

ROGO MOJO

The Rude Awakening at Fortress Skaa

Introduction

Rogo is first apprentice shaman to Frogdog. Or at least he was until Frogdog took an arrow in each eye after yip yappin' to an elven patrol.

Now Rogo is the man!

Even though Rogo is not the brightest kobold slave ever to draw breath and though he is only half trained, Rogo knows that being on the wrong side of the Eternii is a bad place to be. Caring for his small adopted tribe and their liege lord's band of ogres is full time work that leaves no time for reading.

Before he got himself wasped, Frogdog told stories of Elven rooms called braries that were stacked to the sky with stories and mojo papers. When Sakoor tromps back into camp with a dwarf a human and an elf, trussed for the roasting fire, Rogo sees his chance to switch sides and perhaps see one of these braries for himself. Rogo and his newly adopted wolf pup, Dumdok, have some sneakin' to do.

Setup

Ambushed!

"Your group is caught completely unaware in the wilderness. A war band of at least half a dozen stone hurling ogre warriors finishes the work begun by a dozen invisible timber wolves. The skirmish is brief and utterly one sided. Your last perceptions are of broken limbs, badly bruised bodies and painfully bleeding wolf bites. A club to the head or an enormous fist to the face brings relief from the pain for each of you in turn, then darkness."

To the toughest PC read aloud:

"Wetness. Foul breath. You glimpse consciousness briefly from flat on your back. Attempt to open your eyes: no go - they are crusted shut with dried blood. The deep breath you desperately want is a bad plan, broken ribs, several probably. You manage a short inhale

through your nose which brings some air but mostly blood. Your nose is crushed, your sword arm is broken. A wave of nausea overcomes you and you heave, vomit. The pain of this is too much and blackness takes you back down."

Later

"Same wetness, same foul breath. You open one eye. A wolf pup is licking the blood from your face. He stops and cocks his head, watching you with sky blue eyes. Wags his tail. Beyond him peering down at you is a dogman of some sort. Kobold. Very blurry. He begins an incantation and you feel sudden, enormous relief. You close your eyes as It washes over you in a bathwater warm wave, lifting you back into the light."

"Oopah dem yozim khali man. Oopah. Oopah!"
[Elven (broken):: "Up those eyes human. Up. Up!]

You feel something tap your face. You open one eye. The kobold is tapping you insistently with a dead lizard tied to a gnarled stick. You open the other. Nope - live lizard. The lizard on the stick is alive and squirming.

"Rogo Mojo! Watchah!", says the kobold in an excited whisper, thrusting his hand toward you with fingers splayed. His fingertips dance with sparks and he bobs his head enthusiastically.

Ogre Encampment

Ogres and Kobolds and Wolves - Oh my.

"Humanses make towers and gates. From them they defeat much and many larger enemies. Ogres stronger than Humanses. Ogres chop and lift heavy logs and great stones. Let us make a tower and another tower and a great gate. Then we defeat dragons and giants and be safe even from ear-thieves."

- Chieftain Skaa

The Redfist Ogre Clan

The Redfist clan is an established Ogre clan that loosely claims the territory within 7 or 8 leagues of Kirith Threndor in the Northern White Mountains. Roughly 100 adult warriors, 200 noncombatants, and various slaves, retainers and camp followers live in three or four encampments within ten miles

of the now vacant Dwarven fortress. (Generally one village lies in each compass direction, but they move about infrequently as the seasons and the clan's needs change.)

Fortress Skaa is an outpost where Chieftain Skaa is trying out his idea of building a fortress for the Ogres. Inspired by Kirith Threndor and trained by a befriended group of Dwarven quarrymen from Threndor's Womb (the grey and white limestone/marble deposit beneath Threndor where the white marble of Earendahl was originally quarried.) Skaa has made a go of creating a fortress. It is now complete and the workers are at rest.

Overview:

The idea is clear enough: build a gate flanked by a pair of towers and encircle the rest of the camp with a tall stout log wall. An honest attempt has obviously been made. But these builders had no idea how to set a post, level a floor, seat a beam, or make two surfaces even approximately perpendicular. This sorry edifice then, is the collision of great strength and sustained enthusiasm... with all that lack.

When the PC's First enter any level of the barbican make a roll to determine how the structure is manned:

Table – Present Garrison	
01-25	Unmanned
26-35	1d2 Timber Wolves
36-45	1 Timber Wolf and 1 Ogre
46-55	1d4+1 Timber Wolf
56-65	1d2+1 Ogres
66-75	1d2+1 Ogres and 1d2+1 Timber Wolf
76-85	3 Ogres and 3 Timber Wolves
86-90	Roll Random Wandering Monster From Table x1
91-95	Sakoor and Dokdok
96-00	

1. Barbican

Massive logs and badly hewn timbers are somewhat convincingly arranged into a gatehouse and a pair of flanking towers. Nothing is smooth and less is level. The entire structure is rough terrain (Move cost doubled) and will challenge even the most dexterous. (DC 14 Dexterity check each round or be at -2 to attack and AC)

A. Entryway

The gate entry consists of stout log walls on both sides and a large murder hole open to the sky 12' above the ground. Defending ogres will throw spears and stones at the PCs below gaining +4 to hit.

Behind the wall on either side are what are obviously aborted attempts at building staircases. Unable to create functioning stairs that would allow them to climb to the top of the wall to defend it, the ogres have instead laid a pair of half-logs on either side. Mounting the wall requires a move action and a 15 DC Dexterity check.

B. The Gate

Obviously stolen from some other building – this gate was intended to rest upon massive hinges and swing smoothly shut to thwart attackers. It seems though, that it was entirely too rectangular to fit within the gap allowed for it, so it sits sadly ajar leaning heavily against the massive gatepost presenting no barrier to entry at all. Against spears or stones thrown by defending ogres atop the wall, however, it will provide 80% cover.

Atop The wall are two stations stocked with 20, 16(fish) lb throwing stones and 2 dozen crude large spears. Defending ogres will use these to assault attackers below (and atop the wall should that happen)

2. Left Flanking Tower

A. Basement

Someone had the idea to dig a basement level beneath the tower. It was sort of a success. There is an area down below the main floor that is about 10' x 20' and roughly square. They even framed for and in a fit of engineering genius made a heavy, hinged trapdoor and set it into the floor. They even improvised a lock (DC 14 to unlock)

Unfortunately 2 days ago a bear chased one of the kobold servants out of the woods and into the fortress. The kobold managed to get the bear into the basement room and lock the door.

The bear is there now. The bear is not tame. The bear is not happy. The bear is large and hungry and unknown to the inhabitants of the fortress is also pregnant.

Woe be to the unaware soul who opens the basement door. Pokkah will attack. She is enraged so she attacks at 2 to hit and damage and -2 to AC. (reflected in below statblock)

"POKKAH" GRIZZLY BEAR	CR 4
Female Grizzly Bear Animal 6 Init +2; Senses Low-Light Vision, Scent, Perception +6	
DEFENSE	
AC 15 (17-2 (enraged)), touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural) hp 85 (6d8)+42 Fort +12, Ref +7, Will +3	
OFFENSE	
Speed 40 ft. Melee <i>bite</i> +12 (1d8+9) Melee <i>claw</i> +12/+12 (1d6+9) Space 10 ft.; Reach 5 ft. Special Attacks Grab	
STATISTICS	
Str 24, Dex 14, Con 24, Int 2, Wis 12, Cha 6 Base Atk +4; CMB +14 (+18 grapple); CMD 26 (30 vs trip) Feats Endurance, Run, Skill Focus (Survival) Skills Acrobatics +2, Acrobatics (Jump) +6, Appraise -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +1, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth -2, Survival +5, Swim +16, Special Qualities Low-Light Vision, Scent Special Abilities Grab (Ex), Low-Light Vision (Ex), Scent (Ex)	

B. First Floor

There is a large table in here. And some large log rounds set up as chairs. If there are two or more ogres manning the tower (see table n) they will likely be in here gambling at dice or playing bonk. (see Appendix A: Cultural Note: the game of Bonk.) Sakoor has forbidden *bonk* with weapons, so the chosen weapon will be fists.

Ogres at play have a -4 to perception rolls. Ogres at bonk are unarmed, will require a full round to find their weapons and are at -2d10hp (real) and -2d10 hp (non lethal).

3. Right Flanking Tower

This tower blah blah blah

A. Entryway

Blah blah

B. The Gate

Yada yada

4. Courtyard

This large, flat, open area is strewn with wood chips and construction debris.

A. Firepit

A smoldering fire pit is surrounded by chopped log benches and fat rounds used as chairs. The fire pit contains many bones and thoroughly charred garments. A thorough search of the ashes here will reveal 70 Iron pieces, 4 melted gp, a +1 dagger and a +1 ring of Natural Armor

A prior firepit nearby, now covered but detectable by any creature with scent or any character that makes a DC 20 spot check, contains, 19 sp, 12 gp, a 100gp emerald, a platinum earring (100gp) and a fist sized piece of polished grey obsidian (25gp). Finding these will require a substantial, sustained bit of searching and sifting. (Approx. 2 hours)

B. Rope Bridge

Skaa saw one of these across a ravine during a hunt once and decided he wanted one of his own. So it was built here. Though the desired purpose of connecting the cavern with the fortress would have been better met with a solid bridge with legs. This is what they have.

The bridge is sturdy enough for 3 ogres to be on it at once. This sturdiness came only after some trial and error as evidenced by four sets of previous ropes still tied to the end posts but jaggedly frizzled and hanging down to the ground. Examination of these remnants will reveal that in previous iterations of the bridge the ogres were nailing the cross boards to the ropes instead of tying them in. This caused weakening and damage to the ropes which promptly broke under load. So here they hang, useless as bridge supports, but quite handy for use as climbing aids to any that wish to get from the ground to the bridge deck. (+4 to any climbing attempt).

While sturdy, the bridge does swing quite a bit. Combatants atop the bridge must make a DC 17 Dexterity check each round or suffer a -3 penalty to their armor class. Combatants attacking foes on the ground from the bridge gain a +2 to hit.

The ropes supporting the bridge are almost 5" in diameter but they are conventionally made and 3 rounds of work with any reasonable axe will sever them.

5. Timber Wolf Den

This area of the courtyard is home to a pack of semi domesticated timber wolves that live and work in concert with the Redfist Clan. [12 timber wolves, 1 timber wolf alpha and 2 litters of (noncombatant) pups (6 in each litter). The alpha is often absent as he is the companion of the redfist Clan's sub chief, Sakoor, and will be found at the subchieftain's side.

At any given time there are 6 adult wolves in this area, 4 outside the fortress and the 2 mama wolves are almost always inside the den at B or C. (The pups in the process of being weaned). Any intruders in 4

A. Doggie Door

Only semi domesticated, the wolves frequently come and go on hunts and other timber wolf business. When the wall was constructed, the wolves kept digging under the logs of the fortress wall to create an egress for themselves. This made the wall collapse repeatedly, so the ogres have created a breach here to allow them to come and go as they please. Some of the ogres might have noted that this is a potential weakness in the design of the fortress, but in a fit of genius, Skaa pointed out that any intruder would have to get past the wolves.

B. and C. Den

These narrow passages were dug out of the earthen mountainside by the timber wolf pack. Passages are narrow and ceilings are short (2 ½ - 3'). In areas A and B the ceiling rises up to almost 5'. Area A contains a momma Timber wolf and her litter of six just-weaned pups. Also some bits of treasure: 20sp, 12gp, 3 gold rings (25gp each). Mom will defend cubs like a momma wolf (rage, fight below 0, etc)

Rogo comes and goes (on his hands and knees), as he pleases through here. The she wolves love him. They will obey his commands and protect him fiercely. The pups will playfully pounce on him en mass any time he is near them. It can be a bit of a problem.

Area B is nearly identical. Some bits of treasure: 20cp, 6gp, an enchanted copper bangle that

cures mild to moderate acne in ten minutes time. (worth 500(ish) gp)

6. Kobold Quarters

This area is home to 10 kobold servants/slaves that attend the Redfist clan. As this part of the Redfist clan is technically a war party, there are no females or children among them.

The Kobold commander, Yipyap is oldschool army and enforces rigid military discipline on this troops. They are all competent fighters and vigilant soldiers.

Rogo is a problem for him though. Yipyap was electrocuted to death on the Fields of Disdudaas by a silver dragon at The Falling. He was brought back by one of Korkla's lieutenants through deeply disturbing and spiritually scarring shamanistic magic. To this day Shamans scare the crap out of Yipyap so he is extremely hesitant to anger Rogo. Rogo (who is a shaman and a storm magic adept whose fingertips dance with sparks unless he actively suppresses it!) pushes all of Yipyap's buttons simultaneously, so Rogo enjoys wide latitude throughout the compound.

A. Entry

The door is locked and can be opened only by the key held by the kobold commander, Yipyap, in area 6D. Rogo knows where an extra key is kept in a niche in the common room.

B. Guardroom

Manned at all times by 2 kobold sentries.

The door behind them is closed but not locked. If attacked the sentries will open the door and shout toward 6C for help.

The passage to 5A is open but is a dog dug passage only 22" in diameter. A medium creature could pass provided they are willing to drop to hands and knees and get quite dirty.

C. Common Room

D. Kobold Commander's Quarters

Yipyap is a very large kobold. Standing over 5 feet tall and weighing 150 pounds, he is almost freakishly large. He served in Korkla's army during the 7th siege where he was a high mountain courier scout (Note the +16 stealth). He also served 4 years as a footman in an orc troop and came out of it as a commander. He is a very competent fighter. Unlike the other kobolds here, Yipyap is not a slave. He is in fact a bond servant

and friend to Skaa and the two can often be found talking together throughout the compound.

While Skaa longs for the day when the giantkin, vermin and Eternii all coexist peacefully, Yipyap longs for the old days, when catching an elven soldier meant a delightful afternoon hearing tortured screams and a fine dinner afterward.

Yipyap was deeply traumatized by one of Korkla's lieutenants during the war and remains to this day fearful of shaman's and their magic. He gives Rogo wide latitude in the conduct of his affairs. Rogo generously accepts this latitude and does pretty much as he pleases everywhere in the compound. The exception is Skaa's quarters (at 7F) where he is forbidden to go.

"YIPYAP" KOBOLD CHIEFTAIN (W1, FTR4) CR 4

Male Kobold Warrior 1 / Fighter 4

NE Small humanoid (reptilian)

Init +8; **Senses** Darkvision (60 ft.), Perception +7,

DEFENSE

AC 22, **touch** 17, **Flat-footed** 17

(+1 size, +4 Dex, +1 natural, +1 dodge, +1 deflection, +4 *Leather +2 (Small/Trackless), +1 *Ring of Protection +1)

hp 61 (1d10)+(4d10)+21

Fort +10, **Ref** +5, **Will** +2, +1 Will vs. fear

OFFENSE

Speed 30 ft.

Melee *spear* +1 (small/wield one step greater no penalty) +13 (1d6+5/x3)

Ranged *spear* +1 (small/wield one step greater no penalty/thrown) +13 (1d6+5/x3)

Ranged *sling (small)* +10 (1d3+4)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 19, **Con** 18, **Int** 12, **Wis** 13, **Cha** 9

Base Atk +5; **CMB** +8; **CMD** 24

Feats Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Combat Reflexes, Dodge, Improved Initiative, Kobold Ambusher, Martial Weapon Proficiency, Mobility, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Perception), Tower Shield Proficiency

Skills Acrobatics +4, Appraise +1, Bluff -1, Climb +8, Craft (Traps) +7, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +6, Handle Animal +3, Heal +1, Intimidate +5, Perception +7, Perform (Untrained) -1, Ride +4, Sense Motive +1, Stealth +16, Survival +6, Swim +8,

Languages Common, Draconic

Special Qualities Armor, Armor Training, Bonus Feats,

Bravery, Crafty, Darkvision, Normal Speed, Weakness, **Possessions** *spear* +1 (medium/wield one step greater no penalty); *ring of protection* +1; *leather* +2 (small/trackless); *potion of barkskin* +2; *potion of heroism*; *potion of cure moderate wounds* (x4); *potion of cure light wounds* (x5); *Sling* (Small)

SPECIAL ABILITIES

Armor (Ex) Kobolds have a +1 natural armor bonus.

Bravery (Ex) You gain a +1 bonus to Will saves against fear effects.

Crafty (Ex) Kobolds gain a +2 racial bonus on Craft (Trapmaking), Perception, and Profession (Miner) checks. Craft (Traps) and Stealth are always class skills for a kobold.

Darkvision (Ex) Range 60 ft.

Normal Speed (Ex) Kobolds have a base speed of 30 feet.

Weakness (Ex) Dazzled in bright light.

and 2 bodyguards (humanoid 2 fighter 1)

E. Barracks/ Sleeping Area

10 x Common Kobolds

F. Rogo's Quarters

Rogo is newly promoted.

Last week Rogo was first (and only) apprentice to Frogdog. Also last week Frogdog tried to convince a fist¹ of Earen Daavin that eating elves and humans who trespass into the Redfist clan's territory is an inalienable right of the tribe. Frogdog supposed that his clever and articulate inclusion of the word 'inalienable' (fancy!) would sway the elves to see the wisdom of his argument.

Frogdog's clever corpse remains pinned to a post in the perimeter wall. It is held there, a foot from the ground, by two long white arrows, one through each eye socket - each of them tipped with an irrefutable point of the Elven counterargument.

Thus the formal promotion of Rogo to Tribal Shaman.

Yay.

Rogo thinks that arguing with elven patrols is a crap job. At best it is stupid, generally fatal. Not something Rogo wants any part of. In fact, there

¹ *fist of Earendavin :: The Earen Daavinim (elven :: white wasps) are the fanatic, elite elven special forces that man the high walls of Earendahl in times of war. They are specially trained to kill groups of elite enemy units (flights of dragons and entire columns of giants) swiftly and mercilessly using wickedly

well-coordinated, magically augmented squad tactics and elite martial skill. During peacetime they patrol the white mountains enforcing the Regent's peace. A group of three Daavinim are called a *finger*, six are a *hand*. Nine or more are called a *fist*. A fist of Daavinim is a seriously formidable fighting force. (CR 25+)

is little in the job of shaman that interests Rogo. Rogo only wants to learn more mojo. Not just the scruffy, fleabitten mojo that Frogdog taught him, but the proper, paper mojo of the Eternii.

Frogdog told stories of enormous elven rooms called braries stacked to the sky with mojo papers collected over centuries by the Eternii storm mages. Delcinekess, Krokarm, Elemnar and Sayzialia the Cloud Marshal. Mighty, legendary mages, storm summoners, destroyers of entire armies. Rogo knew all the stories by heart from an Eternii book his sire had given him when the sparks first began dancing unbidden at his fingertips at the age of seven. With her last words his mother had told him he was born to call the godswrath from the sky.

So that's what he would do. Go to Earendahl; demand passage through the White Gate; demand he be allowed to study at the Academy of Storms. Then he would see a brarie for himself. There he could read all he wanted - learn all there was to learn and someday harness the godswrath to do his bidding, like his mother said he would.

Rogo is done with preserving foul animal hides, healing bonk wounds, cleaning up wolf crap and boiling rotted lizard hearts to make nobonk for these idiot ogres and their pathetic slaves. The time has come to put all that in the past.

But first things first. If Rogo is going to stand before the White Gate, make a demand and not get wasped like poor, stupid Frogdog, he was going to need some help, someone to speak for him. It is time to make a change. A drastic and permanent one:

Rogo needs to make some new friends; Rogo is going to switch sides.

Humans and Elves taste like shit anyway.

ROGO

CR 3

Male Kobold Shaman 4

CG Small humanoid (reptilian)

Init +3; **Senses** Darkvision (60 ft.), Perception +17,

DEFENSE

AC 18, **touch** 15, **flat-**

footed 15 (+1 size, +3 Dex, +1 natural, +1 deflection, +2 *Leather (Small), +1 *Ring of Protection +1,)

hp 45 (4d8)+13

Fort +4, **Ref** +4, **Will** +8

OFFENSE

Speed 30 ft.

Melee *spear* +1 (small/wield one step greater no penalty/shocking burst) +8 (1d6+2/x3)

Ranged *spear* +1 (small/wield one step greater no penalty/shocking burst/thrown) +10 (1d6+2/x3)

Melee *longspear*

(small) (two handed) +5 ((two handed) 1d6+1/x3)

Ranged *crossbow, light (small)* +7 (1d6/19-20)

Ranged *sling (small)* +7 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Charm,

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 14, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 17

Feats Alertness, Improved Familiar, Kobold Ambusher, Skill Focus (Perception)

Skills Acrobatics +3, Appraise +2, Bluff +3, Climb +1, Craft (Untrained) +2, Diplomacy +7, Disguise +2, Escape Artist +3, Fly +5, Handle Animal +9, Heal +10, Intimidate +2, Knowledge (Nature) +8, Linguistics (Elven) +3, Perception +17, Perform (Untrained) +2, Profession (Cook) +9, Ride +3, Sense Motive +6, Stealth +14, Survival +4, Swim +1, Use Magic Device +3,

Languages Common, Draconic, Dwarven, Elven

Special Qualities Armor, Channel (2d6, DC 14, 3/day), Crafty, Darkvision, Familiar's Alertness ability active, Healing, Hex, Life (Spirit), Life (Wandering Spirit), Normal Speed, Orisons, Spirit, Spirit Animal, Spirit Magic, Wandering Spirit, Weakness, Weapon and Armor Proficiency, +1 Bonus Feat,

Possessions *ring of protection +1; spear +1 (small/wield one step greater no penalty/shocking burst); robe of useful items; leather (small); potion of cure moderate wounds (x5); potion of cure light wounds (x10); potion of barkskin +2; oil of keen edge; longspear (small); Crossbow, Light (Small) ; Sling (Small) ;*

Shaman: Spells per Day: (4/4/3/ DC:15+spell level),

Spells: 0th: Daze, Stabilize, Bleed, Touch of Fatigue. 1st:

Charm Person, Cure Light Wounds x2, Entangle. 2nd: , Cure Moderate Wounds x3

SPECIAL ABILITIES

Armor (Ex) Kobolds have a +1 natural armor bonus.

Crafty (Ex) Kobolds gain a +2 racial bonus on Craft

(Trapmaking), Perception, and Profession (Miner) checks.

Craft (Traps) and **Stealth** are always class skills for a kobold.

Darkvision Kobolds can see in the dark up to 60 feet.

Familiar's Alertness ability active (Ex) PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.

Healing (Su) A shaman soothes the wounds of those she touches. This acts as cure light wounds, using the shaman's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours.

Hex A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is 16.

Life (Spirit) Spirit Magic Spells: detect undead (1st), lesser restoration (2nd), neutralize poison (3rd)

Life (Wandering Spirit) Spirit Magic Spells: detect undead (1st), lesser restoration (2nd), neutralize poison (3rd)

Normal Speed (Ex) Kobolds have a base speed of 30 feet.

Spirit (Su) A shaman forms a mystical bond with the spirits of the world. She forms a lasting bond with a single spirit, which grants a number of abilities and defines many of her other class features. If the shaman takes levels in another class that grants a mystery (such as the oracle), the spirit and mystery must match, even if that means one of them must change. Subject to GM discretion, the shaman can change her former mystery or spirit to make them conform.

Spirit Animal (Ex) A shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability. A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells like a witch's familiar does, the spirit animal serves as her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

Spirit Magic A shaman can spontaneously cast a limited number of spells per day beyond those she prepared ahead of time. She has one spell slot per day of each shaman spell level she can cast, not including orisons. She can choose these spells from the list of spells granted by her spirits (see the spirit class feature and the wandering spirit class feature) at the time she casts them. She can enhance these spells using any metamagic feat that she knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

Wandering Spirit (Su) A shaman can form a temporary bond with a spirit other than the one selected using her spirit class feature. She must make this selection each day when preparing her spells. While this feature is active, she gains the spirit ability granted by the spirit. She also adds the spells granted by that spirit to her list of spells that she can cast using spirit magic. She does not add the hexes from her wandering spirit to her list of hexes that she can choose from with the hex class feature.

Weakness (Ex) Dazzled in bright light.

+1 Bonus Feat GM awarded PC with +1 feat.

7. Ogre Quarters

This large natural limestone cavern was carved over time by a small subterranean river. Some inhabitants in unremembered history smoothed the floor, lived their lives and left it abandoned. A year ago Skaa moved his band in here.

There is a stream at the rear of the cavern that is swift and shallow (3' at it's deepest) the water is clean and clear. The ogres bathe regularly in the pool at the west end of the stream (At Sakoor's insistence) and maintain a tidy latrine at the Northeastern pool. Harmless fingerling sized albino cave fish can be found in each pool. A group of largish frogs (fist sized) live here as well and fill the cavern with their croaking from dusk until dawn.

Occasionally a family of giant racoons will come to the stream to drink, bathe and hunt frogs. Sakoor has made it clear that they are to remain

unmolested though the wolf pups have not gotten the memo and may be found chasing them about the cavern from time to time. The racoons, attracted to shiny bits of treasure scattered about the sleeping area at C, often trespass into this space to swipe trinkets. If the ogres catch them, they toss them into the river. This is the most severe punishment that Sakoor will tolerate for them. What began as punishment has become a game though for the racoon kits and Forrow, the Ogre bands runt, can often be seen chasing the racoons around and tossing them into the stream.

Raccoons, Giant 2 adults 4 kits.

A. Kitchen

This food preparation area is where the PCs will be awakened by Rogo. They are hanging in the larder awaiting preparation by Krymka the cook. When the PCs awake, Krymka is away at the stream to the cave's rear filling a cauldron with water. He will be back in 3 rounds.

Rogo will hit each character with a Cure Serious Wounds spell (healing 2d8+2 hp). He will also hand them each a "nobonk drinkin'" that contains a cloudy liquid that smells like rotted frog hearts (which it contains) but is actually a cure light wounds potion with 3 draughts in it.

B. Stuff

C. Barracks/ Sleeping Area

This space is the sleeping area for most of the ogre warriors except Skaa, the chieftain, who has private quarters at 7F. And two others who sleep in the lowest floor of the tower at area 2.

SAKOOR REDFIST	CR 5
Male Ogre Humanoid 4 / Fighter 2 CE Large humanoid (giant) Init +0; Senses Darkvision (60 ft.), Perception +7,	
DEFENSE	
AC 20, touch 9, flat-footed 20 (-1 size, +5 natural, +4 *Hide (Large), +2 Heavy Shield) hp 91 (4d8)+(2d10)+42 Fort +15, Ref +3, Will +5, +1 Will vs. fear	
OFFENSE	
Speed 30 ft. Melee <i>greatclub</i> +1 (<i>large/obsidian/wield one step greater no penalty</i>) +15 (2d8+9) Melee <i>shield, heavy wooden (large)</i> +12 (1d6+4) Ranged <i>throwing rock (ogre - 2h)</i> +2 (2d6+8) Ranged <i>javelin (large)</i> +4 (1d8+8) Space 10 ft.; Reach 10 ft.	
STATISTICS	

Str 26, Dex 10, Con 22, Int 8, Wis 10, Cha 5
Base Atk +5; CMB +14; CMD 24
Feats Iron Will, Shield Proficiency, Toughness, Two-Handed Thrower, Weapon Focus (Club)
Skills Acrobatics -5, Appraise -1, Bluff -3, Climb +8, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist -5, Fly -7, Intimidate +1, Perception +7, Perform (Untrained) -3, Ride -5, Stealth -9, Survival +4, Swim +7,
Languages Giant
Special Qualities Bonus Feats, Bravery, Darkvision,
Possessions *greatclub +1 (large/obsidian/wield one step greater no penalty); shield, heavy wooden (large); hide (large); cloak (dex -2/ natural armor bonus (enhancement) (+1)/ save bonus (resistance) (+2)/ skill bonus (competence) (survival +4)); uniform (soldier's/large); potion of cure light wounds (x2); potion of cure moderate wounds (x2); potion of hide from animals; throwing rock (ogre - 2h); javelin (large) (x4);*

Sakoor Note: Sakoor is the subchief, he is actually tougher than the current leader but not as smart. He is somewhat resentful that Skaa is the chief because the Ogre way is generally: *might makes right*. Sakoor is not to the point of open rebellion, but he is nearing that point. Rogo is aware that Sakoor is tougher than Skaa and has been known to play a bit of politics to get his way. Not too much though.

Farrow Note: Farrow is the smallest of the Ogre warriors (no stat changes, just physically a bit smaller.) He tends to get the crap jobs (maintaining the latrine for instance.) He does not mind too much. Farrow has 5 points in Animal handling (Giant raccoon) and has thoroughly befriended the racoon family that frequents the stream within the cavern.

REDFIST CLAN WARRIOR (MH4/F1) CR 4

Male Ogre Humanoid 4 / Fighter 1
 TN Large humanoid (giant)
Init +1; Senses Darkvision (60 ft.), Perception +6,

DEFENSE

AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +5 natural, +4 *Hide (Large),)
hp 72 (4d8)+(1d10)+30
Fort +11, Ref +2, Will +3

OFFENSE

Speed 30 ft.
Melee *greatclub (large)* (two handed) +10 ((two handed) 2d8+10)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 25, Dex 12, Con 20, Int 7, Wis 10, Cha 5
Base Atk +4; CMB +12; CMD 23
Feats Iron Will, Power Attack, Toughness, Weapon Focus (Club)
Skills Acrobatics -2, Appraise -2, Bluff -3, Climb +9, Craft

(Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist -2, Fly -4, Intimidate -3, Perception +6, Perform (Untrained) -3, Profession (Soldier) +4, Ride -2, Stealth -6, Swim +4,
Languages Giant
Special Qualities Bonus Feats, Darkvision,
Special Abilities Darkvision (Ex)
Possessions *greatclub (large); hide (large); Backpack (Large) [Bedroll (Large); Flint and Steel; Rope (Hemp/50 ft.); Torch (x10); Rations (Trail/Per Day/Large) (x5); Waterskin;]; Pouch (Belt/Large) ; Waterskin , 33cp, 44sp, 51gp, 1 x 50gp gem.*

Skaa Ogre Subchief Humanoid 5 + 2 levels of fighter.

D. Latrine

E. Area

F. Skaa's Quarters

Skaa's quarters are not much different than you would expect except for the drafting table and tools against one wall. The room is unnaturally chilly. (just above freezing). The northwestern corner of the room is covered in a huge winter wolf pelt (acts as a crude cloak of warmth, worth 1000gp). This wall is adjacent to an undiscovered room behind an undetected secret door of ancient Dwarven make. If the pelt was not here the temperature in this room would be well below freezing.

On the drafting table are the plans for the fortress and the magical drafting supplies

There are several crates and barrels containing luxury goods and provisions worth 500gp total as well as Skaa's personal loot in a locked wooden chest (DC19 to pick) The chest contains 1333gp, 440sp, 21pp, a set of 4 matched emeralds worth 500gp for the set, a wand of magic missiles with 22 charges. On and around the drafting table are the following items of interest:

- a short ream of fine drafting parchment (200 sheets 24" x36" (rough) worth 100gp),
- an ornate box containing 2 set of 6 griffin feather quills of varying weights. The quills require no ink and deliver smooth dense lines of various weights. One set has black ink, the other sepia colored (1250gp for each set).
- a smaller box inset into the quill set contains several small, smooth pink stones of various shapes. When rubbed lightly across any lines drawn with any of the quills, they act as perfect erasers. With other inks, the erasure is good but not perfect (250gp for the set)

SKAA - REDFIST OGRE CHIEFTAIN CR 9

Male Ogre Humanoid 4 / Expert 3 / Fighter 4

TN Large humanoid (giant)

Init +1; **Senses** Darkvision (60 ft.), Perception +14,

DEFENSE

AC 20, **touch** 11, **flat-footed** 18 (-

1 size, +1 Dex, +5 natural, +1 dodge, +4 Heavy Shield)

hp 158 (4d8)+(3d8)+(4d10)+77

Fort +15, **Ref** +4, **Will** +7, +1 Will vs. fear

OFFENSE

Speed 40 ft.

Melee *greatclub* +1 (*large/obsidian/wield one step greater no penalty*) +18/+13 (2d8+8)

Melee *shield, heavy steel* +2 (*large/arrow deflection*) +15 (1d6+3)

Ranged *ogre throwing rock* +7/+2 (2d6+7)

Ranged *javelin (large)* +9/+4 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 25, **Dex** 13, **Con** 22, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +17 (+19 bullrush); **CMD** 29 (31 vs bullrush)

Feats Alertness, Armor Proficiency, Light, Barroom Brawler, Bludgeoner, Combat Reflexes, Deflect Arrows, Dodge, Improved Bull Rush, Iron Will, Power Attack, Simple Weapon Proficiency, Toughness

Skills Acrobatics (Jump) +4, Appraise +2, Climb +11, Craft (Untrained) +2, Diplomacy +7, Fly -2, Handle Animal +6, Intimidate +14, Knowledge (Engineering) +9, Linguistics(Common, Dwarven, Elven) +5, Perception +14, Profession (Architect) +5, Profession (Engineer) +11, Profession (Soldier) +8, Sense Motive +3, Stealth -3, Survival +6, Swim +10,

Languages Common, Dwarven, Elven, Giant

Special Qualities Armor Training, Bonus Feats, Bravery, Darkvision,

Possessions *greatclub* +1 (*large/obsidian/wield one step greater no penalty*); *shield, heavy steel* +2 (*large/arrow deflection*); *ogre throwing rock* (x3); *javelin (large)* (x2); *chainmail* +2 (*large/dragonhide*); Pouch (Belt/Large) ; Backpack (Large) | Bedroll (Large); Flint and Steel; Rope (Hemp/50 ft.); Torch (x10); Rations (Trail/Per Day/Large) (x5); Waterskin;]; Waterskin ;

G. Undiscovered Room

The door to this room is cleverly engineered to rely upon the rime of ice that surrounds it for smooth operation. If the anvil is removed the door will no longer function at all.

Ambient temperature in this room is -50 degrees F. PCs without magical protection of some sort will take 1d4-2 points of damage per round that they remain in the room. In the room's center is what at first appears to be an oddly shaped block of ice. This block is actually a cold forging anvil (used to forge mithril steel and Eog (petrified live oak sap)) This highly enchanted anvil chills everything placed upon it to about -100 degrees

F. This is liquid nitrogen temperature so it is actually quite dangerous and/or fun to play with.

There are 4 ice mephitis hanging out in the room they will be angered by any intrusion. If the winter wolf pelt on the exterior wall is disturbed there is a 75% chance that a mephitis will phase(ish) through the wall to investigate. If it sees anyone but Skaa, it will attack. 1d3 additional mephitis will join the melee each round until all 4 are outside the room. When the first mephitis is killed all of the others in the room will attempt to summon an additional mephitis. 25% chance each. Each may make only one attempt, though successfully summoned mephitis may also attempt a single similar summoning.

4 ICE MEPHITS (may summon more) CR 3

Male Ice Mephitis Outsider 3 (xp 800 each)

TN Small outsider (cold)

Init +6; **Senses** Darkvision (60 ft.), Perception +6,

DEFENSE

AC 17, **touch** 14, **flat-**

footed 14 (+1 size, +2 Dex, +3 natural, +1 dodge,)

hp 13 (3d10)+3, Fast Healing 2

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

Immunities Cold,

Weaknesses Vulnerability to Fire,

OFFENSE

Speed 30 ft. Fly 40 ft. (Average)

Melee *claw* +5/+5 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Breath Weapon (15' cone of ice, 1d4 cold damage, DC 13),

Innate Spell-Like Abilities: *chill metal* (DC 14, 1/day) *magic missile* (1/hour)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 16

Feats Dodge, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency

Skills Acrobatics +2, Appraise -2, Bluff +8, Climb +1, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +10, Intimidate +2, Perception +6, Perform (Untrained) +2, Ride +2, Stealth +12, Swim +1,

Languages Auran, Common

Special Qualities Darkvision, Fast Healing 2, Summon (Ice Mephitis), Vulnerability to Fire,

Possessions none

Innate Spell-Like Abilities: *chill metal* (DC 14, 1/Day) *magic missile* (1/Hour)

Spells: none

SPECIAL ABILITIES

Breath Weapon (Su) An ice mephitis can unleash a 15' cone of ice every 4 rounds as a standard action that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A reflex save (DC 13) halves the damage and negates the sickened effect

Fast Healing (Ex) Regain 2 hp/round when in areas below freezing.

Immunity to Cold (Ex) You never take cold damage.
Summon (Ice Mephit) (Sp) Summon 1 Ice Mephit, 25% (Level 2)
Vulnerability to Fire (Ex) You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Icwalking (Ex) This ability works like the spider climb spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.
Snow Vision (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

An Ice elemental has been bound to the anvil and will attack any intruders with the intent to kill them. It will not follow fleeing PCs outside the cave.

LARGE ICE ELEMENTAL	CR 5
Male Ice Elemental, Large Outsider 8 TN Large outsider (air, cold, elemental, extraplanar, water) Init +5; Senses Darkvision (60 ft.), Perception +11, Snow Vision,	
DEFENSE	
AC 17, touch 10, flat-footed 16 (-1 size, +1 Dex, +7 natural,) hp 77 (8d10)+24 Fort +9, Ref +7, Will +2 DR 5/- Immunities Cold, Critical Hits, Flanking, Paralysis, Poison, Sleep, Sneak Attacks, Stunning, Critical Hits Weaknesses Vulnerability to Fire,	
OFFENSE	
Speed 20 ft. Swim 60 ft., Burrow (ice and snow only) 20 ft. Melee <i>slam</i> +12/+12 (1d8+5) Space 10 ft.; Reach 10 ft. Special Attacks Cold (slam,1d6), Numbing Cold (DC 17),	
STATISTICS	
Str 20, Dex 12, Con 17, Int 6, Wis 11, Cha 11 Base Atk +8; CMB +14; CMD 25 (can't be tripped) Feats Cleave, Great Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency Skills Acrobatics +1, Acrobatics (Jump) -3, Appraise -2, Climb +5, Craft (Untrained) -2, Escape Artist +1, Fly -1, Intimidate +11, Knowledge (Planes) +9, Perception +11, Ride +1, Stealth +8, Swim +13, Languages Aquan Special Qualities Can't Be Tripped, Darkvision, Ice Glide, Icwalking, Vulnerability to Fire, Possessions	
SPECIAL ABILITIES	
Can't Be Tripped (Ex), Immunity to Cold (Ex), Immunity to Critical Hits (Ex), Immunity to Flanking (Ex), Immunity to Paralysis (Ex), Immunity to Poison (Ex), Immunity to Sleep (Ex), Immunity to Sneak Attacks (Ex), Immunity to Stunning (Ex).	
Vulnerability to Fire (Ex).	
Cold (Su) An ice elemental's slam does an additional 1d6 cold damage. Numbing Cold (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round.	

Vocab:

Dictionary note: Culture study: Bonk. A sidebar that covers bonk and related vocabulary/history.

bonk (orcish, elven, common) :: noun 1. A game originally taught to kekork (vermin) tribesmen by Elven patrolmen. Participants take turns hitting one another as hard as they possibly can – usually in the face or head – with whatever blunt weapon is named for use. (most common is fists, but rocks and clubs are used as well) The winner is the last one conscious. [Cultural note: Bonk is used for gambling, general entertainment, settling disputes and for selection of new chieftains. It is wildly popular throughout the White Mountains. Vermin soldiers will often carry their favorite 'bonkenstone' in their possessions sack.]

bonkenboss (orcish) :: noun 1. Chief 2. The toughest local person. 3. Badass. adj. 1 tough 2. facially disfigured.

bonkenboss (common, elven, slang (chiefly military)) :: noun 1. an extremely unattractive woman (person)

bonkendis (orcish) :: adj. 1. disoriented or woozy due to recent head injury. 2. brain damaged.

bonkendisis (orcish) :: adj. 1. seriously fucking stupid 2. brain damaged 3. killed by blunt trauma to the head.

bonkenstone (orcish, elven, common) a stone specially selected and cherished for its usefulness in bonk. Often seen as a prized possession and good luck talisman by its owner.

dassuh (orcish) :: pronoun 1. that's, that is.

dem (orcish) :: universal singular third person pronoun 1. he, him, his, she, her, hers, it, its

demsem or **dey** or **deysem** (orcish) :: universal third person plural and/or possessive pronoun 1. them, they, their

dogga (elven, informal) :: vb. Inf. 1. To wait in hiding, quietly, stealthily. [usage note: doggatat! (imperative form of dogga) means, roughly, hang on! It implies the wait will be momentary and that one should stay alert and hidden/ quiet.]

eetyek (orcish, elven, common) :: noun, disparaging 1. Elf licker. Lit. one who is too close to the elves or too ready to do as they bid. Lit. Elf licker [eet phonetic from Eternii (elven) elf + yekka (orcish, elven) to lick. [Cultural note: This is a fighting word. Amongst vermin, its use often presages a coup attempt. At a minimum, someone is getting punched.]

fayfay (orcish) :: adj. 1. shiny or ornate, fancy.

longbonk (orcish, elven, common) bonk played at range with stones. Popular with ogres and giants. Dodging incoming stones is considered cowardly, though blocking with a held stone or catching an incoming stone is acceptable.

mem (orcish) :: universal singular first person pronoun 1. I, me

memsem or **meysem** (orcish) :: universal first person plural and/or possessive pronoun 1. we, my, us, our.

nobonk or **nehbonk** (orcish) :: noun 1. Healing potion 2. Healing spell.

nosee or **nehsee** (orcish) :: noun 1. invisibility potion. 2 invisibility spell.

noseee esht (orcish):: adj. adv. 1 invisible

skexfakken (Elven) :: noun, vulgar 1. grandmotherfucking [Skex – grandmother or skexis (clan matriarch) + fakken present tense of fakka (to fuck)]

skexisfakken (elven military slang) :: 1. No fucking way. 2. You've got to be kidding. 3. Get the fuck out of here. [skexisfakken (fucking the queen's mother) [usage note: each syllable is drawn out very long when spoken and generally each syllable is given strong emphasis.]

sooba (pidgin Elven/ Common) :: adverb 1. so 2. very

poobah bonkenboss (orcish) :: noun 1. King 2. simultaneous ruler of two or more clans [poo (big) + bah (one) + bonkenboss]

mahbba (elven) :: vb inf. 1. To worry

mahbim (elven) :: noun 1. worries 2. troubles

nehma or **nehmahb** or **nehmahbah** (elven) :: a gentling or cooing word used to soothe or settle animals. [neh (no) + mahba (worry)]

nehmahbim (elven, informal, familiar) :: 1. No worries. 2 It's fine. 3 You're welcome.

rok (orcish slang) :: noun 1. (erect) penis. [usage note: misunderstandings often occur in dialogs with giantkin]

shinee (Elven, orcish, common) :: exclamation 1. fine 2. good enough 3. excellent 4. very well 5. understood

yem (orcish) :: universal singular second person pronoun 1. you.

yemsem or **yeysem** (orcish) :: universal second person plural and/or possessive pronoun 1. you all. yours all. all of yours's

Wandering Monster Table: Alpine Subarctic – Northern and Central White Mountains			
	Owl Bear		
	Wolf Subtable		
	Ice Tortoise	1	2
	Treant	1	2
	Snow Serpent	1	1
	Snow Ghost	1	1
	Bear, Black	1-2	4
	Bear, Brown	1-2	4
	Bear, Cave	1	2
	Bear, Polar	1-2	3
Humanoid Subtable			
	Orc		10
	Goblin		10
	Bugbear		
	Gnoll		
	Yetis		
	Giant, Hill	1-2	
	Giant Frost	1-2	2
	Troll	1d2	5
	Troll, Argent	1	3
	Troll, Ice	1d6	5
Avian Subtable			
	Owl, Giant	1-2	10
	Eagle Giant	2-5	10
	Griffon	1-2	5
	Greater Griffon	1	2
	Peryton	1	3
	Dragon, White, Young	1	
	Dragon, Green, Young	1	
	Dragon Silver, Young	1	
	Wyvern, Snow	1d4+1	
Undead Subtable			
	Skeleton	2d8	10
	Zombie	2d8	10
	Ghoul	1d6	10
	Wight	1d4	5
	Ghost	1	1

Northern/ Central White Mountains (Level 1-5) (subarctic, mountain, forest) wolf subtable			
	01-20	Wolf 1-4	
	21-25	Wolf 1d6+3	
	26-45	Timber Wolf 1-3	
	46-50	Timber Wolf 1d6+3	
	51-70	Dire wolf 1d2	
	71-75	Dire Wolf 1d4+1	
	76-85	Winter Wolf 1	
	86-90	Winter Wolf 1d3	
	91-98	Gulscaru 1	
	99-0	Gulscaru 1d3	

- LIBRARY**

Originally a pagan temple, the garrison converted this huge room into a library and common area. The books still sit upon the shelves, in 12' tall, glass faced teak book cases enchanted to protect them against heat, cold and moisture. They are more or less completely undamaged. There are 1700 volumes or so, including an excellent collection of South Island atlases, navigation maps, rutters and log books. The atlases, etc (63 volumes in all) are worth upwards of 200gp each and the rest of the volumes combined would likely fetch as much as 5000gp.

Currently this area is the communal resting/ sleeping area for the White dragons and the bulk of their treasure lies in this room. Spread carelessly about from wall to wall in uneven heaps and piles.

Treasure: 523,000 Iron pieces (obsolete small kingdom currencies), 172,000 cp, 96,000 sp, 91,000 gp, 6,400 pp. 74 Items of jewelry worth 200 gp each. 88 gemstones worth a total of 35,000 gp. 3 ornate chests (500 gp each), Huge platinum chandelier (25,000 gp value), 19 adamantite ingots (2000 gp each), 4 matching 5' high urns of gold (1500 gp each), 15 flawless Winter Wolf Hides (500 gp each), 16 Giant Sized Jeweled Weapons (350 gp each), 3 Magic Shields [], 3 suits of armor [], 12 +1 nm weapons [300 gp each], etc.

- A stuffed rooster that crows once at sunrise.

- A Tiger's Eye egg that rolls jerkily while seeking the highest point in a room. It will climb all but nearly vertical inclines. Once it reaches the top point it will stop until touched, then it will seek the lowest point in the room in similar fashion. (This is a magical cat toy)
- 6 small blue songbirds in a delicate golden cage. The birds can each carry about half a pound, understand common reasonably well and will do errands for the cage's owner.
- Platinum and crystal wind chimes that warm the winds that pass over them.
- A matched pair of carved wooden mugs that will turn any liquid placed within them into a stout, frothy ale.
- A small obsidian statuette of a bat. When touched the statuette explodes into a cloud of whirling, screeching, illusory bats which will fill all but the largest rooms for 5d6 seconds.
- A stuffed beagle that barks at strangers and growls at illusions. It teleports at random intervals to different rooms of an estate.
- A ball of colorful woolen yarn. When tossed it will summon 1d4 playful kittens who will bat it around for several minutes before disappearing.

1. **SEA TERRACE**

This balcony looks out over the open ocean. In fact a fishing line dropped from the edge will find its way forthrightly into the water. The garrison troops used this fact to constant effect and the remains of their gear can be found scattered about.

The Dragon's have left the large stained glass windows here intact... they depict dragons in flight over shining seawater. They use the door to the balcony to give them access to this area which they use as a bathing porch.

2. **FOYER**

3. **HALLWAY**

4. **KITCHEN**

5. **STAIRWELL**

Stairs Here lead both upward to the first floor and downward to 8 In the basement

6. **STAIRWELL**

Stairs here lead upward to Room 7 in the Keep level.

7. **HALLWAY**

Someone has tried - possibly repeatedly - to remove the charring from the stone walls of this small connecting corridor. They have failed. Not only is there dramatic charring from floor to ceiling and on all 4 walls, but several of the stones surrounding the door to Room 10 appear to have been partially melted.

8. **STEWARD'S QUARTERS**

The sturdy iron door to this room is locked. A sign on the door says "Danger! Fire!" In seven different languages It does not appear that the dragons have been through this door.

This room was formerly the quarter's for the garrison commander's steward. His modest bed and desk are still present, in perfectly kempt military order. In each corner of this room stands a man sized suit of full plate mail with bastard swords and shields. These statues, if closely observed will give the impression that they are aware of events in the room, though they do not appear to move.

The statues are inert Enhanced Iron Golems: STATS[] They will activate if any attempts are made to open the door at 11.

Treasure: embedded in the breastplate of each iron golem is a first sized piece of Elemental Obsidian worth 5,000gp each. These stones provide a very powerful augment fire effect in a 5' radius, such that the damage received from fire attacks is increased by 2 hp per die. The effects do not stack if the areas of effect overlap. If removed from the golems the effect is

reduced to +1 and will fade over the course of a year if not magically stabilized.

9. GARRISON COMMANDER'S QUARTERS

WYVERN	CR 6
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XP 2,400

N Large dragon

Init +5; Senses darkvision 60 ft., low-light vision, scent, Perception +18

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 99 (7d12+28)

Fort +9, Ref +6, Will +8

Immune magical sleep, paralysis

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee bite +10 (1d8+4)

Melee crush +10 (2d6+4)

Melee sting +10 (1d6+4)

Melee wing +5/+5 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks grab, poison (DC 17), rake

STATISTICS

Str 19, Dex 12, Con 18, Int 7, Wis 12, Cha 9

Base Atk +7; CMB +12 (+16 grapple); CMD 23

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7

Languages Draconic

SQ scent

Gear

SPECIAL ABILITIES

Grab (Ex), Low-Light Vision (Ex), Rake (Ex), Scent (Ex),

Darkvision (Ex) Range 60 ft,

Immunity to Magical Sleep (Ex), Immunity to Paralysis (Ex)

Poison (Ex) Sting--injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Encounter:

1. Come!
2. Attacking kobold
3. Eats for 2 rounds
4. Thumping.
5. Two timber wolves arrive.

6. Two more and two ogres (one is injured)

7. One more ogre and yipyap.

8-15 combat

16. Sakoor, Alpha, Skaa, 3 ogres.

6