought, "I wouldn't use the power for evil like the monsters. Oh no, I'd use it to defend the settlers and push back the inhuman menace!"

When ogre raiders killed his parents while they visited some distant relatives, Sir Galen was sent to live at the High Temple of Solorien, the Sun God, and to continue his academic and martial training. While there, Galen quickly discovered that he preferred the heft and power of steel to the weight and force of the sun god's holy sigil. He excelled at his training and was sent out, a paladin and knight, to defend the border territories in the Contested Lands of northern Kalendia.

Sir Galen hated the monsters from the stories of his youth and from the tragedy of his parents, and so he earned a reputation as a fierce warrior in the borderlands who would give his greatest effort to the defense of the human settlers. But this life was hard, and one without much compensation. Sir Galen grew tired of the campaign, and slightly disillusioned when rumors of secret arrangements with rogue orcs or stories that praised a mysterious troll bandit began to circulate in the area. He longed for a permanent solution to the unending battle, and he longed for the political will that could commit the forces necessary to protect the brave and vigilant souls that settled the borderlands of Kalendia. At this point in his life Sir Galen learned of The Giant's Skull.





An ogre shaman named Fashka was captured within the Kalendian border and questioned about strange raids by goblins and orcs in the area. Fashka, somewhat scholarly for an ogre, claimed that she held no knowledge of the raiders, and that she was following her companion who sought a mystic artifact known as The Giant's Skull. Sir Galen questioned her further, learned of the rumors surrounding the artifact and the power it was said to possess, and knew that he could not let it fall into the hands of those he fought. Unconvinced of her innocence, Sir Galen sent Fashka off to receive the king's justice in Centridell, while he began his long pursuit of The Giant's Skull, believing that it held the key to finally ending the threat to Kalendia's citizens. Resolute in his goals, he knew it was only a matter of time before he would have the fabled artifact in his grasp.

Running This Adventure First

If the GM chooses to run this scenario first, then the characters will enter the undamaged keep to meet a healthy and fit Sir Galen and a seriously wounded man named Wexton Halls. The adventure now takes place just after Arldag acquired The Giant's Skull from Sir Galen's adventuring party, and Wexton Halls is the sole survivor of the ogres' raid. The rest of the party was wiped out and all of its treasure stolen, including The Giant's Skull that Sir Galen had sent them to retrieve. The characters may then become the group noted by Lothar and Way-yan in *The Ogre's Tale* as the people responsible for stealing The Giant's Skull from the ogres while Arldag and company were away with the hill giants.

Years later, while commanding the Citadel of Solorien, a keep on the northern borderlands, Sir Galen discovered The Giant's Skull's final location. The artifact was hidden not-too-distant, just north of the keep. Sir Galen immediately hired a group of treasure hunters and adventurers and sent them to retrieve the artifact. Unfortunately for Sir Galen, Arldag the ogre mage had also learned of the Skull's location and was equally determined to possess it. The ogre raiders stole The Giant's Skull from the paladin and slew many brave soldiers and guards.

Sir Galen hopes to retrieve The Giant's Skull, however, and is very close to unlocking its secret powers and ending the threat of nonhuman invasion to his community – eventually providing Kalendians with the protection that they deserve.

ADVENTURE SYNOPSIS

Upon arriving at the Citadel of Solorien, the characters will be assigned a grave quest by Sir Galen: retrieve The Giant's Skull from the ogre raiders. Knowing that a head-on confrontation with a community of ogres amounts to suicide, an alternative solution will present itself. Apparently, a "back door" leads into the ogres' cavern residence, and Galen believes that the characters could quietly infiltrate the ogres' abode and make off with the artifact while facing only reasonable difficulty. Of course, the situation might prove otherwise...

ENCOUNTER DESCRIPTIONS

Text that appears in shaded boxes is descriptive, and should be read aloud or paraphrased to the players. Other text is for the GM's eyes only, and contains information on encounters, traps, puzzles, magic, treasure, and instructions on running the adventure.

Unlike the scenario presented in *The Ogre's Tale*, this scenario does not use the **Alert Factor** system. While given to occasional fits of directed might, the ogres are not nearly as organized as the trained warriors of the Citadel, and a common baseline reponse mechanism is not appropriate for their chaotic lair.

Encounters with a monster list the basic information needed for the encounter. For a full description of a monster's abilities, see Appendix I: NPC and Monster Statistics.

SETTING THE STAGE

Plot Hooks

This adventure starts as the characters arrive at the Citadel of Solorien, so they need a reason to travel there. Some possible plot hooks include:

- Perhaps one member of the party, or a patron of the group, has been searching for The Giant's Skull for some time, and rumor of its recovery has led the characters to the keep.
- A cleric in the party received a vision from his or her god, requesting the cleric to "shine the light of valor and purity in the borderlands." Or, if the character is a member of the Church of Solorien (or of a deity that the GM uses in place of Solorien), he or she has been sent to investigate and report back to the Church hierarchy.
- If run after *The Ogre's Tale*, the characters may be accompanying new recruits for the recently invaded keep, as well as clerics and engineers needed to rebuild the structure and the soldiers. Perhaps a high-level cleric from the Temple of Solorien needs an escort, perhaps even the cleric who will perform the *resurrection* ritual that returns Sir Galen to this world (if he died in the first scenario).
- The characters, or their parents, are old friends of Father Tom and they are just stopping by for a visit or to drop off some papers. They have stumbled in at an opportune time.
- The keep is the last stop to the wildlands of the north – a gateway to adventure!

However they get there, the characters arrive at the Citadel of Solorien to see that the keep was savagely attacked. Apparently, a small but well-trained group of ogre raiders assaulted the keep less than a week ago and made off with several valuable items that belonged to the Church. The GM should describe the keep's condition based on the results of the ogres' actions in the first scenario (i.e., the double doors lie on the ground, the stable is completely destroyed, a section of wall is missing, etc.). A member of the Church Hierarchy (and one of Sir Galen's church allies) has personally come to grant *true resurrection* to the paladin. Now, a day since his "rebirth," Sir Galen approaches the characters to discuss an important mission.

The GM should alter the text to suit the results of *The Ogre's*





Tale. As written, the text assumes that the ogre characters were successful in retrieving the Skull and were also quite brutal in their attack on the keep. *The Hero's Tale* also assumes that the three major personalities of the keep (Sir Galen, Janice Winter, and Father Tom) were all incapacitated or killed.

A weak but proud knight walks your way, the Sigil of Solorien shining proudly on his armor. "Greetings, friends. My name is Sir Galen Walsh, and I am commander of this once mighty keep. Please accept my hospitality, and then perhaps we can discuss business?"

Sir Galen will show the characters to the Grand Hall within the small keep that serves as his home. He will treat any non-human characters with rigid courtesy, tolerating them as they may serve his purpose, but he will address any humans as the obvious leaders and spokespeople of the group.

"Please forgive the ragged appearance of the Citadel. It was only recently savaged by a horde of ogre barbarians from the northlands. Many good people died that day, and most were not so lucky as I to receive the divine blessing of resurrection. But the fact that I have been reborn is a testament to my god's divine will, as well as a testament to my true purpose. Eat and rest after your long travels, and then find me and we will discuss a holy quest."

Sir Galen will see to the characters' comfort, finding rooms for any human guests in the second floor of the keep, and situating any non-human guests on the third floor in the commoner (northeast) tower, politely explaining that, with the extra soldiers and help needed for rebuilding, "not everyone fits" in the keep itself.

Later that day or early the next, Sir Galen will approach the characters (if they have not already sought him out). He starts his discussions with the characters in a calm tone, but by the end his words have the ring of a fanatical zealot, though this is understandable, given the destruction of the keep and the power of the skull.

"Brave adventurers, you have arrived at a most fortuitous time. As I mentioned, less than a week ago the Citadel was raided by bloodthirsty ogres, intent on stealing our goods and killing our folk. They managed to do much damage to the building and its occupants, as you can see, but a far more dreadful outcome occurred. An artifact – a religious item of great power – was stolen from me by the ogres. If in the wrong hands, it can be used as a terrible weapon. Its full powers are unknown, even to me, and I have devoted many years of study to the lore available. I fear we have only a limited time before the foul creatures unlock the secrets of its operation and rain unholy terror down upon the people of this brave land. Would that I were not weakened by their attack, or that more than a handful of my brave soldiers yet lived, so

that I might mount a great assault on the creatures and safely retrieve the artifact.

"But lo, even as I despaired that our world would soon be undone, before me appear a company of heroes who may be mighty enough, and noble enough, to save the lives of every man, woman, and child in Kalendia. Are you, indeed, brave heroes such as described? Are you, indeed, noble beings that would risk their own life to retrieve a source of great power from the midst of a hive of monsters? I can't offer you much to assist you, save my prayers, but perhaps you will be able to recover other items no doubt stolen by these raiders, items of value and worth. What say you, noble heroes? Will you recover the artifact from the ogres' lair?"

Sir Galen knows that The Giant's Skull was taken back to the ogres' lair, as a scout followed the group before returning with news of their location. Sir Galen also knows that a frontal assault on the ogres' encampment is foolhardy, and that stealth is a better alternative.

"Though the ogres are by no means numerous – I believe that their own treachery and mistrust of each other has seen to that – I know that a band of ogres presents a great challenge. However, a solution presents itself." The knight turns and summons a boy of about thirteen-years. "Young Wil here, while exploring and risk-taking as brave young boys are wont to do, found what could be an unknown "back door" – a secret entrance into the ogres' lair. Wil, why don't you tell our brave friends about your find."

"Alright, Sir Galen," answers Wil. "I was across the river, on the other side by the hills, and I found a place where the water comes out of a hole in the side. Well, it's only a foot or two wide, but I crawled in for a bit anyway. It echoed like it went on for quite a ways, but I came back out because it was pitch black and I didn't have a torch or nothing. So then I climbed up the hill for a bit, and way on the other side was the ogre camp. They couldn't see me from where I was, and that's when I figured that the tunnel might connect right up to their cave, bein' so close and all. I can take you there, no problem, and the ogres won't see you from their camp at all."

Once Wil finishes, Sir Galen looks to you and says, "Well? What say you, brave adventurers? If you are indeed as heroic and noble as I first thought, then young Wil can lead you to this secret tunnel as soon as you're prepared. I urge haste, as the evil ogres may be drawing ever closer to unleashing the power of the artifact."

Sir Galen can provide some supplies to the characters, but limited resources and pressing needs prevent him from sending any guards or soldiers to accompany the party, and it may be a few more days before Janice Winter or Father Tom receive their resurrection services. It should be understood that Wil just leads the party to the tunnel and then returns safely home.





If the characters ask about the mysterious artifact that they must retrieve, Sir Galen will say: *"It's called **The Giant's Skull**, and for good reason. It's three-times the proper size of a human skull and glows with a golden hue. Some say that it has the power to change the weather, and I've read that the possessor can master fire and lightning, like a wizard in a child's story. I urge you to handle it with caution, as its properties are not fully known, nor is their activation."*

Sir Galen will provide the characters with any details about the ogres that they may require, to the best of his knowledge. Certainly he would remember if he saw Arldag regenerate or fly, and might recollect that the creature had an aversion to fire.

When the characters are ready, Wil takes them to the secret entrance, shown on the map on page 14 and described in Area 1.

KEYED ENCOUNTERS

AREA 1: The Tunnel.

Wil leads you along a tangled and twisted path, and you eventually come upon a small hole in the side of a hill. A thin stream of murky water trickles from the hole, which looks to be around two feet in diameter. The brownish water collects in a puddle, a foot beneath the hole. The hole leads into a small tunnel that twists off to the right and into the darkness.

The characters must crawl in the tunnel to enter the caves beyond. Any character larger than **Tiny** must crouch, losing any **Dexterity bonus to AC** and so becoming **flat-footed**. Any character of **Large** size cannot travel through the tunnel, unless making a successful **Dexterity check (DC 20)** for every five feet traveled. Any character greater than **Large** size cannot enter the tunnel. Characters also cannot use their shields while crawling in the tunnel, further reducing their AC. While crawling through the tunnel, treat the characters as being **prone (-4 to all attack rolls)** and unable to use any ranged weapons other than a light crossbow.

The tunnel is narrow (only two feet wide in most places) and slopes down very slightly. No light penetrates the tunnel, so the characters must provide their own light sources or have **darkvision**. Any attacker unable to see will suffer a **50% miss chance** on every attack. After twenty feet, the tunnel opens up into a small series of caves. The first cave is only four feet high, forcing most characters to remain on hands and knees. A crack in the wall at the back of the tiny cave leads to Area 2.

AREA 2: Stand Up.

The read-aloud text assumes that the characters have light sources or **darkvision**. Otherwise, adjust the description accordingly.

Squeezing through the crack, you enter another cave. This one is slightly more open, and the ceiling appears to be at least eight feet above the ground. The air has a touch of humidity, and the walls are thinly covered in mossy fungus. The cavern continues through a small opening in the southwest corner.

Any characters examining the walls or the cave will find nothing unusual and no signs of habitation. Any dwarves who use their **stonecunning** ability, or any character who makes a **Profession (Engineer) check (DC 15)**, will determine that the cave was formed naturally due to many upheavals in the area over some time. Furthermore, the surrounding rock, while currently solid and supported, may collapse if massive stress hit the hill or if any seismic activity shook the area. The character will understand that there is no danger of immediate collapse, as long as the party refrains from large-scale attacks on the hill itself.

Any single attack on the stone of the cavern that does more than **20 points of damage** will cause a minor shower of stone and pebbles to fall from the ceiling in a cloud of dust. Any single attack that deals more than **40 hit points of damage** will cause the hill to collapse under the stress, destroying the 5-ft. area immediately surrounding the target point. Any characters standing in this area must make a **Reflex save (DC 20)** to avoid taking **4d6 points of damage**.

A thin tunnel, though still of reasonable height, leads to Area 3.

AREA 3: Connection.

Another, larger cavern opens up. The tunnel-and-cavern system seems to end here, but a hole at the foot of the northern wall seems to lead into another open area.

The natural tunnel system created by the collapse of sections of the hill eventually intercepted a man-made series of underground chambers. This was once the site of an elaborate underground lair belonging to an ancient and powerful orcish demon cult. The structure has been abandoned and sealed away for centuries; only in the last twenty years has the hole in the wall developed and access to the chambers proved possible.

To enter Area 4, the characters must squeeze through a 3-ft. opening at the base of the northern wall. Though not as tight as the initial tunnel, it is still awkward, as the floor in Area 4 is about 5 feet lower than the entry point from Area 3. Any character squeezing through the hole must make a fairly easy **Dexterity check (DC 8)**, less any **Armor penalties**, to avoid falling headfirst and taking **2 points of damage**.

AREAS 4 to 11: The Lair of Grutem-Gesh.

Centuries before the ogres took this hillside as their own, and long before the expansion of Kalendia into what is now called the Contested Lands, the Himrak orcs lay claim to this area and had several secret outposts scattered throughout the hills. An elaborate underground complex, the home of Dark Ward lieutenant Grutem-Gesh was destroyed during the wars that plagued the Second Age. Six rooms from the once magnificent structure still exist, if barely. Buried under the stone and dirt of this hillside for ages, only recently have natural shifts in the environment exposed them.





Grutem-Gesh was an orc sage and a member of the Dark Ward, the Himrak's elite intelligence organization and dictators of the orcs' destiny. In these chambers, Grutem-Gesh conducted many experiments and inquisitions; the halls once echoed with the screams of demons and the innocent, all to the delight of the Dark Ward lieutenant. But that time has passed, and now the hallways are broken, and no sounds are heard in the still darkness.

Any **half-orc** character or **ranger with orcs as a preferred enemy** who makes an **Intelligence check (DC 18)**, or any **bard** who makes a successful **Bardic Knowledge check (DC 20)** will recognize the markings of the Dark Ward. It will be clear that this outpost has been long abandoned, but was once a fairly important link in the Himrak chain.

The walls of this section are cracked and chipped, but obviously hewn rather than natural. All remaining rooms and hallways are a standard 10-ft. high and square, though there is an almost noticeable slope to the north. Many of the rooms still have large wooden reinforced doors, preserved through the ages. While none of the doors are locked, all should be treated as stuck, requiring a **Strength check (DC 18)** to open.

Dark Ward Doors: 2 in. thick; **Hardness 5**; **hp 20**; **Break DC 18**.



AREA 4: Connection Part Two.

As you drop to the floor of this chamber, you realize that it is not natural in design, forming a perfect rectangle with smooth walls, floor, and ceiling. Dust covers the floor, the walls are chipped and cracked, and this room has apparently not seen traffic in quite some time.

No signs of disturbance are visible, and the entire area has no inhabitants, save the usual spiders and insects that live in dark corners.

AREA 5: Collapsed Ceiling.

The collapsed ceiling cuts this room in half. Rubble and stones prevent access to the other side, and any attempt to dig through the stone wall just results in more dirt and stones sliding down from the ceiling, threatening to bury the characters.

A **Search check (DC 22)** will reveal half a gnome skeleton protruding from the wall, its lower half buried under a ton of stone. The gnome was dead and decayed for some time before the place collapsed, but he was alive for a long time as well: chains still encircle his wrists, and, one can assume, his ankles. A further **Search (DC 25)** will reveal a single word scrawled under the dust. The captured gnome invader wore his finger to the bone to inscribe "altar" onto the stone floor.

AREA 6: Unending Horror.

Though it is covered in dust and debris, you can make out the basic shapes of furniture of some sort in this room. What appear to be three-foot tall pedestals of some kind sit in three corners of this room. The fourth corner – the northeast – has collapsed; perhaps a fourth pedestal is buried under the rocks? A large rectangular shape sits centered in front of the east wall. It seems to be a solid block two feet high, two feet deep, and six feet long.

The large shape along the west wall is an altar to the Himrak's dark god. Clearing the dust from its surface will reveal several carved symbols, which, if read, turn out to be *explosive runes*.

Explosive Runes: CR 4; **ten-foot diameter explosion (6d6)**; **no save if within reading distance, otherwise a Reflex save (DC 16) halves**; **Search (DC 28)**; **Disable Device (DC 28)**.

A further **Search (DC 20)** of the altar will reveal that the top is not attached and can be slid off with a **Strength check (DC 22)**. Inside the hollow altar is the skeletal body of a female gnome, the bones charred in several places. The interior of the altar is also scorched and covered in dark gray ash. While the body is ancient and skeletal, the gnome's forefinger, which seems to have been gnawed off, is still whole, appearing as if it were severed but a day or two ago. Still on the finger is a white gold ring. The ring can be removed from the dead finger quite easily.

This is a cursed *ring of regeneration*. It is in all ways the same as





a normal *ring of regeneration*, healing 1 point of damage per level of the wearer every hour, but once put on, the ring cannot be taken off unless the character makes a successful **Will save** (DC 35), is the subject of a *remove curse* spell, or permanently removes the finger (suffering a **permanent -2 circumstance penalty to all skill checks** that involve the maimed hand, at the GM's discretion). While continuous regeneration may not seem like a curse to the character at first, he or she may want to consider what could have happened to the gnome prisoner who could not die and eventually had to gnaw her own finger off to escape the continual pain.

The four pedestals – indeed, the fourth is buried under the rubble in the northeast corner – each have a small indentation in the top that allowed the evil sorcerers of the Dark Ward to affix their demon-channeling rods to them, thus sealing the room and preventing the demon's escape. These tools are nowhere to be found.

Digging through the rubble in the northeast corner will reveal, with a successful **Search check** (DC 15), an opening large enough to squeeze through. This opening leads to the cave at Area 7.

AREA 7: Cavern.

This cavern contains a small pool, filled with the same pungent water that the characters saw leaking from the original tunnel entrance. It smells foul, and anyone who drinks it without magically purifying it will be **nauseated** for 2 hours.

An upright crack in the northern wall easily allows access to Area 8, another room once part of Grutem-Gesh's lair.

AREA 8: Remnants of Battle.

Again, you seem to have stumbled into the decrepit underground complex. This room is rather large, measuring fifteen feet by approximately twenty-five feet. Two small skeletons hang on the eastern wall here, held in place by great steel pins. Dust covers the bodies, the pins, and the floor of this room. A door in the western wall seems to be the only exit.

The "metal pins" are actually the former tips of large spears. The wooden hafts have disintegrated over time, but the orc-forged metal remains, forever holding their final victims in place. The skeletons are of two more gnome raiders, once intent on rescuing their kidnapped sister. Each skeleton is held up with several of the spear tips – through the skull, the arms, the legs, the torso. Rotten wooden poles can be found, almost completely decayed, under the skeletal remains.

At this point, should anyone wonder how the gnome skeletons remained intact for centuries while everything else has decayed, a successful **Heal check** (DC 18) or any character with a physiological knowledge of gnomes will know that the very magical essence that makes gnomes a unique race preserves their skeletons long after death, and much longer than a typical human's would survive.

Either the gnomes were unarmed and unarmored at the time of their defeat, or their possessions have rotted away, for there is noth-

ing more of interest in this room.

AREA 9: Armory.

Stone racks line the north and south walls of this room, but the west wall has completely collapsed, buried now under a pile of stone and rubble.

This room was one of the weapon stores in the complex. A **Search** (DC 15) of the area under the stone racks will reveal several more steel tips – formerly the business ends of orcish longspears. A **Search** (DC 20) of the rubble that was once the western wall will reveal assorted broken weapons: axe heads, rusted swords, metal spikes. All weapons have decayed and rusted badly; they have no **hardness** left, and each has but **1 hit point**.

If the characters are intrigued and really start digging up the rubble to see what is buried, a **Search check** (DC 30) will uncover one weapon that still is functional: a +2 *longsword*.





AREA 10: The Wight Room.

Forcing the door open, you discover a square room with iron chains and rusty shackles hanging from the walls. Two twisted and decayed corpses lie haphazardly against the far wall.

This room was a holding cell for prisoners. The two corpses are actually wights, sealed in this room for many years and thirsting for energy.

Wights (2): hp 26, 26.

AREA 11: Another Squeeze.

Forcing the door open, you discover a square room that appears to be empty. Iron chains and shackles hang from the walls, covered in rust. The southwestern corner has a three-foot high hole in the wall, a crack that seemingly leads into darkness.

Natural tremors created another convergence here, linking this room with Area 12. If the characters approach the crack, they can smell the pungent odor of wildlife emanating from the cavern beyond. Any character who makes a **Wilderness Lore check (DC 20)** will recognize the strong smell of a bear's den. After this revelation, a second **Wilderness Lore check (DC 15)** will reveal that brown bears are known to make their homes in this area.

Squeezing through the crack into Area 12 requires a **Dexterity check (DC 10)**, otherwise a character takes **1d6 points of subdual damage** from the difficult activity.

AREA 12: Dire Bears.

Squeezing through the crack, you emerge into a very large cavern of natural formation. Fresh air seems to be wafting in from the north, though it carries a pungent animal aroma with it.

This large cavern is the home of two dire bears, who will react quite badly if they find their space invaded. They tolerate the ogres' presence nearby (mainly due to Raofalt's intervention) but are still very territorial and aggressive. If a flaming torch or light spell does not immediately disturb them, the bears' **scent** ability will alert them to the characters' presence after one round, unless the characters make special efforts to conceal themselves.

Dire bears (2): hp 102, 98.

The entrance to their cave lies to the north, though the dire bears have blocked it with large boulders and rocks in an attempt to seal it. Forcing a space big enough to escape through requires a **Strength check (DC 20)**.

A **Spot check (DC 12)** will reveal another potential exit – a vertical crevice seems to lead out through the southern wall. This is actually a 2-ft. wide gap that was created by Raofalt when he learned his *soften earth and stone* spell. Though initially troubled by his presence, the ogre druid managed to calm the bears through spells, and he is now tolerated by the pair.

AREAS 13 to 20: The Ogres' Lair.

The main residences and habitats of the ogres are located outdoors, in front of the hillside. Their exterior shelters are crude and misshapen, as ogres prefer, some destroyed by human raiders (if *The Ogre's Tale* was played first). The caverns are home to the elite within the ogre society. Arldag keeps his apartments here, as do his more powerful warriors.

As with the earlier caverns, the structure here is sturdy but delicate. Too much damage to the walls could cause a cave in. Arldag has used this knowledge to his advantage, as shown with the "Self Destruct" column in Area 18. The walls here are covered in ogre art – simple stick figures of ogre warriors and terrible foes. The floor is covered in loose gravel, giving a **-1 circumstance penalty** to all **Move Silently** checks. A huge bonfire in Area 18 lights most of the area, and depending on when the characters began their mission and how long they took to reach this point, sunlight may be streaming in from the exit at Area 20.

The final confrontation will most likely take place in this area, as the characters pit themselves against the ogres who have claimed The Giant's Skull as their own. Some of the ogre characters, however, possibly did not survive their scenario; or, *The Hero's Tale* is being played first, and this adventure falls into the time frame when Arldag and his minions are off appeasing the hill giants. Should any of the ogre characters be absent due to death or plot reasons, the GM should make the following substitutions:

Replace Arldag the ogre mage with the two characters not used in the first scenario, or with eight ogres and two brown bear pets if no other ogre characters are available.

Replace any other ogre hero with any other ogre hero not used in the first scenario, or with five ogres and one brown bear pet.

For example, if the GM ran the first scenario using four ogres (Arldag, Raofalt, Cromlok, and Sushnak) and two died (Raofalt and Cromlok), then the GM could replace each with the two ogres not used (Scurley and Nugdush). If three ogres had not survived (Arldag, Raofalt, and Sushnak), then the remaining two ogres could replace Arldag, while five ogres and one bear would replace each of the two dead ogres.

If the GM is running this scenario first and the players have not yet determined which ogres will be played in *The Ogre's Tale*, then simply treat Cromlok, Scurley, Sushank, and Nugdush as unnamed but powerful ogre warriors. The fate of these "un-named" ogres does not reflect the fate of the ogre characters, and any of the four can later be chosen for play. Remove Arldag and Raofalt all together, replacing them with the ogre and bear equivalent described above.

For maximum effect, recall how the ogre characters were played during the previous scenario. Any specific war cries or combat maneuvers that the players used or any other thematic device will have the players recall their ogre characters and the mayhem they caused for the Citadel of Solorien. The key to this section of the adventure is pumping as much personality as possible into the ogre community, and the individual ogre champions that dwell within these caves. Read each ogre's background and personality careful-





ly, and imbue as many quirks and distinguishing characteristics into each encounter as possible.

AREA 13: Raofalt's Room.

This is Raofalt's residence and reflects the ogre druid's interest in nature. A large tree-framed bed fills up one corner of this room, and three large empty kegs lie scattered about the floor. Pelts and hides cover the bed and some of the floor, and a certain odor reveals that the ogres' brown bear pets often sleep in this room with Raofalt.

Raofalt is currently here, nursing a hangover from his "nature juice." Treat him as **shaken** (suffering a -2 morale penalty on attack rolls, damage rolls and saving throws) for the first two rounds of combat. After the first two rounds, his head will clear and he may call for help if he is losing. If he calls for help, two ogres will arrive within two rounds.

Raofalt currently has all of the items listed as his possessions, as well as any other treasure claimed in the raid on the keep in the first scenario. If this scenario is played first, he also has two small casks of his special ale that are full.

Raofalt (1): hp 68.

Ogres (2): hp 26, 26.

Raofalt's eagle companion, Ra-haku, is currently out hunting. He makes his nest in the great trees just south of the ogre's encampment.



AREA 14: Scurley's Room.

Scurley lives here, hiding his stolen booty under his bed, which appears to be made from a battered wagon. Hidden under the bed (**Search check DC 15**) are two large chests. The chests contain booty stolen by Scurley: 2,000 cp; 4 amber gemstones worth 100 gp each; a sketchbook by famed artist Hashladak the Vivid, titled *A Study In Nudes*; and a left-handed human-sized *flaming gauntlet*, which, when activated by the command word "manus," adds an additional **1d6 points of fire damage** on a successful hit. The gauntlet was one of a pair lost a century ago, and the command word has remained unknown ever since. If these chests were not recovered in the raid on the keep, then replace this treasure with two large sacks, each containing 200 sp.

Buried in a shallow hole on the other side of his room (**Search DC 25**) is another sack, containing 100 gp and a *rod of flame extinguishing*.

Scurley is currently in the room, which smells quite foul, counting coins (an additional 10 cp). If he falters in combat, he will call for help. Two rounds later, two ogres will show up to assist him.

Scurley (1): hp 65.

Ogres (2): hp 26, 26.

AREA 15: Arldag's Chambers and The Giant's Skull.

This large cavern features a massive, four-poster bed – which seems to be made from a barn door – sitting against the far wall. Most of the walls are covered in strange runes and illegible scribbles. A large boulder serves as a desk of sorts; an ancient looking tome rests open on top of it. Beside the bed, which is covered with bulky cinnamon-shaded furs, is a large chest.

Currently sitting on the chest, a large, open scroll in his hands, is a massive green-skinned ogre, with dark hair and pale ivory horns protruding from its forehead. The ogre is dressed in fine leather armor, and a finely crafted greatsword stands at his side.

This is Arldag's room, and he is currently pondering the riddle of the skull. The moment he is aware of the characters (roll an **opposed Hear Noise vs. Move Silently check**), he will know why they have come and make every effort to destroy them. Also helping him will be his cinnamon-shaded brown bear pet, which was curled up on his bed.

Arldag (1): hp 58.

Bear (1): hp 51.

Arldag's first actions will be to cast *endure elements (fire)* and *shield* upon himself. He will then wade into combat ferociously, counting on his regeneration or gaseous form to protect him from lasting injury. He is wildly intelligent and will circle around the characters, occasionally turning invisible, and using his pet bear to establish flanking attacks. He may also fill the area with darkness and then polymorph into a less frightening shape – perhaps a halfling – luring the party into a false sense of security before sur-





prise attacking again. Unless obviously outclassed, Arldag will not feel the need to call for help, knowing that his incredible abilities and powerful intellect are more than a match for most adventuring groups.

Arldag should also exhibit any behavior and attack strategies ascribed to him by a player in the first scenario. The main goal is to make Arldag recognizable as the character portrayed by one of the players in the earlier scenario. The situation can be quite interesting if the players feel sympathy for the ogre mage and understand his motivations, but their characters have sworn to destroy him and capture The Giant's Skull.

The Skull itself is, of course, located in the large chest beside the bed. A magical trap, however, protects the chest, affecting anyone that attempts to open the lid.

Electrified Chest Trap: CR 4; anyone touching the chest (3d10 electrical damage); Reflex save (DC 14) for half; Search (DC 25); Disable Device (DC 25).

The only other item of note is the tome, which rests on Arldag's desk. It is not, in fact, his spellbook (which he hides in a nearby mountain, accessible only by flight), but is actually a newly acquired *tome of clear thought*, which will bestow an **inherent bonus of +1 to the Intelligence** of anyone who spends a total of 48 hours, over a minimum of six days, reading it. Arldag has just begun to leaf through the book, and has not yet triggered the magic within.

AREA 16: Store Room.

This room seems to be a storehouse of some kind. Several small trunks are piled one on top of another, and large kegs sit upright in the corner. Two male ogres appear to be arguing with three female ogres about the kegs.

This is where the ogre clan stores the loot from their raids. Currently, the two male ogres are requesting larger shares of some exotic food, but the female ogres are urging them to use it sparingly. If the presence of the party becomes known, the group will forget their argument immediately, and move to attack.

Ogres (5): hp 26, 26, 25, 25, 24.

The kegs contain some fine dwarven beer, and the trunks contain various items that were destined for trade in Kalendia (linen, wool blankets, cases of candles, hammers, metalworks, soap, and other dwarven-crafted items).

AREA 17: Cromlok and Sushnak.

In the last week, Sushnak has spent some time in Cromlok's room, which pleases the one-time clan leader. Stuck into the wall of his chamber are several metal helmets of various sizes, and nearly twenty-three broken longswords or other weapons of fallen enemies. Any weapons taken by Cromlok during the raid on the keep will also be mounted here, for all to witness his might.

Currently, Sushnak sits in the bed (a pile of furs, really) watching Cromlok sharpen and tend to his greataxe. Sushnak is wearing

her leather armor, as Cromlok prefers her that way.

Cromlok (1): hp 90.

Sushnak (1): hp 68.

A Search (DC 20) of the trophy wall will reveal, mixed among the broken swords and shattered weapon hafts, a +2 *dwarven urgosh*. All of the other weapons are either broken or will bend severely when removed from the stone wall.

AREA 18: The Common Room.

A bonfire illuminates this large cavern, which features a massive stone-and-mortar pillar near the center. Several passageways lead out of this room, which appears to be something of a common area for the ogres. Large bear furs are piled around the fire, and smashed kegs and bottles litter the floor. A large female ogre appears to be engaging some smaller males in contests of strength.

The female ogre is, of course, Nugdush, and she is busy proving her superiority to the males of the tribe. The bonfire burns brightly, but casts many shadows in the cavern, so all **Hide** attempts by the characters gain a +1 **circumstance bonus**. Two of the bear "furs" are still quite alive, and are the trained pets of the ogres, won over by Raofalt's skill. Due to the smoke from the fire and the stench of several sweaty ogres, the bears' **scent** ability will only detect the characters if they come within 15 feet. Once the characters are detected, Nugdush will push the males aside, refusing to let them join in on any combat that occurs. They will try, however, and will actually flank the characters to avoid Nugdush's wrath.

Nugdush (1): hp 88.

Ogres (4): hp 34, 29, 26, 26.

Brown Bears (2): hp 51, 51.

Generally, the ogres will ignore any noises that come from the other rooms, thus enabling the characters to sneak into each chamber and deal with the ogres present if necessary. Even if cries for help are heard, only two ogres will rouse themselves enough to investigate. The others will continue on with their drinking and fun, and new ogres will eventually come in to replace the departed pair. The ogres are used to constant in-fighting and will not think the noises of battle or missing kin an odd occurrence.

If the characters defeat the carousing ogres, this room will only be safe temporarily. Being the common room, it is quite active, and two ogres will be present every time the party re-enters this room from another area.

Ogres (2): hp 30, 28.

If the characters made no attempt to hide the bodies of the dead ogres in this area, the two ogres that have just entered will be aware that something is not right and will gain a +2 **morale bonus to all Spot checks**. If the characters are seen exiting Arldag's lair with The Giant's Skull, the ogres have been given very specific instructions on their course of action: they are to activate the "warning gong" that Arldag has constructed.





The gong is attached to the column that stands in the middle of the room, which actually provides support for much of the structure of the ogres' lair. Arldag modified the column after retrieving The Giant's Skull. Beside the column is a large warhammer that is to be used to "ring the gong" should the Skull ever be taken again. Arldag has convinced himself that the Skull is the only key to a free future, and that his clan will be better off dead than without it. Therefore, he sees this "Self Destruct" mechanism as an act of mercy, a final gift from himself to the tribe. The ogres have not thought much about it, but will act immediately if the characters are seen running out with the skull.

Self Destruct Column: Hardness 0; hp 25; Break DC 20.

When carrying out the "warning gong" instruction, the nearest ogre will immediately grab the large warhammer and strike the column, doing **2d6+5 points of damage**. The ogre will foolishly continue striking the column each round until it breaks. When the column breaks, the stone over Areas 14, 15, and 18 will begin to collapse. Any characters in these areas must make a **Reflex save (DC 20)** or take **2d6 points of damage** from the collapsing ceiling. Every round, the area around the column is completely covered with rubble and is impassable. The radius of the rubble expands by ten feet each round. Any characters within this radius will take **10d6 points of damage**, with no saving throw. So, by the second round, the entrance to Area 14 will be completely cut off, and by the fourth round Area 14 will be completely buried.

If the characters do not react quickly and run for the exit at Area 20 or back the way they came through Area 13, there is a chance that they could get buried alive under the rubble or trapped within Areas 17 or 19.

AREA 19: Collapsed Room.

This is the other half of a collapsed room from Grutem-Gesh's lair. While most of the room is buried under rubble, the western wall and floor are clearly not natural phenomena. Two of the ogres' brown bear pets have made a lair in this room.

Brown Bears (2): hp 51, 51.

AREA 20: The Ogres' Community.

The large exit leads to freedom, of a sort. The ogre's community is set up here, and consists of a variety of simple adobe houses or stretched-hide tents. The community is entirely without organization, and best described as ramshackle. Many of the houses are in terrible states of disrepair, and many have been recently destroyed. Most of the remaining ogres in the clan are currently in their houses. Blocking the pathway that leads off to the keep, however, are six armed ogres, walking toward the cave entrance.

Ogres (6): hp 36, 34, 30, 27, 27, 24.

Once this last obstacle is overcome, the characters can simply follow the pathway, which eventually leads to the river crossing and, beyond that, to the Citadel of Solorien. The ogres keep no items of value in their shelters. They do not value many material items, so everything important is stored safely in the caves.



ADVENTURE AFTERMATH

Failure

Should the heroes fail to retrieve The Giant's Skull, Arldag will most likely unlock its secrets before the next tribute to the hill giants is due. He will use the power of the artifact to dominate them and force them to be subservient to the ogre clan. His plans beginning, he will then turn his attention to the human nation to the south, with a particular interest in avenging Fashka's torture and assumed death.

If this adventure was played first, Sir Galen will have quietly sent a "back-up" group to the ogres' lair that will have attacked through the front entrance while the party kept everyone busy. The Giant's Skull may well be on its way to the Citadel even as the characters are fighting their final battle.

Success

If this scenario was played first, then Lothar and Way-yan will report about the characters to Arldag upon his return from the hill giants. The ogre mage, knowing that the Skull is the key to his plans, will mount an assault upon the keep in hopes of regaining the artifact.

If this scenario was the culmination of the adventure, then Sir Galen will continue his studies, eventually unlocking the key to using the powerful artifact. Sir Galen will begin to "cleanse" the northlands of the unhuman menace and may slide further into hatred and down the path of evil. The characters may end up being recruited by the church to stop the power-mad (ex-) paladin.





Awarding Experience

The inside front cover of this adventure features a Challenge Table, listing all of the encounters in the ogres' lair along with their CR ratings. Simply cross-reference these numbers with the average party level to determine experience gained from overcoming encounters. Also, the GM may wish to grant story awards as he or she sees fit.

In addition, this adventure has the chance to be a valuable role-playing opportunity. Perhaps when the players have "walked on both sides of the fence," your future adventures will have a greater richness as the players come to understand their monstrous opponents as motivated adversaries rather than cookie-cutter stat blocks.

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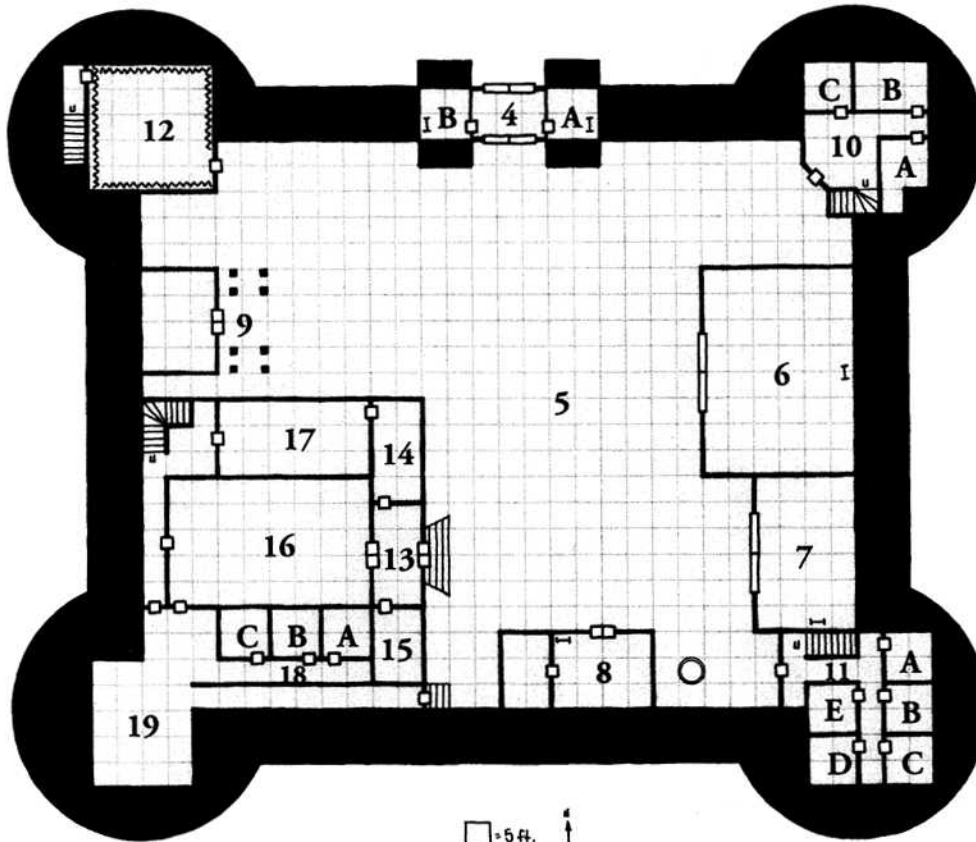
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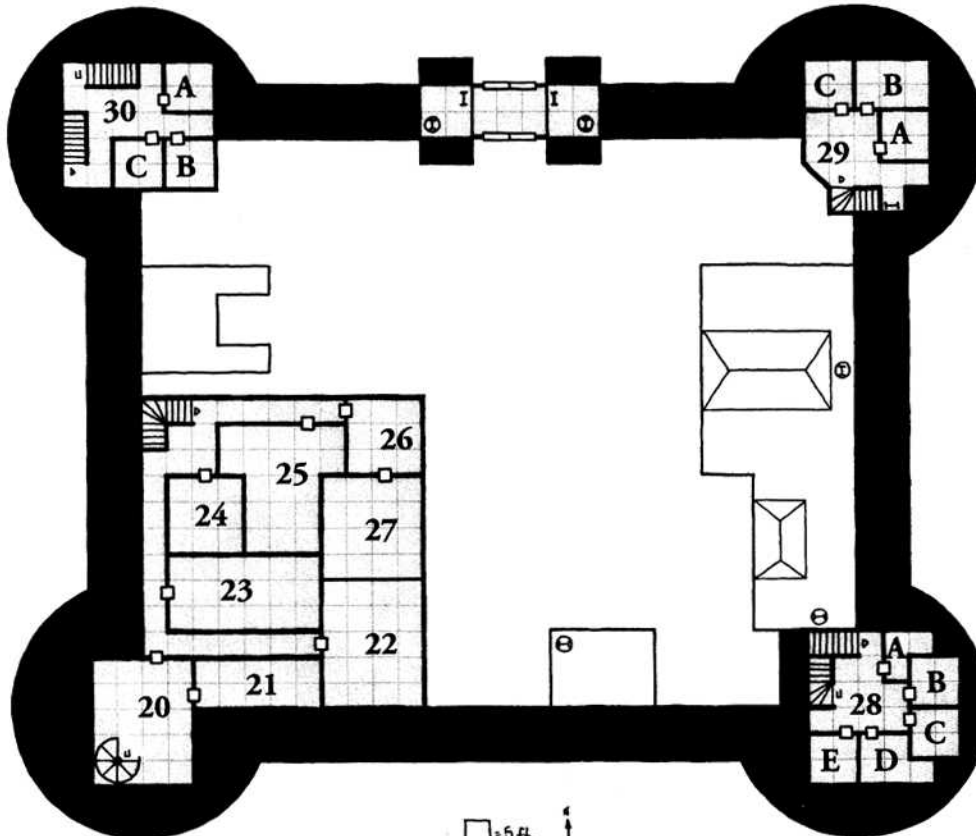




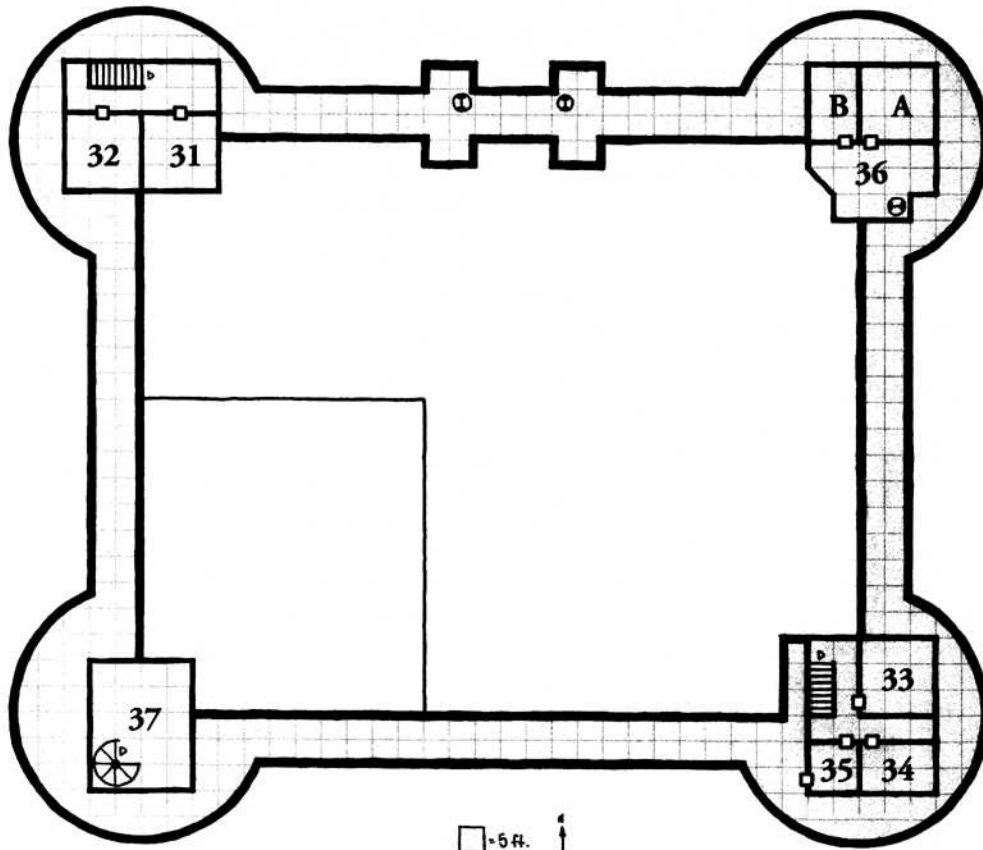
**THE CITADEL
GROUND FLOOR**

CITADEL KEY

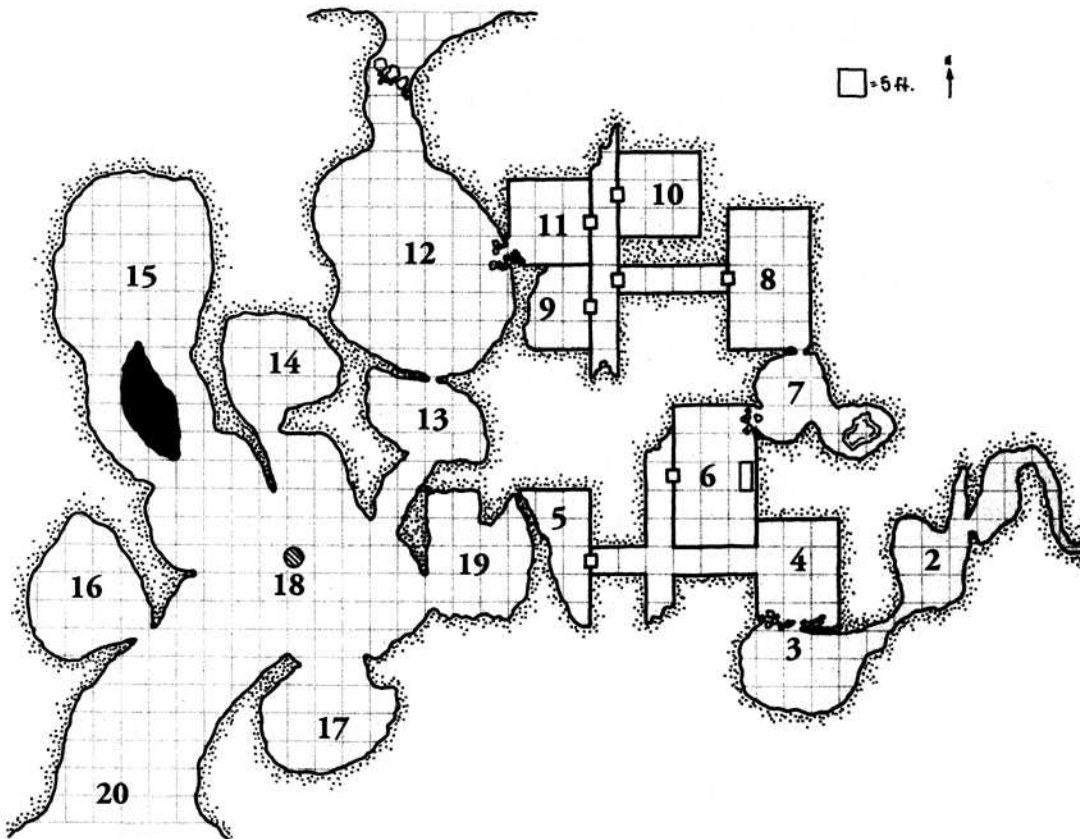
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- I Ladder Up
- ⊖ Ladder Down
- ▒ Stairs Up
- ▒ Stairs Down
- ⋮ Pillars
- Well



**THE CITADEL
2ND FLOOR**





**THE CITADEL
3RD FLOOR**



OGRES LAIR

KEY

-  Door
-  Column
-  Small Pool



APPENDIX I: NPC AND MONSTER STATISTICS

Residents of the Citadel of Solorien

The people that inhabit the remote keep are some of the hardest settlers and soldiers that Kalendia has to offer. The Citadel is a bastion of martial training, and even a simple scullery maid can deal serious damage with an improvised club.

The non-classed characters in the Citadel have all been treated as commoners. While it may be possible that some could have been listed as experts (i.e., the blacksmith) and given more developed personalities, the truth is that these characters may very well represent nothing more than fodder for the marauding ogres. During the first scenario, the action will most likely flow quickly and furiously, and non-military members of the keep will be easier to treat as simple commoners rather than a group of diverse classes, each with different skills and traits.

If the GM wishes to further develop the inhabitants of the Citadel for an encounter with the heroic characters he or she should feel free to alter the classes as needed. As noted, perhaps the blacksmith is a high-level expert, or some of the commoners are actually minor aristocrats or functionaries.

Citadel Cleric, male or female human Clr3

CR 3; Medium Human; HD 3d8+6+3; 29 hp; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d6+1, mace); SQ Turn undead, spontaneous casting, domain granted powers; AL LG; SV Fort +5, Ref +4, Will +5; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 12.

Skills: Concentration +6, Heal +6, Knowledge (Arcana) +4, Knowledge (Religion) +6.

Feats: Improved Initiative, Lightning Reflexes, Toughness.

SQ—Domain Granted Powers: Sun (can perform a Greater Turning 1/day) and Protection (can create a *protective ward* 1/day).

Possessions: chain shirt, small steel shield, light mace, 2 potions of cure light wounds, Sigil of Solorien (holy symbol).

Spells prepared (4/3+1/2+1): 0—*detect magic, guidance, light, virtue*; 1st—*bles, divine favor, sanctuary, magic weapon*; 2nd—*aid, bull's strength, heat metal*.



Citadel Guard, male human Ftr2

CR 2; Medium Human; HD 2d10+2+3; 23 hp; Init +1 (Dex); Spd 20 ft.; AC 19 (touch 11, flat-footed 17); Atk +5 melee (1d8+2/19-20, longsword); AL LG; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 11.

Skills: Climb +5/-3 in armor, Handle Animal +3, Jump +5/-3 in armor, Listen +2, Ride +4, Spot +2, Swim +5/-8 in armor.

Feats: Alertness, Power Attack, Toughness, Weapon Focus: longsword.

Possessions: Half-plate armor, small steel shield, longsword, *potions of cure moderate wounds*, Sigil of Solorien (the sign of the Citadel).



Commoner, male or female human Com1

CR 1/2; Medium Human; HD 1d4+1+3; 8 hp; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6, club); AL LG; SV Fort +1, Ref +0, Will +0; Str 10, Dex 10, Con 12, Int 10, Wis 11, Cha 9.

Skills: Craft (various) +2, Handle Animal +1, Profession (various) +2, Ride +2.

Feats: Endurance, Toughness.

Possessions: worker's outfit, club, trade tools.



Father Tom Kerith, male human Clr9

CR 9; Medium Human (5 ft. 8 in. tall); HD 9d8 +18; 66 hp; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 13, flat-footed 18); Atk +9/+4 melee (1d8+1, masterwork heavy mace); SQ Turn undead, spontaneous casting, domain granted powers; AL LG; SV Fort +10, Ref +4, Will +9; Str 13, Dex 13, Con 15, Int 13, Wis 16, Cha 11.

Skills: Concentration +7, Craft (bookbinding) +3, Craft (calligraphy) +4, Diplomacy +7, Heal +13, Knowledge (Religion) +13, Profession (cook) +5, Spellcraft +6.

Feats: Brew Potion, Extra Turning, Great Fortitude, Improved Initiative, Weapon Focus: heavy mace.

SQ—Domain Granted Powers: Sun (can perform a Greater Turning 1/day) and Protection (can create a *protective ward* 1/day).

Possessions: +2 *chain shirt*, +2 *ring of protection*, heavy mace (masterwork), Sigil of Solorien, 4 *potions of cure moderate wounds*.

Spells prepared (6/5+1/5+1/4+1/2+1/1+1): 0—*create water, detect magic, detect poison, guidance, light, purify food and drink*; 1st—*bles, command, detect evil, endure elements, entropic shield, sanctuary*; 2nd—*bull's strength, calm emotions, heat metal, resist elements, silence, sound burst*; 3rd—*bestow curse, blindness/deafness, daylight, invisibility purge, searing light*; 4th—*fire shield, greater magic weapon, sending*; 5th—*flame strike, wall of stone*.



Janice Winter, female human Pal8

CR 8; Medium Human (5 ft. 8 in. tall); HD 8d10; 62 hp; Init +4 (Improved Initiative); Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +10/+5 melee (1d8+1/19-20, +1 *longsword*) or +8/+3 ranged (5d6, *javelin of lightning*); SA Smite evil (+3 atk, +8 dmg); SQ detect evil, divine grace, lay on hands (24 hp/day), divine health, aura of courage, remove disease (2/week), turn undead; AL LG; SV Fort +9, Ref +5, Will +8; Str 11, Dex 11, Con 10, Int 13, Wis 13, Cha 16.

Skills: Craft (blacksmithing) +2, Diplomacy +8, Handle Animal +9, Heal +6, Knowledge (Religion) +6, Move Silently +2, Profession (rancher) +2, Ride +5, Search +5, Wilderness Lore +3.

Feats: Improved Initiative, Iron Will, Mounted Combat, Weapon Focus: longsword.

Possessions: +1 *half-plate armor*, +1 *small steel shield*, +1 *longsword*, 2 *javelins of lightning*, Sigil of Solorien.

Spells prepared (2): 1st—*bles, divine favor*.





Sir Galen Walsh, male human Pal12

CR 12; Medium Human (6 ft. 2 in. tall); HD 12d10+12; 95 hp; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 23 (touch 12, flat-footed 22); Atk +16/+11/+6 melee (1d8+4+1d6 fire/17-20, +2 flaming longsword); SA Smite evil (+3 atk, +12 dmg); SQ detect evil, divine grace, lay on hands (36 hp/day), divine health, aura of courage, remove disease (4/week), turn undead; AL LG; SV Fort +12, Ref +8, Will +9; Str 14, Dex 12, Con 12, Int 13, Wis 14, Cha 16.

Skills: Concentration +5, Handle Animal +7, Intimidate +9, Knowledge (Religion) +8, Listen +8, Ride +8, Spot +9.

Feats: Cleave, Great Cleave, Improved Critical: longsword, Improved Initiative, Leadership, Power Attack.

Possessions: +2 flaming longsword ("Nightsbane"), +1 full-plate armor, +1 large metal shield, +1 ring of protection, Sigil of Solorien.

Spells prepared (2/2/1): 1st—*bless weapon, protection from evil*; 2nd—*remove paralysis, resist elements*; 3rd—*magic circle against evil*.



Inhabitants of the Ogres' Caves

Presented here are the stats for the ogres and other creatures that dwell in their lair. For more detailed descriptions of the classed ogres, read their particular backgrounds and the notes on their character sheet in Appendix III: Pre-Generated Ogres and Handouts.

Arldag, male ogre mage Wiz1

CR 9; Large Giant (10 ft. 1 in. tall); HD 5d8+20 plus 1d4+4; 58 hp; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 18 (touch 11, flat-footed 16); Atk +8 melee (2d6+5/19-20, masterwork greatsword) or +4 ranged (various); Reach 10 ft.; SA Spell-like abilities; SQ Flight, regeneration 2, SR 18; AL LE; SV Fort +8, Ref +5, Will +7; Str 20, Dex 14, Con 19, Int 19, Wis 16, Cha 14.

Skills: Alchemy +3, Concentration +7, Knowledge: Arcana +5, Listen +6, Spellcraft +7, Spot +6.

Feats: Improved Initiative, Light Armor Proficiency, Martial Weapon Proficiency, Scribe Scroll.

SA—Spell-Like Abilities: At will—*darkness* and *invisibility*; 1/day—*charm person, cone of cold, gaseous form, polymorph self*, and *sleep*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

SQ—Flight (Su): An ogre mage can cease or resume flight as a free action. While in gaseous form it can fly at normal speed and has perfect maneuverability.

SQ—Regeneration 2 (Ex): Arldag takes normal damage from fire and acid.

Possessions: Spellbook, greatsword (masterwork), leather armor (masterwork), *potion of swimming*.

Spells known (cast 3/2): 0—*daze, detect magic, detect poison, flare, light, mage hand, read magic, resistance*; 1st—*comprehend languages, endure elements (fire), identify, shield*.



Brown Bear

CR 4; Large Animal; HD 6d8+24; 51 hp; Init +1 (Dex); Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +11/+11/+6 melee (1d8+8/1d8+8, claws; 2d8+4, bite); Face 5 ft. by 10 ft.; SA Improved Grab; SQ Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.
Skills: Listen +4, Spot +7, Swim +14.



Cromlok, male ogre Ftr5

CR7; Large Giant (10 ft. tall); HD 4d8+16 plus 5d10+20; 90 hp; Init +4 (Improved Initiative); Spd 30 ft.; AC 20 (touch 9, flat-footed 20); Atk +17/+12 melee (1d12+10/x3, masterwork greataxe) or +7/+2 ranged (various); Reach 10 ft.; AL CE; SV Fort +12, Ref +2, Will +3; Str 26, Dex 11, Con 18, Int 6, Wis 12, Cha 4.
Skills: Climb +11/+8 in armor, Jump +11/+8 in armor, Listen +4, Spot +4.

Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus: greatclub, Weapon Focus: greataxe, Weapon Specialization: greataxe.

Possessions: Chain shirt (masterwork), greataxe (masterwork), large steel shield, *decanter of endless water*.



Dire Bear

CR 7; Large Animal; HD 12d8+48; 102 hp; Init +1 (Dex); Spd 40 ft.; AC 17 (touch 10, flat-footed 16); Atk +18/+18/+13 melee (2d4+10/2d4+10, claws and 2d8+5, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.
Skills: Listen +7, Spot +7, Swim +13.



Nugdush, female ogre Ftr5

CR7; Large Giant (9 ft. 6 in. tall); HD 4d8+16 plus 5d10+20; 88 hp; Init +4 (Improved Initiative); Spd 30 ft.; AC 20 (touch 9, flat-footed 20); Atk +15/+10 melee (2d6+9, huge greatclub) or +7/+2 ranged (various); Reach 10 ft.; AL CE; SV Fort +12, Ref +2, Will +3; Str 24, Dex 11, Con 18, Int 7, Wis 12, Cha 5.
Skills: Climb +10/+5 in armor, Jump +10/+5 in armor, Listen +4, Spot +4.

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus: greatclub, Weapon Specialization: greatclub.

Possessions: Banded Mail (masterwork), greatclub, *helm of underwater action*.



Ogre, male and female

CR 2; Large Giant; HD 4d8+8; 26 hp; Init -1 (Dex); Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+6, huge longpear); Reach 10 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.
Skills: Climb +4, Listen +2, Spot +2.

Fear: Weapon Focus: greatclub.

Possessions: Hide armor, huge greatclub, 2d10 gp, 1d4 moonstones (50 gp each).





Raofalt, male ogre Drd5

CR 7; Large Giant (9 ft. 8 in. tall); HD 4d8+12 plus 5d8+15; 68 hp; Init +1 (Dex); Spd 30 ft.; AC 20 (touch 10, flat-footed 19); Atk +11/+6 melee (2d6+7, huge greatclub) or +6/+1 ranged (various); Reach 10 ft.; SQ Animal companion, nature sense, resist nature's lure, trackless step, wild shape (1/day), woodland stride; AL NE; SV Fort +13, Ref +3, Will +8; Str 20, Dex 12, Con 17, Int 8, Wis 16, Cha 4.

Skills: Animal Empathy +2, Climb +5/+0 in armor, Knowledge (Nature) +4, Listen +3, Spot +3, Wilderness Lore +8.

Feats: Great Fortitude, Martial Weapon Proficiency, Track, Weapon Focus: greatclub.

Possessions: Hide armor, large wooden shield, huge greatclub, *Quaal's feather token-tree*.

Spells prepared (5/4/3/2): 0—create water, know direction, light, mending, resistance; 1st—animal friendship, calm animals(2), endure elements; 2nd—soften earth and stone, speak with animals, warp wood; 3rd—plant growth, stone shape.



Wis 12, Cha 4.

Skills: Appraise +5, Disable Device +7, Hide +7, Jump +5, Listen +9, Move Silently +7, Open Lock +9, Search +5, Spot +9.

Feats: Improved Initiative, Iron Will, Martial Weapon Proficiency, Weapon Focus: greatclub.

Possessions: Studded leather armor (masterwork), greatclub, *rod of enemy detection*, *gloves of swimming and climbing*.

Wight

CR 3; Medium Undead; HD 4d12; 26 hp; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8.

Feat: Blind-fight.

SA—Energy Drain (Su): A living creature hit by a wight's slam attack receives one negative level. The Fortitude save to remove the negative level is DC 14.

SA—Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

SQ—Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, an disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Ra-haku, Raofalt's eagle companion

CR ½; Small Animal; HD 1d8+1; 5 hp; Init +2 (Dex); Spd 10 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 12); Atk +3/+3/-2 melee (1d3/1d3, claws and 1d4, bite); AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6/+14 during daylight.

Feats: Weapon Finesse (bite), Weapon Finesse (claw).



Scurley, male ogre Rog5

CR 7; Large Giant (9 ft. 4 in. tall); HD 4d8+12 plus 5d6+15; 65 hp; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (touch 11, flat-footed 18); Atk +12/+7 melee (2d6+8, huge greatclub) or +7/+2 ranged (various); Reach 10 ft.; SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL CE; SV Fort +9, Ref +8, Will +3; Str 22, Dex 14, Con 17, Int 10, Wis 10, Cha 4.

Skills: Appraise +5, Disable Device +7, Hide +7 (+6 in armor), Jump +6 (+5 in armor), Listen +8, Move Silently +7 (+5 in armor), Open Lock +9, Search +5, Spot +8.

Feats: Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Weapon Focus: greatclub.

Possessions: Studded leather armor (masterwork), buckler, greatclub, +1 cloak of resistance.



Sushnak, female ogre Rog5

CR 7; Large Giant (9 ft. 6 in. tall); HD 4d8+12 plus 5d6+15; 68 hp; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 11, flat-footed 17); Atk +11/+6 melee (2d6+7, huge greatclub) or +7/+2 ranged (various); Reach 10 ft.; SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL CE; SV Fort +8, Ref +7, Will +3; Str 20, Dex 15, Con 16, Int 10,



APPENDIX II: NEW ITEM

The Giant's Skull (Minor Artifact)

Ancient tales tell of a powerful storm giant sorcerer who rebelled against his fellows and was imprisoned in an inescapable jail deep beneath the sea. The skull of this giant—made, rumors say, of solid gold and full of mystical energy—is said to grant the possessor power over the elements and the ability to rain holy fire down upon his or her enemies. These tales are half-truths at best.

A storm giant named Sirhone dwelt under the sea, apart from others of his race. He was an evil sorcerer and studied ancient texts and arcane rituals that would eventually transform him into a lich. Discovering the plans of the evil sorcerer, a group of storm giant warriors attacked him, and in the ensuing battle his head was severed and thrown to the mercy of the ocean currents.

Years later, the skull—now golden and glowing with arcane energy—resurfaced, and the legends of its power grew. Thought lost for centuries, scholars have been trying to determine its final resting place for some time. Sir Galen Walsh eventually discovered its whereabouts, deep within the Aggerring Mountains, and dispatched a party of treasure-hunters to retrieve the artifact.

The Giant's Skull can only be activated during a thunderstorm and must be directly struck by lightning to initiate its magical transformation. If placed in a prime position during such a storm (with a successful **Wilderness Lore check DC 15**), there is a 5% chance (a roll of 1 on 1d20) that the skull will be struck by lightning and will begin to glow with a golden aura. This phenomenon





will last for thirty minutes, during which time the skull can be slipped over the possessor's head like a helmet. As with all magical items, the skull will expand or contract to properly fit the wearer. Once placed over the wearer's head, The Giant's Skull cannot be removed until again struck by lightning as detailed above.

When worn, the skull grants the following abilities to the wearer:

- *Fear Aura (Su)*: Seeing the glowing skull attached to a living body is a sight that only the hardest warrior can withstand. Creatures of less than 5 HD in a 60-foot radius that look at the skull must succeed at a **Will save (DC 14)** or be affected as though by fear as cast by a sorcerer of the wearer's level.

- *Immunities (Su)*: The wearer becomes immune to electricity, polymorph, and mind-affecting attacks.

- *Freedom of Movement (Su)*: The wearer continuously has freedom of movement as per the spell.

- *Water Breathing (Su)*: The wearer can breath underwater indefinitely and can freely use any spells or spell-like abilities while submerged.

- *Spell-Like Abilities*: The wearer can use the following spell-like abilities a number of times per day equal to 1 + Charisma modifier (with a minimum of once per day). The save DC is 12 + spell level:

- *Call lightning* as a 15th-level druid
- *Chain lightning* as a 15th-level sorcerer
- *Control weather* as a 20th-level druid
- *Levitate* as a 20th-level sorcerer

Caster Level: 20th; Weight: 25 lbs.



ARLDAG

MALE OGRE MAGE, 1ST-LEVEL WIZARD

ABILITIES			SAVES		HIT DICE	STATISTICS	
STR	20	(+5)	FORT	+8	1D4+4	SIZE	LARGE
DEX	14	(+2)	REF	+5	PLUS	HEIGHT	10 1
CON	19	(+4)	WILL	+7	5D8+20	WEIGHT	560 LB
INT	19	(+4)	ARMOR		HIT POINTS	REACH	10 FT.
WIS	16	(+3)	ARMOR CLASS		CURRENT HP	ALIGNMENT	LE
CHA	14	(+2)	18		58	SKILLS	
MOVEMENT			TOUCH (AC 11)		SUBDUAL HP	ALCHEMY +3	
INIT	+6		FLAT-FOOTED (AC 16)			CONCENTRATION +7	
SPEED	30 FT.					KNOWLEDGE (ARCANA) +5	
FLY	40 FT.					LISTEN +6	
MELEE BAB +7, RANGED BAB +4							
WEAPON INFORMATION							
GREATSWORD (MW): +8, 2D6+5 /19-20 CRIT							
FEATS & ABILITIES (ALREADY INCORPORATED)							
IMPROVED INITIATIVE, FLIGHT, LIGHT ARMOR PROFICIENCY, MARTIAL WEAPON PROFICIENCY, REGENERATION 2, SCRIBE SCROLL							
SPECIAL ABILITIES/QUALITIES							
<p>Spell-Like abilities At will – <i>darkness</i> and <i>invisibility</i>; 1/day – <i>charm person</i>, <i>cone of cold</i>, <i>gaseous form</i>, <i>polymorph self</i>, and <i>sleep</i>. These abilities are as the spells cast by a 9th-level sorcerer (save DC13+spell level). SQ–Spell Resistance 18. Spells Known (cast 3/2): 0–<i>daze</i>, <i>detect poison</i>, <i>flare</i>, <i>light</i>, <i>mage hand</i>, <i>read magic</i>, <i>resistance</i>; 1st–<i>comprehend languages</i>, <i>endure elements</i>(fire), <i>identify</i>, <i>shield</i>.</p>							



POSSESSIONS
<p>SPELLBOOK</p> <p>MASTERWORK GREATSWORD MASTERWORK LEATHER ARMOR POTION OF SWIMMING</p>
REGENERATION
<p>SUBTRACT ANY FIRE OR ACID DAMAGE FROM HIT POINTS. ALL OTHER DAMAGE, ADD TO SUBDUAL DAMAGE TAKEN. IF SUBDUAL DAMAGE EQUALS HIT POINTS, YOU FALL UNCONCIOUS. YOU HEAL 2 POINTS OF SUBDUAL DAMAGE PER ROUND.</p>
CARRYING CAPACITY
<p>LIGHT: 266 LBS MEDIUM: 532 LBS HEAVY: 800 LBS</p>

Background

As a young ogre, Arldag set out from his distant homeland with hopes of achieving a fairly common goal: World Domination. An intelligent and powerful ogre mage, Arldag was more than a match for many challengers, but soon grew tired of battling questing knights or mad wizards. He began to dream of a more direct way of dispatching his foes – perhaps even a way to dispatch large groups at one time. The answer came to him one day in the form of an ogress shaman named Fashka.

Fashka was a “common” ogre, but also much more. She had been the spiritual leader for her tribe for some time, but had recently set out on a “vision quest” and had stumbled into Arldag well into her journey. They traveled together for a time, and it was during this time that she told Arldag of The Giant’s Skull.

An ancient item rumored to have immense power, Arldag knew that he was destined to possess it. When Fashka mysteriously disappeared one night, Arldag journeyed to her homeland in search of the origins of the tales that she had told him. He also secretly hoped to find that Fashka had returned home, as he had developed deep feelings and respect for the simple but direct ogres.

Arriving at the Dougrond tribe’s enclave, Arldag was sad to see that Fashka was not present. However, he was elated to learn that The Giant’s Skull was more than a myth, and that it may, in fact, be located quite close to the ogre camp. Arldag quickly assumed control of the tribe, intent on discovering The Giant’s Skull and using the brute muscle of the simple ogres to retrieve it.

Spending time amid the “common” ogres for a year-and-a-half had dramatic effects upon the ogre mage. Over time, his plans and focus changed. He no longer sought to use the clan members as simple, expendable labor. Eventually, he grew to admire their rough and tumble ways, and truly felt

like a father figure to them. His personal quest for power turned into a desire to see his ogre clan rise to a position of greater power. He no longer wanted domination of the world – he wanted to share with his ogre family.

Arldag has stayed with the clan during the recent rough times. He has continued his quest for The Giant’s Skull, and works on plans of liberating his people from their hill giant masters. Arldag knows that he could easily slip away, or perhaps defeat a portion of the giants, but he believes that the clan would be lost without his guidance, and they would never survive retaliation from the giants.

Goals

Arldag desires to unlock the power of the Skull and use it to defeat the hill giant overlords. Arldag also wishes to learn the fate of Fashka and to avenge or rescue her.

Methods

Recently, Arldag has begun to research arcane powers in hopes of unlocking the mystical Skull’s enchantments. He will use his newfound spells to protect him from fire in combat, and will then charge right in, knowing that his regeneration ability gives him an edge. If dealing with large groups, he will use his *cone of cold* and *sleep* to devastating effect, while wielding a greatsword in one hand with an equally devastating effect.

Mannerisms

Arldag has an incredible ego to match his incredible power. He sees himself as the sole hope of the ogre clan’s future. While it is true that he now feels himself part of the tribe, he believes that it is the “best” part. He thinks that he is ushering in a new age for the ogres and hopes to pull them out of their misguided and cultureless ways to a new era of glory and power.

Quote

“I seek to establish a new era, when ogre-kind sits above all else, full of power and glory. Of course, I’ll sit just a little bit higher than the rest of you...”

CROMLOK

MALE OGRE, 5TH-LEVEL FIGHTER

ABILITIES			SAVES		HIT DICE		STATISTICS	
STR	26	(+8)	FORT	+12	4D8+16		SIZE	LARGE
DEX	11	(--)	REF	+2	PLUS		HEIGHT	10 FT.
CON	18	(+4)	WILL	+3	5D10+20		WEIGHT	350 LB
INT	6	(-2)	ARMOR		HIT POINTS		REACH	10 FT.
WIS	12	(+1)	ARMOR CLASS		TOTAL HP		ALIGNMENT	CE
CHA	4	(-3)	20		90		SKILLS	
MOVEMENT			TOUCH (AC 9)		CURRENT HP		CLIMB +8	
INIT	+4		FLAT-FOOTED				JUMP +8	
SPEED	30 FT.		(AC 20)				LISTEN +4	
MELEE BAB +16/+11, RANGED BAB +7/+2								
WEAPON INFORMATION								
GREATAXE(MW): +17/+12, 1D12+10 / X3 CRIT								
FEATS (ALREADY INCORPORATED)								
IMPROVED INITIATIVE, WEAPON FOCUS (GREATCLUB), WEAPON FOCUS (GREATAXE), WEAPON SPECIALIZATION (GREATAXE)								
ADDITIONAL FEATS								
CLEAVE: IF YOU DROP A FOE, YOU CAN MAKE ANOTHER ATTACK.								
POWER ATTACK: CAN TAKE A PENALTY TO HIT, ADD BONUS TO DAMAGE.								



POSSESSIONS
CHAIN SHIRT (MW)
GREATAXE (MW)
LG. STEEL SHIELD
DECANTER OF ENDLESS WATER
CARRYING CAPACITY
LIGHT: 612 LBS
MEDIUM: 1226 LBS
HEAVY: 1840 LBS

Background

Even from a young age Cromlok showed the potential to become the greatest warrior of his tribe. The Dougrond clan, as they are known, had bred a string of fierce warriors, but all had left their community to pursue glory on the battlefield under other banners. Cromlok, armed with his massive club and vast strength, lacked the imagination to forge a new path. As soon as he was able, he followed all of the other legendary warriors' footsteps and enlisted in the Himrak orc army.

With training, Cromlok mastered a one-handed battle technique that would allow him to wield a battleaxe and also carry a large shield. Eventually, his service complete, Cromlok returned home and sought to find his glory. He challenged the leader of the tribe to a test-of-arms and was victorious. Cromlok enjoyed his new role as leader, letting his companions Raofalt and Scurley make most of the decisions but settling physical disputes himself. As leader, he also enjoyed the company of the ogress Sushnak.

After a few months as leader, Cromlok suffered his first great defeat. A strange ogre named Arldag made a challenge for leadership and won. He showed Cromlok mercy, however, and proclaimed him his chief lieutenant.

Since the arrival of Arldag, Cromlok has kept mostly to himself. His relationship with Sushnak ended when he lost his prime place in the tribe, and his former companions have mostly fallen in with Arldag, his replacement. While he admires Arldag's cunning and intelligence, Cromlok yearns for a day when he can display his battle prowess and perhaps reclaim his former position as leader of the tribe.

Goals

Cromlok wishes to be seen as the greatest warrior again. While he somewhat enjoyed his time as a soldier, he enjoyed the perks of leadership more. Cromlok quietly plots to regain his position, his friends, and the affection of Sushnak. Cromlok has learned that very few things can harm Arldag, so he waits and bides his time, using his military training to follow orders without questioning them. Yet eventually, when Arldag is weakened and unprepared, Cromlok intends to regain what he has lost.

Methods

Cromlok will attempt to overwhelm any opponents through sheer physical might. His ability with his axe is unparalleled. He will always rush into a fight with the biggest opponent visible. If he knows that he clearly has an advantage, he will use his Power Attack to do as much damage as possible to his adversary, hoping to drop him and follow up with his Cleave attack on his next target.

Mannerisms

Given his current situation, Cromlok prefers to keep to himself. He is deathly afraid of being alone with Arldag, fearing that the ogre mage will learn of his true feelings and planned treachery. Cromlok will go out of his way to impress Sushnak, Raofalt, and Scurley, hoping to win his former friends to "his side" should a leadership contest take place. Cromlok values his battleaxe above all else and spends the majority of his time tending to his weapon. When confronted with a problem, his first reaction always involves force.

Quote

"You think you mighty warrior? Cromlok smash you and hang your dented hat on his wall of trophies! Fight!!"

NUGDUSH

FEMALE OGRE, 5TH-LEVEL FIGHTER



ABILITIES			SAVES		HIT DICE	STATISTICS	
STR	24	(+7)	FORT	+12	4D8+16	SIZE	LARGE
DEX	11	(--)	REF	+2	PLUS	HEIGHT	9 6
CON	18	(+4)	WILL	+3	5D10+20	WEIGHT	340 LB
INT	7	(-2)				REACH	10 FT.
WIS	12	(+1)				ALIGNMENT	CE
CHA	5	(-3)					

MOVEMENT		ARMOR	HIT POINTS	SKILLS	POSSESSIONS
INIT SPEED	+4 30 FT.	ARMOR CLASS 20 TOUCH (AC 9) FLAT-FOOTED (AC 20)	TOTAL HP 88 CURRENT HP	CLIMB +5 JUMP +5 LISTEN +4 SPOT +4 SPEAKS GIANT	BANDED MAIL (MW) HUGE GREATCLUB HELM OF UNDERWATER ACTION

MELEE BAB +14/+9, RANGED BAB +7/+2

WEAPON INFORMATION

HUGE GREATCLUB: +15/+10, 2D6+9

FEATS (ALREADY INCORPORATED)

CLEAVE, IMPROVED INITIATIVE, WEAPON FOCUS (GREATCLUB), WEAPON SPECIALIZATION (GREATCLUB)

ADDITIONAL FEATS

GREAT CLEAVE: YOU CAN MAKE ANOTHER ATTACK IF YOU DROP A FOE.
POWER ATTACK: CAN TAKE A PENALTY TO HIT, BONUS TO DAMAGE.

CARRYING CAPACITY

LIGHT: 466 LBS
MEDIUM: 932 LBS
HEAVY: 1400 LBS

Background

Not content to be a simple ogress living a life of subjugation in the male-dominated ogre clan, Nugdush began training early in the ways of combat. When Cromlok, the most skilled warrior of the tribe, left to pursue his glory, Nugdush quickly earned a reputation as a fierce warrior and perhaps the finest combatant of the clan.

Tradition kept her from challenging her uncle for control of the tribe, but she earned a valued place among the ogre warriors that made up the community. Unfortunately for her, Cromlok eventually returned from his travels and claimed the leadership position as his own. Under Cromlok's rule, old traditions were restored, and Nugdush was forced to return to a position outside of the warrior's circle.

Nugdush had twice challenged Cromlok to meet her in combat, to prove her skill, but both times he laughed her off as inconsequential. Truly, Nugdush believes that Cromlok may not even be aware that she exists!

Eventually, Cromlok was replaced as leader by a mysterious foreign ogre named Arldag. Arldag has issued in a new era among the ogres, valuing each member's skills in various areas. Nugdush was upset that Arldag let Cromlok live, and further upset that he proclaimed him his lieutenant. Yet Nugdush carries on, determined to prove her might in battle, collect glories of her own, and eventually get Cromlok's acknowledgement of her skill – just before she kills him.

Goals

Nugdush seeks only to prove her worth as a warrior. She is interested in promoting the power of her gender and seeks to find women warriors of other tribes and races. She has heard of fierce warrior women among the humans to the south and hopes that they someday encounter her clan, if only to see some of her male colleagues fall in battle to them. Nugdush plans to gain Cromlok's attention and respect, even if it requires a greatclub to do so.

Methods

Nugdush will use her simple greatclub fiercely in battle. She tends to wade into a large group and use her Power Attack to deal substantial damage, relying on her Great Cleave ability to eliminate most foes before they can attack. She is especially drawn to battle-arrogant men, and may occasionally aid a female opponent if it would cause Cromlok to lose face.

Mannerisms

Nugdush is brash and haughty, and angry that she is not recognized for her might and valor. She is untrusting of all males save Arldag and often is disappointed in the other ogresses for not taking a more physical role within the tribe. Nugdush is a skilled warrior in her own right, but prefers the simple weapons that she has trained with for her entire life.

Quote

"Bah! Smashing down tree requires woman's touch. Stand aside, I show you how it done!"

RAOFALT

MALE OGRE, 5TH-LEVEL DRUID



ABILITIES			SAVES		HIT DICE	STATISTICS	
STR	20	(+5)	FORT	+13	4D8+12	SIZE	LARGE
DEX	12	(+1)	REF	+3	PLUS	HEIGHT	9 8
CON	17	(+3)	WILL	+8	5D10+15	WEIGHT	350 LB
INT	8	(-1)				REACH	10 FT.
WIS	16	(+3)				ALIGNMENT	NE
CHA	4	(-3)					

MOVEMENT

INIT SPEED	+1
	30 FT.

ARMOR

ARMOR CLASS	20
TOUCH (AC 10)	
FLAT-FOOTED (AC 19)	

HIT POINTS

TOTAL HP	68
CURRENT HP	

MELEE BAB +10/+5, RANGED BAB +6/+1

WEAPON INFORMATION

GREATCLUB: +11/+6, 2D6+7

FEATS (ALREADY INCORPORATED)

WEAPON FOCUS (GREATCLUB), WEAPON FOCUS (GREATAXE), WEAPON SPECIALIZATION (GREATAXE)

ADDITIONAL ABILITIES

NATURE SENSE, RESIST NATURE S LURE, TRACKLESS STEP, WILD SHAPE (1/DAY), WOODLAND STRIDE.

SPELLS PREPARED: 0 CREATE WATER, KNOW DIRECTION, LIGHT, MENDING, RESISTANCE; 1ST ANIMAL FRIENDSHIP, CALM ANIMALS(2), ENDURE ELEMENTS; 2ND SOFTEN EARTH & STONE, SPEAK WITH ANIMALS, WARP WOOD; 3RD PLANT GROWTH, STONE SHAPE.

Background

When he was young, Raofalt felt disconnected to his fellow ogres. He was more inquisitive than the average ogre and preferred times of quiet introspection to roughhousing and marauding. He developed an affinity for the tribal shaman, an ogress named Fashka. Under her tutelage, Raofalt learned the simple path of nature and the power of the wild.

When Fashka left to pursue a spiritual journey, Raofalt decided that he wanted to assume her role within the community. Despite his lessons, however, he found that he could not commune with the wild the way Fashka had talked about. Feeling sorry for himself, Raofalt packed up two kegs of his potent homebrew ale and traveled deep into the forest on his own personal vision quest.

The ogre consumed both kegs the first night in a drinking binge and suddenly found the key he had needed to unlock his power. The powerful alcohol removed the barriers between the ogre and the spiritual world of the forest, and he felt one with the earth. Then he passed out.

Days later, when the young ogre regained consciousness, he found that he had befriended a great eagle who dwelt in the great trees near his community. Returning to the ogre encampment, Raofalt assumed the role of tribal shaman, leaving every few months with his kegs to commune with nature.

In his moments of complete drunkenness, the druid has learned the beginnings of woodland lore and spell-use and the lessons of the wild. Often, he feels more at home with the wild animals than he does with the often-barbaric ogres.

The new leader of the tribe, a strange ogre named Arldag, seems to value Raofalt for his wisdom and abilities, and the druid is more than glad to have

a voice in the direction his community takes.

Goals

Raofalt just desires peace. He enjoys the simple things in life, especially during his "nature walks" that usually involve consuming his potent homebrew. Raofalt supports a "chain of life" theory, in which all living creatures are bound up to one another, either as prey or predator. He believes that ogres are naturally at the top of this chain, and all wildlife should be respected. And then eaten.

Methods

Raofalt prefers to follow his own lead, and does not always work well with groups. He often uses his druidic powers for unusual effects, preferring to "experiment" to achieve the desired results. While not as brutal as some of his fellows, he understands that ogres were placed on the earth to maintain the balance, and sometimes he must wreak havoc in order to preserve the delicate natural cycle. He appreciates Arldag's intelligence, Cromlok's strength, and Scurley's cunning, and occasionally considers them friends. He does not pay much attention to the female ogres of the tribe.

Mannerisms

Raofalt is quiet and introspective, and often mumbles agreement to others without really listening. He views things through his own perspective and can often change his mind in mid-stride. He is protective of his eagle companion, whom he has named Ra-Haku, and has also used his powers to befriend and tame a pack of brown bears that live with his ogre clan.

Quote

"I go now to consult with the nature spirits. Where's my keg?"

POSSESSIONS

HIDE ARMOR
LARGE WOODEN SHIELD
HUGE GREATCLUB
QUAAL S FEATHER TOKEN-TREE

RA-HAKU

EAGLE COMPANION:
5 HP, INIT +2, FLY 80 FT., AC 14,
ATK +3/+3/-2 (1D3/1D3, CLAWS
AND 1D4, BITE)
LISTEN +6, SPOT +14

CARRYING CAPACITY

LIGHT: 266 LBS
MEDIUM: 532 LBS
HEAVY: 800 LBS

SCURLEY

MALE OGRE, 5TH-LEVEL ROGUE

ABILITIES			SAVES		HIT DICE	STATISTICS	
STR	22	(+6)	FORT	+9	4D8+12	SIZE	LARGE
DEX	14	(+2)	REF	+8	PLUS	HEIGHT	9 4
CON	17	(+3)	WILL	+3	5D6+15	WEIGHT	320 LB
INT	10	(--)	ARMOR		HIT POINTS	REACH	10 FT.
WIS	10	(--)	ARMOR CLASS		TOTAL HP	ALIGNMENT	CE
CHA	4	(-3)	20		65	SKILLS	
MOVEMENT			TOUCH (AC 11)		CURRENT HP	APPRAISE +5	
INIT SPEED	+6 30 FT.		FLAT-FOOTED (AC 18)			DISABLE DEVICE +7	
MELEE BAB +11/+6, RANGED BAB +7/+2							
WEAPON INFORMATION							
GREATCLUB: +12/+7, 2D6+8							
FEATS (ALREADY INCORPORATED)							
IMPROVED INITIATIVE, MARTIAL WEAPON PROFICIENCY, SHIELD PROFICIENCY, WEAPON FOCUS (GREATCLUB).							
ADDITIONAL ABILITIES							
SNEAK ATTACK: +3D6 TO FOES DENIED THEIR DEX BONUS TO AC.							
EVASION: IF AN EFFECT ALLOWS A REFLEX SAVE FOR HALF DAMAGE, CAN SAVE FOR NO DAMAGE.							
UNCANNY DODGE: RETAIN DEX BONUS TO AC EVEN IF FLAT-FOOTED.							
POSSESSIONS							
STUDDED LEATHER (MW) BUCKLER HUGE GREATCLUB +1 CLOAK OF RESISTANCE							
LANGUAGES							
SPEAKS GIANT & COMMON							
CARRYING CAPACITY							
LIGHT: 346 LBS MEDIUM: 692 LBS HEAVY: 1040 LBS							



Background

Since his early years, Scurley has been driven by one thing: treasure. From his beginnings as a small caravan robber to his current hobby of robbing large caravans, Scurley has been focused on perfecting his greatest skill – robbing caravans.

It is not just for the carnage and slaughter that takes place when the puny humans try to mount a resistance – though he does enjoy that aspect – but, for Scurley, it is more about taking bags of loot and treasure chests and hiding them in his lair.

Two years ago, when his friend Cromlok assumed control of the ogre tribe, a golden age began for Scurley. Cromlok was a savage and ruthless leader, with some military training and a thirst for conquest. Many caravans were attacked under his leadership, and Scurley hauled away a large share of the treasure (mostly because ogres tend not to prize rare stones and metals as well as they should!). Eventually, Cromlok was replaced as leader by the mysterious ogre mage named Arldag. While the caravan banditry has diminished, Arldag has filled Scurley's head with talk of other, more valuable treasure. One item in particular haunts Scurley's dreams – a Giant's Skull made entirely of gold!

Recently, a gang of hill giants has menaced the ogre clan, demanding that a regular tribute be paid to them or the ogre clan would suffer the consequences. Unfortunately for Scurley, most of the valuables claimed to pay the giants were taken from his private hoard. Scurley hopes that Arldag will find a solution soon for the giant problem, because it seems quite unfair that he must suffer due to the giants' greed.

Goals

Scurley's goals are quite simple – steal the most treasure possible. He truly enjoys taking things, and has started hiding them in his lair, preventing the ogre clan from offering them up as tribute to the giants. He dreams of getting his hands on the golden skull that Arldag is so enamored with.

Methods

Scurley is quite fond of his sneak attack ability, and has learned to use stealth as much as possible when looting and pillaging. When he cannot use stealth to steal, he likes to cause mass confusion and have the chaos cover his tracks. He often steals items from ogres less powerful than himself, but feels that he is the only one who understands the value of true treasure anyway, so is entitled to more than his fair share.

Mannerisms

Scurley often fulfills the role of prankster or rogue within the ogre clan. He is slightly smarter than most of the ogre rabble, and enjoys creating scandal and playing off one ogre warrior against another (often claiming the goods of both in the process). Scurley lets the big boys (or girls) do the hard work and makes sure that he is around to "clean up" afterwards. For this reason, he appreciates (and uses) the might of Arldag, Cromlok and the ogress Nugdush.

Quote

"I would be happy to trade my sixteen rocks for your bits of shiny metal. Don't worry – I won't watch while you collect them from your secret place."

SUSHNAK

FEMALE OGRE, 5TH-LEVEL ROGUE



ABILITIES

STR	20	(+5)
DEX	15	(+2)
CON	16	(+3)
INT	10	(--)
WIS	12	(+1)
CHA	4	(-3)

SAVES

FORT	+8
REF	+7
WILL	+3

HIT DICE

4D8+12
PLUS
5D6+15

STATISTICS

SIZE	LARGE
HEIGHT	9 6
WEIGHT	320 LB
REACH	10 FT.
ALIGNMENT	CE

ARMOR

ARMOR CLASS
19
TOUCH (AC 11)
FLAT-FOOTED
(AC 17)

HIT POINTS

TOTAL HP
68
CURRENT HP

MOVEMENT

INIT SPEED	+6 30 FT.
------------	--------------

MELEE BAB +11/+6, RANGED BAB +7/+2

WEAPON INFORMATION

GREATCLUB: +12/+7, 2D6+8

FEATS (ALREADY INCORPORATED)

IMPROVED INITIATIVE, IRON WILL, MARTIAL WEAPON PROFICIENCY,
WEAPON FOCUS (GREATCLUB).

ADDITIONAL ABILITIES

SNEAK ATTACK: +3D6 TO FOES DENIED THEIR DEX BONUS TO AC.
EVASION: IF AN EFFECT ALLOWS A REFLEX SAVE FOR HALF DAMAGE, CAN SAVE FOR NO DAMAGE.
UNCANNY DODGE: RETAIN DEX BONUS TO AC EVEN IF FLAT-FOOTED.

Background

Sushnak learned at a young age that it is easier to get by on looks and charm than to do actual work. Unfortunately for the ogress, she is not very good-looking or charming. However, she is smarter than the average ogre, and this has allowed her to use other methods to get what she wants.

Sushnak has been very clever in establishing a relationship with the most powerful ogre warriors of the tribe, predicting who will challenge for leadership and be victorious. She was able to bond with the mighty Cromlok before he became leader, and enjoyed the rewards that came with his position and attention.

When Cromlok was replaced by a stranger named Arldag, she lost most of her authority and perks. She has kept friendly but distant with Cromlok, who was allowed to live and act as Arldag's lieutenant, but has not been able to keep her living in the manner to which she had grown accustomed. And, while she is tried to become a part of Arldag's life, the ogre leader seems too preoccupied with his own personal demons and ambitions to pay much attention to her.

Unfortunately, Sushnak knows that another ogress, Thamilda – who is more charming but less intelligent than Sushnak – also has designs on the powerful ogre leader. Sushnak hopes that the recent incursion of the nearby hill giants into the ogres' territory will spark some real action and change within the tribe, and that she will be able to impress Arldag, or Cromlok will again claim his position as leader and she can slide into her old role as companion to the tribal chieftain.

SKILLS

APPRAISE +5
DISABLE DEVICE +7
HIDE +7
JUMP +5
LISTEN +9
MOVE SILENTLY +7
OPEN LOCK +9
SEARCH +5
SPOT +8

POSSESSIONS

STUDED LEATHER (MW)
HUGE GREATCLUB
ROD OF ENEMY DETECTION
GLOVES OF SWIMMING &
CLIMBING

LANGUAGES

SPEAKS
GIANT & COMMON

CARRYING CAPACITY

LIGHT: 266 LBS
MEDIUM: 532 LBS
HEAVY: 800 LBS

Goals

Sushnak seeks to ingratiate herself with the most powerful – and therefore, most rewarding – ogre warriors within the tribe. She has genuine affection for Cromlok and hopes that he is able to reclaim a significant role within the clan, so that she may accompany him to his new position. She also desires to defeat the ogress Thamilda in their subtle game of conquest.

Methods

Sushnak is manipulative and scheming. She has developed skills in various stealthy areas and has learned to appreciate the finer things in life. In combat, she prefers to sneak attack, letting the larger ogre warriors take the brunt of an assault. She is also very intent on making herself valuable to gifted warriors, and may jump in at the last moment to help defeat a foe, hoping to form a bond with the warrior that may one day be leader.

Mannerisms

As noted, Sushnak is manipulative and full of desire. She seeks a maximum return for minimum effort. She will always side with the leader or most powerful ogre present, but will make sure not to offend those that have any other viewpoints, in case they may be needed in the future.

Quote

"You must be so tired after that amazing battle. Why don't you come over here and tell me all about it."

PLAYER S HANDOUT 1: FIELD STUDY: ABOUT OGRES

Field Study: About Ogres

By Ran Kemflar, of the Kathendas Enclaves.

I have studied the Dougrond ogre tribe of Northern Kalendia for some two years now. I will begin scribing my journals, including my day-by-day accounts, tomorrow. Here, in brief, is an overview of my findings and the history of this particular tribe.

Most people believe that ogres are a simple, foul brute that live in chaos and confusion. This is only half true. Ogres can be simple brutes, and their lifestyle is often one of chaos, but somehow their society maintains its functionality. Despite their frequent infighting and squabbles, the ogres seem to have a clear hierarchy established. The leader, or tribal chieftain, rules absolutely within the community. However, at any time, any ogre can challenge for leadership of the tribe. The test is one of combat, and the loser is usually left for dead. This system ensures that the mightiest ogre rules, but he must maintain the respect of his warriors, else one may ascend from their ranks to challenge him. This also keeps the leader young and powerful, and prevents the tribe from stagnating.

Ogres are simple creatures. Most have only a basic understanding of the world, and their intellect can easily be compared to that of a pre-teen human child. Ogres tend to see things in only the most basic of ways: "good" or "bad"; "friend" or "foe"; "edible" or "poisonous". Ogres also take things to extremes. For example, ogres will assemble a war party to deal with a minute task, or declare their undying love for a friendly ogress. They live entirely in the moment, believing that this mountain is the absolute highest mountain, or this warrior is the penultimate champion, or this pain is the greatest pain any has ever endured.

Ogres approach the unknown from an entirely physical sense. They will use their strength before all else, attempting to crush or otherwise destroy a confusing object. They will avoid anything strange, or simply eat it, before they will attempt to understand its function through logic.

Ogres seem to survive – despite their turmoil and chaos within the clan – by having an incredible sense of community. While individual ogres may plot against one another, or steal food from a neighbor, they are quick to unite and present a unified ogre front to any

outside challenge. This phenomenon manifested itself recently while I observed the Dougrond tribe.

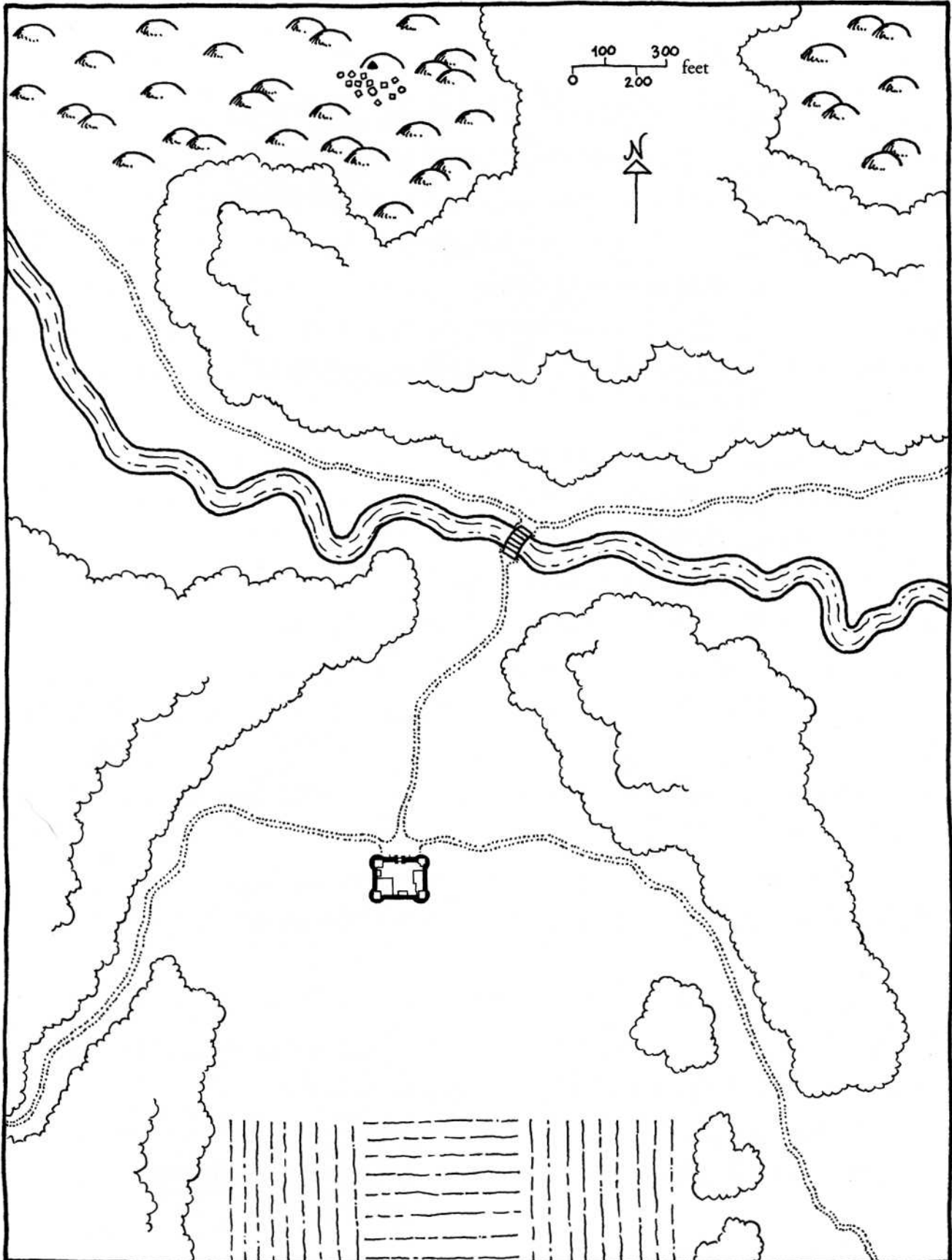
These ogres have been settled in this region for nearly a century, when their ancestors traveled from a northern wasteland and stayed in the Agger hills. This particular generation fell into some disarray when their shaman – an ogress named Fashka – left on a "vision quest" some years ago. The leader at that point began to lose the faith of his warriors and was successfully challenged by a mighty ogre named Cromlok.

Cromlok served as leader for only a short time, however, as a foreign ogre named Arldag moved to the area and quickly assumed the position of chieftain. Unlike Cromlok, Arldag appears to be highly intelligent, perhaps even a genius. The first sign of his difference was the fact that he kept Cromlok alive and asked him to serve as his lieutenant.

I've watched Arldag try, with only moderate success, to bring more order to the crude and simple clan. He has had some luck, though, and it's clear that the ogres are working toward a more focused purpose – though one entirely directed by Arldag. This desire has led to a recent attack on a group of adventurers sent on a mission by the nearby Citadel that marks the human border. The ogres obviously found what they'd desired, because a full-scale celebration broke out when Arldag and his warriors returned with stolen booty and a glowing giant's skull. However, a troupe of hill giants had followed the caravan down through the mountains and eventually to the ogres' lair. Seeing some of the booty taken during the raid, the giants demanded that the ogres pay a tribute to them and continue to do so every month; otherwise the giants would exterminate the entire ogre community. Though the ogres tried to resist, the giants simply proved too powerful, and the ogres eventually accepted their fate. Arldag has a plan, however, though I'm not sure what it is. It is clear that he could have abandoned the tribe at any time, possibly sealing their death, but he has remained to work on his secret project.

When I last saw the ogres, they had left to pay their monthly tribute to the nearby hill giants. Perhaps Arldag has formulated a strategy, and this will be the last time they appear meekly before the giant extortionists? Only time will tell.

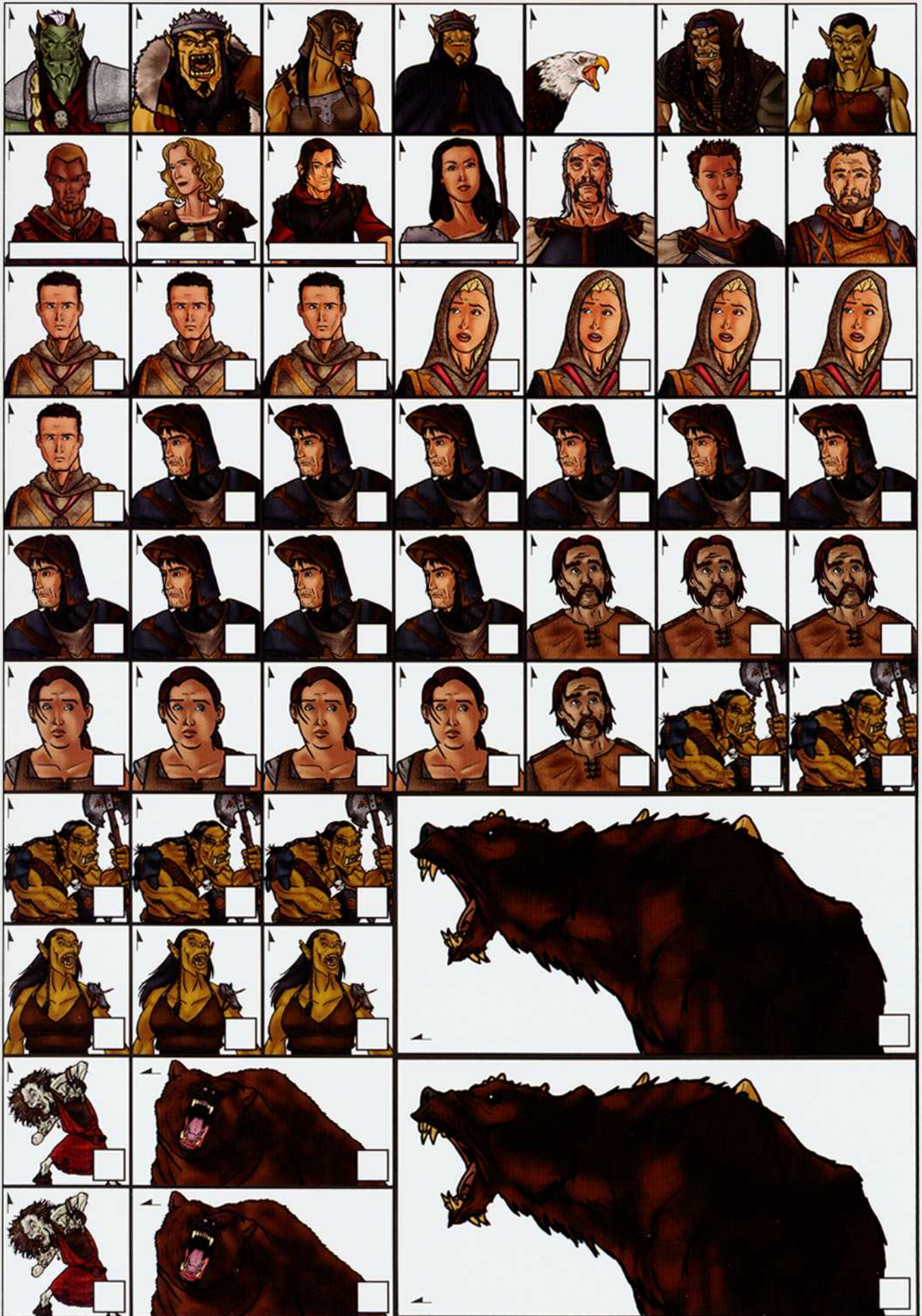
PLAYER S HANDOUT 2: AREA MAP



To aid the GM in running a mass combat in Scenario One, we've provided a Combat Tracking Chart, which can be used to record initiative results, hit points, and keep track of a large number of opponents.

Citadel of Solorien Combat Tracking Chart

NPC	Initiative Bonus	Initiative Rolled	Primary Attacks / Damage	Special	Move	AC	Hit Points	Damage Taken
Sir Galen Walsh	+5	<input type="text"/>	<i>flaming longsword</i> , +16/+11/+6 (1d8+4+1d6 fire)	Great Cleave, Improved Crit., Smite Evil, Spells	20	23	95	<input type="text"/>
Janice Winter	+4	<input type="text"/>	longsword, +10/+5 (1d8+1)	Smite Evil, Spells	20	20	62	<input type="text"/>
Father Tom Kerith	+5	<input type="text"/>	heavy mace, +9/+4 (1d8+1)	Spells, Domain powers	30	19	66	<input type="text"/>
Commoner 1	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 2	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 3	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 4	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 5	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 6	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 7	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 8	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 9	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Commoner 10	+0	<input type="text"/>	improvised club, +0 (1d6)	none	30	10	8	<input type="text"/>
Guard 1	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 2	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 3	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 4	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 5	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 6	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 7	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 8	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 9	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 10	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 11	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 12	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 13	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 14	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 15	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 16	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 17	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 18	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 19	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	23	<input type="text"/>
Guard 20	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	21	<input type="text"/>
Guard 21	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	21	<input type="text"/>
Guard 22	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	21	<input type="text"/>
Guard 23	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	19	<input type="text"/>
Guard 24	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	19	<input type="text"/>
Guard 25	+1	<input type="text"/>	longsword, +5 (1d8+2)	Power Attack	20	19	19	<input type="text"/>
Cleric 1	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	29	<input type="text"/>
Cleric 2	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	29	<input type="text"/>
Cleric 3	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	29	<input type="text"/>
Cleric 4	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	29	<input type="text"/>
Cleric 5	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	29	<input type="text"/>
Cleric 6	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	29	<input type="text"/>
Cleric 7	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	26	<input type="text"/>
Cleric 8	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	26	<input type="text"/>
Cleric 9	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	24	<input type="text"/>
Cleric 10	+5	<input type="text"/>	mace, +3 (1d6+1)	Spells, Domain powers	30	16	24	<input type="text"/>





Got Orcs?

WW16040

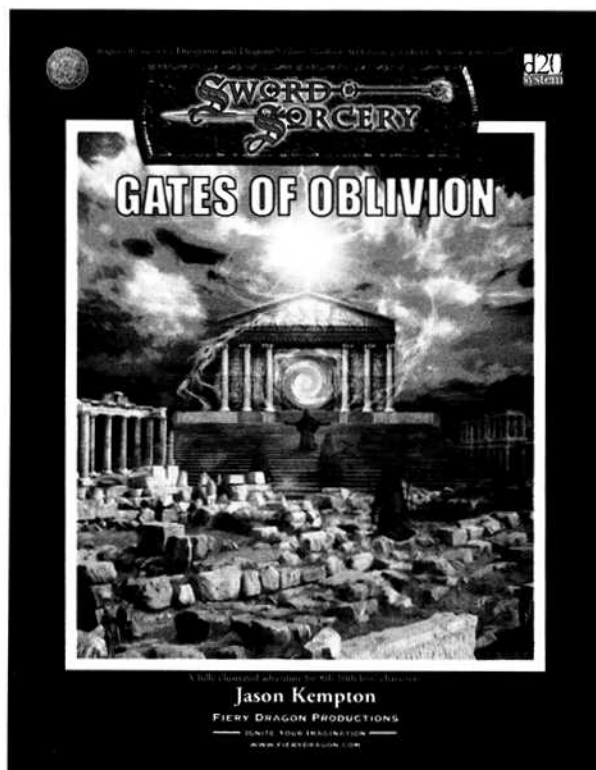
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A fantasy adventure for 10th-level characters.

COMING NOVEMBER 2001



The large golden skull is smoothed and polished from centuries of handling. Legends say that its powers include the ability to alter the weather, throw lightning bolts, and smite your enemies with holy fire. You have spent years searching for it, following rumors and traces of myth, until you found it at last. It is the key to your future, the surest way to realize your dreams of power and influence. Yet even as you struggled to unlock its secrets, it was stolen from your possession--taken from you by a bunch of thieving butchers and carried off to their lair.

Well, you are not going to let them get away with it this time! Not when you were so close. Oh no! This time, you are going after it . . . and you are not coming back until you retrieve The Giant's Skull.

This product contains two fantasy adventures.

The first scenario is designed for four 10th-level characters. The second is for 5th-level Ogres.

There are two sides to every story!

Turn the tables on standard fantasy adventures! Not only can the players portray the heroes who must retrieve a valuable artifact from the brutish ogres living nearby, but a second scenario can unfold where the players take on the parts of the ogres, attempting to punish the human raiders once and for all!

Pregenerated Ogres and full color counters are included.



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WW16001
The Giant's Skull
US\$9.95

