



# Himrak War Party

A Fantasy Roleplaying Adventure 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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## INTRODUCTION

To the north of Kalendia, the Contested Lands veil the location of an orcish strike force standing by for their dark lord's commands. Mogor the Retributor, Master War Chief of the orc nation, is responding to his most favorite calling – revenge. The Himrak, Mogor's elite commando clans, are poised to carry out specific missions to cause anguish and chaos in West Wood. One such mission involves the search for and seizure of an orc traitor and the securing of an ancient orc outpost. The adventurers have the misfortune to intercept the *Himrak War Party*!

*Himrak War Party* is a fantasy role-playing adventure for the D20 System and requires the use of the *Dungeons and Dragons* 3rd Edition *Player's Handbook*, published by Wizards of the Coast. The adventure is designed for four 4th- to 6th-level characters, but can easily be modified to present a challenge to larger groups or more powerful/weaker characters.

This adventure takes place in the farmlands north of the town of Weston, near the border of what is called the Contested Lands. Even though the geography and current events of the region play a part in this adventure, *Himrak War Party* can be easily modified to fit a Game Master's personal requirements.

## PREPARATION

Before running this adventure, the Game Master (GM) should read it through carefully to gain a familiarity with its layout and various features. In addition, the GM should be familiar with the rules of play, especially combat, magic, and skill checks. Whether the players use their own homemade characters or the pre-generated group that comes with this adventure, the GM should know of any skills, feats, racial abilities, or magic items that may affect game play.

While reading through the adventure, the GM will see that a series of scheduled events will unfold as soon as the first encounter is over. These moments in the timeline must happen, regardless of the party's place in the adventure.

The party, in the beginning, will be thrust into the action and will suddenly have a bit of a mystery on its hands. Depending on the players' actions, several different story lines may evolve, and the GM must be prepared to ad lib at all times. The adventure does its best to cover many possibilities, but only the GM will really know the direction of events. Ultimately, the style of adventure will depend on the style of the players' approach: if the party wishes to charge through, then it will meet with stiff resistance; if it wishes to be slow and methodical, it will achieve a different kind of success; should it choose to leave the sphere of the immediate adventure, then it will have an opportunity to re-focus.

Several sidebars include information specific to the Fiery Dragon mythos, should the GM be playing in the West Wood setting. If the characters went through *Nemoren's Vault* or *The Silver Summoning*, then they will already have a sense of the politics and history of the region.

For the best results, the party should comprise between 16-20 total party levels and include at least one ranger and/or rogue, an

elf or half-elf, and possibly a bard.

**If you are planning on playing a character in this adventure, STOP READING NOW!** The following notes are for the GM only, and reading them may spoil the secrets and fun found in *Himrak War Party*!

## ADVENTURE BACKGROUND

The Lands of Kalendia are in a state of alert. The Grand Alliance formed by the Human and Elven nations many generations ago drove the Himrak Orcs further and further away. Due to recent events, the Human and Elvish nations have shown signs of uniting once more. Mogor the Retributor, Master War Chief of the Himrak Orcs, knows that he must act within the coming weeks or all may be lost. Mogor is no fool; he has several plans to activate before he brings his forces in for a full attack. Calling upon his Himrak commando clans, he has assigned them several missions that are designed to cause chaos for the Grand Alliance. The adventure that you now read involves the execution of one such mission.

Many years ago, Dagotha, the heir apparent to Mogor, realized he was dying. Dagotha eventually learned that he was being slowly poisoned. His investigations brought him to the conclusion that Mogor lay behind the plot on his life. Enraged, Dagotha struck back at Mogor the best way he knew how--by selling information to the humans. In exchange, he received an antidote and the right to live within human territory (under Red Cloak supervision). Yet Dagotha did not reveal all of the Himrak secrets. He chose to live near the town of Hollobrae, where he knew of the location of an ancient but undiscovered orc outpost. If he were to live among humans, he would have, at the very least, an oasis of orc culture as a retreat. He befriended the lonely farmer, Aif Jenkins, whose land the outpost lay underneath. Aif lost his family to fire years ago and was glad for the company, as evil and dire as it may be. Dagotha, however, was shocked when he realized that Aif already knew of the outpost and had been using it for his own evil purposes. Dagotha's laughter filled the farmhouse as Aif revealed himself to be a doppelganger in the service of the Shadow Lord. Kith (the doppelganger's real name) acted as a spy/assassin within the region. He came to the Jenkins farm posing as summer help and eventually assumed control; with the murder of the Jenkins family, Kith eventually found the outpost. Ironically, the Jenkins knew of it as well. A personal journal kept by Aif revealed that he could not get past the main "door." He also did not understand the strange pyramid structure on top of the hill, but, for whatever reason, he chose to keep it all a secret. Kith could not believe his luck: a well disguised headquarters to carry out his dark plans! The more experienced Kith broke the seal and entered the underground structure. To his amazement, it was well preserved and many of the traps had already been sprung. Needless to say, it was deserted, save those left in the tombs . . .

Until Dagotha arrived, Kith had been operating undetected for years. Given that Dagotha had no allegiance to anyone and was a very capable operator, Kith felt the need to recruit him. He would





also know how to unlock the secrets of the outpost and exploit its true purpose. Dagotha agreed, and the two formed a strange partnership.

Within weeks, the outpost was up and running, and the pair began to assemble an underground army. Dagotha dreamed of raising an army to strike back at Mogor when the invasion finally came. Mogor, however, also knew of the outpost. Although he had no information on the nature of Dagotha's disappearance, he felt sure that his rival would travel through there sometime. He thus gave the War Party orders to seize the outpost as covertly as possible and bring him the head of Dagotha should he be there.

Late this afternoon, the Himrak War Party attacked the Jenkins farm. Posing as priests of Tera'Meta (goddess of nature and farmlands), they sacked the farmhouse while the men still worked in the fields. Knowing from scouting reports that the farm was heavily guarded, they felt surprise was best and risked the daytime attack. While some escaped, the War Party secured the area, and the clean up is underway. Yet the capture of Dagotha represents an even greater victory. The characters will find themselves in the midst of all this mayhem.

### The Situation Now

The Himrak are led by Joppavook, a 4th-level ranger, and Auck'la, a Himrak sorcerer with a strange mutation. They led the attack on the outpost directly, with convincing results. Dagotha was caught completely unaware and had little time to organize his defenses; he did, however, manage to release the spirit of Gratto the Abomination from the crypts in order to destroy the invaders. Auck'la knew the history and functions of the outpost, though, and used the transmitter to lure Gratto to his capture. Dagotha was finally trapped in the temple, trying to activate the "Last Resort" – the outpost's doomsday device.

Aif/Kith, on the other hand, fared no better. He and his men were quickly overpowered and run down. They are tied up and held prisoner in the farmhouse's cellar. Lucky for Kith, the orcs have yet to discover his hidden cache of gold and weapons, but it's really only a matter of time . . .

### SETTING THE STAGE

*Himrak War Party* works best when complimented with *The Silver Summoning*. If you choose to use it before *The Silver Summoning*, it would accentuate the threat of the orc raiders; if you use it after, the raids are the result of Mogor's revenge. The orcs are not so easily defeated!

As a scenario, *Himrak War Party* can be adapted to any campaign. The orc invaders can be Drow or any other evil entity. The threat of war need not even be an issue, as the raiders could be bounty hunters closing in on the prize of Dagotha. Hollobrae could be any small town or village desired.

To run this adventure below the recommended character levels, reducing the numbers of Himrak (and their hit points) or removing some of the outpost's traps will level the playing field. Boj's mummy could be reduced in hit points or replaced as a zombie.

Joppavook and Auck'la will need a reduction of levels and power.

The ghost of Gratto is basically imprisoned and will only have an opportunity to attack if the party does something stupid.

If the GM wishes to beef up the adventure, then Gratto can be found in Area 9a and will terrorize the adventurers as they enter the slave pits. More ogre mercenaries can be deployed, and Joppavook could use an increase in levels and power.

Unlike the typically unintelligent and brutish orcs of Karathis, the Himrak are a breed apart. They are lawful and loyal, well trained and organized. Pure blood descendants of the First Age, the Himrak are the elite of orc society. They are the foundation of orc culture, having a tradition of "art" and architecture, astronomy, history, ingenuity, and, of course, warfare. They are unaffected by daylight, and are generally slimmer in stature compared to their more barbarous brothers. They will fight with focus and bravery, using strategy to their benefit. The GM should be aware of the characters that can speak orcish. Several clues and plot points can be naturally inserted should an adventurer listen to the Himrak speak. Also, skills such as **Gather Information**, **Knowledge (Ancient History)**, **Knowledge (Local History)**, and **Sense Motive** offer great tools for adding color to the environment and a sense of gravity to the characters' actions. The more opportunities taken to peak the party's curiosity, the better.

*Himrak War Party* begins as the raid is ending. Himrak scouts are returning from hunting down the stragglers of Dagotha's secret army; they are also locking down the Jenkins farm in hopes of keeping their presence a secret. Once the war party settles, they will give themselves 24 hours and then launch a raid on Hollobrae. Their hope is that other war parties in the field of operation will link up with them at the outpost before such an attack can begin. The adventure assumes the party will be on Woodsman Road, either going to or coming from the Fiery Dragon Tavern. As the party draws closer to the farm, they will encounter the mighty Himrak.

### CHAPTER I: THE HIMRAK ARE ABROAD!

As indicated on the Area Map, the characters start the adventure traveling north/south on Woodsman Road. The party will not expect the following encounter:

Sunset approaches.

As you travel along Woodsman Road, what remains of the sunlight reaches through the canopy of leaves overhead. Just

One suggestion for adventuring in the Fiery Dragon mythos is that the party is heading to the Amaghlán stables. At the King's stables, the Red Cloak Militia is holding recruitment drives for the latest thrust into the Contested Lands. Looking to build a reputation and test their skills, the adventurers are willing to lend a hand to the cause. With this Himrak infestation, however, it appears that their help is needed right now.







on the other side of the road, to the east, you see that the forest begins to thin out and give way to a large hill that captures the light of the setting sun; to the west, the richness of the Kamer Forest carries on and on. With out warning, several husky looking shapes emerge from the western tree line and scurry across the road and back through the trees. Being several hundred feet away, it appears that you avoided detection. Yet it does not matter, for you can now hear a horse galloping through the forest behind you. You turn in time to see a large war-horse stopping on the road. Its rider has spotted you; even though he wears a priest's robes, he is obviously not a priest. Seconds later, four more figures, heavily armed and also wearing robes, break the tree line.

At this point, roll for initiative. The orcs will attack the party in an attempt to eliminate any witnesses. As the orcs approach, the party will immediately recognize its foe.

**Orcs (5): hp 12, 6, 6, 6, 4.**

**Heavy war-horse (1): hp 30.**

The orcs will fight to the death, but should the encounter go badly, one of them will attempt to escape and warn the outpost. The orcs start the battle 40 feet away. The rider will **delay** his combat action until his soldiers have engaged the party, and then he will **charge**. The party will not encounter any more orcs on the road or to the east.

After the battle, once the characters get a chance to examine the bodies, refer to Appendix I: Monster Statistics on the details of Himrak characteristics. A successful **Knowledge (Local History) check (DC14)** will reveal the Himrak for what they are immediately. If the party makes this revelation, read the following:

The Himrak are abroad! The presence of the pure breed this far south could only mean one thing: Mogor grows restless. Kalendia has been moving into the Contested Lands for many years now, each new campaign pushing the orcs to the north, testing the limits of their resolve. To reinforce this expansion, the human and elven nations have signed several treaties and updated trade agreements leading to a more prosperous relationship. Through these acts of diplomacy, proponents of a new Grand Alliance hope it will surge yet again and crush Mogor the Retributor once and for all. From the evidence you see before you, however, Mogor shows no intention of backing down.

If the party chooses to follow the two figures seen earlier (or seen again, due to a **Spot check (DC 15)**, heading to the north), the pursuit will take it up the hill. As it reaches the top, it will get a better idea of the situation at hand. This is what the party will see from the hill's top:

To the south you can see several figures out and around a farmhouse. As the sun nears the horizon, you count at least six sword glints in the fierce light. Three more can be seen out in the farmer's fields to the east. To the north, against the darkness of the forest, is a large shed.

A **Knowledge (Local History) check (DC 10)** will reveal that the farm belongs to Aif Jenkins, a local veteran who has retired to farming. Another secret **Knowledge (Local History) check (DC15)** will add that Aif is best known for his vast collection of war trophies; as well, he lost his family to a freak accident two years ago.





The GM may use this point as a platform to expand the adventure. Gadfield Bridge sounds as if it might need help. The bridge is a major part of the Weston transportation lines. Furthermore, the horses at the Amaghlan Stables form the heart of King Telavar's war machine. Should they be completely destroyed, the Himrak will suddenly change the complexion of the war. Or, the GM may wish to incorporate other scenarios that will open the scope of Mogor's military action. Yet the focus of this adventure is the Jenkins farm.

A successful **Spot check** (DC 10) will reveal that the two figures seen earlier on the road are heading toward the shed. If the characters did not make an effort to lay low as a precaution, they may be **Spotted** themselves. The orcs out in the field have the best chance of seeing them; they get a **Spot check** (DC 19) to identify the party as spies (or an **opposed roll** if the party is attempting to **Hide**). If they are spotted, then the adventurers will lose the element of surprise should they choose to advance on the house. The orcs out in the field will head back to the farmhouse, regardless of whether they see the party or not.

From the moment the party finishes fighting the orcs on the road, it will have 30 minutes until total darkness (and thus all the rules that apply). Should the party slay all the orcs on the road, those orcs will be considered missing after one hour. They were supposed to report to the outpost, but it will be assumed that they may have ended up at the farmhouse. A rider will thus be dispatched from the outpost to the farmhouse to do a little investigating; it will take him two minutes to ride across the farm. Should the rider from the road get an opportunity to signal the outpost of the party's presence, the sentries at the outpost will be on full alert. He will then ride off to the farmhouse to warn the orcs there.

**Orc Rider (1): hp 10.**

**Light Horse (1): hp 17.**

The party faces several options at this point: it can investigate the large shed, head to the farmhouse, or send for reinforcements. The last option, should it be followed, is a difficult one. The closest settlement is Hollobrae, about nine miles away. By foot (at a fast pace) the journey will take roughly three hours, while on light horse it will only take half the time. A **Knowledge (Local History) check** (DC 9) makes it known that a Red Cloak Militia force is stationed there.

## Journey to Hollobrae

Trying to find their way to Hollobrae will not be easy. There is a **50% chance/per hour** that the party will encounter something. Depending on the party's selected route and mode of travel, the GM will need to improvise on certain encounters. One situation that will be made clear to the adventurers is that the orcs are spread throughout the region. They can hear orcish howls in the night air and see their burning eyes from a far.

*Hollobrae Encounter Table (roll 1d20)*

ROLL	ENCOUNTER
1-7	Erupting from the wilderness are Himrak scouts. They consist of three shock troops and two archers. <b>Himrak Scouts (5): hp 7, 7, 6, 5, 4.</b>
8-12	Three Himrak Riders. They carry heavy lances and attempt to charge the party down. <b>Himrak Riders (3): hp 8, 8, 8. Heavy War Horses (3): hp 25, 25, 25.</b>
13-15	Seven wild dogs, all frothed up from the hatred in the night, rush the party. <b>Wild Dogs (7): hp 4, 4, 3, 3, 3, 2, 2.</b>
16-19	Refugees of Woodsman Road. Their caravan was attacked at sundown and their horses stolen. "They fought like no orcs I know!" There are six of them, with four wounded and one dying. <b>Refugees (6): hp 4, 3, 1, 1, 1, 0.</b>
20	A dark rider, the Highwayman, thunders by the party, on the way to Amaghlan.

If the adventurers reach Hollobrae, it will be in a state of alert. Red Cloak Militia will stop the party at the town gates, but they will let it pass at the mention of the Himrak. They have set up a base camp in the town square and are doing their best to gather information on the various reports of an orcish invasion. Usalon, leader of this Red Cloak chapter, will hear the party's story but will not label it a priority. The Himrak have sabotaged Gadfield Bridge as well as set fire to the Amaghlan Stables. There are other sightings near Hollobrae itself. His concern is the defense of the town, so he will not allow any of his men to go with the party. He does, however, encourage the party to head back to Aif's farm in the morning to follow up on any troop movements. He will tend to the characters' wounds and give them shelter at the Temple of Tera'Meta. They can learn more from one of the acolytes about the region's history (such as the details of Aif and his farm), and they can have any dead comrades resurrected (for a significant contribution to the temple's

### **Hollobrae (Small Town):**

Nonstandard; AL CG; 1,500 gp limit; Assets 90,500 gp; Population 1,460; Mixed (Human 95%, Half-Elf 1%, Elf 1%, Dwarf 1%, Halfling 2%).

**Authority Figures:** Mayor Kel Varnsen, human male Ari4; Forestry Guild Leader Aberwell Tegman, human male Exp6; Cotter Hanson, Guard Captain, human male Ftr3.

**Notes:** Hollobrae has experienced an economic boom since the kingdom's main forestry operations moved from Weston. Aberwell Tegman runs an honest and profitable operation, employing many rough-and-tumble types that do not feel at home in bigger cities. Cotter Hanson keeps the peace, however, and a sense of community pride has evolved. Located on the very outskirts of the frontier lands, Hollobrae welcomes most non-human travelers.





cause, of course). **Abriel (Clr6: Plant and Healing, Alchemy +8, Heal +9, Knowledge (nature) +9)** runs the temple, along with 12 acolytes (each **Clr1**) who follow various paths of faith. Characters can come to the temple when injured or sick and receive treatment with the appropriate spell (60 gp x spell level required). The temple also sells home brew *potions of cure light wounds*, for 65 gp each.

In the morning, Usalon assigns two first-level warriors (with horses if necessary) to the party and expects a report back. These NPCs will work with the party, but may refuse orders they do not like. See Appendix I: Monster Statistics for further details.

**Local Warriors (2): hp 9, 8.**

## CHAPTER II: THE JENKINS FARM

If the party has avoided detection, there will be seven orcs at the house and two in the barn. The safest route to the house is to stay on the west side of the hill and then approach from the back. Should the party take any other path, it will be subject to a **Spot check (DC 15)** from the two orcs sentries and a war dog patrolling the farm buildings. As well, three other orcs are returning from the fields. They will arrive eight minutes from the time they are first seen by the party and will join the rest of the gang in the house. They should be very difficult to ambush as they are traveling through open field.

The following encounters assume that the characters are "flies on the wall" and have chosen to check out the farmhouse first. If the party attempts to use stealth, then it may see more of the encounters; if it decides to attack outright, then the GM must devise a strategy for the Himrak's defense of the farm. (Just be aware of all the orcs' starting locations and apply logic to their actions and reactions to the presence of the adventurers.) The Himrak are not so easily intimidated and will put up a strong fight. If they know the characters are coming, then they will barricade themselves in the house (including the two from the barn), and prepare themselves for the possibility of having the house set on fire (they can use the hostages as a deterrent for such an act). The GM must also consider the timeline of indirect events and how they will come into play. For instance, if the orcs from the road encounter are thought missing by the outpost, then the orc rider will arrive to investigate. There is also the transmission beam that will light up the local sky (see *The Shed* below), occurring shortly after the characters engage the farmhouse (storyline permitting, of course).

**Orc Sentries (2): hp 6, 6.**

**War Dog (1): hp 13.**

**Returning Orcs (3): hp 6, 5, 4.**

The walls of the barn and farmhouse are made of **wood (6 in. thick; Break DC 20; Hardness 5; hp 60; Climb DC 21)**. All doors on the premises are **simple wooden (1 in. thick; Hardness: 5; hp: 10, barn doors 40; Break DC: Stuck 13, Locked 15)**. The barn is 25 feet high and the house 20 feet.

### AREA 1: The Well.

The water source for the house, the well is sturdy and clean. There

is a 100-foot drop (**10d6 points of falling damage**) to the water level below, with the bucket pulley in working order.

### AREA 1A: The Outhouse.

A simple outhouse is located here.

### AREA 2: The Barn.

As you approach the barn, a pig's violent screams pierce the air.

Two orc soldiers are in the process of slaughtering a pig for the night's feast. Parked in the barn is a large covered wagon that belongs to the orcs. Nothing of value is in there, but the stink of orc is predominant. The wagon apparently served as a troop carrier, disguised as part of the orcs' "priestly" caravan. It will provide a **+4 cover bonus** for the purposes of a **Hide check** should someone sneak up on the orcs. The two heavy horses that pulled the cart rest in separate stables. There are also two other heavy horses that belong to the farm as well as three other pigs, four goats, and 15 chickens. At the back of the barn, beside the pigpen, awaits a gruesome sight: five bodies lie in a pile and appear freshly killed. The party can deduce that this is what is left of the farmhands, but it would only be half-right. The victims were members of Dagotha's secret army, slain in the farm's defense. The orcs should not be too hard to ambush, as their concentration is more on food than anything else.

Another large farm wagon is parked in behind the barn.

**Large Wagon: requires two heavy horses (hp 19 each) to pull; carries 2 tons; travels 2 miles per hour; Hardness: 5; hp 80.**

**Orcs (2): hp 6, 4.**

### AREA 3: The Porch.

Two large windowpanes allow someone to see clearly into this area. It is empty, but a war dog appears to be taking a nap on the floor. If an alert has not been sounded, then the door would otherwise be unlocked. A successful **Move Silently check (DC14)** will allow someone to sneak in and deliver a **Coup de Grace** to the war dog. A failed attempt will wake the dog, bringing one of the orcs from Area 6 to investigate.

**War Dog (1): hp 13.**

### AREA 4: Storage Room.

This room holds firewood, tools, and other miscellaneous items. A small table against the west wall suggests that this room also serves as a workshop. The outside door to this room is locked.

### AREA 5: Greeting Area.

This room is presently empty, but the voice of a begging man can be heard coming from one of the northern rooms. A sickening crack followed by screams indicates that an interrogation is in process.







The front greeting area to the house opens to large oak stairs that lead up to the second level. Anyone in this room will hear the loud ruckus going in Area 6. Anyone who spends more than three rounds in this room will face a **25% cumulative chance per minute** that an orc will pass by or through this area. Should this happen, a **Hide check (DC 15)** at the discretion of the GM is required. The orc will head upstairs to Area 11A. The closet holds shawls, winter coats, pelts, and an array of footwear. The door to Area 10A is locked (**Open Lock DC 20**) and has a chair wedged against it.

### AREA 6: Living Area.

Once set up as a playroom for the children, this room now serves as a torture chamber. Three orcs surround a prisoner roped to a chair. All of the orcs' weapons stand against the east wall. One activity that the Himraks relish even more than war is torture. Presently, the orcs have yet to begin the questioning, preferring to "work the victim over" first. A fire heats a small pot of oil (**1d6 points of damage** if thrown like a grenade), and 3 daggers (**+2 points of fire damage**). Whenever the adventurers discover this scene, the orcs have just begun slapping and punching their prisoner.

The most dramatic scenario for this encounter would be for an adventurer, such as a rogue, to sneak into the house. The tension of a torture scene must be handled delicately. Characters of good alignment would not allow the torture to continue and would act immediately; neutral characters may pause for a moment to listen for a little information first, and should this happen an orc from Area 11A will race down into the room and stop the proceedings. Their wounded brother is upstairs, dying. At this point, all of the orcs on the main level will head upstairs. Now, several more options open up: does a character take the opportunity to

free the prisoner? Does he call in the rest of the party and rush the orcs all at once? Should this second option play out, the orcs will spend six minutes in Area 11A until they come back downstairs.

Should the orcs be alerted, the torture will stop immediately while the defense of the house becomes the priority.

If a fight breaks out, the orcs from Area 8 will join the fray in one round. If the orcs are cut off from their weapons, they will use the torture items to defend themselves; remember also that the Himraks wear studded gauntlets (as a gauntlet with spikes). They will fight to the death.

The prisoner's name is Hadit. The orcs are very curious as to why a collection of human farmhands would have a connection to the outpost. The orcs have their suspicions of the farm being a front for the outpost, but they do not know why humans would use an orc stronghold against their own kind. They do not trust the "farmhands," but have been told to keep them alive until further orders. Hadit is grateful for the rescue, but will tell the party nothing of the farm's true purpose. He will try to escape the first chance he gets, including freeing himself as the party deals with the orcs. On his arm is a brand that the party may see, which would reveal him as a lifetime inmate in the King's prisons. He will be defensive, but will attempt to divert the party's attention with some other revelation (such as the hostages downstairs).

**Orcs (3): hp 4, 4, 4.**

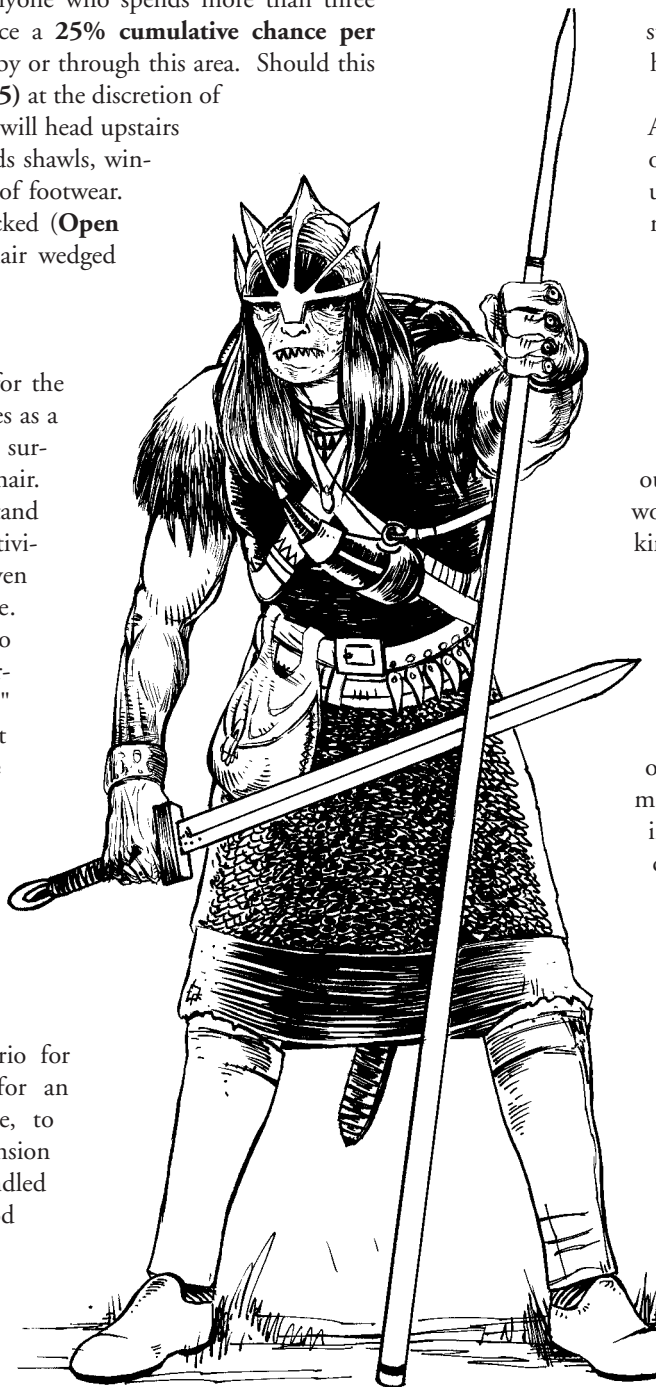
**Hadit, secret army prisoner (1): hp 2.**

### AREA 7: The Kitchen.

A large table sits in the middle of this room full of kitchenware and tools. The cooking pit is on the east side, and a washtub to the north. There are several windows that are all unlocked. No orcs are here, but the cooking pit has been stoked in anticipation of the pig, slaughtered at the barn (Area 2).

### AREA 8: Eating Area.

If the three orcs from the field make it to the house, they will end up here. A beer keg rolled up from the storage room stands open, to the delight of the orcs. The Himraks love human beer, acquiring a taste for it from their numerous raids on human settlements. While the GM must decide the orcs' level





of intoxication, they are drinking freely to their dying brother in Area 11A. This room contains a table and five chairs for regular meals; in the northwest corner sits a sewing wheel.

**Orcs (3): hp 6, 5, 4.**

### AREA 9: Family Room.

Meant for more festive occasions and formal family gatherings, the family room is the most luxurious room in the house. There is a couch, large reading chair, and love seat situated around the fireplace. Hanging over the fireplace is a masterwork woodsman's axe worth 450 gp (**Appraise DC 10**); its shaft is made of **Darkwood**, and it deals out 1d12 points of damage. In the dining area is a polished oak table with eight chairs. Piled on the table are five silver goblets (300 sp each), one opal brooch (25 gp), an ivory statue of a tiger (100 gp), 200 sp worth of silverware, and one gold-rimmed plate (20 gp). On the floor is a **locked iron trunk (2 in. thick; Hardness 10; hp 50; Open Lock [DC 30]), with a Blade Trap (CR 1; +2 melee [1d4]; Search [DC 20]; Disable Device [DC 20]; 2 in. thick; Hardness 10; hp 50)**. A character that disarms the lock will find 2,000 gp inside. Searching through the gold will also reveal a *potion of cure moderate wounds*. This is the treasure that Kith kept in the house. Kith also has a total of 5,000 gp of treasure buried in and around the farm: and only *he* knows the location of it all.

Unless combat has spilled over into this area, this room is normally empty.

### AREA 10A: Storage/ Wine Cellar.

As stated earlier in Area 5, the door is locked and barred – because it holds four prisoners, including Aif/Kith. All are members of Dagotha's secret army. Even though members of the secret army know that they are part of a dark organization, they do not know their true purpose. None of them know Aif's true identity; they assume that he is the old soldier that he appears to be. Aif is their Sergeant, Dagotha their leader. They believe in Dagotha, as a leader and protector, for many of the recruits are criminals or lost souls. Even though the Secret Army is being trained as a guerrilla strike force, all of its recruits participate in the running of the farm. It is their food source and cover, and they are disciplined in its upkeep. They will do anything to maintain this illusion of innocence. Now these dark brothers are tied up, gagged, and blindfolded; two are injured and need medical attention. Aif/Kith is also locked in the wine cellar, having been recognized as the owner/leader by the Himrak; he will, though, detect the party immediately with his **Detect Thoughts (Su)** ability. He will befriend the characters but not commit himself to them. His first goal will be to get his secret stash of arms and armor in Area 10B off the property undetected. The orcs have yet to discover the secret door (**Search DC 20**) to Area 10B, which is the location of Aif's secret trophy room. Inside awaits his personal armory, from which Kith can arm all the men with chainmail, shields, and longswords; he himself wields a +1 *longsword* (which he will go for first and not relinquish). The real Aif collected his trophies most-

ly out of pure interest, a reputation used by Kith to build up a decent cache of weapons for his and Dagotha's secret army. An **Appraise check (DC 20)** will definitely raise suspicion about the collectability of so much average-grade weaponry – but there are some choice pieces: a masterwork longsword (550 gp), an elven bow from the Second Age (700 gp, to a collector), and a small steel shield with gold inlay (300 gp, more for show than anything). There is also an additional 10 items of noted worth ranging from 40 gp to the 100 gp, left to the GM's discretion.

Aif/Kith will not join the party in its assault. He will insist on staying close to his property, saying, "It's all I have." If his secret room is discovered (possibly by an elf or a dwarf's **stonecunning**), he will admit that the collection is his, and that it is no secret to the Red Cloaks in the region. He will reclaim any treasure that is found in Area 9. If the party questions the wealth supposedly gained by a farmer, he will explain it away as his booty from years as a soldier: "I was a good soldier, and was well liked by my superiors." Should the time come where they must defend themselves, either from the party or the Himrak, the prisoners will do so with great vigor. Whether it be orcish weapons or their own, they know how to improvise. If the party is suspicious, Aif/Kith will hang back and let the party carry on. The first chance he gets, he will use his **Move Silently** skill and slip away into the night. He will change into an orc and infiltrate the outpost, positioning himself in Area 19A. Once his men realize that Aif/Kith is gone, they will take every opportunity to flee.

Should the characters do an exhaustive sweep of the farm and decide to head for the outpost (whether they are off to investigate the transmission beam from the shed, or they have gained the information through other means) without suspecting Aif/Kith, he will wish them good luck. Once the party leaves, Aif/Kith will instruct his men to load the weapons in the wagon behind the barn and transport them to a predetermined hiding spot (GM's discretion). He will then leave, transform into an orc, and follow the story path to Area 19A as described above. He understands that the Himrak are not likely going to stay in the area. Therefore, he will hold back from going for his hidden caches of gold, leaving them to another day.

Should Aif/Kith be found out and slain (or detained), he will be unable to participate in the final battle in the temple – just one less enemy for the party to face.

**Secret Army prisoners (4): hp 0, 0, 2, 2.**

**Aif/Kith: hp 42.**

### AREA 11A: Main Bedroom.

This is Aif/Kith's room. The Himraks already searched it thoroughly for loot, but they failed to discover Aif's journal. It is in a secret cache behind an empty oil lantern mounted on the north wall; a **Search check (DC 20)** will lead to its whereabouts. Kith has marked the key pages with reference to the outpost, thus a **Gather Information check (DC 14)** brings its secret to light. The journal details the outpost's location, the time Aif discovered it, and the precautions he took to hide it (building the shed and







growing brush over the front entrance). Some entries make apparent Aif's frustration at failing to open the outpost ("I fear that it is magically locked"). Why he kept it a secret, though, is not explained in the journal. The reader will notice that the last entry was just over two years ago, and yet there is no mention of his family's death. If a character knows Aif's history (either from previous **Knowledge (Local History) checks**, or from a source in Hollobrae), he or she will connect the time of the last entry to the apparent accidental death of his family. What does it mean?

The Himrak's Sergeant, H'Arsk, lies dying on the bed. He barks orcish epitaphs and curses himself for being so stupid as to get killed. His son, Ankersash, stands by his side. H'Arsk's wound is fatal, and it is just a matter of time before he passes on. Should the party attack outright, H'Arsk will muster up the last of his energy, hefting his sword for one last battle (and drops to **-1 hp** as soon as he swings due to a **strenuous action**).

Remember that there are several opportunities for the orcs from downstairs to come up and check on the old war pig, making them present for any direct encounters in this room.

**Orc, H'Arsk: hp 0.**

**Orc, Ankersash: hp 8.**

### AREAS 11B to 11I : Bedrooms.

The summer help stayed in these rooms. Aif/Kith continues the operation of the farm in order to keep up appearances. In the summer that just passed, Aif/Kith started using members from the secret army to tend the farm. Aif/Kith allowed those that concentrated on the majority of the chores to stay in the rooms. Nothing of interest lies among the personal effects of the soldiers. There is only 100 cp, 175 sp, and 10 gp in total, as the bulk of the their treasure is kept safe in the outpost.

## CHAPTER III: TO THE NORTH

At the beginning of the adventure, the party can investigate either the farmhouse or the outpost. The above scenario assumes that the party visits the farmhouse first. The following encounters, however, are set up so that the players visit the outpost first. Events that occur within the outpost will alter the continuity of what happens at the farmhouse. The party could potentially split up and investigate both areas at once. Should this happen, the outpost represents the defining story line. The alteration to the farmhouse scenario is to remove Aif/Kith completely and carry on with his role in the finale of the outpost (Area 19A). His men trapped there will play the role of farmhands, unaware of the secret cache of weapons (but suspecting its existence), having no idea of Aif's whereabouts. They will not aid the party; the moment the opportunity arises, they will gather up their belongings and leave the area.

### The Shed

When the party reaches the top of the hill, it will see the farmhouse to the south or the shed to the north. Approaching the shed, the party will recognize it as a standard storage/equipment shed. It is

old but well built. Upon reaching it, the party can see the wood from the roof scattered all around the ground: it has been recently dismantled. It is 10 ft. x 10 ft. x 10 ft., and the door is closed and unlocked. Once the party enters the building, read the following aloud:

Inside the building stands a strange structure. A monolith, about five feet high, in the shape of a four-point pyramid, occupies the middle of the space. Strange glyphs are engraved on its obsidian surface. Attached to the top of the monolith is what appears to be a lightning rod.

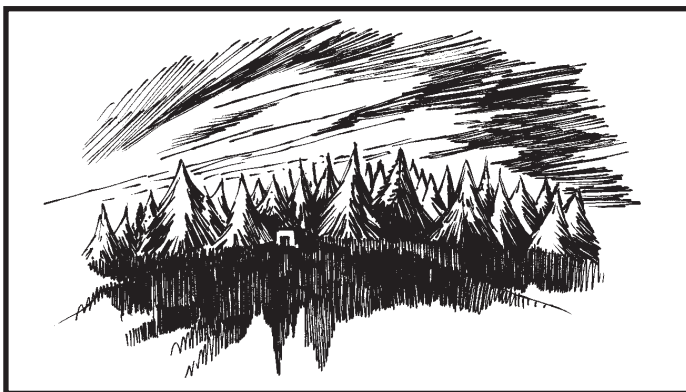
Along the back wall is an empty weapons rack.

A little digging will reveal that most of the monolith is apparently underground. A **Knowledge (Arcana) check (DC 20)** deciphers a meaning for the glyphs. They are ancient orcish and are necromantic in nature; the symbols for moon and sun are present, as well as a gnomish power symbol. A **Use Magical Device check (DC 25)** suggests that the whole monolith serves as a magical lodestone of some kind.

Fifteen minutes after the party reaches the top of the hill, the monolith will suddenly activate:

A low hum begins to emanate from the monolith. As the hum increases in intensity, it glows visibly with energy. Suddenly, a large shaft of energy erupts from the top of the pyramid and arcs directly skyward. You estimate that it travels about 200 feet up before it dissipates into the night sky.

Anyone foolish enough to put a hand into the energy beam will take **1d6 points of electrical damage**. The whole process lasts for 20 seconds and then stops immediately. Remember that the monolith will still activate if the party chooses to ignore the building altogether. Moments before the monolith fires, however, two orc scouts (the ones seen earlier on the road) will poke their heads up from the ravine to see the device working. Should they **Spot (DC 15)** the party, they will sound their war horn to alert the rest of the outpost; they will then call two more of their brothers and a rider to engage the party. The rider waits patiently to the west as a standby (and does the patrolling during an alert). Once the horn is sounded, he will take 36 seconds (6 rounds) to reach the battle.





Should the party scout around the area before directly exploring the building, the orcs will be found laying in wait around the entrance area to the outpost. The monolith will still fire on schedule, causing the reaction as described above.

**Orc scouts (2): hp 6, 6.**

**Orc sentries (2): hp 8, 8.**

**Orc rider (1): hp 8.**

**Horse (1): hp 17.**

On the other side of the building, to the north, are eight fresh bodies. All look like farmers (secret army, really), armed with swords and spears. A **Wilderness Lore check (DC 10)** will suggest that the farmers were ambushed. Their tracks will show that many of them entered the shed and then scrambled around the hill. A small rack of weapons was stored in the shed for just such an emergency. When the farm was attacked, the men in the field ran here to arm themselves – and they were slaughtered. One of the side effects of the transmitter is that it acts as a divining rod to the undead. Once Auck'la fired the lighting rod, the spirits of these dead men rose. They can still be found wandering the area close to the shed. The party will encounter them at the GM's discretion, but they are a harmless Haunting (see Appendix I: Monster Statistics). The Himrak know to ignore them.

Seventy-five feet from the north side of the building, the hill drops off into a deep ravine; thick forest begins immediately at the bottom of the sharp slope. As indicated on the map, the cave entrance to the outpost is located in the side of the incline, about 100 feet from the bottom. Not including the four orcs that will battle the party (should it be discovered), four more orc sentries and two archers wait here. The GM must decide the orcs' positions, but the Himrak archers would likely try to find sniper positions (up in the 80-foot tall pine trees in the ravine, which will provide **partial cover**). Obviously, if the party was detected earlier, the orcs will be ready for it.

**Orc archers (2): hp 4, 4.**

**Orc sentries (4): hp 8, 6, 6, 6.**

## The Outpost

Established in the Second Age, the outpost has survived the test of time. Once positioned along orc borders, the expansion of human settlements eventually swallowed it up and left it undetected. A **stonecunning check (DC 10)** will make apparent that much of its construction is beyond the abilities of any orc scholars. The design itself *is* Himrak, but gnomish slaves built much of the outpost. The layout funnels invaders down the main hallway, forcing them, should they wish, to face each obstacle; it also includes a barracks, a temple, a crypt, slave pens, and a strange, long-range communications system. The outpost functioned as a place from which to spy on the surrounding territory and then send messages back to other Himrak settlements. It escaped detection for so long because it was completely buried – until Aif Jenkins was clearing a mound of boulders from the top of the hill. While levering the boulders down the ravine, he discovered the monolith. A few months later, after some surveying and digging, he figured that a structure of

some kind lay within the hill. Soon, he found the entrance, but Aif did not have the resources to open the door, for the ancient gnome locking system was steadfast. That is, until Kith came along with a *scroll of knock*. Dagotha's insight unlocked the full extent of the outpost's capabilities and made it ready for him to train a strike force. Yet Mogor's Himraks struck down those plans, catching Dagotha unaware. Dagotha's secret army was just in its infancy and proved no match for the superior Himrak forces. The war party swarmed the outpost first while most of Dagotha's men worked in the fields. Although they suffered some minor losses, the Himraks secured both of their objectives in one fell swoop. Dagotha was in the temple, meditating on his revenge, when Auck'la, a Himrak sorcerer, captured him. The leader of the war party, Joppavook, executed Dagotha's men and gave the order to take the farmhouse. Meanwhile, back at the house, Aif/Kith knew that something was wrong. He was just in the process of calling his men to arms when the orc riders rode out into the fields, and foot soldiers stormed the property and secured it efficiently. Many of the secret army fled into the woods, but they were chased down and murdered. The orc patrols were returning to their assignments when they stumbled upon the adventurers.

Joppavook has stationed his men throughout the outpost as best he can. The stronghold was designed for defense by a garrison of troops much larger than his war party. The Himrak warriors, however, know how to use it effectively.

All standard doors within the outpost are **strong wooden (2 in. thick; Hardness 5; hp 20; Break DC: Stuck 23, Locked 25)**, but are mounted on a universal hinge system. This point will come into play later. The walls of the underground complex are of hewn stone (**Climb DC 22**). All passageways and rooms, with the exception of the temple, are 10 feet high. There are no major breaks or fault lines throughout the dungeon.

## AREA 1: Cavern Entrance.

The cavern opening is approximately 15 feet by 15 feet and is reinforced with wooden beams. Apparently, the large door of heavy oak and iron banding that now rests on the floor was beaten off its hinges by some kind of battering ram. The darkness of the stronghold waits.

The secret army managed to get the door closed before the war party could storm in. With the aid of a battering ram, led by the ogre, the war party quite easily bashed down the door. The initial defenses were no match for the Himrak, but they did take some losses.

Above the door, set in the frame, is a **Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25); 4 ft. thick; Break (DC 50); Hardness 8; hp 600; Climb (DC 22)**. Its purpose is to drop down when the "Last Resort" (Area 19A) is activated. It is meant to seal the passage so that the flooding of the dungeon is possible; it will not fall for any other reason.





### AREA 2A: First Defense.

As soon as the adventurers step through the door, they will come under fire from two orc archers at Area 2C. If the party has managed to proceed by stealth to this point, though, the orc archers must make a **Spot Check (DC 10)** to determine friend or foe. If the orcs fail, the party will have one round to maneuver before the orcs react.

**Orc archers (2): hp 6, 6.**

The 10-foot by 10-foot room on the west side is a guard post. It contains three stools, a weapons rack, and a war horn hanging from the wall. To an antique collector, the horn is worth 30 gp as an original, early Second Age Himrak war horn.

### AREA 2B: The Traps.

The first trap marked on the map is a **hail of needles trap: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22)**. Stepping on a pressure plate will activate a volley of darts from the west side of the wall; stepping on the pressure plate a second time will unleash the darts from the east wall. The trap itself only has two charges.

The second trap is a **spiked pit trap (20 ft. deep): CR 1; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20)**. It is in the alcove, should an invader try to use the space as cover from the archers.

These traps, as with all traps in the complex, were reset immediately if sprung during the invasion. The switch box for all traps is located in Area 19A.

### AREA 2C: The Archers.

The orc archers stand in the middle of the corridor in order to take a clear shot at any intruders. To fit in the five-foot wide hall, they stand in file with the one in front down on one knee, which gives the one in the back **half cover**. Once engaged with the enemy, they will warn their brothers located in Area 3A. They will not allow themselves to be dragged into close combat, preferring to retreat to Area 2D.

**Orc Archers (2): 6, 6.**

### AREA 2D: The Sentry.

A lone orc stands here by the door to survey any intrusion. If the archer's retreat to his location, he will command them to fight to the death from that point. The sentry will then himself retreat to Area 4, to prepare for the next wave of defenses.

**Orc (1): 6.**

### AREA 3A: Crypt Archers.

Another three orc archers await the party, arrows knocked. Anyone who enters Area 2C immediately gets fired upon. Should close combat appear likely, a lever will be pulled (on the north wall) that releases a spring mechanism that slams the iron door shut (**iron door: 2 in. thick; Hardness 10; hp 60; Break DC:**

**Stuck 28, Locked 28**). The hinges of the door are located on the inside, but ultimately the door is affected by the universal hinge system controlled from Area 19A. The party can get past the door only by tricking the orcs to open it, or by finding a suitable battering ram.

**Orc archers (3): hp 6, 3, 3.**

### AREA 3B: The Crypt.

This area is the resting place for several orc heroes that died in battle a long time ago. In ancient times, orcs preferred to keep the remains of their fallen heroes close so that their spirits would still be with them. Murals painted by orc artisans cover the entire hallway. They depict mostly scenes of war but also show scenes from famous orc folk tales. One such famous tale – that the whole party will likely know (bards automatically) on a successful **Knowledge (Local History) check (DC15)** – involves the story of Gratto the Abomination. An orc/ogre crossbreed straight from the Himrak war pens, Gratto's strange mutations truly set him apart. Gratto had three heads (the smallest one protruding from his back), four arms, and a tail. It was said that he could tear into enemy ranks like a wolf in a chicken pen. No one could explain his existence, but in the Second Age such anomalies were not uncommon, especially among the Himrak. A **Knowledge (Ancient History) check (DC 25)** or **Bardic Knowledge check (DC 20)** will allow a character to know this particular aspect of the story. These mutations still appear today (as the party will see later), as Orc War Chiefs cultivate such soldiers for their armies.

A large, rounded alcove houses a statue of the Orc war god, Mamalague (anyone who speaks orkish will know who he is, otherwise a **Knowledge (Ancient History) check (DC 10)** or **Bardic Knowledge check (DC 5)** is needed). Behind the statue, within the alcove, are ancient sacrificial remains. At the end of the hallway is a secret door (**Search DC 30**), which requires a key (found on Auck'la) to open (**Open Lock DC 27**). Two more orcs stand here ready to support their comrades.

**Orcs (2): hp 6, 6.**

None of the crypt seals are broken. Kith felt no compulsion to wake the dead, but he also knew that orc burial traditions do not call for valuables to be stored within places of rest (orcs are a very greedy lot). Dagotha's arrival did not change this sentiment, as he thought of the place as good luck.

The crypt seals are made of stone (**4 in. thick; Hardness 8; hp 60; Break DC: Stuck 28, Locked 28**); the name and clan insignia of the occupant are inscribed on the front. Each crypt contains a stone sarcophagi and a small statue of the hero at the end. Unless stated otherwise, none of the crypts hold anything of value. Everything is written in orkish.

*Crypt 1: Arkthlar the Clever, Clan Blood Eye.*

**Knowledge (Ancient History) check (DC 28)** or **Bardic Knowledge check (DC 20)**: Arkthlar was an orc lieutenant known for his hit-and-run tactics. His men loved him because he could keep losses to a minimum. He rarely lost a conflict.







*Crypt 2: Kamu the Elf Killer, Clan Blood Wall.*

**Knowledge (Ancient History) check (DC 10), or Bardic Knowledge check (DC 10):** Elves will know of Kamu immediately. Kamu took great pleasure in the destruction of elves and is the reason why his name is now elvish slang for "revenge." A soldier for many years, Kamu rose through the ranks steadily. His reputation started when, as a leader of a war party campaign, he pillaged and burned four elf villages in a span of two weeks. Seeming to understand elf culture uncommonly well for an orc, he wielded a deadly insight upon the elves' weaknesses. His thirst for conquest and fame grew at the expense of the elves for many, many years. Although he crossed swords with many elvish heroes, he eventually died a natural death.

*Crypt 3: Daskobb the Lucky, Clan Thunder Moon.*

**Knowledge (Ancient History) check (DC 20), or Bardic Knowledge check (DC 5):** Daskobb was about the closest thing to a bard within orc culture. Although a fierce warrior, his reputation rests more on his ability to build morale and war rage through his storytelling. He was a protector of orc culture, paying close attention to its history. A successful **Search Check (DC 20)** discovers a secret door in the sarcophagus that leads to a small cache holding a *+1 dagger* of orcish make.

*Crypt 4: Boj the Soul Breaker.*

**Knowledge (Ancient History) check (DC 25), or Bardic Knowledge check (DC 20):** A known slaver, the evil that is Boj is legendary. A loathsome noble in the Himrak court, he built his reputation on personal wealth and bribery. Boj would broker deals with evil organizations (human or otherwise) for trade and information. Among human and elvish scholars, his name is known for

cruelty and dread. Boj now rests in his sarcophagus as a fully animated mummy. He will rise when the seal to his tomb is broken.

**Mummy (1): 32.**

*Crypt 5: Unmarked.*

The seal to this tomb has been shattered. Inside, the party will find a very large sarcophagus with the lid pushed to the side. This is the resting place of Gratto the Abomination. His hulking remains lie mummified, but not animated. His three heads and four arms are clearly defined through the wrappings. His tail has been removed from his body and mummified separately. It is set at his side so that his body could fit better. Dagotha, at the beginning of the raid, quickly moved to the crypts. Using a *lesser planar ally spell*, he called upon the spirit of Gratto to destroy the invaders. The Abomination roared through Joppavook's men with ease. This did not last for long, however, as Auck'la knew of a way to capture the rabid ghost. Using a secret army hostage, he activated the transmitter. Such a transference of spiritual energy distracted Gratto and he moved to investigate Area 9A. The transmitter acts as a divining rod for spiritual energy, and the ghost of The Abomination suddenly found itself imprisoned in Area 9B. The ghostly attack on the Himrak was the main reason why they took any casualties at all.

#### AREA 4: Grenade Room.

Once the sentry spots the party he will join his partner inside the room. Once the party enters through the door, the orcs will toss a **Molotov cocktail (direct hit 1d8; splash deals damage to all creatures within 5 feet of where it lands; range increment 10 ft.)** into the fray and then charge with their spears. They will fight to the death. At one time, this room served as a small stable for





the horses of scouts and visitors.

**Orc Sentry (1): 6.**

**Orcs (3): hp 8, 6, 6.**

#### AREA 4A: Pit Trap.

Another **spiked pit trap (10 ft. deep): CR 1; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; search (DC 20); Disable Device (DC 20).**

#### AREA 5: Defensive Stance.

The four sentries are prepared for the party, having already shouted down the corridor to warn the rest of their brothers. These four orcs are big and prepared to die. One stands in front of the door to draw the party out, while the other three stand in behind the door, ready to flank the intruders. They all wield two-handed swords.

**Orcs (4): hp 8, 8, 8, 8.**

#### AREA 6: Secret Corridor.

The secret doors (**Search DC 20**) that cap this passage open on a wall pivot. This passage was meant to be used to surprise invaders, or trap them: hence the pit trap in the alcove. The false door is a decoy to lure the unsuspecting over the **spiked pit trap (10 ft. deep): CR 1; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).**

#### AREA 7: The Slave Pens.

This portion of the outpost serves as the holding area for prisoners. It also features The Transmitter, a magically powered communications device that can be used to send messages over a long distance. Due to the gruesome nature of the device, the pens were always stocked with prisoners who acted as an immediate "power source." For many years, Boj Soulbreaker was responsible for the operations of the outpost. Much of his slave trade ran through it, and many a living thing died in the wake of Boj's obsessive need for information. The transmitter thundered day and night, sending sensitive messages back to the Himrak's Dark Ward. Within the Ward's unforgiving walls, Himrak receivers processed the information and collected the lost souls to feed to their dark master, Lord Visscrick. A rival's assassin murdered Boj at the outpost. He was buried with full honors shortly thereafter.

The stench of death proves itself overpowering in this area. The walls cry of brutality, for it is not uncommon to see a **Haunting** (see Appendix I: Monster Statistics). Much of this psychic resonance is due to the transmitter's "divining rod" for spiritual energy. A small guardroom, Area 7A, includes stools and a table. A register has a log of captives that were held or executed over the last six months. Such a book would be useful to the Red Cloaks, as it might lead to any missing persons. A **Gather Information check (DC 10)** suggests that the register proves that an evil organization has been using the outpost as a base of operations for some time.

In Area 7B a horrific sight fills the large cell (**iron bars: 2 in. thick; Hardness 10; hp 60; Break DC: Stuck 25, Locked 25**). About 15 bodies, executed within the last few hours, are piled haphazardly around the space. Blood covers the walls and floor, eventually collecting in water drains. Thirteen bodies are from Dagotha's secret army, while the other two were prisoners from before the orcs arrived.

In the other cell, Area 7C, slump five secret army members, beaten into submission. Some are conscious, but they are useless to the party. They will mumble about being overwhelmed by the surprise attack, that their numbers were murdered, and that a fierce orc creature walks among the war party. They also talk of a haunting: "The Abomination is alive!" They are being saved to power the transmitter.

Area 7D (two rooms) has only empty cells.

Area 7E, the last room, is an interrogation room. Much of the secret army were questioned here and then executed. A giant pool of blood spreads over the entire floor.

Area 7F is a secret door (**Search DC 30**), which requires a key (found on Auck'la) to open (**Open Lock DC 27**).

The Himrak Sergeant and another soldier wait outside the door for another ambush. The Sergeant carries the keys to the cells. In a pouch on his belt is a *potion of cure light wounds*. It is of an orcish brew, though, and has side effects for races other than orcs/half-orcs: for humans, -1 to hit points gained; for dwarves, -3 to hit points gained; for elves, it works as a *potion of inflict light wounds*.

**Sergeant (1): hp 12.**

**Orc (1): hp 6.**

#### AREA 8: Another Pit Trap.

Another **spiked pit trap (10 ft. deep): CR 1; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).** At the end of the hallway is the bait of a fake door to lure invaders (as well as escaping prisoners) to their demise. Needless to say, inhabitants of the outpost have to be very aware of these kinds of traps. Due to the fact that the outpost sat close to "enemy" territory at one time, the Himrak feared that one day it would be invaded. Such traps are meant to confuse and confound the aggressor, drawing attention away from a Himrak counterattack. On the east wall, one can find a secret door (**Search DC 30**), which requires a key (found on Auck'la) to open (**Open Lock DC 27**).

#### AREA 9A: The Transmitter.

A low-light glow emits from a large metal structure that extends up through the ceiling. Intricate and like a puzzle, it highlights a large silver needle that hovers menacingly over a stone slab. On the stone slab is a corpse, its remains somewhat dry and husking. Fresh blood, however, pools about the body, mixing with the dust of a thousand lost souls.





This ancient device is a marvel for its time. Employed as a long-range communicator, it displays a fascinating level of complexity, but its power source is yet another orcish perversion. A **Use Magical Device check (DC20)** or a **Knowledge (Arcana) check (DC 28)** will reveal the basics of its operation. Anyone familiar with the **necromantic arts (Knowledge check [DC10])** will know from the condition of the corpse that the device appears to capture life force. The machine will radiate magic if detected for.

A crate of 8" by 16" copper sheets rests in the corner. Through the use of an etching machine set up right beside it, one can plot a simple message. The sheet is then loaded onto a glass plate that rests within the bulk of the machinery, which hangs over an iron

slab and carries upward into the obsidian pyramid that the party should have discovered earlier. A living victim is strapped to the slab. A crank then turns a large needle that extends into the victim, drawing forth the life source that powers the transmitter, which sends the message straight up into the air as a shimmering beam of white light. Eventually, an awaiting transmitter receives this beam. To receive messages, one must load a blank copper sheet into the glass plate; the beam comes in and inscribes its contents on the sheet. The emission of energy that issued forth earlier was a test message. As described above, the victim still lies on the slab, dead, with a copper sheet resting on its chest. On it is an etching that reads, in orcish, "Outpost captured. The traitor is ours. Await further orders." A fresh copper sheet is in the glass plate awaiting a reply. The device can be harmed with physical attacks.

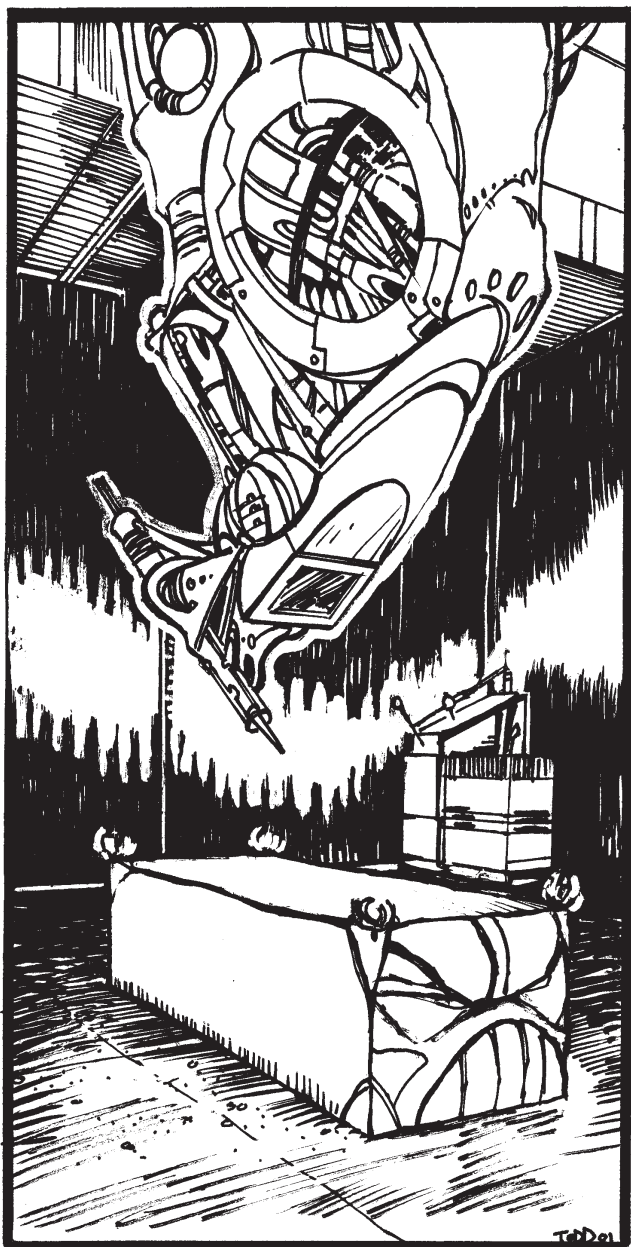
**Transmitter, metal plates and clockwork mechanisms:**  
**Hardness 5; hp 30; Break DC 15.**

### AREA 9B: Upper Transmitter.

As the adventurers climb the stairs leading to this encounter, they will encounter tables and chairs from Area 12A piled on the upper landing. It will take a minute to clear out the barricade to find out that the door (**strong wooden: 2 in. thick; Hardness 5; hp 20; Break DC: Stuck 23, Locked 25**) behind it is **locked (Open Lock DC 20)**. This upper room allows access to the rest of the machine. Lumbering about the room is the ghost of Gratto the Abomination. Once he sees the adventurers, he will fly into a rage and head toward them. To avoid contact with the creature, the door must be closed to trap him inside. If the door is left open, Gratto will engage the party. The character opening the door will be given a partial action to react.

Gratto was attracted to the room because of the device's magical side effect: when it fires, it gives off a magnetic spiritual pulse. This energized field acts as a "divining rod" to the undead. Restless entities such as Gratto cannot resist its "pull," and he would not leave if he could. The transmitter only has to fire once every five days to keep such an attraction alive. Because the machine has fired twice, the party may have noticed several **Hauntings** (see Appendix I: Monster Statistics) wandering about. Gratto himself will not stray beyond the slave pens, as his addiction is great.

The room itself is covered in copper tiles magically treated to reflect spiritual energy. A ceramic coil, with a magical glow, winds around the remaining machinery. The antenna then thrusts upward into the structure above. When the device fires initially, the energy collects in this room for a split second, gaining a stronger charge from the concentration provided by the tiles. The message is then expelled through the antenna. Anyone in here when a message is activated will take **1d10 points of heat damage**, while Gratto may be healed by **1d10 hit points of damage**. Gratto is trapped in the room due to the tiles; they will not allow his ethereal form to pass through them. The tiles cannot be removed without corrupting their magical properties. A fixed toolbox (covered in tiles) sits in the corner. It contains specific







tools needed in the maintenance of the machine.

**Transmitter, metal plates and clockwork mechanisms:**  
**Hardness 5; hp 30; Break DC 15.**

**Gratto the Ghost (1): hp 50.**

#### AREA 10: The Gauntlet.

Two archers stand behind **full-cover** partitions at the end of the hallway, and they have three war dogs waiting by the door to hold up any invaders that come through. The archers will fire through slits in their barricades against charging adventurers until they are met in close combat.

**Orc archers (2): hp 7, 6.**

**War Dogs (3): hp 13, 13, 13.**

#### AREA 11A: The Ogre.

An ogre mercenary waits here with a large war horn. The west door remains open so that he can sound the horn to warn Joppavook, after which he will use the horn as a huge great club and attack the party. The GM should note the barriers located on the map. These iron rails (**bars: 2 in. thick; Hardness 10; hp 60; Break DC 28**) are designed to section off large amounts of raiders and hamper a full blitz. They are 5 feet high and have a post situated every 2 feet.

**Ogre (1): hp 32.**

#### AREA 11B: The Grates.

Large grates set in the floor seem to cover iron plates. If anyone deactivates the "Last Resort" machine, the plates swing down and open up to a sewer system that will drain any water on the level. The outpost's main drainage network is extensive and floor drains can be found throughout the structure. Yet the reservoir space for this network is limited when the plates are up and thus does not diminish the effects of the "Last Resort." Across from one another on the north and south walls are large, gaping holes. They are four feet in diameter and are surrounded by wall sculptures depicting swirlingimps. Should a character throw a stone into the holes, she will find that it drops through 40-foot long shafts. When the "Last Resort" is activated, the sewage system will open up and flow through the shafts, being supported by a strong current from the underground stream that flows underneath the outpost. It will take 14 hours to flood the section of the outpost that the predetermined door locking will allow (Area 19A). Anyone standing between the two flood openings when the water is roaring out must make a successful **Swim** or **Strength check (DC 20)** to suffer only **1d6 points of subdual damage per round**. If the check fails, then the character must make another check to avoid being pulled under (or thrown prone, whichever the case may be). For every two hours, the character's actions will be hindered with a cumulative **-1 circumstance modifier** from the rising water. A **Balance check** is another option for the GM, as the situation warrants. After eight hours, the water will be at 6 feet and force the characters to begin swimming. On top of this situation, because of the mixture of sewage, those caught in the solution must make

a **Constitution check (DC 15)** every three hours or become **nauseated**. A character can only take a **move-equivalent action per round** in this state.

#### AREA 12A: The Mess.

This is a large mess hall for the garrison that could live here. A large table with many wooden chairs fills the room. At this point it is empty, but certain signs suggest that orcs have passed through here recently.

#### AREA 12B: The Common Room.

This room has several wooden tables and chairs. Much of the gambling, arm wrestling, and general activities of the outpost's occupants take place here. Area 12C is the latrine. There is a chain that can be pulled that will flush the sewage.

#### AREA 13: The Barracks.

These three rooms comprise the orc barracks for the outpost. All of them contain bunks and footlockers. If the footlockers are searched, the party will find that only 22 contain items, all of which appear to belong to humans. These personal effects belong to the secret army and include everything from toiletries to playing cards to portraits of loved ones. Only a total of 70 cp, 35 sp, and 15 gp can be found. Five orc wounded occupy the first room (Area 13A); eight orc dead are heaped in the second room (Area 13B). A secret door (**Search DC 30**), which requires a key (found on Auck'la) to open (**Open Lock DC 27**), is also located in this room, leading to Area 17. The wounded orcs will try to defend themselves, quite prepared to die.

**Himrak soldiers (5): 1, 1, 1, 1, 1.**

#### AREA 14A: The Kitchen.

A large fire pit sits at the end of the kitchen. A small water fountain (of gnomish design) gurgles by the west wall. Beside it is a water pump to bring fresh water up from an underground stream. Tables and utensils are available. The kitchen is warm from cooking fires.

#### AREA 14B: Storage.

A full supply of food suggests that the outpost has been lived in for some time.

#### AREA 16: Priest Barracks.

This is a normal barracks room that was once the sleeping quarters for the priests. The secret army has now converted the space to its own needs. There are many symbols on the walls that will suggest to the average cleric that this was a religious room. The main room, Area 16A, is used as an office. Many records kept by Kith and Dagotha suggest the complexity of the operation. A **Gather Information check (DC 10)** will clearly point out lists of payments to the secret army, inventories of weapons and gear, maps of the surrounding region, plans on infiltrating Hollobrae (by purchasing a business there), and the books on the farm. Dagotha





keeps a journal of day-to-day operations there, which will have to be fleshed out by the GM. Areas 16B, C, and D were originally used as guest rooms, which has not changed for the most part. Kith keeps a room in Area 16B when he stays at the outpost; there is nothing of value there. Area 16D is empty save for a lone chair. The secret door (Search DC 20) leads to Area 16E, which contains a **large iron chest (2 in. thick; Hardness 10; hp 60; Break DC 28) that is locked (Open Lock DC 30); the lock has a blade trap: CR 1; +2 melee (1d4); Search (DC 20); Disable Device (DC20).** Inside the chest are 26 sacks that contain a total of 1,067 gp; 3,452 sp; and 5,704 cp. This is the "bank" that contains all of the secret army's earnings.

### AREA 17: Swing Blade.

A sculpted door menacingly fills the hallway. It is of a large orcish face smiling, with sharp fangs, indicating a confident smugness that is the Himrak. The smile is the opening that allows the blade trap to swing clear, for once the door is opened, two large blades will swipe across at waist height. The doors are not locked.

**Scything blade trap: CR1; +8 melee (1d8/x3 crit); Search (DC 21); Disable (DC 20).**

The two secret doors (Search DC 30) on either side of the room – which require a key (found on Auck'la) to open (**Open Lock DC 27**) – continue the lower access passage. After the blades have been activated, Joppavook and two orc soldiers will attack.

**Orcs (2): hp 6, 6.**

**Joppavook, Himrak War Party Leader: hp 30.**

### AREA 18: Head Priest's Quarters.

This room used to serve as the head priest's quarters, but Dagotha assumed control of it. A chest at the foot of the bed contains Dagotha's valuables; the lock is smashed, and inside is 2,000 gp. On a shelf the party will find two iron flasks: one is a *potion of cure light wounds* and the other a *potion of invisibility*, as yet undiscovered by the Himrak. When the raid broke, Dagotha did not have time to gather these items up for his benefit. A writing desk (containing some general knowledge books on topics such as human cooking, woodworking, and metallurgy) and a couch round out the furniture in the room.

### AREA 19A: The Temple.

Joppavook may be in charge of the war party, but this is Auck'la's operation. Auck'la, an orc scholar in his own right, was born in the Himrak war pens. His mutation brought him instant attention, and he was slotted to be a front line soldier. Not until his sorcerous powers began to reveal themselves, though, was he moved to the Dark Ward. There, he learned of Gratto and other aberrations of the Himrak. Comparing the life of those fellow orc brothers to his own fueled a secret desire in Auck'la to learn more of the history and nature of the mutations. Soon, he discovered the resting place of Gratto and the outpost, and he researched the complex's make-up. When the operation to capture Dagotha came up, Auck'la could not believe his luck. Convincing the Himrak pow-

ers that his services would be needed, he joined up with Joppavook and his unit. Due to Auck'la's knowledge of the stronghold's layout, he was able to enter through the secret escape entrance (Area 19B) and undermine Dagotha's attempt to release the ghost of Gratto upon the Himrak raiders. It also allowed him the opportunity to capture Dagotha and complete the mission. Now that the mission objectives have been met, Auck'la is interrogating Dagotha on what he knows of the outpost, and on his knowledge of what takes place in the secret dungeons of the Dark Ward. Such an interrogation is proving to be distracting and unsuccessful. Dagotha is strong willed, and Auck'la is blind with rage.

When the party storms the temple, it will encounter the above interrogation in progress:

You have entered the main orc temple. Rising to the 20-foot ceiling, against the west wall, is an imposing statue of the Himrak war god. Chained to the altar that rests in front of the statue is a badly tortured orc. His long black hair is matted with blood and conceals his face, but it appears from his robes that he is a Himrak priest. Hulking over him is a very large orc with terrible mutations. Large tentacles erupt from the beast's frame where arms should be. He barks a command and five Himrak warriors engage to attack.





Auck'la will not be interested in attacking the party head on. He will hang back and stick to ranged attacks. Although a fierce warrior, Auck'la has other motivations, and has no problem using the escape route (Area 19B) to make a run for it. His first action, however, will be to **coup de grace** Dagotha and finalize his objectives (ripping the head clear to take back as proof). It does not take an orc scholar to realize that if the party made it this far, there may not be much of the Himrak left to complete the final attack on Hollobrae. He will be bitter, though, with the missed opportunity to scrutinize Gratto's remains/ghost and to examine the mural in Area 3 more closely.

Two rounds into the battle, one orc will hang back. **This is Aif/Kith in orc form** (which is only possible if he was not detained or slain at the farmhouse). Dagotha introduced Kith to the "Last Resort" device, which will render the outpost inhospitable.

Fearing that all is lost, Kith will activate the doomsday device and make his escape. It is located behind a secret panel (**Search DC 25**) on the south side of the statue. Kith will need three full rounds to activate the device. In the first round, pulling a lever activates the universal hinge system. All the dungeon doors on the lower level will open or close and lock according to the set-up on the outpost map. (Doors in the open position cannot be forced closed without pulling the whole door off its hinges). The sliding block trap in Area 1 will fall into place and seal the outpost completely. This means that from Area 1 straight across to Area 11A, and from Area 11A straight down to Area 19A, will be open for flooding. Pulling another heavy lever in the second round will open the floodgates in Area 11B. Water and sewage will rush in, flooding the underground complex. The third lever pulled on the third round locks in the "Last Resort." After it is pulled, the "Last Resort" cannot be deactivated from this panel. A deactivation device does exist (**Search DC 25**) behind another panel on the other side of the statue: it is a simple but heavy lever that will take three rounds for the average person to pull, and it reactivates the main panel. The process to deactivate the "Last Resort" fully must be reversed with the three levers. Going backwards opens the main grates at Area 11B, which will channel the water through the reservoir and out into the ravine. The expulsion of water will flood the ravine and wash out Woodsman Road until the water settles. Throwing the second panel's lever will close the grates once the dungeon is free of water. How to remove the stone block at Area 1 is another matter, though.

Another secret panel (**Search DC 25**) beside the "Last Resort" deactivation device holds the master trap switch box. It can "shut off" all traps throughout the outpost (rendering them inert) or it can reset any traps that have been sprung (with the exception of the needle trap at Area 2B, which needs to be reloaded by hand). At the time of the attack, Dagotha turned all the traps "on," but when Auck'la came through the back door, he deactivated them to make the way clear. The secret door (**Search DC 20**) that leads to Area 19B is mounted on a wall pivot. Area 19B is a passage that leads to a 70-foot tall spiral staircase ascending to a trap door that

opens up onto the west side of the hill. The trap door is hidden by a permanent *obscure object* spell. Joppavook, a proud warrior, had no intention of going in through the "back door." His strategy was to attack head on, giving Auck'la the opportunity to surprise their prey. It was just as well, for it was this arrangement that allowed Auck'la to deal with the ghost of Gratto.

The battering ram used to get through the front door rests here. If hefted by a combined Strength score of at least 45, it will deal 1d10+4 points of damage to any structure.

**Orcs (4): hp 6, 4, 4, 4.**

**Aif/Kith: hp 41.**

**Auck'la: hp 16.**

**Dagotha: hp 0.**

## ADVENTURE AFTERMATH

### Failure

If the Himrak repel the party, they will hurry their preparations for the final offensive on Hollobrae. If the characters retreat, the Himrak will know that they do not have long before a sizeable force comes back to deal with them. They will not have time to collect more of their comrades from other missions and will choose a terrorist type attack on the unsuspecting village (such as trying to burn down the woodsmen's homes, or even attacking the Fiery Dragon Tavern itself). The "Last Resort" will be activated and they will leave everything behind that they cannot carry. If the party is killed, then Hollobrae will be in even greater danger. The Himrak will have time to gather their forces and move on to Hollobrae with a sizable threat. The Red Cloaks in Hollobrae will be ready for anything and should be able to defend whatever the Himrak can throw at them. The extent of both scenarios is up to the GM.

### Success

If Auck'la escapes, he will attempt to make his way back to the Contested Lands. He should not be too hard to track if the characters wish to pursue him. His mutations make him hard not to notice, so he will likely try to find cover in a neighboring farm. He could possibly commandeer another covered wagon and have a hostage take him north. Auck'la never really wanted to join the attack on Hollobrae (as it was suicidal in nature) and planned to go rogue. Either way, he will hold onto the head of Dagotha at all costs, knowing that it is needed to appease Mogor. His only hope, he fears, is to return to the Himrak, praying that such proof will make him immune to any accusations of desertion.

Kith, on the other hand, has plenty of safe houses in which to find shelter. He will head south, most likely to the Madruey Forest north of Myrr (see the Fiery Dragon website for a map of the West Wood Barony). There he will find Hubozz, a fellow agent of the Shadowlord (the leader of a powerful organization bent on anarchy and destruction).

The Red Cloaks will claim Aif's farm in the name of the King. The outpost will be explored and dismantled. Many prominent sages and wizards will come from various organizations to study







the transmitter. They will be amazed that such a sophisticated piece of "technology" is connected to the orcs. The discovery of creatures such as Gratto and Auck'la will also cause a stir. The Red Cloaks will begin closing cases that will eventually connect themselves to Kith and his evil operations. Many months later, Abe Tegman, head of the Forestry Guild, will sanction the complex for winter food stores.

Should Dagotha somehow survive, he will be held in custody and later find himself in the King's dungeons. The Court acknowledges that the situation at Aif's farm was unfortunate and pledges it will never happen again. Even though Dagotha was a valuable source of information, they should have never trusted the orc traitor. No tear will be shed if he is ever found dead.

Amaghlán escaped the fires of Himrak shock troops, but the Gadfield Bridge was badly damaged. Traffic through such an important trade route will be slowed while the bridge is repaired. The characters will hear even more stories of Himrak incursions as word from Weston and Oxcastle Fel come in. For many months after the raids, Red Cloak patrols will be tripled in the region, having the support of the King's cavalry. King Telavar will be furious with Mogor: "How dare he threaten my horses!"

A few weeks later, the Fiery Dragon Tavern will hold a memorial for Aif, his family, and those lost in the raids. They will be fondly remembered at the Tavern that night, as Hollobrae fills its streets and fairgrounds with candles for the dead. The biggest mystery to everyone will be why Aif kept the outpost a secret. One can only guess, but Stuthard, bartender and owner of the Tavern, will suggest that the outpost was the ultimate war trophy for such a collector as Aif. Knowing Aif, he must have taken it as a sign from the gods when he found it. The irony, of course, is that he never got it open, but he must have known what it was. Aif was a veteran of many orc wars, and the memories of conquest must have led to his secrecy.

## AWARDING EXPERIENCE

This adventure includes a Challenge Table that lists all encounters and their Challenge Rating and Encounter Level to determine experience gained from overcoming encounters. In addition, the GM may wish to grant story awards as he or she sees fit. Certainly, awards should be given if the characters figured out through investigation that Aif/Kith is a doppelganger, or if they consistently outsmarted the Himrak and their outpost.



## APPENDIX I: MONSTER STATISTICS

### Dog, War

CR 1; Medium Animal; HD 2d8+4; 13 hp; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12 Cha 6.

*Skills:* Listen +3, Spot +5, Swim +5, Wilderness Lore +1 (+9 when Tracking by scent)



### Hauntings

Hauntings are harmless manifestations of lost souls that have died in a horrific or unjust manner. They have no hit dice or special powers. They have no motivations other than the connection to their place of rest. They can be easily turned, and are "released" by a bless, consecrate, prayer or other similar spells. They can be very useful for things like speak with undead. Hauntings are very common across the violent landscape of Kalendia and the Contested Lands. They are more of a spiritual distraction than anything else.

### Horse, Light Warhorse

CR 1; Large Animal; HD 3d8+9; 22 hp; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk +4 melee (1d4+3/1d4+4, 2 hooves) or -1 melee (1d3+1, bite); Face 5 ft. by 10 ft.; SQ Scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

*Skills:* Listen +7, Spot +7.



### Mummy

CR 3; Medium Undead; HD 6d12+3; 42 hp; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk +6 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot; SQ undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14, Cha 15.

*Skills:* Hide +8, Listen +9, Move Silently +8, Spot +9.

*Feats:* Alertness, Toughness.

*SA—Despair (Su):* At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

*SA—Mummy Rot (Su):* Supernatural disease [slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution.] Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a remove disease and raise dead are cast on the remains within 6 rounds.

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

*SQ—Resistant to Blows (Ex):* Physical attacks deal only half damage to mummies.





Apply this effect before damage reduction.

*SQ--Fire Vulnerability (Ex):* A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

### Orc, Himrak

CR ½; Medium Humanoid; HD 1d8+4; 8 hp; Init +1 (Dex); Spd 20 ft.; AC 16 (+5 chain mail, +1 Dex); Atk +3 melee (1d8+2, longsword; or 1d12+3, greataxe; or 1d3+2, spiked gauntlet; or 1d4+2, dagger), +2 ranged (1d6, shortbow; or 1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will -1; Str 15, Dex 12, Con 12, Int 10, Wis 8, Cha 10.

*Skills:* Listen +2, Spot +2.

*Feats:* Alertness, Toughness.

*Possessions:* Chain mail armor, spiked gauntlet, dagger, war horn, longsword or greataxe or javelin or shortbow.

As noted earlier, The Himrak are the backbone of the orcish nations of Karathis. They are highly intelligent and move with purpose. They are the leaders, scholars, and artisans. In war, they guide with a steady and ruthless hand, making efficient use of their lesser, more barbaric brothers.

Typically, Himrak are smaller in stature to the more common orc. Generally, their features are more rounded with smaller ears and softer hair. Some can even pass as half-orc. Their garb consists of grays and blacks and is of high quality. They keep themselves clean and organized. Himrak warriors are covered in tattoos that signify their pure blood heritage as well as their clan allegiance. Himrak gear is the best that can be offered. All their weapons, armour, and war horns are kept with great care.

Himrak speak a slightly different dialect of orcish, but can be understood by those who speak Orcish. The Himrak are capable of speaking different forms of humanoid, giant, gnomish, dwarvish, human, and elvish. In every Himrak unit, there is always one who speaks at least one of these languages, that way communication and interrogation is possible in every operation.

The Himrak are extremely disciplined and are fearless. They are willing to die for the honor of their mission. Suicidal tactics are not uncommon to the Himrak. They specialize in guerrilla warfare preferring to use terror and speed rather than brute force.

Proud as any other race, the Himrak believe they are a cut above the rest. Their need for land and warfare compels them to enhance and promote Himrak culture. They will continue to wage war until all others are enslaved or wiped out. Mogor, their half-orc leader (the orcish side is Himrak of course) rose to power with a fanatical belief in Himrak edict. As a warrior he is legendary, but as a leader and king, he has managed to reestablished orcish pride in light of his nation's decline in territory. He has a firm grasp upon his court, as many think that it his humanistic insight that gives him the confidence to change history. He is also on good terms with the Dark Ward, the real seat of power of the orc nations. Lord Visscrick has indorsed Mogor's leadership openly, but still has reservations about his human side. At any rate, Mogor is a loyal servant and has done little to fail or embarrass the dark lord.

*Notes:* The Himrak have been noted to equip themselves with atleast two of the following weapons: javelin, long sword, or great axe. Some are specially trained in the two-handed sword. Archers use short bows plus one of the above weapons. All Himrak wear spiked gauntlets and carry daggers. Himrak warriors who go abroad



carry full packs that include tools, torches, and grappling hooks. Some are required to carry shovels, crowbars and handaxes. All carry war horns that are handed down from generation to generation. They have become famous for this fact throughout Karathis.

Though similar to regular orcs in many respects, the Himrak have no weakness in sunlight.

### Ogre

CR 2; Large Giant; HD 4d8+8; 26 hp; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, huge greatclub); 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.

*Feat:* Weapon Focus (greatclub).

*Possessions:* Hide armor, greatclub.



### Redcloak (typical), male human War1.

CR ½; Medium Humanoid; HD 1d8; 8 hp; Init +0 (Dex); Spd 20 ft.; AC 10 (; Atk +3 melee (1d8+1, longsword); AL LN or LG; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

*Skills:* Climb +4, Handle Animal +2, Intimidate +2.

*Feats:* Endurance, Weapon Focus (longsword).

*Possessions:* Studded leather armor, longsword, red cloak (of course!)



### Secret Army Soldiers, male human War1

CR ½; Medium Humanoid; HD 1d8; 8 hp; Init +0 (Dex); Spd 20 ft.; AC 10; Atk +3 melee (1d8+1, longsword); AL LE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

*Skills:* Climb +4, Handle Animal +2, Intimidate +2.

*Feats:* Endurance, Weapon Focus (longsword).



## APPENDIX II: FEATURED NPCs

### Auck'la, male Himrak mutant Sor2.

CR 2; Medium Monstrous Humanoid; HD 2d4+9; 16 hp; Init +0; Spd 30 ft.; AC 14 (+1 bracers, +3 studded leather); Atk +2 melee (1d6+2, tentacle); SQ Spells, familiar; AL NE; SV Fort +3, Ref +0, Will +5; Str 13, Dex 11, Con 16, Int 12, Wis 12, Cha 16.

*Skills:* Alchemy +4, Knowledge (Arcana) +6, Scry +4, Spellcraft +5.

*Feat:* Toughness.

*Spells known (6/5 per day):* 0-ray of frost, daze, flare, mage hand, detect magic; 1st-mage armor, chill touch.

*Possessions:* +1 bracers of armor, studded leather armor, scroll of magic missile (x 2), scroll of shield (x 2), scroll of sleep (x 2), potion of blur, keyring.

A second level mutant sorcerer, Auck'la is cruel and conniving. His horrific appearance does little to temper his mood. His motives are opportunistic as the quest for his existence carries him along. His mutations are surreal, even by orcish standards,





and he uses it to intimidate and bully. Auck'la doesn't care for Joppavook much, but he respects his capabilities. He will only challenge his leadership in the pursuit of information regarding his condition. He has come in contact with others like him, but they have little memory of their past, nor do they question their purpose. It is Auck'la's steadfast belief that the burial grounds of Gratto will hold some answers, even in death. Auck'la found the plans for the outpost in the library of The Dark Ward, the nerve center of the Himrak nations.

#### Dagotha, male Himrak orc Clr4.

CR 4; Medium Humanoid, HD 4d8+4; 26 hp (currently 0); Init +2; Spd 30 ft.; AC 12 (+2 Dex); Atk +6 melee (1d3+3 subdual, fist); SA Rebuke Undead; SQ Spontaneous casting; AL NE; SV Fort +5, Ref +3, Will +4; Str 16, Dex 14, Con 12, Int 13, Wis 11, Cha 9. Skills: Decipher Script +2, Diplomacy +8, Gather Information +3, Hide +3, Move Silently +4, Sense Motive +3.

*Feats:* Combat Reflexes, Skill Focus (Diplomacy).

*Spells:* When encountered, Dagotha has no spells prepared.

*Possessions:* Currently unarmed and unarmored.

Much of Dagotha's history and motivations have been mentioned already, but Auck'la is right to "pick" his brain for a little insight into what his history might be. A full member of the Dark Ward, Dagotha knows much of what goes on in the lower levels of the evil stronghold, and is one of the few that has seen the face of Lord Visscrick. He managed to withstand much of Auck'la's interrogation, but did put into Auck'la's head that his nature derives from what goes on deep inside the Ward. Secretly though, he is aware of the plan to one day have an army of mutated Himrak to bolster their ranks. The only reason they have not pursued this idea more vigorously is due to their inability to control such creations. The last thing that Visscrick needs is for his special army to turn on him when they realize just how powerful they can be. For now, experiments like Auck'la exist to further the research and compliment specialized units like Joppavook's.



#### Gratto the Abomination, male Himrak mutant ghost.

CR 9; Large Undead (Incorporeal); HD 7d12; 50 hp; Init +3 (-1 Dex, +4 Improved Initiative); Spd fly 30 ft. (perfect); AC 9 (-1 size, -1 Dex, +1 deflection bonus); Atk +7/+5/+5/+2 melee (1d6+5, 4 tentacles); SA Manifestation, Corrupting Touch, Horrific Appearance; SQ All-around Vision, Rejuvenation, Turn Resistance; AL CE; SV Fort +4, Ref +4, Will +5; Str 23, Dex 8, Con -; Int 6, Wis 10, Cha 11

*Skills:* Hide +8, Listen +16, Search +18, Spot +20.

*Feats:* Improved Initiative, Multiattack.

*SA—Manifestation (Su):* As an ethereal creature, Gratto cannot affect or be affected by anything in the material world. When he manifests, Gratto become visible but remains incorporeal. However, a manifested ghost can strike with its touch attack. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes.

*SA—Corrupting Touch (Su):* If Gratto hits a living target with its incorporeal attack, he deals 1d4 points of damage. Against ethereal opponents, it adds his Strength modifier (+6) to attack and damage rolls. Against material opponents, it adds his Dexterity modifier (-1) to attack rolls only.



*SA—Horrific Appearance (Su):* Any living creature within 60 feet that views Gratto must succeed at a Fortitude save (DC 13) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by Gratto's horrific appearance for one day.

*SQ—All-Around Vision (Ex):* Gratto has three heads, which gives him +4 racial bonus to Spot and Search checks, and he can't be flanked.

*SQ—Rejuvenation (Su):* In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

*SQ—Turn Resistance (Ex):* Gratto has +4 turn resistance.

The mutated abomination known as Gratto has three heads, four arms and a tail, and is well known in legend and song. He is one of the great orcish folk heroes. He loved to slaughter, and rarely lost ground in battle. Many died at the hands of Gratto and has become a hated name among elvish historians. He was stopped when an elvish hero named Zoxnoth struck him down with the poisoned blade of Hiaga. In his ghost form, Gratto knows no allies and is filled with too much rage to be of any use to Auck'la.

#### Joppavook, male Himrak orc Rgr4.

CR 4; Medium Humanoid; HD 4d10+4; 30 hp; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +4 studded leather); Atk +7 melee (1d12+3, greataxe); SQ Track, favored enemy, spells; AL LE; SV Fort +5, Ref +2, Will +3; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 10.

*Skills:* Climb +5, Hide +2, Intuit Direction +5, Jump +5, Listen +5, Move Silently +2, Ride +5, Search +3, Spot +5, Wilderness Lore +6.

*Feats:* Improved Initiative, Track.

*Spells prepared (1/day):* resist elements.

*SQ—Favored Enemy: Elves (Ex):* Joppavook gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against elves. Joppavook also gains a +1 damage bonus against elves.

*Possessions:* +1 studded leather armor, masterwork greataxe, *potion of jump*, *eyes of the eagle*, war horn (15 gp), studded gauntlets, masterwork dagger, elvish compass (5 gp), 30 gp.

A skilled ranger, Joppavook has been prolific of late. Recent successes gave him the opportunity to lead this pivotal raid in order to set up an attack on Hollobrae. On his person he carries many different maps of the region, an elvish compass, and a bounty document on the head of Abe Tegman.



#### Kith, doppelganger Asn3.

CR 6; Medium Shapechanger; HD 4d8+3d6+7; 42 hp; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk +6/+6 melee (1d6+1/1d6+1, 2 slams); SA Death attack, sneak attack +2d6, poison use, detect thoughts; SQ Uncanny dodge, alter self, immunities; AL NE; SV Fort +6, Ref +8, Will +7; Str 12, Dex 13,







Con 12, Int 13, Wis 14, Cha 11.

**Skills:** Bluff +12, Disguise +12, Hide +11, Listen +11, Move Silently +9, Sense Motive +6, Spot +8. (Note: When using *alter self*, Kith receives a +10 circumstance bonus to Disguise checks. If he can read his opponents mind, he gets a further +4 circumstance bonus to Bluff and Disguise checks.)

**Feats:** Alertness, Dodge, Improved Initiative, Skill Focus (Hide).

**SA—Detect Thoughts (Su):** Kith can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). He can suppress or resume this ability as a free action.

**SQ—Alter Self (Su):** Kith can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but he can remain in the chosen form indefinitely. He can assume a new form or return to its own as a standard action.

**SQ—Immunities (Ex):** Doppelgangers are immune to sleep and charm effects.

**Possessions:** Kith is initially unarmed and unarmored when encountered.

Kith, disguised as Aif Jenkins for a few years now, is cool under fire and does whatever evil acts are necessary to further his master's goals. He hates all living things, and hates the face of Kalendia even more. He has been given free reign by the Shadowlord to conduct operations bent on the destruction of the surrounding lands. Kith's knowledge of what others are doing in the name of the Shadowlord is limited. This is by design should he ever find himself captured by his enemies. He has a rough idea of where Hubozz, a fellow agent, is located, but has no direct connection to him. Outside of that, he has many allies in the region including a coven of sorcerers that were responsible for the kidnapping of Amelia NeMoren (see *NeMoren's Vault*, and the *Quest for Amelia* for further details.)

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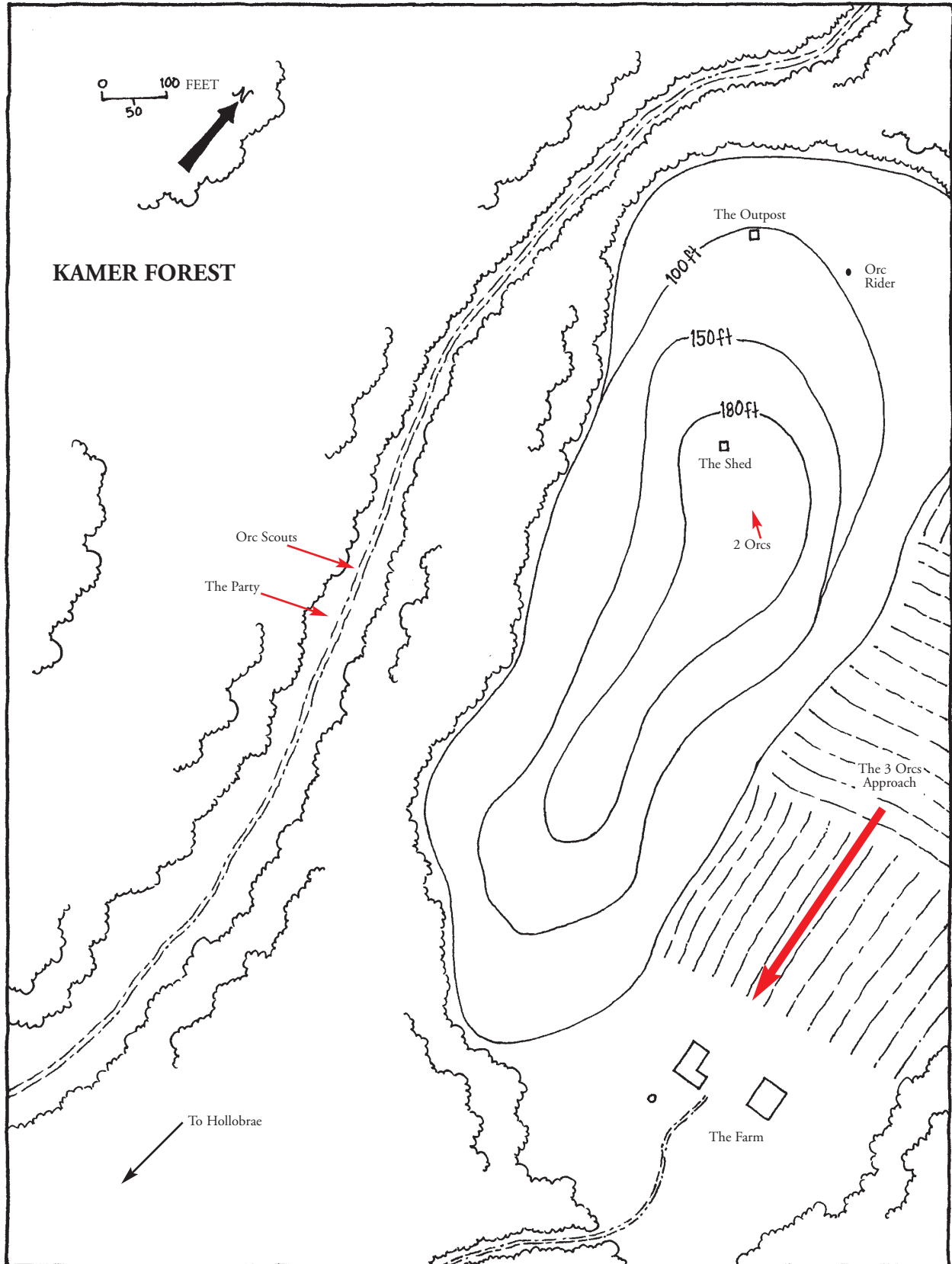
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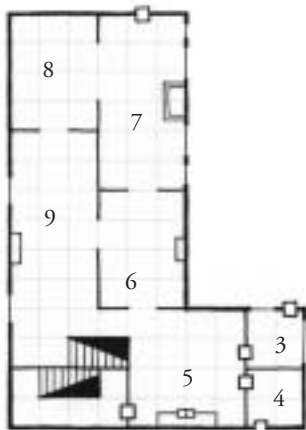
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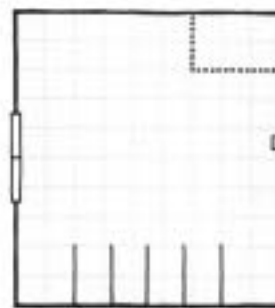
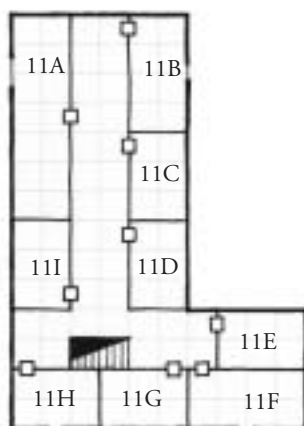




HOUSE 1st LEVEL



HOUSE 2nd LEVEL

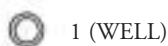
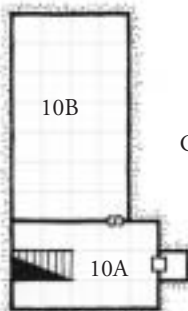


2 (BARN)

OUTHOUSE



CELLAR



1 (WELL)

## Himrak War Party Challenge Chart

Encounter Key	Encounter Level	Challenge Rating	Challenge Statistics
Chapter 1	3	1/2 (x 5)	Orcs: hp 12, 6, 6, 4; Init +1; AC 16; Atk +3(1d8+2)
Chapter 1	1/2	1/2	Orc Rider: hp 10; Init +1; AC 16; Atk +3(1d8+2)
Chapter 2	4	1/2 (x 5)	Orcs: hp 6, 6, 6, 5, 4; Init +1; AC 16; Atk +3(1d8+2)
		1	War Dog: hp 13; Init+2; AC 16; Atk +3(1d6+3)
2-Area 2	1	1/2 (x 2)	Orcs: hp 6, 4; Init +1; AC 16; Atk +3(1d8+2)
2-Area 3	1	1	War Dog: hp 13; Init+2; AC 16; Atk +3(1d6+3)
2-Area 6	2	1/2 (x 3)	Orcs: hp 4, 4, 4; Init +1; AC 16; Atk +3(1d8+2)
2-Area 8	2	1/2 (x 3)	Orcs: hp 6, 5, 4; Init +1; AC 16; Atk +3(1d8+2)
2-Area 10A	6	6	Doppelganger: hp 42; Init +5; AC 15; Atk +6/+6(1d6+1/1d6+1)
2-Area 11A	1/2	1/2	Orc: hp 8; Init +1; AC 16; Atk +3(1d8+2)
Chapter 3	3	1/2 (x 5)	Orcs: hp 8, 8, 8, 6, 6; Init +1; AC 16; Atk +3(1d8+2)
Chapter 3	3	1/2 (x 6)	Orcs: hp 8, 6, 6, 6, 4, 4; Init +1; AC 16; Atk +3(1d8+2)
3-Area 2A	1	1/2 (x2)	Orcs: hp 6, 6; Init +1; AC 16; Atk +2(1d6)
3-Area 2C	1	1/2 (x2)	Orcs: hp 6, 6; Init +1; AC 16; Atk +2(1d6)
3-Area 2D	1/2	1/2	Orc: hp 6; Init +1; AC 16; Atk +3(1d8+2)
3-Area 3A	2	1/2 (x3)	Orcs: hp 6, 3, 3; Init +1; AC 16; Atk +2(1d6)
3-Area 3B	4	1/2 (x 2)	Orcs: hp 6, 6; Init +1; AC 16; Atk +3(1d8+2)
		3	Mummy: hp 32; Init -1; AC 17; Atk +6(1d6+4 and mummy rot)
3-Area 4	2	1/2 (x 4)	Orcs: hp 8, 6, 6, 6; Init +1; AC 16; Atk +3(1d8+2)
3-Area 5	2	1/2 (x 4)	Orcs: hp 8, 8, 8, 8; Init +1; AC 16; Atk +3(1d8+2)
3-Area 7	1	1/2 (x 2)	Orcs: hp 12, 6; Init +1; AC 16; Atk +3(1d8+2)
3-Area 9B	9	9	Gratto: hp 50; Init +3; AC 9; Atk +7/+5/+5/+2(1d6+5 [x4]) plus special
3-Area 10	4	1/2 (x 2)	Orcs: hp 7, 6; Init +1; AC 16; Atk +2(1d6)
		1 (x 3)	War Dogs: hp 13, 13, 13; Init+2; AC 16; Atk +3(1d6+3)
3-Area 11A	2	2	Ogre: hp 32; Init -1; AC 16; Atk +8(2d6+7)
3-Area 13	3	1/2 (x 5)	Orcs: hp 1, 1, 1, 1, 1; Init +1; AC 16; Atk +3(1d8+2)
		1/2 (x 2)	Orcs: hp 6, 6; Init +1; AC 16; Atk +3(1d8+2)
3-Area 17	5	4	Joppavook: hp 30; Init+5; AC 14; Atk +7(1d12+3)
		1/2 (x 4)	Orcs: hp 6, 4, 4, 4; Init +1; AC 16; Atk +3(1d8+2)
3-Area 19A	4	2	Auck'la: hp 16; Init+0; AC 14; Atk +2(1d6+2) or spells

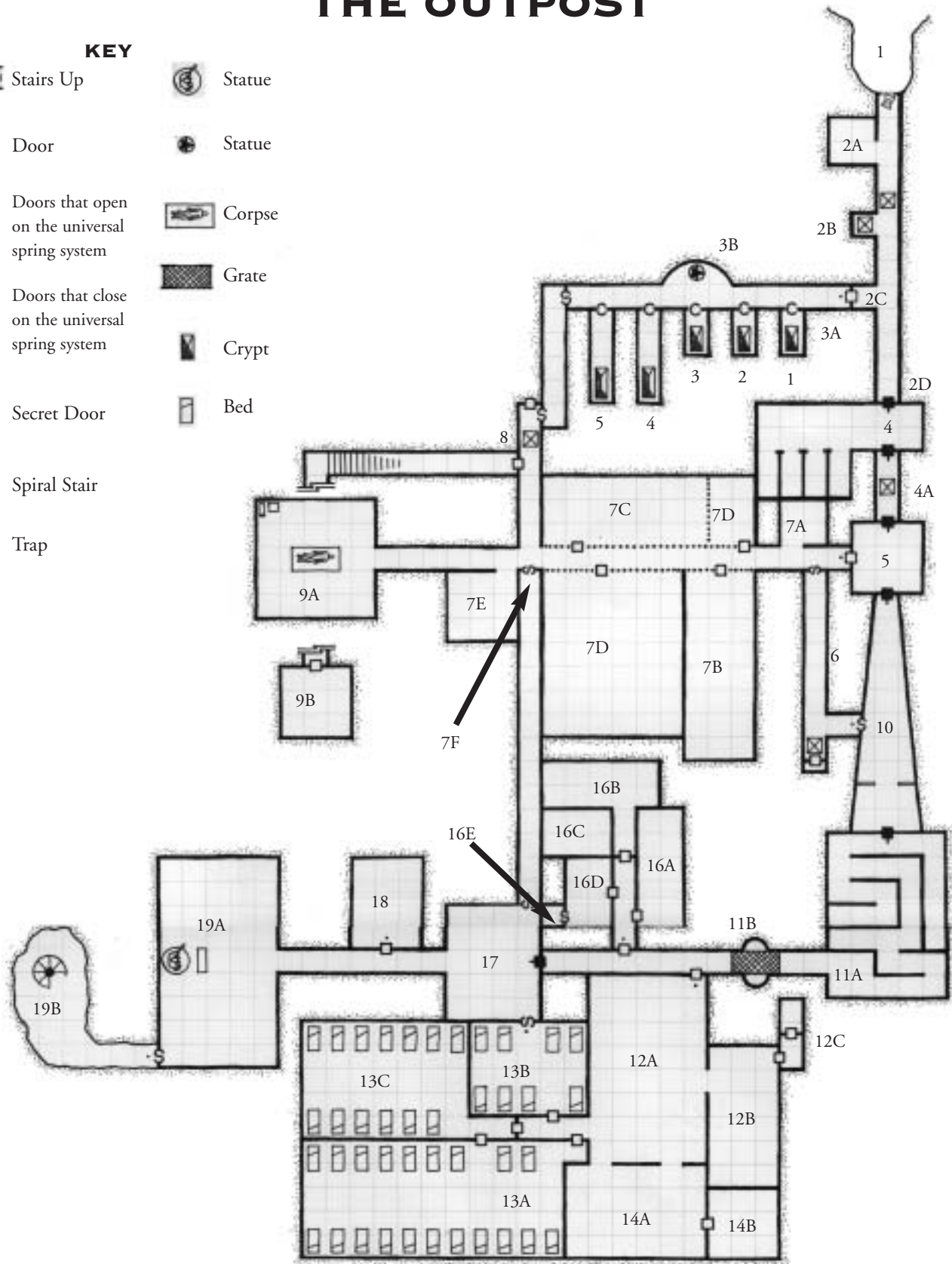






# THE OUTPOST

- KEY**
- Stairs Up
  - Door
  - Doors that open on the universal spring system
  - Doors that close on the universal spring system
  - Secret Door
  - Spiral Stair
  - Trap
  - Statue
  - Statue
  - Corpse
  - Grate
  - Crypt
  - Bed



## USING THE COUNTERS

**Himrak War Party** contains a set of black-and-white counters to aid in tabletop conflict resolution. These counters are based on a 1-inch equals 5-foot scale. Therefore, medium-sized creatures occupy a standard one-inch square counter. Before beginning play, carefully remove the counter pages and cut apart the counters with an x-acto knife or scissors.

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 bugbears, which would be numbered 1 to 4. The GM can then keep track of the individual hit points and actions according to which particular bugbear is involved in the resulting combat.

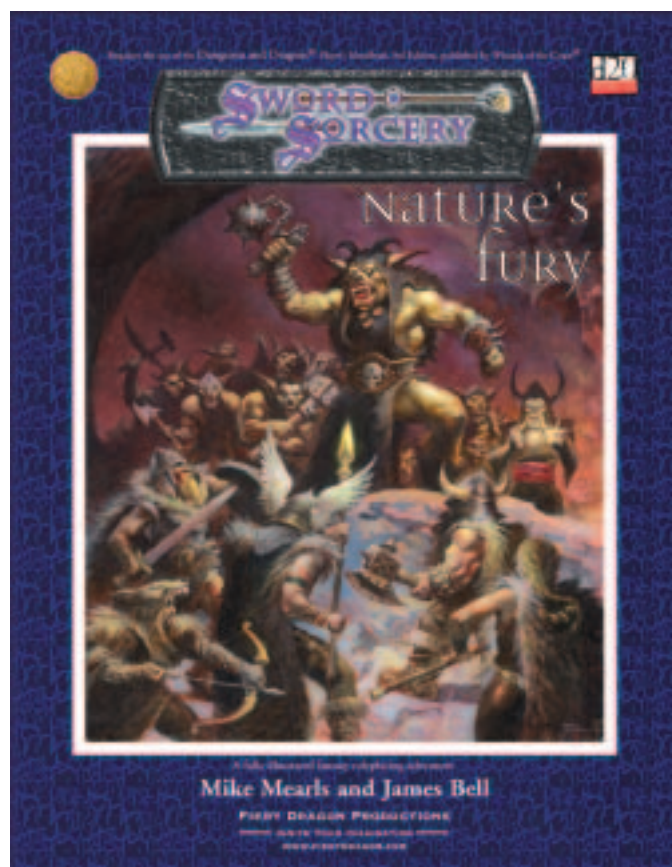
Monster counters are not labeled with monster type, as many characters may encounter creatures for the first time and out-of-character knowledge of the monster may prove to be an unfair advantage. The GM should use this to his or her advantage. For instance, rather than saying, "You encounter four bugbears," the GM might say, "You encounter four large goblinoids," then place the appropriate counters on your battle grid for the players to see the picture.

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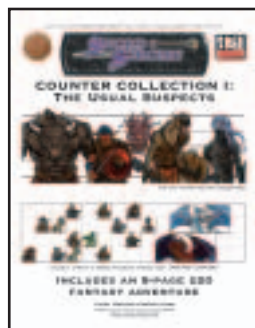
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